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"My Twelfth went the long way around."

The Twelfth Doctor Sourcebook is published by



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INTRODUCTION

*'I strongly advise you to
keep out of my way.
You'll find it's a very small universe when
I'm angry with you.'*



INTRODUCTION

Just when he thought his lives were finally over, the Doctor was granted a whole new series of regenerations. So, in classic style, he began them as an irascible and grumpy grandfather figure. But this Twelfth incarnation was not just an old man at the end of a long life. He was still an explorer and an adventurer, albeit one that better understood the consequences of his actions. With a new lease of life came a new wonder for the universe, but this Doctor was not just a tourist looking for new experiences. Instead he sought answers to the mysteries of the galaxies, the enigmas he never thought he would have time to solve.

Given a second chance at life, the Twelfth Doctor was not one to waste his time. He had a job to do — the universe wasn't going to save itself! Having lived so long he had an extensive list of regrets and wrongs that he needed to put right, though this didn't leave a lot of time for social niceties. The Twelfth Doctor was finished with all the silly chatter and banter. He had a duty of care, and that left no time to soothe anyone's feelings when he was saving the universe.

HOW TO USE THIS BOOK

The **Twelfth Doctor Sourcebook** is primarily a Gamemaster's resource for running adventures with either the Twelfth Doctor and his companions, or in the style of the Twelfth Doctor's adventures. While players will certainly benefit from the background information in this book, particularly regarding the Doctor and his companions (and other information the Gamemaster deems worthy to share!), all the rules needed to portray the Twelfth Doctor's companions are found in the **Doctor Who Roleplaying Game Core Rulebook**.

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

Chapter Two offers advice on how to craft adventures and capture the style of the Twelfth Doctor's era. Chapter Three delves into each of the Twelfth Doctor's actual adventures. Each adventure includes the following information (along with some fun extra bits in the sidebars!):

- **Synopsis:** Where did the TARDIS land this time? Who did the Doctor meet and what terrible challenges did he and his companions face? This section summarises the key events of the adventure, marking important information and references to other adventures.
- **Running the Adventure:** If your players are unfamiliar with the adventure then you may want to run it for them. This section gets into the nuts and bolts of bringing the adventure to life and the adaptations necessary when using other Doctors and companions or even running it Doctor-less. This section is also useful for when you just want to adapt bits or 're-skin' it in order to enable players who do remember the original to enjoy playing through a fresh new take.
- **Further Adventures:** An adventure is more than the sum of its parts; elements from across time and space intersect in unique ways, and each of those aspects could be recombined in infinite variations to use again! We offer a few adventure seeds that build off the elements in the current adventure. While we hope these seeds are playable on their own, they are also designed to spark your imagination when constructing new adventures.

Finally, each adventure also includes statistical and background information on the various non-player characters, monsters and gadgets that the Doctor and his companions encountered over the course of the adventure.



CHAPTER ONE

THE TWELFTH DOCTOR AND COMPANIONS



'I'm the Doctor. I've lived for over two thousand years, and not all of them were good. I've made mistakes, and it's about time I did something about that.'

WHO IS THE DOCTOR?

Once, the Doctor was a madman in a blue box — a hero, a legend, and a traveller in love with the universe — but no more. The Twelfth Doctor has seen too much. This incarnation is a chance to make amends. It's time to stop playing around and get on with the serious job of saving the universe, because the only thing that is certain is that it isn't going to save itself.

With the possible exception of his Sixth incarnation, the Twelfth Doctor is initially the most difficult to get along with. He is impatient, rude, dismissive, and occasionally manic. Even his eyebrows are angry, really angry.

All this, coupled with his imposing height and growling Scottish accent makes him rather intimidating, and sometimes a little annoying. He tends to walk into rooms as if he owns them and expects everyone to follow his lead. While he may not look like a young man anymore, he is less like a grandfather and more like a mad uncle. Most people initially don't like him. Even Clara took a while to get used to him.

To make matters worse, the Twelfth Doctor has very few social skills. Well, that's not entirely true; he just chooses not to bother using them. While many of his previous incarnations loved to chat to people and make friends, the Twelfth Doctor couldn't be more different. He has no time for small talk, or even basic politeness on most occasions.

He is not interested in making people feel comfortable or offering sympathy. He has a job to do, usually saving the lives of everyone in the room. So he doesn't mind people thinking he is brusque and difficult. He is more focused on saving them, even if he ruffles a few feathers in the process.

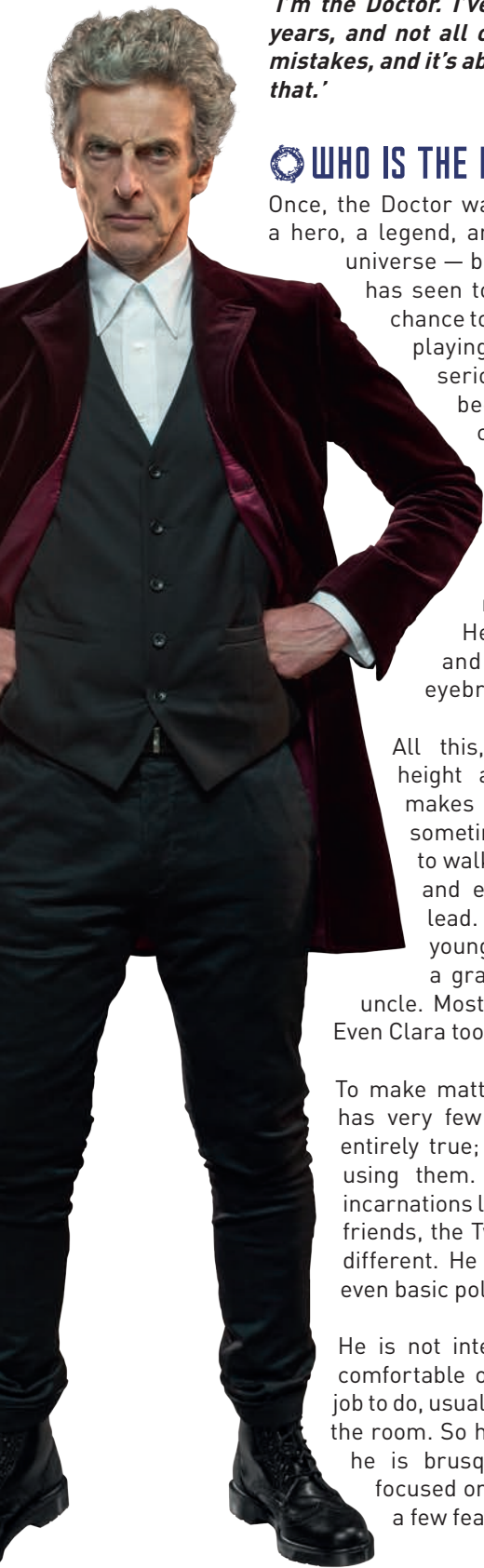
Though he might not appear to care, the Doctor takes the lives of those around him extremely seriously. This applies tenfold to the lives of his companions. He is the archetypal father (or uncle) of the universe: stern and distant, but ready to turn mountains to dust to protect those in his care. When he lost Clara he fought his own confession dial for billions of years to prove a point to the Time Lords, and nearly tore the universe apart to keep her alive. Despite his cold exterior, the Twelfth Doctor is a creature of incredible passion.

The range and power of his feelings is so vast he is not entirely in control of them. Both his anger and benevolence are so extreme they might be dangerous. With all his skill and experience, what he might be capable of in a fit of emotion frightens him. So he remains a tightly controlled volcano of raw feelings, releasing the pressure now and again in safe doses. His fear of losing control and hurting someone leads him to often question whether he is truly a good man, in case he loses his way.




But the Doctor is still a hero, perhaps even more so than before. One of the reasons for his anger is that he has seen too much death, pain, and destruction. The gloves have come off. He won't stand it anymore. He will fight, whatever cost to himself, because he is the final line in the sand that will never be crossed. No more clever tricks, no more quips (okay, maybe one or two but definitely no banter) no more trying to look clever; just two thousand years of dedication and resolve ready to face the worst the universe can throw at him and ask for more.

For all his seriousness, the Doctor is still an explorer at heart. He longs to see the universe and show it to his companions. Unfortunately, after two thousand years of travelling he's seen almost everything. So what intrigues him are the mysteries of the universe, rather than particular planets or nebula. He has already seen every galaxy, now he wants to understand how they all fit together. He wants to peer into the small corners he missed the first time around, and force reality to reveal its ancient secrets.

Left alone in the TARDIS too long, he starts to wonder about questions he has never found an answer for. But he isn't good at investigating alone. He still wants to show someone how amazing the universe is. This leads him to visiting his companions (often at extremely inconvenient times) and taking them off on a voyage at a run, sometimes into the truth of reality itself.



ATTRIBUTES

 AWARENESS	○ ○ ○ ○ ○
 COORDINATION	○ ○ ○ ○ ○ ○
 INGENUITY	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 PRESENCE	○ ○ ○ ○ ○
 RESOLVE	○ ○ ○ ○ ○ ○
 STRENGTH	○ ○ ○ ○

SKILLS

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

BIODATA

PERSONAL GOAL

To save the universe, whether it likes it or not.

PERSONALITY

The Doctor is rude and difficult, but usually annoyingly right. He doesn't have time for social niceties, not when lives are at stake. While he is often cantankerous and officious, he is also prone to dramatic mood changes when he gets angry or excited. He works hard to do what needs to be done, and despairs at the failures of the adorable but painfully stupid humans that usually surround him.

BACKGROUND

The Doctor is the universe's last line of defence. When there is no one left, he will stand and protect what is decent and good. He doesn't want to be a hero — in fact, after so many years, he'd really like to give it all up and have a rest — but there is no one else to take his place, and so he continues to fight.

TRAITS

Argumentative	
Boffin	
Brave	
Experienced Time Lord x12	
Feel the Turn of the Universe	
Friends (Major: UNIT)	
Indomitable	
Keen Senses (Major)	
Quick Reflexes	
Psychic	
Run For Your Life!	
Talk to Everything	
Technically Adept	
Time Lord	
Time Traveller (All)	
Voice of Authority	
Vortex	
	<i>Adversary (Major: Too Many To List)</i>
	<i>Code of Conduct (Major)</i>
	<i>Distinctive</i>
	<i>Eccentric (blunt and inconsiderate)</i>
	<i>Insatiable Curiosity</i>
	<i>Obsession (Duty of Care)</i>

STUFF

- Sonic Screwdriver
- Sonic Sunglasses
- Spoon (for duelling)
- Psychic Paper
- Clara's Social Prompt Cards
- TARDIS
- Local field gravity detector (Yo-yo)

Time Lord

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THE TWELFTH DOCTOR'S COMPANIONS

CLARA OSWALD

No longer 'The Impossible Girl', Clara became more of a partner than a companion to the Twelfth Doctor. She was his moral barometer, keeping an eye on him to tell him when he was going too far. Unbeknownst to her, this relationship worked both ways. The Doctor watched how far she spread her web of deceit, especially regarding Danny Pink. Much as Clara loved Danny, she couldn't heed his advice to stop travelling with the Doctor before she went too far.

Clara was disoriented by the Doctor's regeneration, but once used to the change she idolised him. She didn't just want to travel with him, she wanted to be him — saving the universe and being incredibly clever. While her quick wits and talent for deceit often managed a passable counterfeit, her lack of experience usually got her in trouble. Even so, her understanding of the Doctor made her a valued confidant and companion.

Between adventures, Clara became a dedicated teacher at Coal Hill School. Her job teaching English was more than just something to pass the time. She was committed to the care and education of her students, and working with Danny on extracurricular activities made the job even more enjoyable — though she couldn't help the odd hint about her relationship with Jane Austen.

Clara was a thrill seeker, compulsively drawn to the excitement of adventure. This tendency worsened after the loss of Danny, which damaged Clara irreparably. She threw herself carelessly into danger, trying to ignore the pain, ultimately leading her to taking a risk that cost her life. However, neither she nor the Doctor could accept her death, and he broke almost all the laws of time to bring her back. They recognised they were a dangerous combination, and understood they had to part.

DANNY PINK

Danny was once a soldier, but after a dreadful tragedy on patrol in Afghanistan he retired from the military. He became a maths teacher at Coal Hill School, where he met Clara and fell in love. Unfortunately, the Doctor and Danny didn't get on. The Doctor initially treated him with disdain, believing he wasn't good enough for Clara.

All soldiers were beneath the Doctor's notice, mere pawns committing unnecessary violence. But Danny was a soldier who protected people, built wells, and sought to defend the weak. Danny believed the Doctor was moulding Clara into a form of soldier; he saw the cold heart of an uncompromising officer in the Doctor, one who never allowed his orders to be challenged.

Despite the Doctor's intrusions and several false starts, Danny and Clara's relationship deepened to love. Clara was left heartbroken after Danny was killed in a road accident, but his story wasn't over. Missy's plan resurrected him as a Cyberman, giving him a chance to say goodbye to Clara and prove to the Doctor that a soldier could fight for peace.

BILL POTTS

Bill Potts was an inquisitive young woman working as a 'dinner lady' at St Luke's University who began sneaking into the Doctor's classes. She was intrigued by the eccentric lecturer, especially his tenure (he'd apparently been lecturing for over seven decades) and his lecture topics, which never matched what was advertised.



THE TWELFTH DOCTOR AND COMPANIONS



The Doctor offered to become her personal tutor, granting her entrance to the university as a student. She fell for a woman named Heather, who disappeared after being transformed into an alien vessel. The Doctor helped Bill search for Heather, revealing he was an alien and kick-starting their adventures together.

The Doctor helped Bill reconnect with her mother by going back in time to photograph her, showing that despite the gruff exterior he could still be thoughtful and caring. Bill proved resourceful, her unique perspectives making her an ideal time-travelling companion. Having said that, she almost destroyed the world, submitting Earth to the Monks to save the Doctor. Fortunately, the Doctor knew he could fix anything with Bill on his side.

Bill almost met her end on a spaceship stuck near a black hole, where a skittish crew member shot her through the heart. Strange surgeons took her to the other end of the ship to be healed, but due to the relativistic effects of the black hole time moved quicker there. She spent a decade with Razor (the Master in disguise) as she was initially turned into a cyborg and then into the first of the Proto-Cybermen.

Doctor to defended the ship's inhabitants. They both fell in battle, but were saved by Heather. Heather had full control of her powers as a sentient liquid spaceship, and offered Bill a chance to travel with her in the same transcendent form. Bill accepted, and the couple went on to explore time and space together.

NARDOLE

Nardole had a colourful and enigmatic history, though how much was true or Nardole's embellishment is debatable. He claimed to have been a black marketeer, a con artist, a Brown Tabard in Tarovian martial arts, winning his left hand in a gambling game, and previously having blue skin.

The Doctor met Nardole working for River Song. During that adventure he was decapitated and integrated into the Hydroflax robot. After the 24-year night on Darillium, the Doctor built Nardole a new body using both organic and cybernetic parts. River instructed Nardole to stop the Doctor from executing Missy, resulting in her imprisonment in the Vault at St Luke's University for 1000 years.



gram the



True to his oath, Nardole tried to keep the Doctor from leaving Missy to travel in the TARDIS. His success rate that millennium is unknown, but by the end of the Twelfth Doctor's adventures Nardole was regularly in attendance with the duty shirking Time Lord!

Behind Nardole's matronly appearance lay vast reserves of skill and resolve. Nardole never wavered in his dedication to the job or to the Doctor. His unchallenging appearance hid an array of technological gadgets and skills he had mastered, granting him incredible control over computers and machinery.

In lieu of Clara, Nardole took on the vacant position of the Doctor's conscience, despite his reluctance to accompany him and Bill. In their final escapade, Nardole helped protect the residents from the advancing Cybermen, and was tasked with guarding them when he and the Doctor parted ways.

RIVER SONG

River began her life as Melody Pond, Rory Williams and Amy Pond's daughter. She was conceived aboard the TARDIS, a child of the Vortex born with Time Lord DNA. This made her a target for the Silence, who stole her for use as a weapon against the Doctor. Though she managed to kill the Doctor she used her remaining regenerative energy to revive him.

River usually encountered the Doctor 'out of order' relative to her timeline. The Tenth Doctor first met her when she was about to die, though he managed to save her memories. The Twelfth Doctor met River toward the end of her life. An accomplished archaeologist and thief, the Doctor's wife 'borrowed' his TARDIS on occasion, her DNA giving her the ability to steer it.

The Twelfth Doctor was surprised to find her married to the ruthless King Hydroflax. River didn't recognise the Doctor as she was unaware of his new cycle of regenerations. The Doctor eventually revealed himself, and together they defeated Hydroflax, with the minor complication of crash-landing a ship on Darillium. River awakened from the crash nervous, knowing they spent their last night together on Darillium. The Doctor told her not to worry; a night on Darillium lasts 24 years. The two spent those years as husband and wife, before the Tenth Doctor met her for the first time and she said her final goodbye.

ASHILDR

Ashildr was a girl in a Viking village when she first met the Doctor, but this encounter led to her becoming one of the most ardent and dangerous immortals in the universe. Fatally injured defending her village from 'The Mire', the Doctor used their advanced technology to heal her. The side effect was immortality. She became a vastly skilled and experienced woman after only a few hundred years, never dying, never ageing.

The problem with immortality was the human capacity for memory. Ashildr forgot most of her life, even her original name, rechristening herself as 'Me'. She came to rely on her library of journals to remind herself of her past, tearing out pages she wanted to forget.

Outliving everyone she loved, Ashildr became cold. Her hardened heart and vast experience made her potentially dangerous. When she met the Doctor again she was on the cusp of villainy, but turned away from darkness at the last moment. She recognised the dangers she faced as an immortal were also felt by the Doctor. She became Earth's protector in case he failed to heed his own advice. While they weren't enemies, she was persistently the Doctor's adversary. With her experience, she might have been the only person in the universe capable of besting him.

MISSY

The Doctor's old enemy and best friend, 'The Master' returned no less eccentric or murderous to haunt him in a new incarnation as 'The Mistress'. However, she was bored of fighting the Doctor and had decided she wanted her friend back. Unfortunately, her way of going about it — offering gifts like an army of Cybermen made from dead humans — was not received with gratitude.

The Doctor convinced Missy that goodness, rather than galactic domination, was a worthwhile lifestyle. If it took being good to be friends, she decided to try (it was that or execution anyway). She agreed to imprisonment, with the Doctor as her warden and ethics tutor.

When meeting the Master, the Doctor's lessons and her own sense of eccentric irony led her to betray her previous incarnation. Unfortunately, the Master would rather destroy their future than live to join the Doctor. He shot Missy in the back and left her to die, an irony she found hilarious.



ATTRIBUTES

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

SKILLS

3	ATHLETICS	0	MEDICINE
4	CONVINCE	3	SCIENCE
2	CRAFT	3	SUBTERFUGE
2	FIGHTING	1	SURVIVAL
4	KNOWLEDGE <small>(History +2, Literature +2)</small>	3	TECHNOLOGY <small>(Computers +2)</small>
2	MARKSMAN	3	TRANSPORT

BIODATA

PERSONAL GOAL

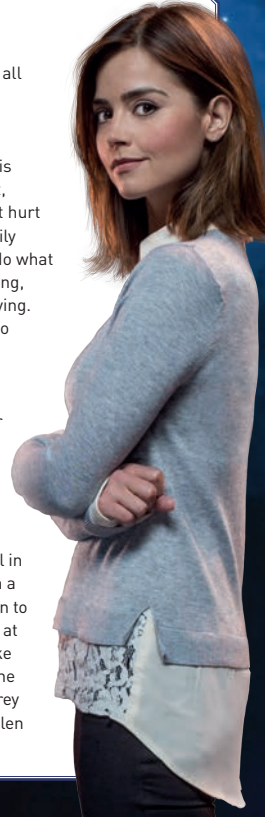
To travel with the Doctor and see the universe, all of it, forever.

PERSONALITY

Clara is an adventurer and a thrill seeker. She is capable of deep affection, but can be dishonest, believing what her loved ones don't know won't hurt them. She is occasionally self-centred and easily capable of lying to those she loves so she can do what she wants. She usually gets away with everything, being exceptionally clever and rather good at lying. Unfortunately, her confidence often leads her to overplay her hand.

BACKGROUND

Clara was unknowingly introduced to the Doctor by Missy and fulfilled her destiny as 'The Impossible Girl'. After having some difficulty coping with the Doctor's regeneration, she became more of a partner than a companion. Their relationship became like a very argumentative father and daughter. She fell in love with fellow teacher Danny Pink, who died in a tragic accident. After Danny's death, Clara began to take more and more risks. This led to her death at the hands of a Quantum Shade. The Doctor broke almost all the rules of time to bring her back. She was last seen taking the long way back to Gallifrey to face her fate, accompanied by Ashildr in a stolen TARDIS.



TRAITS

Attractive
Brave
Friends (Major: The Doctor, Jane Austen)
Lucky
Psychic Training
Technically Adept

Eccentric (Major: Control Freak)
Impulsive (Minor)
Insatiable Curiosity
Obligation (Major: Coal Hill School)

STUFF

Mobile Phone

5

ATTRIBUTES

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

SKILLS

3	ATHLETICS	0	MEDICINE
2	CONVINCE	3	SCIENCE <small>(Mathematics +2)</small>
0	CRAFT	0	SUBTERFUGE
2	FIGHTING	1	SURVIVAL
2	KNOWLEDGE	3	TECHNOLOGY
3	MARKSMAN	1	TRANSPORT

BIODATA

PERSONAL GOAL

To keep Clara safe, even from the Doctor.

PERSONALITY

Danny has had his fill of adventure as a British soldier in Afghanistan. His experiences have left him calm and level headed, and very careful about how his actions impact others. Initially, he seems stern and humourless, but he has a dry wit and strong devotion to those he loves. Danny didn't become a soldier to fight, rather to protect people and help them improve their lives. As a teacher he shows the same dedication to his students. Those instincts made him disapprove of Clara's relationship with the Doctor, knowing he would eventually place her in too much danger.

BACKGROUND

Danny left the army after accidentally shooting a young boy while on patrol. The incident still haunts him. As a result, he continually feels he needs to make amends. He met Clara on his first day as a Maths teacher at Coal Hill School. They both made a mess of their first date, their mutual attraction making them both nervous and tongue tied. They got over the awkwardness, and eventually fell deeply in love. Danny was killed in a road accident but brought back by Missy's plan to turn the dead of Earth into Cybermen. He used his connection to the network to sacrifice himself and destroy the army. His act of valour proved to the Doctor that sometimes a soldier can save lives.



TRAITS

Attractive
Brave
Sense of Direction
Tough
Voice of Authority

Code of Conduct (Minor)
Dark Secret (Accidentally shot a child)
Obligation (Major: Coal Hill School)
Unadventurous

STUFF

None

5

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

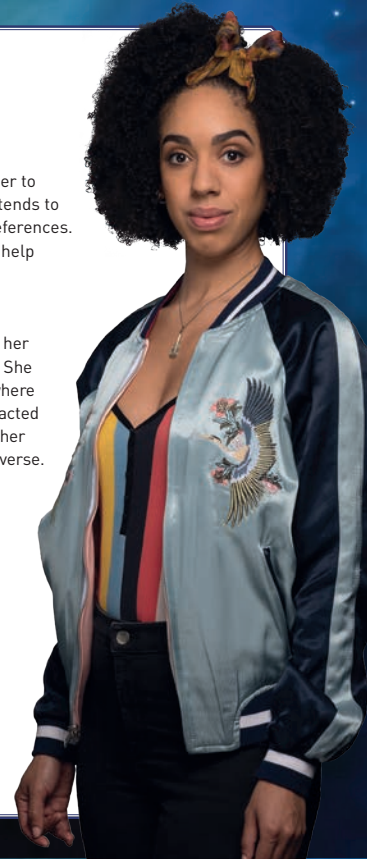
To learn all she can from the Doctor.

PERSONALITY

Bill is curious and inquisitive, and eager to see the wonders of the universe. She tends to relate new situations to pop culture references. She also has a big heart and wants to help anyone in trouble.

BACKGROUND

Bill was brought up in foster care after her mother died when Bill was very young. She took a job serving chips at University where the Doctor first meets her. He was attracted to Bill's inquisitive nature. He acted as her private tutor while showing her the universe.



TRAITS

Brave
Empathic
Inexperienced

Insatiable Curiosity
Unlucky

STUFF

Mobile Phone

5

ATTRIBUTES

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

SKILLS

1	ATHLETICS	0	MEDICINE
2	CONVINCE	1	SCIENCE
0	CRAFT	3	SUBTERFUGE
1	FIGHTING	2	SURVIVAL
2	KNOWLEDGE	3	TECHNOLOGY <small>(Computers +2)</small>
1	MARKSMAN	3	TRANSPORT

BIODATA

PERSONAL GOAL

To keep the Doctor company and remind him of his duty to watch Missy.

PERSONALITY

Nardole is both firm and loyal, constantly reminding the Doctor of where he should be but begrudgingly following his wishes anyway. He feigns gullibility and shares questionable stories about his past to gain others' trust.

BACKGROUND

Nardole was once a con artist. Now he is looking for redemption. He sees helping the Doctor as a way to do this. His body is stitched together from various parts (some mechanical, but not obviously so).



TRAITS

Alien
Cyborg
Eccentric
Experienced
Technically Adept
Time Traveller
Vortex

Cowardly
Unadventurous

STUFF

Knitting needles
and yarn

8

ATTRIBUTES

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

SKILLS

2	ATHLETICS	1	MEDICINE
4	CONVINCE	4	SCIENCE
1	CRAFT	4	SUBTERFUGE
2	FIGHTING	3	SURVIVAL
4	KNOWLEDGE <small>(Archaeology +2)</small>	5	TECHNOLOGY
3	MARKSMAN	2	TRANSPORT

BIODATA

PERSONAL GOAL

To see the universe and maintain her relationship with the Doctor.

PERSONALITY

River is a schemer, a plotter, and an adventurer, but also a dedicated scholar. She craves knowledge as much as excitement but does her best to ensure the two always go together. If there isn't an adventure to be found, River will make one herself. She is an experienced charlatan and enjoys pulling a complex scam to get hold of archaeological wonders.

BACKGROUND

Rory Williams and Amy Pond's daughter, River was conceived in the TARDIS and born to the Vortex. As a result, she has Time Lord DNA and was once capable of regenerating. However, her history has always been out of sync with those she loves. She spends her time skipping between her relationships with her parents and the Doctor in the wrong order. In order to spend some time with her parents, she spent many years as their school friend 'Mels', until a conflict in Nazi Germany caused her to regenerate into her current form. She gave her remaining regenerations to the Doctor to save his life. River spent a lot of her time in the Storm Cage jail for her many crimes. However, this never really bothered her as the Doctor took her adventuring to pass the time, and few cells could hold her for very long anyway.



TRAITS

Attractive
Boffin
Brave
Charming
Friends (Major : The Doctor)
Keen Senses (Sight)
Run for your life!
Technically Adept
Time Traveller (Tech 5-8)
Scion of Gallifrey (but may no longer regenerate)
Vortex

Argumentative
Distinctive
Dark Secret (Major : Several crimes and con jobs on a universal scale)
Insatiable Curiosity

STUFF

Blue Spoiler Diary
Sonic Trowel
Sonic Screwdriver

8

ATTRIBUTES

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

SKILLS

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

BIODATA

PERSONAL GOAL

To protect the Earth from the Doctor.

PERSONALITY

As a girl, Ashildr was a storyteller, but immortality has worn away her soul. Seeing so many people die has hardened her to the pain of loss. She reminds herself to care about other people using her diaries. Nevertheless, she has chosen to protect humanity by finding ways to keep the Earth safe. Her chosen role as protector of Earth ensures she is always looking to the needs of whatever community she controls.

BACKGROUND

Ashildr was just an ordinary village girl until the Doctor granted her immortality. Initially she longed for the day he would take her to see the universe. But eventually she came to understand her place was on Earth. Unlike many immortals, she chose to make use of her time and train herself in skills and abilities. After a few hundred years this has left her an expert in an array of abilities, rivalling the best of the best in many fields. Her life experience rivals that of the Doctor and will eventually make her the last immortal in the universe.



TRAITS

Alien (Hybrid by Mire Chip)
Face in the Crowd
Fast Healing (Major)
Immortal
Run for your life
Time Traveller (Her experience with aliens grants her an understanding of technology up to level 6)

Arrogant
Dark Secret (The various deals she has made to keep Trap Street safe)
Forgetful (Minor)
Obligation (Minor: Trap Street)
Outsider
Selfish
Unadventurous

STUFF

Chronolock Control Tattoo
Currency
Library of Diaries

6

ATTRIBUTES

- 4** AWARENESS ○○○○
- 4** COORDINATION ○○○○
- 10** INGENUITY ○○○○○○○○○○
- 6** PRESENCE ○○○○○○
- 6** RESOLVE ○○○○○○
- 3** STRENGTH ○○○

SKILLS

- 3** ATHLETICS
- 6** CONVINCE
- 2** CRAFT
- 2** FIGHTING
- 6** KNOWLEDGE
- 3** MARKSMAN
- 4** MEDICINE
- 5** SCIENCE
- 5** SUBTERFUGE
- 4** SURVIVAL
- 5** TECHNOLOGY
- 4** TRANSPORT

BIODATA

PERSONAL GOAL

Prove the Doctor is the same as her. Try not to kill people and rule the universe. Have some fun, even if some people don't have a sense of humour.

PERSONALITY

I'm going to count to three and then I'm going to kill you. What? Don't believe me. Pity. See, I just killed that man over there and I don't even know him, just to prove a point. Now do you believe me? Three. Yes, I have started counting, I didn't want you to think I'd forgotten. One. Did I miss something? Don't be nervous, it won't hurt. You'll just be gone, poof, in an instant. Now then, say something nice. Then I can get back to trying to be good.

BACKGROUND

The most recent regeneration of the Master, Missy is as almost as malicious and even more manic as an old-school Time Lady. The Master was the Doctor's oldest friend from Gallifrey, though they have clashed as arch-enemies consistently throughout adulthood.

TRAITS

- | | |
|--|--|
| Boffin | Time Lord – Experienced |
| Block Transfer Specialist | Voice of Authority |
| Eccentric | Vortex Born |
| Feel the Turn of the Universe | |
| Hypnosis | |
| Impulsive | <i>Adversary (The Doctor) (The Daleks)</i> |
| Indomitable | <i>Distinctive (dresses in Edwardian costume)</i> |
| Percussive Maintenance | <i>Eccentric (Major, changes her mania like people change clothes)</i> |
| Photographic Memory | <i>Impulsive</i> |
| Quick Reflexes | <i>Obsession (Major, defeat/befriend the Doctor)</i> |
| Reverse the Polarity of the Neutron Flow | <i>Selfish (Minor)</i> |
| Technically Adept | |
| Time Lady | |
| Time Lady Engineer | |
| Time Traveller (All) | |

STUFF

- Laser Screwdriver
- Umbrella
- Vortex Manipulator
- Spare Dematerialisation Circuit

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THE TWELFTH DOCTOR'S TARDIS

The Twelfth Doctor's TARDIS is his sanctum rather than his project. It is the place he feels most at home. When he is in trouble and needs to think, he imagines himself in the console room, talking about how he thought of a clever plan to escape his current predicament.

The Twelfth Doctor would rather sit in the console room with a good book than take off panels and start rewiring bits of the TARDIS. While he adds a few more books and shelves to the walk around balcony in the console room, he otherwise keeps the look of the place much the same.

The worst thing to happen to the TARDIS is when its spatial dimensions are leached by the Boneless and the Doctor is forced to place it in 'Siege Mode'.



THE TWELFTH DOCTOR'S TARDIS

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

SKILLS

Knowledge 8, Medicine 3, Science 6 [Temporal Physics +2], Survival 5, Technology 4, Transport 4

TRAITS

Argumentative, Bigger on the Inside, Clairvoyance, Face in the Crowd, Fast Healing, Feel the Turn of the Universe, Forcefield (Major), Impulsive, Lucky, Psychic, Resourceful Pockets, Restriction (Tricky Controls, 6 Pilots, Can only be refuelled at a Time Rift), Scan (x4), Sense of Direction, Telepathy, Tough, Transmit, Vortex, Trick** The TARDIS Doors can be opened with a snap of the fingers and with the key from a distance.

** indicates Traits that may be found in the Time Traveller's Companion. They may be ignored if you do not have that supplement

ARMOUR: 30

SPEED: 12 [Materialised]

STORY POINTS: 20

HIT CAPACITY: Thousands

SPECIAL: The Doctor's damaged Chameleon Circuit ensures it always appears in the form of a 1950s British Police Box.

CHAPTER TWO

PLAYING IN THE TWELFTH DOCTOR'S ERA





'The game is afoot! We're going to need a lot of tea!'

Like his previous incarnations, the Twelfth Doctor takes life at a run, though in his case never in a straight line. There are adventures to be had, mysteries to be solved and something really, really interesting just over there. The Twelfth Doctor will want to show you all of them, at the same time, right now. He won't even wait for you to finish a cup of tea first.

Adventures with the Twelfth Doctor come out of the blue. He tends to get a bee in his bonnet about something or see something interesting and chase after it. If you are too busy you will miss it, because he is going right now. Later on might be more convenient, but it might not be there by then. The universe is fleeting, and every moment is unique. Ignore the trivialities of work, exhaustion and social obligations and take his hand — he may not offer it again.

Many of the Twelfth Doctor's adventures appear random. In most cases he just turns up somewhere interesting and gets involved. However, while this is true, he is also looking for trouble. He may want to show a companion an amazing new nebula, but he

might also need to stop someone from mining it for hydrogen. The Twelfth Doctor knows there's a lot to see in all of time and space, and a lot of problems to fix.

WHAT'S OLD IS NEW AGAIN

'They always get started. They happen everywhere there's people. Mondas, Telos, Earth, Planet 14, Marinus.'

The Doctor meets many old adversaries in his 12th incarnation (okay, 14th, but officially 12th!). He faces the Cybermen, Daleks, Ice Warriors, the Master and Zygons. These threats are all familiar to the Doctor's first handful of incarnations.

One of the interesting things about the Twelfth Doctor's interactions with old adversaries is the new spin on them. The Doctor meets a Dalek that hates other Daleks. He discovers that there is more than one Cybermen race and that all of them follow a parallel evolution. He meets an Ice Warrior Empress for the first time. He helps the Zygons integrate into Earth society rather than conquer it. He not only meets the Master in her female incarnation, Missy, but manages to turn her — however briefly — to the side of good.



PLAYING IN THE TWELFTH DOCTOR'S ERA



The **Doctor Who Roleplaying Game** has over a dozen sourcebooks filled with numerous adversaries the Doctor has met over the past two millennia. While it's often fun just to revisit an old enemy, it's an even better idea to do something new with them. This could be as simple as a redesign, a new caste of enemy (such as an Ice Warrior Empress), or even a complete personality shift. When, for example, the Doctor met the Ice Warriors in *The Curse of Peladon* (see the **Third Doctor Sourcebook**) he found that they were contributing members of the Galactic Federation!

Let's look at one example, the Dominators (see *The Dominators* in the **Second Doctor Sourcebook**). The Dominators are portrayed as a ruthlessly arrogant race, but also one that is obsessed with conservation. They consider the depletion of resources for every move they make. This sounds like a race driven by a lack of resources on their home world and having too much pride to ask for help. Or, perhaps the Dominators once did accept the hand of support from an alien race, only to get burned badly.

Having the player characters meet the Dominators before their mission of galactic conquest could be very interesting. Perhaps they arrive on a resource-depleted world where the Dominators are struggling to survive. Another race arrives (pick one - you're spoiled for choice in the **Doctor Who Roleplaying Game!**) to help. Is this race as altruistic as it seems?

If so, are the Dominators willing to accept the help or use it to their advantage? Perhaps the Quarks were a gift from the alien race?

Separating friend from foe is going to be tough for the player characters, but it will certainly shed new light on a formerly one-dimensional enemy!

HARD DECISIONS

'Sometimes the only choices you have are bad ones, but you still have to choose.'

Twelfth Doctor adventures are often about making tough choices. Not everyone is going to survive, and sometimes sacrifices must be made to get anyone out alive. Sometimes these choices will be logistical, such as how much air is available to keep everyone breathing. At other times it might be that losing someone offers vital clues that might save everyone else (as with *Mummy on the Orient Express*).

That doesn't mean the player characters should be flippant about such choices or simply accept them. The Twelfth Doctor is a pragmatist. He does all he can to save everyone, but if there is absolutely nothing he can do for someone he'll see what he can learn from the situation. This doesn't mean he is unmoved by their loss — to the contrary, the immense pain their death causes him is a huge push to ensure it was not in vain. When presenting player characters with choices



like this it is important for the Gamemaster to offer them hope. If there isn't enough air for everyone on the space station, the question is not 'who do we throw out of the airlock?' Instead, the question is 'how long do we have if everyone keeps breathing?' One answer might be to sacrifice someone, but a better one is to try saving them all with the limited time you have left. The less the hope that the player characters have that they can save everyone, the more likely they are to cut their losses and let a few Non-Player Characters (NPCs) go to the wall for the greater good. It is only a real sacrifice if that person or item could have been saved.

This means that when the Gamemaster is creating NPCs that might die in the adventure, it is doubly important to give them a proper character and motivations. If the player characters are forced to leave 'Guard 12' behind, they might not be too bothered. But if Gary Garafar the guard is risking his life — the one who brought everyone sandwiches, has a child back on Demos, and has a second head that makes great puns — the player characters might think twice before treating it so casually.

These characters don't have to be especially pleasant people though. Even selfish and bigoted people need saving sometimes, and if the player characters decide to leave those they don't like behind they are on very dangerous moral ground. Unpleasant people often do survive these situations as their selfishness ensures they have no intention of sacrificing themselves, but they can still end up in trouble, and a life saved is a life saved.

Threatening the lives of NPCs is not the only way to create hard decisions, although most come down to picking the easy way or the right way. The player characters might have to risk their TARDIS, a way to get home, or a favourite piece of technology as much as a friend or stranger. If they do well, they may lose nothing, but the more moral their decision the harder it will be to succeed. However, the harder the choice the more likely the player characters will make the moral choice rather than the expedient one. Moral choices with lives at stake are more obvious to players, prompting them to make the right decision. Better to risk saving everyone than win and lose something precious. If they don't succeed, they should feel the loss of any sacrifice, just as the Doctor does.

One of the reasons the Doctor has to make these hard decisions is that he is usually alone. If he fails to deal with the threat, no one else will take

his place. Player characters in a Twelfth Doctor campaign should be under no illusion that the cavalry is not coming. They might have friends and allies, but they will be either unwilling or unable to offer any substantial help. In a Twelfth Doctor adventure there should be a sense of isolation as well as the burden of responsibility. The player characters might not want to be heroes, but they are all the universe has. If they don't make a stand, everything falls.

PLACES TO SEE, PEOPLE TO ANNOY

'You know, Doctor, I can't tell if you're a genius or just incredibly arrogant.'
'Well, on a good day, I'm both.'

The Twelfth Doctor has saved (and annoyed) people from all across the universe, so adventures in his era might be set almost anywhere. However, there are a few particular types of setting that work especially well.

Empty Places: The Twelfth Doctor rather likes deserted space stations or planetary bases. For all their peace and tranquillity, their silence makes it clear that something very bad happened, very quickly. The more peaceful they appear, the more dangerous they may be, with deadly threats lurking behind any corner. Starting in quiet, empty places creates a lot of opportunity for creepy revelations, as well as building to climactic finales.

Mystery Trails: The Doctor often puts the TARDIS controls on random and sees where they end up. In addition, the telepathic circuits allow anyone to pilot the TARDIS towards their subconscious desires. If your group enjoys more collaborative storytelling, this device can help you improvise adventures based on a simple premise (such as how the Doctor postulates there is such a thing as perfect hiding in Listen). From there, each player character might take it in turns to describe where their character takes the TARDIS using the telepathic circuits. The trail might lead somewhere deadly and exciting, but might just as easily





PLAYING IN THE TWELFTH DOCTOR'S ERA



take the group to places that offer greater insight about the background and motives of even the most secretive characters.

Familiar but Strange: One very unsettling trick is to take something extremely familiar and mundane, like a house or a train, and make just one thing about it a little strange or odd. It will look the same, and behave the same for the most part, but there will be something about the place that just isn't right. It may be quite subtle, taking the player characters a while to work it out (such as a puddle being an alien spacecraft) or rather obvious (it's the Orient Express, but in space!) but either way the effect is the same. Once the player characters come to understand what they are facing is not quite what they think it is, they cannot know for certain if it will ever behave the way they expect. Another option is a familiar place seen from a different angle, such as inside a Dalek or somewhere between other places like Trap Street, offering a slightly surreal twist on usual settings. While these places are on familiar territory, the rules will be very different and often quite alien.

History by Accident: While the Doctor does visit a few historical places, he doesn't often do so intentionally. He's more likely to visit the Vikings to wipe goo from his shoe than for any heroics, but often gets embroiled in local problems — especially those that are extra-terrestrial in nature. So the Gamemaster can send the player characters to

various historical places, but usually for nothing to do with the particular era. They might be looking for a time traveller or an alien artefact, and it just happens to land in 12th century France. The historical setting then becomes the backdrop for what is essentially a space adventure, mixing two genres and keeping the player characters off balance for weird and wonderful adventures.

ALTERNATE ADVENTURES AND CAMPAIGNS

'A dinosaur is burning in the heart of London, nothing left but smoke and flame. The question is: have there been any similar murders?'

The Twelfth Doctor spends a lot of time bouncing around the universe in the TARDIS. But there are ways your campaign might be a little different whilst keeping the feel of his era.

LEFT BEHIND

The Doctor tends to run off excitedly when something new comes along, like a cat chasing a ball of string. This might be problematic for a companion who gets left behind. Just after his regeneration he disappears into the TARDIS and leaves Clara with the Paternoster gang in Victorian London. What if he didn't come back, or came back years later? What might the companions do, stuck in the past



or the future? How will they find a way to make a living? Will they get too settled and not want to go home? Maybe the Doctor has left them there for a reason and needs them to do certain things before his return. But how will they know from the obscure clues he left?

LOST IN TIME

Being a little scatter-brained wasn't the only effect of the Doctor's sudden regeneration — the first thing he asked Clara was how to fly the TARDIS. What if this rather concerning lapse in memory hadn't just been a passing phase? Might the companions manage to pilot the TARDIS somewhere, or will they be lost in time until the Doctor recovers? There might be many adventures to be had in the Vortex. They might find islands of time and temporal bandits haunting its far reaches. If they can land the TARDIS, (possibly using the telepathic circuits) where will it take them? Can they find somewhere to get help for the Doctor, and how much trouble might he get into in his befuddled state?

More than most companions, Clara is often left on her own to 'be the Doctor' or fend for herself. If the Doctor is incapacitated (by injury, post regeneration trauma, a shrinking TARDIS or just grumpiness) the companions may have to play his part. Can they convince the locals they are the Doctor and

use his reputation and their skills to save the day? If the player characters get hold of a TARDIS of their own (as Clara and Ashildr do) they might set off on adventures without a Time Lord. But that raises its own concerns; Will the Time Lords allow someone to get away with stealing one of their time machines? Are the player characters truly ready to travel the Vortex without the training and skills of a Time Lord, even if they can pilot a TARDIS?

PROFESSOR AND STUDENT

The Doctor's adventures with Bill present a new spin on the Doctor's relationship with his companions, specifically the recasting of the Doctor as an eccentric university professor who takes a student under his wing. He teaches her about the universe and supplements his tutoring with jaunts in the TARDIS.

The idea of companions getting to live their normal lives while occasionally travelling through time and space isn't new, although it is a recent change for the Doctor. Amy and Rory were able to live normal lives with the Doctor occasionally breaking the monotony. Clara held both her babysitting job and later a job as a Coal Hill teacher while occasionally joining the Doctor on his travels — though balancing her double life was far from easy.





PLAYING IN THE TWELFTH DOCTOR'S ERA



With Bill, however, we have a set-up for a new type of campaign. The lead character could be a Time Lord, Time Agent or other type of time traveller who's decided to set roots in a school. The other companions could be assistants, like Nardole, or members of the school. Each adventure could start with an academic question that is answered by a jaunt through time and space to test a theory.

This setup echoes the First Doctor's original companions, which included his granddaughter (a student), Susan Foreman, and two teachers, Barbara Wright (science teacher) and Ian Chesterton (history teacher). Adventures could be sparked by any of the companions. Perhaps the history teacher wants to know what really happened during the final hours of the Titanic, or the science teacher wants to know if matter transmission is possible.

This type of campaign works best if the lead character is fallible. Maybe the Time Agent was assigned to the one point in time she knew because she wasn't much of a history buff, or the Time Lord is unadventurous and needs to be prodded to explore. Even the Doctor had his own faulty opinions on things, like Robin Hood and the Lost Legion, which provide opportunity for great roleplaying when the truth is revealed!

TAKING A PAGE FROM THE FIRST DOCTOR

For a very brief moment, when the Doctor regenerated and asked Clara if she knew how to pilot the TARDIS, it looked as if the Twelfth Doctor's adventures were going to mimic those of his earliest incarnations. No longer could Clara and Bill just pop in and out of the TARDIS and go on with their mundane lives; they'd be stuck on the TARDIS with dwindling hope of getting home. And when the TARDIS did manage to land on Earth close enough to when they left (perhaps long enough to pick up Danny Pink and maybe Rigby) the companions would be hard-pressed not to leave the Doctor and remain in their proper time and place.

This is a fascinating set-up for a new campaign. Giving the player characters an unreliable time machine means they can't use it during an adventure, as moving it could take them anywhere and leave the adventure unfinished (Fast Return Switch and Hostile Action Displacement System notwithstanding). The TARDIS becomes the method of kickstarting the adventure and keeping the player characters stranded until they achieve their goals.

Any would-be companion would have to make a bold and rash decision to step into a TARDIS and hope that they can get home; such companions often feel



that they really don't have anything tying them down to their home timeline (very few would have the Unadventurous trait!).

It's also possible that some companions would be accidental stowaways, hopping into the TARDIS before the other player characters realise that they are there and only discover their presence after the TARDIS has taken off for parts unknown.

Tension is heightened as the TARDIS dances around a home time. Does Clara leave the TARDIS when it arrives on Earth in 2025, even though it's several years after she left? Does Bill decide to stay in Great Britain in 1984, perhaps even striking up a friendship with her unsuspecting mother, rather than risk being trapped in the TARDIS for the rest of her life?

All in all, this makes for a very different type of campaign than the adventures of the post-Time War Doctors, all of whom have had complete command of their TARDISES (well, almost. The Ninth Doctor did mess up getting Rose back home in time!).

BLURRING THE LINE BETWEEN FANTASY AND REALITY

'Trees. Whenever there's a planet-threatening, extra-terrestrial impact, trees.'

The Twelfth Doctor's adventures certainly muddy the line between fantasy and reality. The obvious examples are Robin Hood, the Roman Ninth Legion, Santa Claus and the Norse 'gods' (the latter of which turning out to be alien invaders). But the Doctor also has adventures that seem more fantastic than grounded in science, such as the moon being an alien creature's egg, the forests of Earth suddenly multiplying to stop a solar flare, and the fact that the dead are still aware after they've died.

Some of these 'fantastic' elements are explained away by science, but even so they retain their extraordinary character. The human brain seems to tuck these elements away into the subconscious, as it seems likely that the 21st century wasn't the first time that the forests of Earth formed a solar shield, or the moon cracked open to release an incubating space-faring alien. Oddly, in both cases the Doctor seems unaware of these elements — which as a Time Lord he should know, especially given that solar flare-protecting trees and moon eggs probably aren't exclusive to Earth — but he

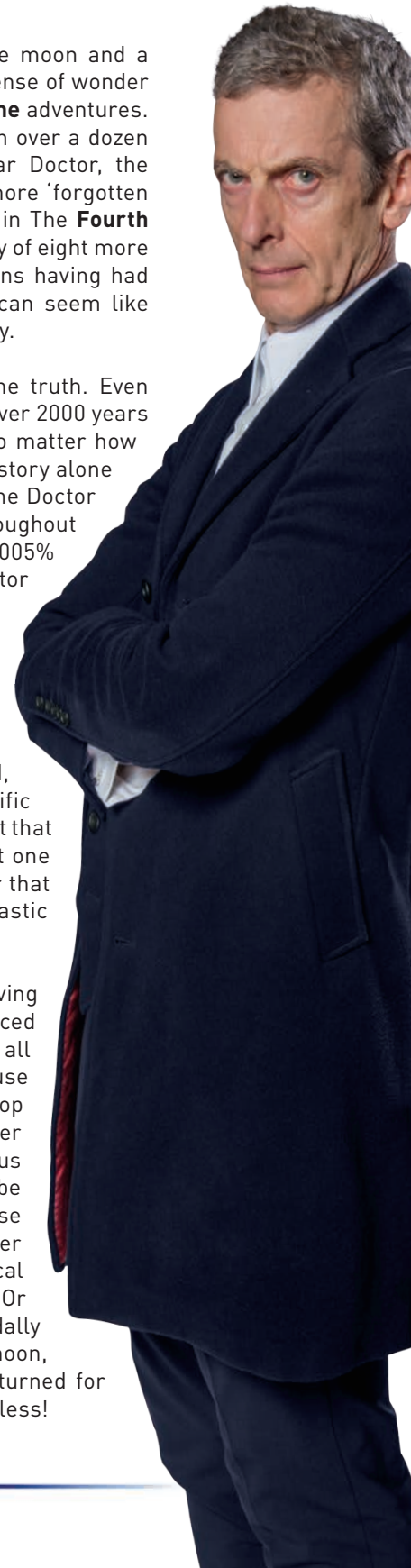
seems just as unaware as the humans (the Doctor does mention the Tunguska Blast of 1908 as the last time the trees saved humanity, but he seems to be playing catch up).

Having said all that, a foetus in the moon and a 'real' Robin Hood provide another sense of wonder in your **Doctor Who Roleplaying Game** adventures. With the Doctor having lived through over a dozen incarnations, if one counts the War Doctor, the second Tenth Doctor, and possibly more 'forgotten Doctors' (see *The Brain of Morbius* in The **Fourth Doctor Sourcebook** for the possibility of eight more incarnations). With those incarnations having had their own expansive adventures it can seem like everything has been explored already.

But nothing can be further from the truth. Even the Doctor, who at this point is just over 2000 years old, is still just a child to time — no matter how much he travels the Vortex. Earth history alone covers over 4 billion years. Even if the Doctor spent his entire lives travelling throughout Earth history, he'd only cover 0.0000005% of it. That's a lot of time that the Doctor hasn't seen!

This means the Gamemaster shouldn't be afraid to add a little of the fantastic to your campaigns. Every myth or piece of folklore could have a kernel of truth to be explored, and seemingly impossible scientific events can happen. After all, it wasn't that long ago that humanity thought that one couldn't break the sound barrier, or that walking on the moon was so fantastic that it must have been faked!

Imagine the player characters arriving on a world where the people are forced into underground bunkers — and all the conflict that causes — because they wiped out too many trees to stop a solar flare. Or imagine the player characters bumping into Odysseus and their companions; could they be taking so long to get home because they accidentally sailed into another dimension where the mythological creatures they face are real? Or imagine a world under siege and tidally locked because they killed their moon, and the parents of the egg have returned for vengeance? The possibilities are endless!





PLAYING IN THE TWELFTH DOCTOR'S ERA



COMPANIONS

*'Why do I keep you around?'
'Because the alternative would be developing a conscience of your own.'*

We've discussed the Doctor a lot, but what sort of companions work well in a Twelfth Doctor campaign? More than with any incarnation of the Doctor, the Twelfth Doctor's companions are his connection to others. They remind him there are real people with real feelings involved in what is going on, that the situation is more than just a puzzle or a mystery. So, they will spend a lot of their time apologising for his behaviour and telling people he really is very good at this sort of thing — even if he is very rude. A few social skills and a diplomatic attitude will be of great use to any companion of the Twelfth Doctor.

While the Doctor does like to have people around who think he's very clever, he doesn't want a fan club. Companions need to be independent and resourceful as they might be left alone at a moment's notice. This is not the Doctor abandoning them entirely; it is his way of showing respect. He believes they will do what needs to be done without him. No one gets training wheels once they step into the TARDIS with the Twelfth Doctor.

However, joining the Doctor doesn't mean settling into the TARDIS for the long haul. The Twelfth Doctor likes his space and isn't keen on companions taking rooms and leaving things lying around. He prefers to randomly appear at awkward times and suggest they drop everything and come on an adventure. They won't miss anything; he'll have them back in seconds, but he forgets the toll this can take. His companions suffer from constant jet lag, when one day might involve three adventures in different time zones on different planets.

Adventures can also spill into the companions' ordinary lives. It is hard to remember what you were up to when you get returned seconds after you left, but three days later in your own timeline. This leads to mistakes, such as forgetting you aren't wearing the same clothes, or returning soaking wet from a water planet to the middle of a dry summer on Earth. This means the companions often appear confused or distracted to the other people in their life that don't share their adventures.

The disconnect can prove difficult with colleagues, and destructive with relationships and partners. But the Doctor only offers a simple choice: come with me and see something incredible or stay where you are doing something mundane. It's not very fair, but that's the deal.



The Doctor may get excited about taking companions on adventures, but he isn't otherwise very expressive when it comes to his emotions. He tends to lie, and sometimes prefers his companions to do the same so they can get on with exploring planets. When Clara breaks down after the loss of Danny Pink, the Doctor is not blind to her pain. He even prepares for it. But he also expects her to deal with her feelings and not bother him with them — they have important work to do, after all. As a result, their relationship is characterised by a layer of deceit. In contrast, Bill wears her heart on her sleeve, much to the Doctor's annoyance. Where Clara and the Doctor share deceit to make each other feel better, Bill and the Doctor share a vocal excitement for the wonders of the universe. But even then, the Doctor would rather not talk about feelings — there's adventure out there, and the game is afoot!

WE DON'T NEED A TIME LORD!

'Mind you, seeing as I'm not actually ageing, there's a tiny little bit of wiggle room, isn't there?'

While the **Doctor Who Roleplaying Game** presumes that most players will want to play the Doctor and companions, it also includes options for Doctor-less (or Time Lord-less) campaigns, ranging from humans defending a particular time on Earth — either by themselves or as part of a larger organisation such as UNIT — to Time Agents, or other time travellers exploring the Vortex.

Ashildr and Clara take the second TARDIS that the Doctor stole and use it to travel the universe. Like the Doctor's TARDIS, this one has a broken chameleon circuit and is stuck in the shape of a classic Earth diner.

This provides the perfect set-up for a campaign in which all the player characters are roughly on the same level. How they acquired the TARDIS should be determined; it could be a remnant of the Time War, a gift from the Doctor, stolen or even abandoned from Gallifrey after the planet is returned to the universe. It might not even be a TARDIS at all, but a Vortex-travelling vehicle such as the Dalek time ship (see **The Chase** in **The First Doctor Sourcebook**), an improved version of a SIDRAT (see **The War Games** in **The Second Doctor Sourcebook**), or even a Third Zone time ship (see **The Two Doctors** in **The Sixth Doctor Sourcebook**). It could also be from a completely new civilisation, such as the time ship

that the Cybermen acquired on Telos (see **Attack of the Cybermen** in **The Sixth Doctor Sourcebook**).

Whether the campaign calls for a TARDIS or a different time vessel, the players will want to give it a bit of personality. While the Doctor's TARDIS is pretty conventional on the inside, Ashildr and Clara's TARDIS positions the control room a bit further in, making anyone who walks into the TARDIS believe that they are walking into a diner. With a little thought, the player characters could design a TARDIS interior that seems to be mundane to anyone who walks in, such as a posh hotel, a yacht, an omnibus, an airship, a pub, a professor's office or even a nightclub (for all the additional information you'll ever need to build your own TARDIS or any other time machine, check out **The Time Traveller's Companion**).

At least one player character needs to be able to pilot the TARDIS, but after a few adventures it's likely that all the player characters will have at least some understanding of how to work the basic controls. Of greater importance is morality; while the Doctor has the Laws of Time and a strong moral code, a group of non-Time Lords may feel that history is a bit more malleable. There are three basic ways to handle this:

- **Hardwired Morality:** Through a combination of an understanding between the Gamemaster and the players, as well as taking the appropriate traits, the time-travelling player characters act as stewards of time and guardians of the defenceless.
- **Lower the Boom:** There's a reason why the Time Lords came up with the Laws of Time. If the player characters treat changing time lightly, then the Gamemaster can bring in temporal paradoxes, Reapers, or even 'temporal enforcers' to punish the player characters for grave violations or warn them of the dangers for lesser offences.
- **Anything Goes:** Of course, none of these rules have to apply to your game. If the player characters are making a mash of history but everyone's enjoying it, then the Gamemaster





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can just roll with the punches and let the chips fall where they may. Egregious changes to the timeline might spin off into a divergent timeline, while minor changes are simply 'misremembered' in the history books.

⦿ DOWNTIME BETWEEN ADVENTURES

'Look, as long as you get me home safe and on time, everything is great.'

After the Time War, the Doctor gets used to allowing his companions to maintain their home lives while still partaking in adventures with him. One of the biggest reasons for this is that the Doctor now has almost complete control over his TARDIS, which means that he can drop off and pick up companions at more precise times. Another reason is that the Doctor has discovered that, rather than have a companion for one or two years and then let them go, he can enjoy spending time with his companions throughout their lives instead.



This still causes some difficulties, as friends and loved ones left behind may not fully understand what is going on. A companion might treat their home life as secondary, much in the same way someone with a Video Gaming Disorder may see the mundane as necessary for survival, but far less interesting than the virtual worlds they spend most of their time in. It's very easy, for example, for a companion to put off having a child with a loved one, or even going on holiday with them because they are already enjoying the best holidays possible!

There are advantages, however, to having downtime between campaigns. Normally, companions stuck on board the TARDIS are largely static; how much does one grow, besides becoming a bit more familiar with history or advanced technology over the course of a few adventures? Now imagine that same companion can attend school or advance a career between adventures. The companion has new background information — and perhaps even more skills or traits — each time they step aboard the TARDIS. This can keep player characters fresh for their players, which is important when not playing the Time Lord!

Another advantage is the ability for the Doctor to 'hot swap' companions. Who's to say that the Doctor didn't have other companions that he rotated Clara with? In such a set-up, each player may have a stable of player characters from which to choose each time the Doctor (or a different time traveller) decides to take companions on an adventure. Given that the Doctor usually has some idea as to where he's going, the players can select the characters that they think would be the most appropriate — or most fun, or both! — to bring along.

⦿ UNIT IN THE TWELFTH DOCTOR'S ERA

'You don't like soldiers much do you?'

'You don't need to be liked, you've got all the guns.'

UNIT remains under the leadership of Kate Lethbridge-Stewart as it was in the Eleventh Doctor's era. The Twelfth Doctor has very little to do with them, possibly due to his more pronounced dislike of soldiers. They have been keeping an eye on him however, deploying very quickly when Missy reveals her alliance with the Cybermen.

The Doctor quite enjoys being President of Earth, though he finds the saluting rather tiresome. He becomes involved with UNIT when Zygon rebels threaten the peace established between the colonists and Earth (see *The Day of the Doctor* in *The Eleventh Doctor Sourcebook*). The Doctor initially contacts the Zygon leadership directly, unaffiliated with UNIT. Even when he does join forces with UNIT it is mainly to support Osgood (one of the few civilian operatives in the organisation) and to rescue Clara.

After the Cyberman and Zygon invasions it is quite possible UNIT has some major rebuilding to do. They are conspicuously absent when NASA finds signs of

human life on Mars and when a Pyramid appears on the border of three countries. It is possible they decided to keep their distance from the Doctor, though they were almost certainly watching him every step of the way. They are definitely keeping an eye on Clara, calling her the moment Missy freezes all the airborne passenger planes on Earth.

UNIT adventures in the Twelfth Doctor's era will therefore rarely be about helping the Doctor. In many cases their agents will be silent observers, keeping an eye out for suspicious activity so UNIT can lay the right trap. Kate Lethbridge-Stewart isn't one to wait for an invasion and then send out her troops; she likes to be ready for an attack so she can ambush an invading force. Given how much more advanced such creatures are, the element of surprise or being a few steps ahead might be the only way to prevail. This makes UNIT characters more intelligence agents than soldiers, though even in a passive role the gloves will come off when they step out of the shadows.

Earth's relationship with the rest of the universe (unknown to the general population) is very different in the Twelfth Doctor's era. Where it once sought to

simply defend itself, Earth has now begun to take its first steps into galactic politics. Several alien immigrants have arrived either to hide or make a new life, to say nothing of a civilization of Zygon colonists living alongside humanity as part of a ceasefire deal. With no one else even remotely qualified, the job of keeping track of alien migrants and policing their activity has fallen to UNIT. This could make working in UNIT feel more like border patrol than terrestrial security!

UNIT investigators need to keep a close eye on alien activity on Earth, more often than watching for threats invading from the stars. Such agents will also have to gain contacts among the alien communities if they are to help them integrate and hear of any potential trouble.

Though most aliens will want to make a quiet, hidden life for themselves and their families, some will have dangerous intentions. Determining who can be trusted and who has a dangerous agenda will only be clear to agents who get to know these visitors on a personal level. There will be plenty of adventures to be had for the people of UNIT, hidden from the public, keeping the peace...





GALLIFREY REBORN

'I heard the Doctor had come home. One so loves fireworks.'

Gallifrey, the home planet of the Time Lords, has returned. The horror and guilt the Doctor carried for more than three incarnations can finally be set aside. He didn't destroy his species, or their planet — he saved it from the Last Great Time War. However, the Doctor is anything but pleased at the way things have turned out, even after finally hunting the planet down.

In the Twelfth Doctor's era it is finally possible for your campaign to find its way to Gallifrey, but it won't be an easy journey. Not only was it moved to a parallel dimension by the Doctor, but the Time Lords have taken additional steps to keep it hidden. Where once they felt themselves unassailable, they now fear another threat as ruthless as the Daleks might finish the job their greatest enemy began.

The Doctor initially thought he had found Gallifrey from the coordinates Missy gave him, but when he arrived there, he found nothing. However, the best lies are always hidden with a grain of truth. Perhaps the coordinates are correct, but Gallifrey is somehow still inaccessible — a minor detail that Missy decided to leave out! It might be at those coordinates, but in another dimension, or protected by some form of advanced cloaking field. Anyone who wants to find the planet still needs the coordinates but will also need something else to land. This might take a few deals with strange, sinister aliens to get the technology they need.

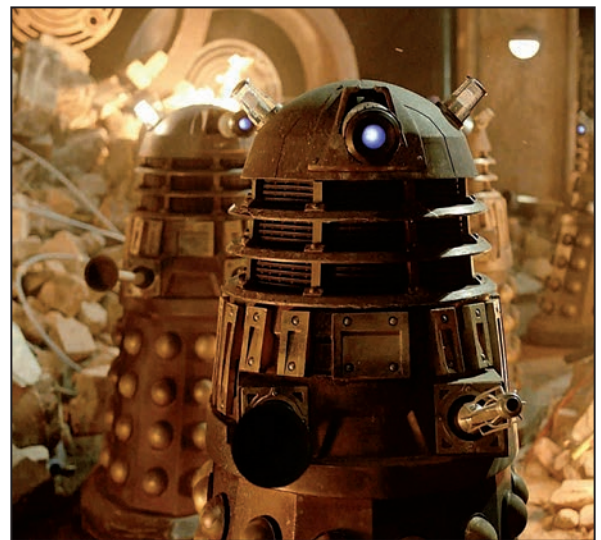
The easiest way to get to Gallifrey is for the Time Lords to invite you. Through their astonishingly advanced technology, they were able to anonymously contact Ashildr to set up a plan to kidnap the Doctor. They even provided her with the teleportation technology that could send him inside his own confession dial. Surely that same technology could take someone straight to Gallifrey, if the Time Lords wanted to meet them — or at least someone on Gallifrey did; while the Time Lord High Council are powerful, they are very insular, able to miss what might be going on even under their noses.

On arrival, the surface of Gallifrey looks untouched by the Last Great Time War. The Capitol Citadel has been repaired, and the great deserts stretch on to the horizon, empty of Dalek war machines and the bodies of the fallen. The Time Lords have

worked tirelessly to rebuild, replacing every brick and doing their best to erase the memory of their near destruction. However, there are plenty who remember. Out in the desert are many Gallifreyans who have chosen to live outside the luxury of the Citadel, and they don't forget quite so easily.

The mindset of many Gallifreyans has changed little since the conflict ended. The Lord President is the regenerated Rasillon, who led them through the Time War. While he was the founder of Time Lord society, he was not the architect of its civilisation. In the era of Rasillon, the Time Lords fought horrific creatures to bring peace and order to the universe. It was a brutal time, full of the moral compromises that war brings. Only when threats like the Racnos and the great vampires were defeated could the work of creating true civilisation begin. Rasillon became legend, and his legacy allowed the Time Lords to maintain a guardianship of the universe that was so secure they fell into decadence.

When the Last Great Time War began the Time Lords knew none of them were capable of leading Gallifrey into battle. None had ever truly fought in a war, so they commanded severe individuals like Rasillon and the Master to help wage the bloody conflict. Gallifrey willingly returned to its darkest ages, armed with even more advanced technology, in a desperate attempt to survive. Only the Doctor was able to see how his people were selling their souls.



When the Doctor returned to Gallifrey he decided it was time for a change. He banished the remnants of the Time War council. His service in the war spoke for itself, but ordinary Gallifreyans who had fought



PLAYING IN THE TWELFTH DOCTOR'S ERA



on the ground understood that time had come for new leadership. They stood with the Doctor and exiled the old guard, so that they might rebuild.

Unfortunately, the Doctor didn't leave much in place of what he took away. It is unclear whether he trusted his people to make the right decisions or was just so sick of having to sort out other people's problems he decided not to bother. Either way, having got rid of the leadership of the planet, he left nothing to replace it. So, while Gallifrey is a place of peace once more, it is planet full of frightened people who don't really know what to do. There are several ways it might develop from there, here are just a few ideas:

- **Military Coup:** A group of generals and guardsmen assume control. As the only leaders left of the planet, they seem the natural choice. However, their paranoia remains, and under the auspice of protecting Gallifrey they begin a military campaign to pacify nearby star systems. Gallifrey creates an empire, ruthlessly crushing anyone who stands in their way, but also terrified a new enemy will rise to challenge them.
- **Isolationist:** No more. The people of Gallifrey have had enough and want nothing else to do with the universe. It is too frightening and too dangerous. They close off access to the planet behind their greatest technology and turn their back on the galaxy. Temporal marauders

gleefully do as they please, and many begin to wonder if the lost planet of Gallifrey holds secrets worth stealing...

- **The Old Ways:** A new council is elected into office and Gallifrey tries to once more become a custodian of the universe. They use their technology to restore the Laws of Time and send out agents to keep the peace and temporal security. This means a lot more problems for player characters who have got used to doing as they please! But will this new Gallifrey remain an impartial protector of the universe? Or fall once more into decadence and conceit? Might they become even more draconian in their guardianship of time, restricting time travel to only themselves?
- **A New Federation:** The Sisterhood of Karn seem to have no trouble visiting Gallifrey. As one of the elder groups of the universe they can easily ensure they are guests of the Time Lords. But the sisterhood are not the only elder species out there. Beings like the Eternals might also take an interest in a reborn Gallifrey. With Gallifrey feeling leaderless and frightened, they might turn to these other species for help, and even allow some a seat on their council. Together they might form an extremely powerful federation of the most powerful and ancient beings in the universe. A group that might even challenge the White and Black Guardians...





NEW GADGETS AND TRAITS

'I'll tell you what's in that box. It's a time machine, it also travels in space. And it usually contains a man who just wants to get on with his work of preventing the end of the world but keeps getting interrupted by boring little humans.'

The Twelfth Doctor isn't one for gadgets, at least not especially obvious ones. He preferred his technology small and discrete. After all, people might think he wasn't so clever if it looked like a gadget had done all the work! Some more of his gadgets (the 2-dis and Molecular Nanoscaler) are detailed on p119 of the Core Rulebook. Additional gadgets especially relevant to a specific adventure are detailed in Chapter Three.

Prompt Cards (Minor Gadget)

Not strictly a gadget, but just as useful, are the prompt cards Clara made for the Doctor to help with social situations. They provide a few helpful platitudes that could stop anyone saying anything too upsetting to people they had only just met.

Traits: Charm (Minor – Appearing trustworthy)

Story Points: 1

Sonic Sunglasses (Major Gadget)

When the Doctor leaves his sonic screwdriver with a young Davros, he decides to upgrade to wearable technology. His sonic sunglasses have all the same powers as the screwdriver, but with an enhanced range (so he doesn't need to put his face against door locks!). The sunglasses also add a visual display and camera function as a nice bonus.



Traits: Open/Close, Restriction (Cannot open Deadlock Seals, Tricky Controls), Scan, Transmit, Weld.

Story Points: 2

Invisibility Watch (Major Gadget)

To keep from getting killed by the Skovox Blitzter, the Doctor built a watch that renders the wearer invisible. It has a limited charge, but a Story Point can keep the wearer invisible for a scene. It doesn't cloak sounds or any other traces the wearer might be tracked by.



Traits: Cloak (Major), Restriction (Only works for wearer)

Story Points: 2

Clothes Spray (Minor Gadget)

This gadget used by River Song instantly molecularly recombines clothes, accessories, and even hair to create a new look. The device usually holds a few preferred patterns so that the user can create the look they want instantly.

Traits: Shapeshift (Restriction: Attire and grooming only)

Story Points: 1

NEW GADGET TRAITS

Charm (Minor/Major Good)

This device makes the user appear more friendly and charming. The nature of this will depend on the device, with a piece of clothing making the user look more important, or a bracelet creating a field that makes the user seem trustworthy. As a minor trait it adds +3 to social tests of a particular type (such as intimidating, commanding, convincing etc.) as a major trait it grants +3 to all social tests. Each use requires a Story Point.

Cloak (Minor/Major Good)

The device can be used to hide things. It might simply cover them, or perhaps create a field that makes them invisible. As a minor trait the device can only make items less noticeable. However, as a major trait it can render items totally invisible. A Story Point activates the ability for a scene.



PLAYING IN THE TWELFTH DOCTOR'S ERA



CHAPTER THREE

THE TWELFTH DOCTOR'S ADVENTURES





DEEP BREATH



DEEP BREATH



'I burned an ancient beautiful creature for one inch of optic nerve! What do you think you can accomplish little man?'

SYNOPSIS

London, United Kingdom, the 1890s

The Doctor's Twelfth regeneration did not go particularly well. The TARDIS landed in Victorian London, spat from the mouth of an accidentally time-travelled T-Rex — hardly the most elegant entrance. Luckily, the Paternoster Gang was available to help and brought the time travellers (sans T-Rex) to their home. Unfortunately, the Doctor was in no mood for rest and recuperation, especially when the dinosaur was suddenly vaporised with an energy beam! The game was afoot!

The Doctor went off in search of clues, in his nightshirt, leaving everyone else behind. But Clara and the Paternosters were not idle; Madame Vastra remembered several cases of spontaneous combustion in the last month that had continuously vexed Scotland Yard. When the gang plotted them on a map, they all occurred in a particular area. Madame Vastra theorised that the victims had been burnt in order to conceal something that was missing from the bodies.

Clara decoded a puzzle in the newspaper that led her to meet the Doctor in a restaurant. The Doctor was confused, thinking she left the puzzle for him. Looking around, the pair realised the other patrons of the restaurant were clockwork automatons! The robot captors revealed they had been harvesting humans for centuries to preserve themselves. Whenever a robotic part broke they replaced it with an organic one while they searched for the 'promised land'. Clara and the Doctor were imprisoned for later use nearby the robots' buried spaceship.

The duo attempted to escape, but Clara was left behind with the robot leader, the Half-Face Man. He interrogated her to find out where the Doctor was, but she used her quick wits and experience as a teacher to evade him. The Doctor returned, overloading the ship's power systems whilst the Paternoster gang fought off the robots.

The Doctor pursued the Half-Face Man as he fled in an escape capsule adapted into a hot-air balloon. The Doctor tried to negotiate, but the Half-Face Man's programming refused to allow him to be swayed from his impossible plan. Exasperated and confused, the robot tried to destroy the Doctor, but ended up falling to his death. As he expired, the remaining robots all ceased to function, and the heroes decided to leave all the tidying up to Scotland Yard.



CONTINUITY

- Upon meeting the new incarnation of the Doctor, Madame Vastra echoes the Brigadier's words: 'Here we go again' (see *Planet of the Spiders* in **The Third Doctor Sourcebook**).
- Clara's favourite 'pin up' was Marcus Aurelius, Roman Emperor (and an amazing Bassist).
- Strax's assessment of Clara is that she is 27, with an enviable spleen.
- It is interesting that Clara has trouble dealing with the Doctor's regeneration. As the 'Impossible Girl' she is the only companion to have met all his incarnations at some point.
- As the Doctor considers new clothing choices, he wonders about getting a new long scarf, but decides it would look stupid and he's 'evolved from that'.
- The Doctor is convinced he has chosen this particular new face for a reason. He will figure it out a few adventures later (see *The Girl Who Died* p84).
- The message in the newspaper that brings Clara and the Doctor together is from Missy.
- Clara has a flashback to her rather disastrous first day as a teacher, and her first encounter with Courtney Woods, who we will meet later (see *Into the Dalek* p35, *The Caretaker* p50 and *Kill the Moon* p53).
- The Clockwork Robots are from the *SS Marie Antoinette*, a sistership of the *SS Madame De Pompadour* (see *The Girl in the Fireplace* in **The Tenth Doctor Sourcebook**). It doesn't look like that line of spacecrafts has had a lot of luck.
- Returning to the present day the Doctor offers to get Clara chips or coffee, remembering Rose's preferences (see *The End of the World* in **The Ninth Doctor Sourcebook**). Clara opts for coffee, but once more the companion pays as the Doctor has no money.
- At Trenzalore, Clara discovered the TARDIS phone was off the hook (see *The Time of the Doctor* in **The Eleventh Doctor Sourcebook**) just before she found the Doctor regenerating. He was using it to phone her across time after his regeneration to tell her not to be scared and that his new incarnation would need her help to discover himself.

◉ RUNNING THE ADVENTURE

A lot of this adventure deals with the Doctor's regeneration and coming to understand who he is. It can provide useful material for when your own player character Time Lords regenerate without a holiday to recuperate! It also shows how an old

enemy can be presented as something new with a little adaptation. In many ways this adventure is the same as *The Girl in the Fireplace* in that the main theme is clockwork robots stealing pieces of human beings to rebuild their technology. But changing the time frame (Historical France to Victorian London) and the target of the robots (repairing their ship compared to repairing themselves) the adventure can be very different.

Whilst the dinosaur is useful for blindsiding players with the unexpected, it is mainly there as a clue. Without Missy's newspaper setup the players need another way to get to the restaurant and discover the robots' plan. Vastra quickly discovers the combustion is used to hide the fact that body parts have been harvested — couple this with all the combustions occurring in around the same area and a restaurant that nobody ever leaves, and you have more than enough to lead a pack of canny player characters to the Half-Faced Man. From there, they could take out the power source, negotiate, or go in guns-blazing like the Paternoster gang.

There are a few additional twists you can consider. Maybe the robots are in better condition and are fixing the ship, which will smash a hole in — or steal part of — the city when it leaves. Perhaps the robots have evolved far enough to be trying to fight their programming; they don't want to kill people anymore, they just want to make a new life, but need help to change their directives. It's also worth keeping in mind the power of Missy's notes from the perspective of a Gamemaster; in terms of setting up an overarching villain, tricks like this are incredibly useful.

Mancini's Family Restaurant

The main base for the robots is a family restaurant that is built above their buried spacecraft. The restaurant is full of 'drone' robots masquerading as diners that stop any guests from leaving. A booth seat in one corner can be lowered to the spacecraft levels below where prisoners can be kept until





DEEP BREATH

'processed'. The ship itself is barely functional, with its power systems being used mainly to recharge the robots. The robots wait all over the ship in its rusted corridors to prevent escapes.

Adapted Clockwork Robots

More detail and statistics for the Clockwork Robots can be found on p144-145 of the **Core Rulebook**. While the Pompadour and Antoinette robots appear quite different, these robots are much the same. Most of their upgrades and replacements have been about maintaining themselves rather than improving. They remain utterly single minded about their programming and intent on reaching 'The Promised Land', although none of them really know what that is anymore.

In this adventure the robots come in two variants. 'Battle ready' versions have a Fighting skill of 3 and the 'Natural Weapon — Blades' trait. 'Drone' versions (who mostly inhabit the restaurant upstairs) have only a Fighting skill of 1 and no natural weapons.

FURTHER ADVENTURES

- **The Harvest** — The *SS Marie Antoinette* was not only a spaceship, but a timeship. What if its time drive is still working? Maybe some of the robots have been moving through time to collect more 'spare parts'. The player characters might have

to track them across time to find their base so they can stop their harvest. Even if the main base is destroyed, some of these harvest groups may still be out there across time.

- **Clockwork Cyberiad** — With the robot's advanced abilities at merging organic material and technology, the Cybermen decide to seek them out to improve their own cybernetics skills. A brief alliance sees the creation of clockwork Cybermen, a new form of robot that is machine on the inside but human on the outside. But both the robots' and the Cybermen's single-mindedness is already beginning to move their respective agendas in different ways. Can the player characters find a way to break the alliance before the robots and cybermen harvest and upgrade whole planets?

PATERNOSTER INVESTIGATIONS

You can find details on the Paternoster Gang (Madame Vastra, Jenny and Strax) in the core Rulebook. If you want to go on adventures in Victorian London or create your own Victorian adventurers, you can find a wealth of detail in the supplement **Paternoster Investigations** also available for the **Doctor Who RPG** from Cubicle 7.



INTO THE DALEK



'Imagine the worst possible thing in the universe and then don't bother, because you're looking at it right now. This is evil, refined as engineering.'

SYNOPSIS

Hospital ship *Aristotle*, The future Human/Dalek war

During a desperate space-fight with a Dalek attack saucer, Journey Blue was surprised to find herself rescued by the Doctor. She demanded to be returned to her command ship the *Aristotle*, but only when she asked nicely did the Doctor acquiesce. On the *Aristotle* the Doctor did not receive a warm welcome, tensions were high and the war with the Daleks was not going well for humanity. However, they had come across something very strange — a Dalek they had taken prisoner that seemed hell bent on exterminating all Daleks!

Clara, meanwhile, had begun her new job teaching at Coal Hill School. She met Danny Pink, an ex-soldier starting as a Maths teacher. Their first meeting went awkwardly, but they decided to go for a drink. As Clara prepared to leave the TARDIS materialised, and the Doctor pulled her inside.

The *Aristotle* was previously a hospital ship, filled with advanced medical equipment like the

Nanoscaler. This device was able to shrink a group of people so they could enter a body to perform surgery. In this case it allowed Clara, the Doctor, Journey and two more soldiers (Ross and Fleming) to enter the Dalek and see what had turned it against its own people. Had it become 'good', or was it all a trick?

The team entered the Dalek — which the Doctor nicknamed 'Rusty' — through the eyestalk, passing the cortex vault in the cranial area. The cortex vault was a supplementary mechanical brain installed in all Daleks, stoking the fires of their hatred.

Ross the soldier fired two bolts to set up a rope system in order to descend to the organic Dalek below, but unfortunately that set off the Dalek's internal defence systems. Ross was killed, though through his death the Doctor found a way to hide the survivors until the security system was reset.

Having noticed one of the soldiers' Geiger counters was getting a reading, the Doctor realised the problem might be a leak in the power core, scrambling the cortex vault that kept all Daleks genocidal. The Doctor and Clara asked Rusty what changed its view. He replied it was beauty, his memory of the beauty of the universe, the birth of a star. The Doctor fixed the leak, resetting the Dalek's



INTO THE DALEK

memory systems. Unfortunately, this restored its original mission: extermination!

The Doctor felt vindicated that there could never be a 'good Dalek', but Clara reminded him that if this one had been good it could be made so again. They just needed to find a way to 'unfix it'. The key was in reactivating the memories its fixed cortex vault had shut down.

The soldier Gretchen sacrificed herself so that Clara and Journey could return to the cortex vault. As Clara restored the memories that had helped change the Dalek, the Doctor faced the mutant, hoping to inspire it with the beauty of the universe as it remembered.

Time was running out. Rusty had summoned other Daleks to the *Aristotle*, but the Doctor's words were having an effect. A mental link from the Doctor was enough to finally inspire it, but not with peace and joy at the beauty of the universe. Instead Rusty learned the Doctor's utter hatred for the Daleks! While the Doctor wasn't happy, the crew of the *Aristotle* were ecstatic as 'Rusty' blasted its way through the invading Daleks, forcing the fleet to retreat.

Returning from inside the Dalek, the Doctor remarked that perhaps a good Dalek was too much to hope for. The Dalek replied that the Doctor was a

good Dalek. As 'Rusty' set off to slaughter its own people the Doctor could only say 'until next time'.

CONTINUITY

- The *Aristotle* commander wanted to kill the Doctor in case he is a Dalek duplicate. The humans have had to learn to deal with infiltrators the hard way.
- Courtney Woods makes another appearance near the school office, possibly waiting to see the Headmaster again.
- This adventure details a lot of the internal systems of a Dalek. They have an 'antibody system' that responds to internal threats by disintegrating them. The remains are converted to protein and fed to the mutant. Daleks also have a computerised backup memory core that is automatically edited to 'keep its thoughts pure'. The power source for the casing uses Trionic radiation. The lens in the eyestalk is not solid and is actually a refractive energy field.
- Journey Blue asks to join the Doctor and Clara. While the Doctor thinks she has all the qualities he looks for in a companion, he won't allow a soldier to travel with him.
- Rusty the Dalek will continue his crusade against the Daleks, and the Doctor will seek him out again for access to the Dalek database (see *Twice Upon a Time* p153).



◉ RUNNING THE ADVENTURE

While this adventure takes place during a future conflict the Daleks and humanity, it is really about going inside a Dalek and exploring. Provided the Nanoscaler is available, this could happen anywhere, any time.

The player characters might enter a Dalek to find out more about a new Dalek technology, or perhaps to steal secrets from its memory core. How they convince the Dalek to keep its antibodies at bay, or how they avoid them if they don't will be critical to their success.

On the other hand, you could make this adventure about fighting the Daleks and saving the humans. The player characters join the war rather than investigate a pepper pot. They might need a way to distract the Daleks to secretly move the *Aristotle*, or take the fight to the Daleks and destroy their forces. They might even try to lead the attack fleet away, but where is it safe to bring a Dalek attack fleet?

This adventure also highlights a lot of moral questions. Rusty is assumed to be 'good' because it wants to destroy the Daleks. But is the desire for genocide truly good, even if the species is evil?

It is common in many player groups for someone to want to play a 'good Dalek' and this adventure makes that both easier and harder. On one hand it clearly details how many systems a Dalek has to keep its thoughts in line with Dalek ideology. However, it also shows how it is possible to change and adapt that morality, at least a little.

If the Gamemaster is to allow a good Dalek, the player will need to be very specific about the character's true thoughts and morality. Does it want to destroy Daleks, or does it really seek peace? How does it balance its new morals against its programming, and is it all due to damage that may be slowly killing it? How did it get to this state — what did it see or experience that changed its mind? How permanent is the change, and will it eventually turn on those it has been travelling with?

The *Aristotle*

Once a hospital ship, the *Aristotle* has become the main base for humanity's fight against the Daleks. It is held together by a thread. Part storehouse, part barracks, part command centre and part sanctuary, it is littered with supplies and damaged equipment that no one has the time to tidy or repair. However,

as it is operational and hidden behind an asteroid it has allowed humanity to make lightning strikes against Dalek positions. If the Daleks discover its location, it is over for humanity. Not only as they will lose this vital supply base and command centre, but it would also break the last of humanity's morale.

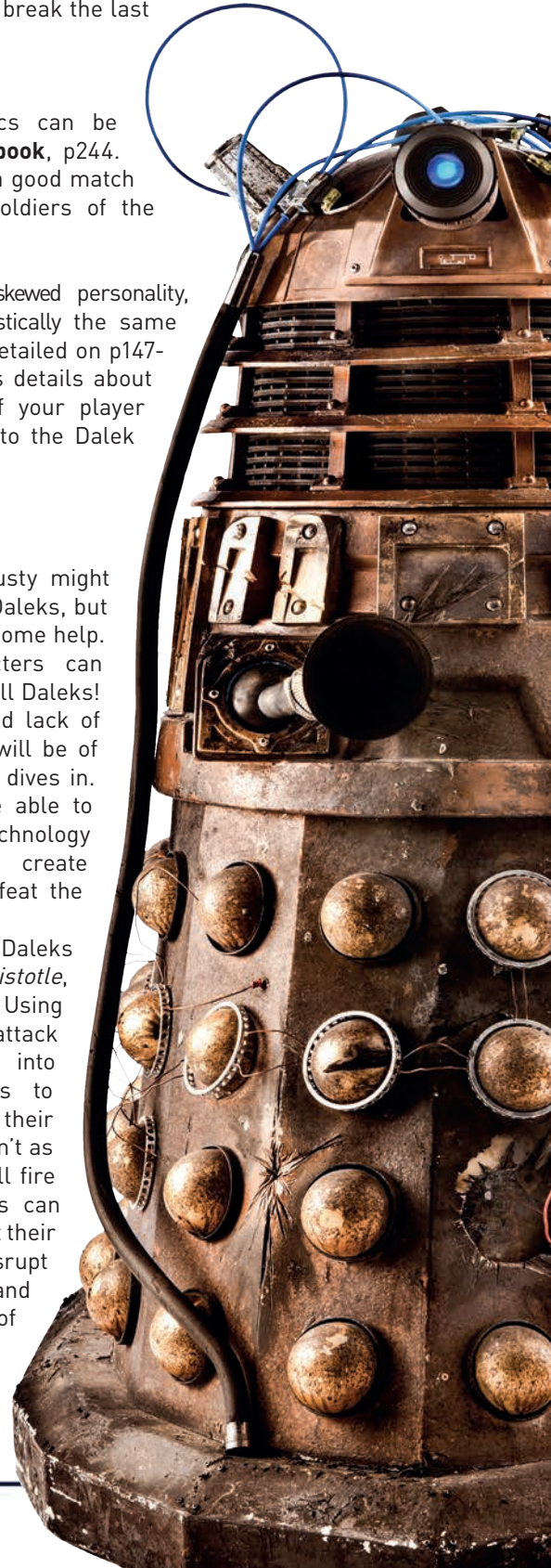
Rusty and Blue

Journey Blue's Statistics can be found in the **Core Rulebook**, p244. Statistically she is also a good match for any of the other soldiers of the *Aristotle*.

Apart from his somewhat skewed personality, 'Rusty' the Dalek is statistically the same as any other Dalek, as detailed on p147-150, which also includes details about the Dalek antibodies, if your player characters should go into the Dalek themselves...

FURTHER ADVENTURES

- **Dalek Killers** — Rusty might want to destroy all Daleks, but he is going to need some help. The player characters can join him to destroy all Daleks! Their experience and lack of single mindedness will be of great help as Rusty dives in. They might also be able to claim some Dalek technology to help humanity create new weapons to defeat the Daleks.
- **Infestation** — The Daleks take control of the *Aristotle*, and the Nanoscaler. Using it to shrink an attack force they sneak into more human ships to cause havoc. While their energy weapons aren't as dangerous, if they all fire together the results can be just as deadly. But their real purpose is to disrupt communications and reveal the positions of the human fleet.





ROBOT OF SHERWOOD



ROBOT OF SHERWOOD



'And remember, Doctor. I'm just as real as you are.'

SYNOPSIS

Sherwood Forest, Nottingham, United Kingdom, autumn 1190

Clara asked the Doctor to take her to see Robin Hood. He begrudgingly obliged, though sure she would be disappointed as he was a fictional character. They arrived in Sherwood Forest, where a man claiming to be Robin Hood attempted to rob them of the TARDIS. The Doctor drew his trusty tablespoon and defeated him in a duel.

An impressed Robin introduced them to the rest of his Merry Men. The Doctor still refused to believe they were real, knowing something was wrong — there was no way Nottingham could be warm.

Meanwhile, the Sheriff of Nottingham was raiding the villages for gold, capturing slave workers along the way. He also arranged for an archery contest to trap Robin, with the prize of a golden arrow. Hood and the Doctor's overblown game of bowman one-

upmanship was interrupted by an assault from the Sheriff's knights. Robin tried to fight them off, but when he severed an arm there was no blood. The knights were robots, firing laser beams from their metal faces!

All three ended up in Nottingham Castle's dungeon. The Sheriff invited Clara to dinner, where she tricked him into revealing that he found a crashed spaceship. He and its robots had been working to repair it, collecting gold for the spaceship's circuits. In return, he planned to use the spaceship to conquer the world.

Meanwhile, the Doctor and Robin managed to escape the dungeon and discovered the ship lying dormant inside the castle. The Doctor accessed the computer and learned that it was damaged and leaking radiation, warming the local climate. He formed a hypothesis: Robin Hood was another robot, designed to give the remaining humans hope against the Sheriff and maintain the status quo. Robin balked at this, and when the Sheriff and his robots entered, he escaped, leaping out of the window with Clara.



The Doctor was sent to the slave pits, where he met Robin's love Marian. He freed himself and taught the castle prisoners how to fight back against the Robot Knights using reflective dishes to redirect their lasers. Many of the robots were destroyed, and the prisoners escaped as the Doctor headed off to confront the Sheriff. He warned the Sheriff that the ship didn't have enough gold to make it into orbit, threatening to destroy most of England in the resulting crash. The Sheriff didn't believe him and started the countdown. He also confirmed to the Doctor that Robin was indeed real, just as the rogue and Clara arrived.

The Sheriff challenged Robin to a duel on a precarious ledge above a vat of molten gold. Fighting on the rafters, Robin used the Doctor's duelling technique to push the Sheriff to a liquefied death. The Doctor, Clara, and Robin ran to safety, but there was still the problem of the ship making it to orbit.

Fortunately, the Merry Men had nicked the golden arrow — just enough gold to get the ship into space where it would explode harmlessly! Robin couldn't make the shot alone with his injuries from the duel, but with the help of Clara and the Doctor the arrow flew true, saving England. The Doctor and Clara said their goodbyes, and as the TARDIS dematerialised, Marian was left in its place, reunited with Robin.

CONTINUITY

- The Doctor was previously involved in a mythological event, the Trojan War (*The Myth Makers* in *The First Doctor Sourcebook*). As with Robin Hood, the myth turned out to be history. Similarly, not only did the Doctor discover that the legends of King Arthur were real in another universe, but that he (in a future incarnation) was the legendary Merlin.
- It is quite possible that at least three other incarnations of the Doctor are on Earth during this adventure. The First Doctor is in Palestine with King Richard (see *The Crusade* in *The First Doctor Sourcebook*) in 1190 and the Third Doctor foiled a plot by a Sontaran to elevate a local warlord with advanced technology (similar to what's happening here, see *The Time Warrior* in *The Third Doctor Sourcebook*) in roughly the same period. In addition, the alien ship's records on Robin Hood include a picture that looks suspiciously like the Second Doctor.
- The spaceship was headed to 'the Promised Land.' The Clockwork Robot that the Doctor faced in the Victorian era was headed to the same location (*Deep Breath*).
- The alien robots carry out their plan with an augmented human agent similar to the way the Cybermen used Tobias Vaughn to invade Earth (see *The Invasion* in *The Second Doctor Sourcebook*).





ROBOT OF SHERWOOD

- The Doctor uses his Venusian aikido and displays his fencing prowess (using a spoon), claiming to have been taught by Richard the Lionheart, Cyrano de Bergerac and Errol Flynn. He also proves to be a skilled archer, besting Robin Hood — though only through jiggery-pokery.
- The Doctor believes that they may be in a theme park in the future. During his first incarnation, he failed to recognise that he was in a haunted house attraction, believing the monsters within to be real (see *The Chase* in **The First Doctor Sourcebook**).
- The Doctor has been in a spaceship disguised as a castle before (see *State of Decay* in **The Fourth Doctor Sourcebook**) and, in this incarnation, will later visit a city in the future that was built around a colony ship.
- The Doctor refers to a miniscope. He was trapped in one during his third incarnation (see *Carnival of Monsters* in **The Third Doctor Sourcebook**).

● RUNNING THE ADVENTURE

While there are a few exceptions to the rule, the Doctor generally discovers that legends, fairy tales, and the occult in general tend to have logical explanations. This adventure provides an exciting subversion to that theme; while it turns out the Sheriff of Nottingham is enhanced by alien robots, Robin Hood and his Merry Men are real historical figures.

This same idea can be used to reskin this adventure to involve another seemingly mythological figure whose enemy turns out to be aliens. To keep things simple, you'll want to use the mythological figure at a point in their story when they are dealing with a particular threat. Here are just a few examples:

- What if Grendel — the monster slain by Beowulf — was a confused Silurian child that wandered to the surface, and the player characters must defend Scandinavia from its understandably angry family? Myths about dragon slayers like St George and Sigurd could also be the result of unfortunate reactions to Silurians venturing out to the surface world, or perhaps Krillitane invaders.
- What if the darkening sky that helped Hiawatha bring peace was an alien spacecraft blotting out the sun?
- What if it wasn't Medusa that Perseus needed to fear, but the statues keeping her trapped in her lair — the Weeping Angels?

- Prometheus could have stolen fire from a more advanced space-faring race that landed atop Mount Olympus — maybe a pyrovile displaced in time!

Once you've picked a myth to use, the adventure breaks down into three sections:

First, establish the mythological figure as real for the player characters. There are generally two ways to go about this; either the PCs may actively seek the mythological figure to ascertain whether they existed, or the PCs arrive with no expectation of meeting, for example, St George and the Dragon. In the latter case, the PCs may walk out of the TARDIS to find a dragon flying overhead with a knight in hot pursuit.

The player characters should spend a little time getting to know the mythological figure, probably whilst showing a healthy amount of scepticism. During this period the main beats of the figure's mythology seems to follow the myth reasonably accurately and the player characters might try to discover the 'truth' behind their existence.



Secondly, present the threat that the mythological figure faces. This threat should feel part of the legend, but the player characters should see evidence that things are not what they seem. They need to observe the villain and determine their true nature and plan and might also discover that the mythological figure is real.

Finally, the player characters and the mythological hero join forces to defeat the threat. Ideally, the solution should involve aspects of the hero's mythology, such as stealing gold from the rich and the use of a well-placed arrow to bring down the villain!



BUT KING ARTHUR ISN'T REAL... IS HE?

Robin Hood is arguably the most famous mythological character in British history; it's 'arguable' only because Robin competes with King Arthur for the title. So, when it comes to reskinning this adventure with another mythological figure, Arthur seems the logical choice.

Unfortunately, the Doctor already knows what happened to King Arthur. He was king in an alternate universe whose battle spilled over to the normal one. The Doctor even dealt with Morgaine centuries later. Given this fact, it would seem that King Arthur must regrettably be discounted when choosing amongst legends. That means that the player characters can't possibly meet a historical Arthur whose legends are true, right?

Not necessarily. Time travel opens the possibility to rewrite history. The Doctor has also discovered that individuals may have counterparts in alternate universes. After all, the Doctor has visited at least two separate versions of Atlantis, and a Daemon took credit for sinking the city when the Doctor witnessed it being destroyed by a Chronovore.

It is quite possible that a historical Arthur established the Knights of the Round Table in Camelot at some point before the establishment of Danelaw in England. This Arthur (and Morgaine) could even resemble their counterparts from the alternate universe and, once again, the Doctor or another time traveller could find themselves in the role of Merlin!

NEW GADGET – HOMING ARROW

This arrow is enhanced with futuristic technology that enables it to hit whatever its shooter wants it to hit. It also does damage as a normal arrow of its type.

Traits: Innocuous, Skill (Marksman 5), One Shot

Story Points: 5

SHERIFF OF NOTTINGHAM



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

The Sheriff of Nottingham is an unappreciated vassal of King Richard, although Prince John currently reigns in the king's absence. He met the Robot Knights when they crashed and allowed them to augment him to become their leader. He plans to get their spaceship working in the hopes of using it to become king of the world.

SKILLS

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

TRAITS

Cyborg

Gadget: The Sheriff hangs a remote control around his neck that gives orders to the robots. It also acts as an on/off switch for the robots.

Immortal (Minor): The Sheriff's cybernetic augmentations keep him from growing old.

Noble (minor good): +2 bonus when hobnobbing with the cream of society.

Obsession (Major Bad): The Sheriff believes that he is destined to rule the world and will stop at nothing to achieve it.

Tough (Minor Good): The Sheriff's enhanced body isn't as strong as the Robot Knights, but it is durable. Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

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



FURTHER ADVENTURES

- **Who was Robin Hood?** — One of the images in the ship’s computer regarding Robin Hood looked suspiciously like the Second Doctor. Given that the legend of Robin Hood comes from different sources, it’s possible that either the Second Doctor has a doppelganger (as the first had with the Abbot of Amboise (see *The Massacre of St Bartholomew’s Eve* in *The First Doctor Sourcebook*) or something happened to Robin Hood and the Second Doctor needed

to fill in. In either case, there is an opportunity for the player characters to add to the legend of Robin Hood!

- **The Gisbourne Effect** — One notable ally of the Sheriff who’s missing is Guy of Gisbourne, a hired killer who tries to kill Robin Hood. The player characters arrive to find Robin Hood facing a new nemesis. Is Guy an alien bounty hunter? Or has Robin stumbled upon another opportunistic noble using the chaos of the Crusades to enrich himself?



ROBOT OF SHERWOOD

ROBOT KNIGHT



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

SKILLS

Fighting 3, Knowledge 3, Marksman 3, Medicine 2, Technology 3, Transport 2.

TRAITS

Armour (Minor): The knightly armour of the robots reduces damage by 5.

By the Book: The robots diligently follow commands from their controllers.

Natural Weapon (Disintegrator): These robots fire a purple disintegration ray from a slit in their face (4/L/L).

Restriction: The disintegration ray does not affect a reflective metal surface; in fact, it is reflected back at the robot and may destroy it.

Robot

TECH LEVEL: 7 **STORY POINTS: 3**

MERRY MEN

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

Robin Hood has a band of rogues who help him fight against the Sheriff.

SKILLS

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

TRAITS

Adversary (Major Bad): The Merry Men are under constant threat of the Sheriff and his Robot Knights.

Brave (Minor Good): In spite of such a major threat the Merry Men remain to fight. They get a +2 bonus to any Resolve roll when they need to show courage.

Friends (Minor Good): The Merry Men can often rely on help from local farmers, villagers, and servants, although such aid often only helps in minor ways.

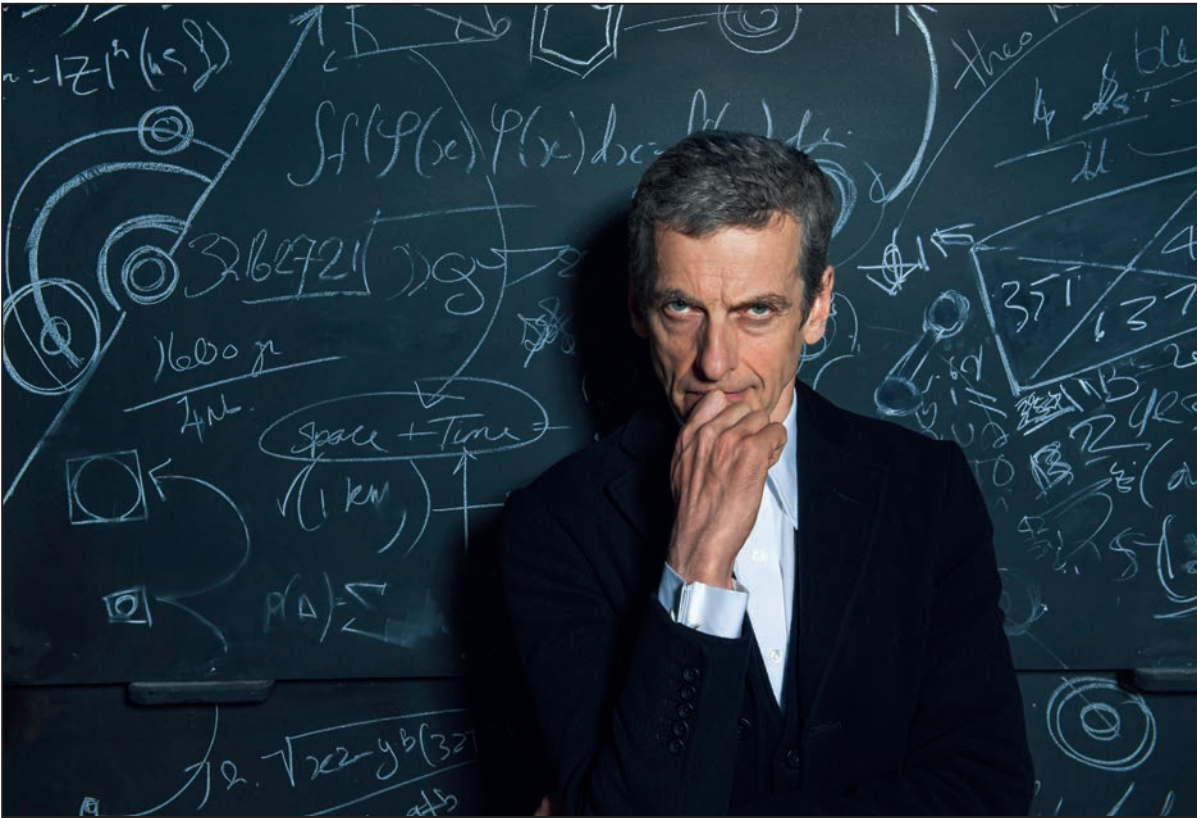
Special: Each Merry Man is an individual and may have a few more skill points or an extra trait that defines them.

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



The statistics for Robin Hood himself can be found in the Core Rulebook

LISTEN



'Listen. There is nothing to hear. There is nothing anywhere. Not a breath, not a slither, not a clink or a tick, all the clocks have stopped. This is the silence at the end of time.'

SYNOPSIS

London, Earth, 2014; Gloucester, Earth, 1990;
The end of the Universe; Gallifrey

Alone in the TARDIS for a little too long, the Doctor had gotten to thinking; if nature could create the perfect hunter or defence mechanism, could it create a creature that was perfect at hiding? Clara was having problems of her own on a disastrous date with Danny Pink. Clara and Danny were both nervous, repeatedly taking offense too easily despite a real connection. Eventually Clara gave up and walked out before they had even ordered a starter.

The Doctor was waiting for her when she got home and was eager to share his new theory. He noticed that almost everyone seemed to have had the same dream, where they stepped out of bed and

something beneath grabbed their leg. Clara agreed that she had had that dream. So, the Doctor wasted no time connecting her to the TARDIS telepathic circuits, steering the time machine to the source of the dream.

With the date still on her mind Clara inadvertently took them to Danny Pink's childhood. He was awake and scared, but Clara and the Doctor managed to teach him that fear can be a powerful weapon. Their theory was tested when a strange shape rose, hidden by the covers of Danny's bed, but they turned their backs on it and it vanished.

After meeting young Danny, Clara was in a better mood. The Doctor returned her to the date, just after she previously left. While this second attempt at the date started well, things turned sour again. This time it was Danny who walked out, annoyed at Clara's dishonesty and distraction — understandable, as an astronaut kept beckoning her to the kitchen.

Clara followed the astronaut to the TARDIS where he removed his helmet. He looked just like Danny but was actually his great grandson: Colonel Orson


LISTEN


Pink, a pioneer time traveller. Orson rode one of the first 'time-shots', aiming for the next week but landing marooned at the end of time, on the last planet left at the end of the universe. The Doctor found Orson using Clara's telepathic link (clearly the date was playing on her mind) and was excited to test the theory again.

They all travelled to the end of the universe — ostensibly so Orson could pack, but really so the Doctor could spend the night there. He thought that with no one left the hidden creatures he sought might finally come out of hiding. As night fell the ship started to creak and bang. But was it the hull cooling, or the hidden creatures, the monsters under the bed coming to see the last people in the universe? Whatever happened, the Doctor was hurt opening the airlock, and as the TARDIS cloister bell sounded Clara used the telepathic circuits to get them away.

Clara found she had taken the TARDIS to a barn where a child was crying in bed. She thought it was Danny again, but overheard some Gallifreyans talking — she had travelled back to the Doctor's childhood. As a noise woke the child, Clara hid under the bed, and unthinkingly grabbed his leg as he stood. She told the child that it was all a dream and that he should just lie down and go back to sleep again.

When she returned to the TARDIS she told the Doctor to just leave this place, refusing to explain.

She suggested that all this talk of monsters was just the dreams of an old man feeling the fears of a small child. Understanding that Clara has seen something he shouldn't, the Doctor returned them all home, dropping Orson off on the way. Clara went straight to Danny's home to find he was also still thinking about the date. She decided that she was finished with fear for one day, and they kissed.

CONTINUITY

- The Doctor has already encountered a creature adapted to near perfect hiding, the invisible Spiridons (see ***Planet of the Daleks*** in **The Third Doctor Sourcebook**).
- Contrary to popular belief, Danny Pink's military service didn't involve a lot of killing. Instead, he helped build wells (23 actually) to bring water to local villages that he kept safe.
- Danny was brought up at the West Country Children's Home in Gloucester. His real name is Rupert, but he hated it.
- The Doctor puts young Danny to sleep with a touch to the forehead; he has 'dad skills'.
- This isn't the first time the Doctor has gone to the end of the universe. Earlier he found the Master here (see ***Utopia*** in the **Tenth Doctor Sourcebook**) and he will meet Ashldr a little later watching the universe end (see ***Hell Bent*** p103).
- The Doctor's guardians seemed to think he should join the army as one so sensitive would never be a Time Lord.



- The Doctor will return to this barn as the War Doctor to decide the fate of Gallifrey (see *The Day of the Doctor* in *The Eleventh Doctor Sourcebook*), and again later to take on the Time Lords after they test him (see *Hell Bent* p103).
- Clara's words to the young Doctor 'Fear makes companions of us all' are repeated by the First Doctor in his first adventure (see *An Unearthly Child* in *The First Doctor Sourcebook*).
- Danny Pink dies before having any children (as far as we know), but Orson looks identical to him, and has a toy soldier Clara gave to Danny in his childhood. Is he the descendant of another family member, or is something more complicated going on with the Pink timeline?

RUNNING THE ADVENTURE

This adventure is about the question of whether there is something in the nothing. It offers two very interesting possibilities as an adventure, which might be used together or separately.

The first adventure is an easy one for the Gamemaster who likes to improvise. Have the player characters come up with a question: Is there such a thing as perfect hiding? Is there an end to the universe? Does time stop when you're not looking? Can a TARDIS fall asleep? What do robots think of when they are destroyed? The stranger and more surreal the question, the better.

Once you have a question, the Gamemaster just needs to say 'ok, where are you going to look for the answer?' Let the players drive this adventure, inventing times and places to investigate, with the Gamemaster improvising clues and encounters that confirm or confuse their theory. Have fun with this one, and don't think you need a definitive answer. It is the journey, not the destination, which is the fun part.

'WHAT IF THERE WAS NOTHING? WHAT IF THERE WAS NEVER ANYTHING? NOTHING UNDER THE BED. NOTHING AT THE DOOR. WHAT IF, THE BIG BAD TIME LORD DOESN'T WANT TO ADMIT HE'S JUST AFRAID OF THE DARK?'

What if Clara is wrong? What if there was something out there hidden in the shadows? The implication of this adventure is that the Doctor's mind is playing tricks on him, but there is no hard evidence either way. Might these hidden creatures reveal themselves to one of the characters? Having listened in the dark for so long they may well know a lot of secrets. Do they have a price for sharing them?

The other adventure you might use (which can also work well as a subplot) is an investigation into the past of some of the player characters and their favourite NPCs. Using the TARDIS telepathic circuits a player character's subconscious can drive the adventure. Where will it take the group? What does the player character in question really want to know or understand about themselves? What part of their past do they need to face or resolve? The answers can be very revealing and offer myriad role-play opportunities for the whole group.

FURTHER ADVENTURES

- **The Ultimate Predator** — If something evolves to hide, it is usually because there is something out there evolved to hunt it. Such a creature would be truly terrifying because there is nowhere to hide from it. Wherever you go, however far you run, it will find you. But if you could catch one yourself and learn its secrets, how powerful would you become? The Daleks once sought the secrets of invisibility, what might they do with the secrets of the perfect hunter? Consider giving a different dangerous threat (or even the player characters) the power of invisibility and extrapolate an adventure from what they would use it for.
- **Alien Minds** — The normal TARDIS pilot is missing, and in their place is a strange alien creature they cannot communicate with; even the translation field is not enough! The alien seems friendly and tries to use the telepathic circuits to help, but the communication barrier and drastically different brain will take the adventurers to wildly different times and locales. Will the player characters survive the incredible otherworldly journey and find their companion?



TIME HEIST



TIME HEIST



'If you can afford your own star system, this is where you keep it.'

SYNOPSIS

Bank of Karabraxos, the future

After answering the TARDIS phone, the Doctor and Clara found themselves holding strange worms in a different room with no memory of how or why they were there, along with the similarly memory-wiped Psi and Saibra.

A recording from the mysterious 'Architect' instructed them to rob the Bank of Karabraxos, while noting that they were already in said bank and that the guards were about to break in and kill them. They escaped, aided by the worms — they erased the memories of anyone who touched them, confusing security.

Ms Delphox, head of bank security, pursued them with the aid of an alien called 'the Teller'. The Teller used telepathy to detect guilt, then turned the brains of criminals to soup with its psychic powers.

Saibra used her mutant ability to become biologically identical to a legitimate banker, allowing them through bank security. Psi then used his technological augmentations to acquire the bank blueprints, helping the Doctor find the correct location to set a dimensional shift bomb. They blew through the floor to where the Architect had left them a set of personal 'atomic shredders' — a deadly instantaneous exit strategy if they got into too much trouble.

Having seen what the Teller was capable of, both Psi and Saibra used the 'atomic shredders' in dire situations before the Teller could liquefy their brains. That gave the Doctor and Clara enough time to reach the main vault just as a solar storm struck the bank, overloading the security systems and opening the vault door. The Doctor realised the Architect must be from the future to ensure this coincidence.

The Doctor and Clara found the rewards for Psi and Saibra's assistance, but Ms Delphox captured them before they could claim their own. She left them at gunpoint, but the guards revealed themselves to be Psi and Saibra. The 'atomic shredders' were really



teleportation devices to a rescue ship in orbit. The team forced their way into the private vault and found that Ms Delphox was a clone of the bank's owner, Ms Karabraxos.

Realising that the solar storm has doomed the bank, Ms Karabraxos took what she could and left, but not before the Doctor had a revelation; he gave her the TARDIS phone number and revealed he was a time traveller.

Years later, poor and dying, Ms Karabraxos called the Doctor to tell her of her one regret: holding the Teller's mate hostage to ensure his cooperation. As the bank's security could read criminal guilt, the Doctor assembled a team and wiped their memories, including his own; the Doctor was 'the Architect.'

Ms Karabraxos supplied the combination to the Architect, who left it for the Doctor. He freed the Teller's mate and they all escaped the bank before the solar storm destroyed it.

CONTINUITY

- The Doctor wanted to use a memory worm in his last incarnation to wipe Clara's mind, but Strax ended up being affected instead. The memory worm also bit Simeon, opening his mind to the Great Intelligence (see *The Snowmen* in **The Eleventh Doctor Sourcebook**).
- Clones are commodities during this period and are disposed of like any other property. Non-violent criminals may also be killed or have their brains destroyed without trial or conviction. Bank criminals' next of kin are not only denied their inheritance (offenders' accounts are deleted), but they are also incarcerated to dissuade future criminals.
- The Doctor references his scarf (worn in his Fourth incarnation) and bowtie (worn by his last incarnation) as embarrassing fashion statements. He notably left out his Sixth incarnation's colourful ensemble!
- The Doctor has previously encountered teleportation devices disguised as disintegrators (see *Bad Wolf* in **The Ninth Doctor Sourcebook**).
- As in this adventure, the Doctor gave himself help against Morgaine's army in late 20th century Earth (see *Battlefield* in **The Seventh Doctor Sourcebook**). In that instance it was his future self helping the younger; in this case it is his past self helping the older (if only by a few minutes).

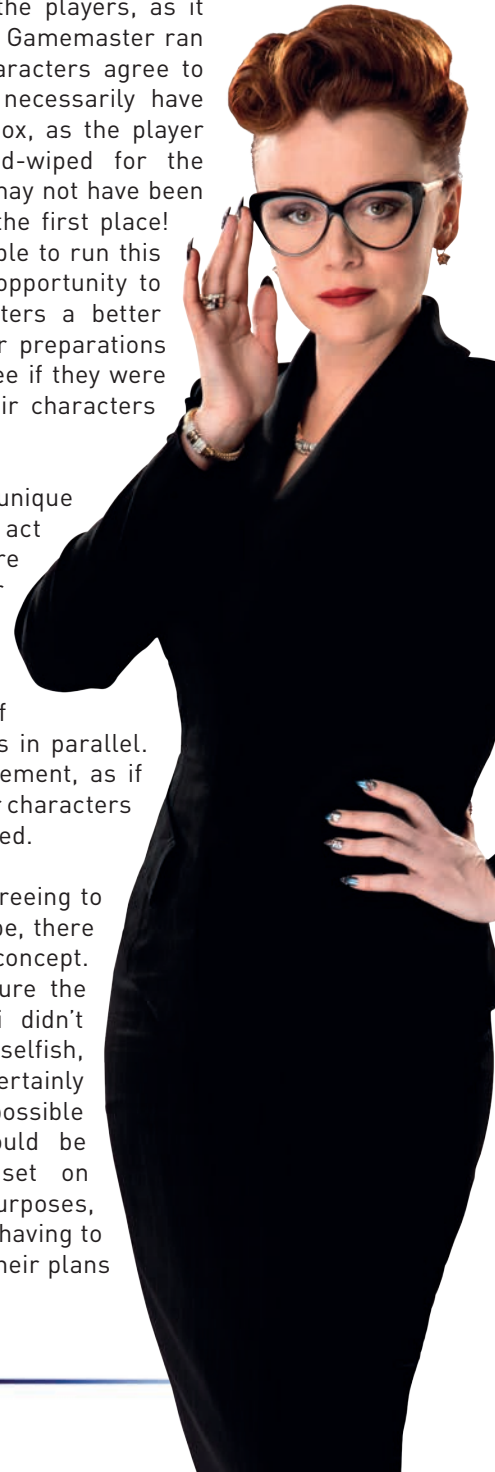
◉ RUNNING THE ADVENTURE

The basic premise behind this adventure is a bit of wibbly-wobbly, timey-wimey stuff. The player characters find themselves in an adventure that they themselves agreed to, only to have no knowledge of their own involvement. Thanks to this enigmatic arrangement, the player characters are ideally suited to succeed, due to convenient preparation by their past selves.

Running an adventure like this requires trust between the Gamemaster and the players, as it would be tipping the hand if the Gamemaster ran the scene where the player characters agree to the adventure first. It doesn't necessarily have to be part of a bootstrap paradox, as the player characters need only be mind-wiped for the duration of the adventure; they may not have been responsible for setting it up in the first place! Having said that, it's quite possible to run this straight, giving the players an opportunity to give their unsuspecting characters a better chance at success through their preparations and then playing it through to see if they were well-prepared enough, or if their characters need to improvise!

Story points also allow a unique opportunity for the players to act as both their present and future selves simultaneously. Whenever their present characters run into a problem, they can spend an appropriate amount of story points to change future set-up of the heist, running both timelines in parallel. This will require careful management, as if the story points run dry the player characters could end up in deep trouble indeed.

In addition to previous selves agreeing to an adventure prior to a mind wipe, there are other ways to handle this concept. In the beginning of this adventure the Doctor, Clara, Saibra, and Psi didn't know if the Architect had good, selfish, or evil motives — their situation certainly seemed desperate! It's entirely possible that the player characters could be kidnapped, mind-wiped, and set on an adventure for nefarious purposes, leading to the player characters having to deal with the Architect and foil their plans along the way.




TIME HEIST

WHOSE CHARACTER IS IT ANYWAY? A QUESTION OF AGENCY

One potential problem with running an adventure like this is the presumption that the player characters will act in a certain way to set up the adventure. If the Gamemaster wants to keep the identity of the scheming manipulator a secret from the players as well as the characters before the big reveal, then she is going to have to effectively 'play' those characters off-screen. This could be an issue for some players, especially if they believe their characters wouldn't have been manipulators in the first place. There are several ways to handle this. The first, which is mentioned in **Running the Adventure**, is to let the players in on the secret and have them design the plan before their mind-wiped characters execute it. The second is to have the master manipulator be someone else who's forced the player characters to undertake the mission. Finally, as was the case in this adventure, the reveal shows that it was exactly the kind of mission that the player characters would undertake and willingly mind-wipe themselves to accomplish. In any event, the Gamemaster and the players should try to communicate as best they can to make somewhat tricky adventures like this play out spectacularly. Gamemasters may also want to award the players a few story points for going along with the premise.

NEW GADGET – SHIFT BOMB

The Shift Bomb can be set to remove anything it is planted on to another dimension.

Traits: Delete, One Shot

Story Points: 2



FURTHER ADVENTURES

- **Burn the System!** — The world of the Karabraxos Bank is rather ruthless. Anyone banking there can, with the slightest bit of suspicion, have their brains crushed and their families incarcerated. Anyone found in a forbidden area can be killed without trial. It's ruthless capitalism at its worst and something that the Doctor should be railing against. Perhaps the player characters help topple this system to usher in a new type of government?
- **Companion Swap** — Psi and Saibra are examples of the Doctor choosing companions for their particular specialities. If the players are up for it, this could become a paradigm where regular companions could sit out an adventure while their players take on the roles of specialists that the Doctor (or another Time Lord or Time Agent) selects for their specific abilities? The stories of how these characters met could also make for fantastic role-playing opportunities!

Statistics for both Psi and Saibra can be found in the Core Rulebook.

MEMORY WORM

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

This huge mottled worm is covered with a secretion that robs the recent memories of those who touch it. The effect is concentrated in the creature's venom, a bite taking away months or even decades of memories.

SKILLS

Fighting 2, Subterfuge 2.

TRAITS

Natural Weapon (Minor – Teeth): +2 to damage
Size – Tiny (Major): -4 to be hit and -8 to be seen, -2 to Speed.

Special – Memory Loss: When touched, the worm automatically deletes the last hour or so of memory from the person who touched it. On a bite, the loss is 1–6 weeks for a success, years for a good success, and decades for a fantastic success.

STORY POINTS: 1



MS DELPHOX

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

SKILLS

Athletics 2, Convince 4, Knowledge 3.

TRAITS

By the Book (Minor Bad): Ms Delphox must be convinced to act against procedure.

Enslaved: Ms Delphox is a clone, which makes her disposable property without any individual rights.

Obligation (Major): Ms Delphox is always 'on call' for the bank of Karabraxos.

Ruthless: Ms Delphox carries out her duties with cold efficiency and gets a +2 bonus to resist any appeals empathy or compassion.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls

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

THE TELLER

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

SKILLS

Survival 2.

TRAITS

Alien

Alien Appearance (Major): The Teller is 9-foot tall humanoid with eyes on stalks, long claws and a stubby tail.

Alien Senses: The Teller can use its psychic abilities to detect guilt in the minds of those around it. It can also follow the thought trails of those it has previously examined telepathically.

Enslaved: The Bank of Karabraxos own and control the Teller.

Fear Factor (1): The Teller is used as a threat by the Bank. +2 on rolls to actively scare or intimidate.

Psychic

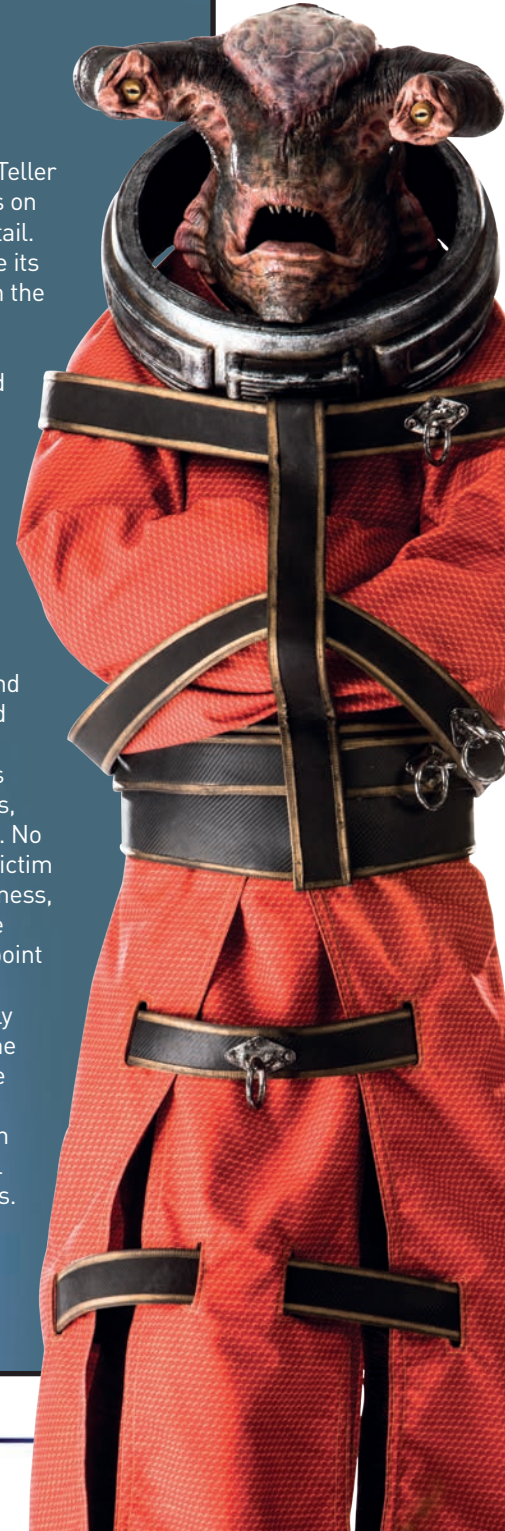
Slow: The Teller is ponderous and sure in its movements. Its Speed is 2.

Special (Mind Wipe): After it has locked on to someone's thoughts, the Teller can devour their mind. No additional roll is needed — the victim is immobilised, and their Awareness, Ingenuity, Presence and Resolve attributes simply start losing 1 point each turn until they are all at 0.

Telepathy: The Teller can directly contact and sift through someone else's mind, looking for evidence of criminal intent (or anything else it wishes). It needs to win an opposed Ingenuity + Resolve roll to lock on to someone's thoughts.

TECH LEVEL: UNKNOWN

STORY POINTS: 6



THE CARETAKER



THE CARETAKER



'I've known men like him, I've served under them. They push you, make you stronger, until you're doing things you never thought you could. I saw you tonight. You did exactly what he told you. You weren't even scared, and you should have been.'

SYNOPSIS

Coal Hill School, United Kingdom, 2014

Clara was having a tough time balancing a relationship with Danny Pink and adventuring with the Doctor. She had permanent jet-lag and was tired of thinking up new excuses to explain her strange behaviour. So, she was relieved when the Doctor gave her a day off; he was going into deep cover and couldn't take her with him.

Clara remained suspicious, and her suspicions were confirmed when 'deep cover' turned out to be posing as the caretaker at Coal Hill School, where she and Danny taught. She was livid at being blindsided, and though she kept out of the Doctor's plans she worried the students might be in danger. The Doctor settled into life at the school, planting small devices — Chronodyne Generators — at specific locations when unobserved. Clara tried to prevent her worlds colliding by keeping Danny

and the Doctor separate, but it proved impossible. While their first meeting certainly exposed the new caretaker's eccentricities, it wasn't dreadful, though the Doctor refused to believe Danny taught Maths, insisting an ex-soldier must be a PE teacher.

The Doctor eventually relented and let a distressed Clara in on his plans. He told her he was looking for a Skovox Blitzer, a deadly alien war robot stranded on Earth. The Doctor's plan was to lure the Blitzer to the school (when empty) where the precisely arranged Chronodyne Generators would suck the Blitzer into a time rift, trapping it billions of years in the future. He told Clara to take the day off, as the plan was fool proof.

Unusually, Clara decided she did deserve a normal evening out, but was surprised to find Danny had plans. Those plans turned out to be investigating the strange new caretaker and removing the suspicious devices he had planted around the school.

The Doctor put his plan into operation that night, using an invisibility watch to safely lure the Blitzer to the school. Unfortunately, the plan failed at the critical moment due to Danny moving the Chronodyne generators. After a desperate second staring down the deadly Blitzer, Danny interrupted,



and the Doctor opened an improvised rift and cast the robot into the Vortex. But given the failure of the field it would return in days, not millennia.

Danny and the Doctor clashed; the Time Lord was furious this soldier spoiled his plan, whilst the teacher couldn't stand risking the safety of the school. Clara tried to diffuse the situation by showing Danny the TARDIS, but the revelation of her lies only made things worse.

The next day, Clara hatched a plan to show Danny what she and the Doctor were really like. She gave Danny the invisibility watch so he could spy on them. The Doctor figured out the ruse, leading to another argument. Danny squared up to the Doctor and told him that while he may have been a soldier, the Doctor was an officer, ordering other people to take all the risks. The Doctor was deeply insulted, leaving things worse than ever.

The Blitzer was expelled from the vortex earlier than expected, during parents evening. The Doctor leapt into the action, commanding Danny not to interfere and instructing Clara on how to help. Clara kept the Blitzer occupied while the Doctor finished his next gadget. She led it around the school and away from the parents and children, eventually bringing it back to the Doctor who completed his device just in time as the Blitzer blasted its way into the Caretaker's workshop.

The Doctor's device was designed to mimic the Blitzer's superiors, but it was not enough to deactivate the machine without a code. They needed a new distraction to create one, but the Blitzer had

Clara and the Doctor in its sights. Thankfully, Danny appeared, turning off the invisibility watch he was using to follow Clara in case she needed him. With a spectacular leap he distracted the Blitzer long enough for the Doctor to issue the right code and shut it down permanently.

With the planet saved, the only other thing in danger of destruction was Clara's relationships with Danny and the Doctor. Danny's actions begrudgingly impressed the Doctor, and Danny had come to understand that the Doctor wanted to be sure he was worthy of Clara. The two men reached a détente due to their shared love and respect for Clara.

CONTINUITY

- The TARDIS seems to like Clara, responding to a click of her fingers as it does to the Doctor.
- The Doctor once lived among otters after he and River had a row. They were much harder to blend in with than humans.
- Clara reminds the Doctor that Danny has the same surname as Colonel Orson Pink (see *Listen* p43), but the Doctor doesn't really remember and thinks they look nothing alike.
- The Blitzer has homed in on Coal Hill School because of the amount of Artron emissions in the area over the years (mostly due to visits from aliens and the Doctor).
- Courtney Woods gets on oddly well with the Doctor, so well that he takes her with him to get rid of the remains of the Skovox Blitzer. She finds the trip so overwhelming she vomits.
- While Clara and Danny try and keep their relationship from the kids they teach, they fail





THE CARETAKER

utterly. Courtney Woods keeps commenting that 'Ozzie loves the squaddie'.

- One of Clara's colleagues in the English department (Adrian) bears a striking resemblance to the Eleventh Doctor (even wearing a bow tie). This leads the Doctor to initially — and rather arrogantly — assume he must be Clara's boyfriend rather than Danny.
- The Doctor has some experience creating technology to hide from a foe, though the invisibility watch is slightly more advanced than the Perception Filters he made when Harold Saxon rose to power (see *The Sound Of Drums/Last Of The Time Lords* in *The Tenth Doctor Sourcebook*).

RUNNING THE ADVENTURE

There are two main elements to this adventure, a danger to the Earth and a danger to Clara's carefully constructed lifestyle. The danger to the Earth is the simplest to deal with! Essentially, a piece of dangerous futuristic military technology is in the area and it needs to be removed. The threat should be to an area, object or person the players care about.

It is also important to note that lives are also at stake here. Danny and Clara are worried about the children in the school, not that its destruction will cause them to lose their jobs. The Gamemaster should put something the player characters truly value at risk, such as family or friends. They should then keep the pressure on so the player characters have no time to explain the situation to them. In the time it takes to get anyone to believe an alien robot is on the loose it will already have killed, so to save the day the player characters need to act quickly and clandestinely.

For Clara, this adventure is the inevitable collision of her worlds. Having kept the Doctor and Danny safely separate, they are thrown together explosively. If your adventures focus on the character's lives outside time travel, threatening to pull those worlds together can bring all manner of role-playing opportunities if the player character fights to keep them separate.

Additionally, this adventure is a good example of how to bring a new character (Danny Pink) into an established campaign. While he is introduced in previous adventures, in this one he takes an active part and joins as (albeit occasionally) a potential player character.

Coal Hill School

This school appears very ordinary, but it has been the site of several alien encounters. The Doctor's granddaughter Susan studied here briefly, and the Daleks even invaded it. But otherwise it is quite ordinary, and in remarkably good condition considering. As well as several adequately equipped classrooms it has a reasonably sized staff room and a large caretaker's workshop. There is also a garden in a small courtyard that the students maintain and an outside chessboard in the playground.

NEW GADGET – CHRONODYNE GENERATOR

A collection of Chronodyne Generators can be used to open a rift in the Vortex that can suck through any object or individual. If the Chronodyne Generators are not set up successfully they may affect the wrong target or send them to the wrong time.

Traits: Remote, Restriction (at least ten Chronodyne Generators must be set up correctly to activate their effects accurately), Teleport

Story Points: 2

Full details on the Skovox Blitzer can be found on p158 of the **Core Rulebook**.

FURTHER ADVENTURES

- **Boarding Action** — While the Skovox Blitzer might be turned off, there is a lot of strange energy in space that might wake it up. A passing spacecraft might pick it up for salvage with disastrous results when the crew decide to power it up. They might just want it for scrap, but they might intend to uncover the secrets of its advanced weapons technology.
- **Samaritan Snare** — While the Skovox don't have time travel technology themselves, they do understand that it exists and the energy it generates. Fearful of losing the war, an Artificer and a team of Blitzers seek out a TARDIS so they can travel back in time and assault key enemy positions at their weakest moment. Broadcasting a distress call into the Vortex, they hope to lure a well-meaning traveller whose time machine they can steal. Unfortunately, their enemies have had the same idea. Can the player characters play both sides against each other, or will they be drawn into one side of the conflict?



KILL THE MOON

'Whatever future humanity might have depends on the choice that is made, right here, right now.'

SYNOPSIS

The Moon, 2049

Clara was annoyed at the Doctor for showing Courtney Woods how small she was compared to the universe. The girl may have been a pain, but she didn't need to be told she wasn't special. After a little convincing, the Doctor insisted on making amends with a grand gesture: Courtney would be the first woman to walk on the Moon!

They arrived on a space shuttle about to land on the Moon, and discovered it was shockingly carrying a large collection of nuclear weapons. The crew (Captain Lundvik, Duke and Henry) were here to investigate why the Moon's gravity had changed. Ten years ago, a mineral survey team sent their final messages — mostly screams. Since then, all the oceans on Earth were permanently at high tide, with waves as tall as cities. It had taken a decade to put a team together, as the space programs had been shut down many years ago. The shuttle they arrived in was a museum piece, its crew all brought out of retirement.

The Doctor, Courtney and Clara all joined the investigation. At the survey station they found evidence that there were no unusual minerals to be found in the Moon, and that its geography had changed substantially. It seemed to be falling apart. This shift in its mass was the cause of the devastating problems on Earth, the loss of the satellite network and the huge increase in natural disasters.

There were also other dangers on the Moon. Henry and Duke were killed by the huge Spider Germs that infested the Lunar underground and appeared to have been responsible for the deaths of the Mexican team. After diving into the heart of the Moon, the Doctor made a startling discovery: The Moon was an egg. A creature had been growing for millions of years deep inside its shell, and it was time for it to hatch.

The Doctor was ecstatic with the discovery of such a rare creature, but Captain Lundvik shattered his mood with a single question: how could they kill it?

She wasn't happy with destroying such a unique being, but weighed against the safety of the Earth she didn't feel there was a choice. If the loss of the Moon didn't finish the planet, the falling eggshell would, and the huge creature inside was terrifyingly unpredictable. Leaving it alive was a gamble they couldn't afford.

Clara asked the Doctor what they should do, but to her surprise and horror he said it wasn't his problem. This event in time wasn't predestined, it was a moment of true choice. Humanity had to make their own decision about how they would behave on the galactic stage. He and the TARDIS vanished, leaving Clara, Courtney, and Lundvik to decide: should they let the creature live or destroy it?

Clara felt the decision was too important for them to make alone, so she sent a signal to the people of Earth. She asked them to leave their lights on if they wanted the creature to be saved and turn them off if they thought it should be destroyed. They watched as the Earth gradually turned dark as humanity almost unanimously voted to destroy the creature.

Clara still could not bring herself to burn a life, even if there was a risk to the Earth. She and Courtney pressed the detonation abort button at the last second, leaving Lundvik to sigh that they had condemned everyone on the planet below. The Doctor returned in exuberant spirits and took them all back to Earth to watch the hatching. The Moon shattered and released a beautiful dragon-like creature that took wing to the stars. The shell pieces dissolved harmlessly in the atmosphere and the creature left a new moon-egg to replace the old one.

The Doctor saw the future, that this was the moment humanity looked to the stars again. They would spread out into the universe to every corner, all because this incredible creature made them look to space and wonder. But Clara was still furious. She





KILL THE MOON

told the Doctor that he was wrong to leave her and her species alone. She found what the Doctor thought of as respect to be patronising and could not forgive him. She told the Doctor that they were finished, that she could no longer trust him, and their time together was over.

CONTINUITY

- The Doctor has been pretty careless with his psychic paper; Courtney Woods stole it to use as a fake ID to get alcohol.
- The Doctor is a highly skilled yo-yo enthusiast (which he will prove later to a group of Vikings in *The Girl who Died* (see p84)). This is not new, as most of his incarnations have been seen carrying one when they turn out their pockets. He uses it in this adventure as a gravity strength tester, which he has also done before (see *The Ark in Space* in *The Fourth Doctor Sourcebook*).
- Captain Lundvik tells Clara that the President of America in 2049 is a woman.
- The Doctor and Clara once went for dinner in Berlin in 1937, but they didn't attempt to kill Hitler after pudding. The Doctor did punch the leader of the Third Reich last time he met him, however (see *Let's Kill Hitler* in *The Eleventh Doctor Sourcebook*).

- Clara reminds the Doctor that the last time he lost the TARDIS it materialised on the other side of the planet (see *Cold War* in *The Eleventh Doctor Sourcebook*).

RUNNING THE ADVENTURE

So, the Moon is an egg. But in this adventure it is a while before that is discovered, as the Spider Germs (see the **Core Rulebook** p161) appear to be the real villains of the piece. You could make this adventure about destroying them. They have been consuming the Moon, which is making it fall apart. But to destroy them the player characters will have to find their way to the centre of the Moon where they can destroy the queen.

The dragon also offers a few possibilities that the Gamemaster can play with. Maybe it is good and peaceful, but its hatching will destroy the Earth — or perhaps the first thing a newly hatched dragon does is feed on the planet it has been circling. The player characters will have to find a way to find out what they are dealing with so they can decide, however difficult the choice may be.

The lack of space exploration on Earth is also worth looking at. A group of Torchwood agents (or ordinary



people) might be tasked with readying the shuttle for flight and figuring out how to pilot it. In this way the player characters might take the place of Lundvik and her crew without the help of the Doctor. The adventure itself consists of an initial landing on the Moon (or somewhere else) to investigate how its gravity has increased, causing disasters on the planet. The player characters have a single lead (the former mining station) and find the clues of the Moon's material consistency and the Spider Germs there. From here, they can investigate below the surface, and discover that the moon is an egg. Here the core conceit appears: there is a potentially world-threatening creature and the means of destroying it are available. The question of whether to destroy it should be in the player characters hands, even indirectly as it is here since it requires convincing Lundvik.

Playing with the scale of the threat — in terms of both the gravitational affects, the Spider Germs and the Moon egg itself — can radically change this adventure. The conditions of the destruction, in terms of whether the nukes are available and who has them, could also be interesting points to change and could dramatically extend this adventure.

FURTHER ADVENTURES

- **Nuclear Exchange** — While the Doctor brought Lundvik, Clara, and Courtney home, he didn't bring back the large pile of nuclear weapons. As the moon hatched they were thrown into space, but thankfully didn't drop onto the Earth. However, they didn't just vanish either. Instead, one of the warheads strikes an inhabited world, killing thousands. The inhabitants trace the trajectory and find the origin of the attack, as well as discovering that there are more warheads on the way. Can the player characters stop them declaring war on the Earth whilst preventing the rest of the warheads from destroying other cities?
- **Moon over Sontar** — While it might be just boredom, Strax the Sontaran Butler of the Paternoster Gang has been known to declare war on the Moon. Maybe he knows it's an egg and the creatures inside are dreadfully dangerous. Having heard of the birth of a new dragon, the Sontarans arrive to destroy it, saying it will consume whole planets. Are they telling the truth, or do they simply enjoy hunting it for sport? Can the player characters stop them destroying the new Moon before that hatches too?

CAPTAIN LUNDIK



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

The Captain is one of the last remaining trained astronauts on Earth. She was taught by her companions and they were fired together on the same day. She has learned to live with her dreams of seeing space crushed, though she remains somewhat bitter. Like so much of humanity she is waiting for that spark of adventure to be reignited and her dreams of exploring space to be realised once more.

SKILLS

Athletics 3, Convince 2, Craft 2, Knowledge 2, Science 3, Survival 3, Technology 3, Transport 3.

TRAITS

Brave (Minor Good): Being ready to come to the moon and probably never return, Captain Lundvik gets +2 bonus to any Resolve roll when she needs to show courage.

Obligation (Major Bad) – Save the Earth: Captain Lundvik has a mission to perform and the safety of Earth comes before any other consideration, no matter how hard the decision.

Voice of Authority (Minor Good Trait): As the commander of the mission Captain Lundvik gets a +2 bonus to Presence and Convince rolls.

EQUIPMENT: Space suit, linked nuclear detonator.

TECH LEVEL: 5 **STORY POINTS:** 5

MUMMY ON THE ORIENT EXPRESS



MUMMY ON THE ORIENT EXPRESS



'There's a body and there's a mummy. I mean, can you just not get on a train? Did a wizard put a curse on you about mini-breaks?'

SYNOPSIS

The Orient Express, in space!

Clara had decided she could no longer travel with the Doctor if he was going to lie to her. She couldn't trust him any more. But that didn't mean she couldn't go for just one last trip in the TARDIS. Wanting to do something special, the Doctor took her to the Orient Express, in space!

The train was a painstakingly detailed recreation of the original with a few futuristic luxuries — perfect for their bittersweet goodbye. Unfortunately, trouble preceded them; an elderly passenger had died, screaming a mummy was attacking her in her final moments, though none of the other passengers saw anything at all.

Initially, both the Doctor and Clara tried not to investigate, but neither could resist. Clara met Maisie Pitt, the granddaughter of victim, and discovered a strange sarcophagus. The Doctor realised the facts all fitted a mythological creature

called 'The Foretold'. This creature appeared only to its victims and always killed them after exactly 66 seconds. You couldn't run, couldn't hide and no weapon had any effect. Professor Moorhouse — an expert on the Foretold who also happened to be on the train — told the Doctor that there was another part of the myth that suggested there was a word that would stop the creature, but no one knew what it might be.

The mummy continued to claim more victims: the train's cook and one of the conductors. Eventually the Doctor put more of the facts together and realised everyone on the train was coincidentally an expert in a field relating to the Foretold. As soon as he announced this an elaborate masquerade fell away. Several of the passengers turned out to be holograms, and the dining car transformed to reveal a hidden laboratory. The train's computer turned out not to be a computer at all, but 'Gus', the architect of the scheme.

Gus told the assembly he had gathered them all to figure out how the Foretold worked so that he could capture it, reverse engineer it, and sell the findings as new weapons technology. He also revealed the Foretold only took the lives of those in the vicinity of an ancient scroll he had, conveniently, left on board.



The Doctor declined to help, but when Gus started remotely killing less important passengers and staff universal compliance was enforced.

The Foretold kept returning to claim more victims: Professor Moorhouse and then the chief conductor. Each described their experience as well as they could, failing to save them but giving the Doctor valuable information. When the mummy came for Maisie, the Doctor used a scan of her brain to fool the creature and take her place. It allowed him to get a look at the creature but only gave him 66 seconds to save himself.

As the creature closed in, the Doctor saw a uniform under its bandages, and realised the ancient scroll it protected was actually an old flag. The creature was an augmented soldier, with a personal teleporter and phase camouflage, keeping it alive and fighting. The Doctor surrendered, telling the mummy the war was now over. It saluted him and crumbled to dust, the augmentations finally letting the Foretold die. The Doctor used the mummy's teleportation technology to escape the train, rescuing the passengers and thwarting Gus.

CONTINUITY

- The future really does like to look to the past when it comes to top of the range passenger travel; the Doctor boarded a recreation of the

Titanic in *Voyage of the Damned* (see **The Tenth Doctor Sourcebook**).

- This is not the first time Gus has invited the Doctor to the Orient Express. He tried it before with his previous incarnation, telling him an Egyptian Goddess was loose on the train (see *The Big Bang* in **The Eleventh Doctor Sourcebook**).
- Mrs Pitt has lived to past one hundred before the mummy makes her its first victim. Her wheelchair keeps her alive as it is a portable life extender.
- The Doctor now offers Jelly Babies from a solid silver cigarette case.
- Professor Moorhouse tells the Doctor a phrase he has heard relating to the Foretold: 'The number of evil twice over, they that bear the Foretold's stare, have 66 seconds to live'. The myth has been around for 500 years.
- The Doctor can't resist asking the Foretold 'are you my mummy?' (see *The Empty Child/The Doctor Dances* in **The Ninth Doctor Sourcebook**).
- After the Foretold is defeated, Gus unsurprisingly tries to kill everyone on the train by sucking out the air and then blowing up the train. Clara passes out and wakes up on a beach. The Doctor tells her he used the Foretold's teleport to save her and the passengers. But did he? Even the Doctor has his limits, and perhaps he could only save Clara





MUMMY ON THE ORIENT EXPRESS



and Perkins. Would he have lied to Clara to save her feelings?

- The Doctor offers Perkins a job as 'his engineer', but Perkins declines. However, so did Donna Noble after her first adventure. Maybe he will change his mind.

RUNNING THE ADVENTURE

While the Orient Express in space is a great location, it isn't essential to the plot. Many elements of this adventure can be adapted to suit your player group. The setting just needs to be remote, isolated, or inescapable. A train in space keeps everyone in one place, but a ship at sea, a remote lighthouse, a deep cave or a military base in lockdown all provide the same sort of setting — though the champagne won't be as good. What makes the train a great setting is that it appears safe at the start, so whatever location you use should not betray the forthcoming horrors.

The main elements of the monster are its apparently unstoppable nature and its visibility to the victim alone. These aspects mean you need to be careful how it interacts with the player characters.

If it kills everyone who encounters it, they will need to be the last to go unless they figure something out. This means the Gamemaster will have to kill a few NPCs to get the tension going and let them gather clues. Unfortunately, once the player characters figure this out they might become rather blasé, knowing they will be spared because the Gamemaster won't (and shouldn't) kill them out of hand. However, this means the Gamemaster is going to have to be cold. They will need to make sure they like each NPC that gets killed.

Take some time to let them form attachments to the crew and passengers, and then kill the ones that become their favourites. If your players are comfortable with storytelling of a more morbid nature (something every Gamemaster should carefully consider and discuss with their players) you can do this unpleasantly, where they scream or beg to be saved. In this way, the player characters might even work to try and become the next victims to save the NPCs. This may sound harsh, and is, but if the ones that die are simply 'passenger #4' and 'passenger #26' your players may not care, and when people are dying around them, they should.

What is difficult in this adventure is the nature of the monster. If the player characters find themselves

in its firing line, they will die. If they die heroically, knowing what is in store but stepping in to take someone's place, it can be great story. But it won't be enjoyable if the Gamemaster starts killing player characters based on the roll of a dice. If they tend to throw themselves into danger, you might change the nature of the monster so it appears to kill, but in some way only teleports or knocks out its victims (see *Bad Wolf/The Parting of the Ways* in **The Ninth Doctor Sourcebook**).

Whatever the monster, the key to this adventure is clues. The Gamemaster will have to work out a series of clues and where they can be found, and then see if the player characters can find them all and figure them out before the monster gets them. With something this dangerous they need to have a good chance, but don't make it so easy it is not rewarding. The players probably don't want to watch their characters fail and die horribly, so ensure success is possible!

The Orient Express

This reproduction of the original Orient Express runs on hyperspace rails and offers a stylish mixture of 1920s charm and advanced technology. Passengers are given their own small, serviceable room in one of a series of carriages. Each includes a bed and bathroom, but little space for anything else. Dinner is served in the dining car with four-seater tables and provides a five-star menu with waiter service.

Passengers can ask a conductor for help or take issues to the head conductor's office in one of the last cars. The engine itself is restricted (as are areas like the storage carriages which are restricted by staff key cards) but only a single driver is required to keep it all going. A chief engineer manages the schedules and keeps an eye on the rest of the train's technology.

FURTHER ADVENTURES

- **Eternal War** — The player characters come across an ancient factory where soldiers were turned into 'Foretold'. One of them (or a friend) is converted and teleported across time and space to fight for the long dead faction. Something precious to them becomes their 'scroll', and the rest of the group need to find it before anyone gets killed. Meanwhile, can they work out a way to undo the process? Time is ticking as the conversion becomes permanent as soon as the new Foretold kills!

- **Enforced Holiday** — The player characters all wake up on the Orient Express. Some discover they are passengers, but others are servants. No one seems to think it strange they are there, in fact many remember them getting on. Why have they been brought here, and why are some travelling in luxury and others expected to serve them? Do they play their parts or try to break free, and if so, what are the consequences? Have they been cast in an interactive drama, or some sort of social experiment?

THE FORETOLD

This creature doesn't need statistics. It can't be hurt, can't be avoided and will kill you in 66 seconds. These are facts, no matter what rolls anyone tries to make. It comes for those in possession of what looks like an ancient scroll but is actually the flag of its long dead faction in a forgotten war. While it appears to be a rotting mummy it is an augmented soldier, forced beyond death to continue to fight. The only way to save yourself is to surrender to it.

This sort of creature is very difficult to use as it is so deadly (see 'Running the Adventure'). But the mythology behind it provides vital clues to how it can be defeated (which might be something other than a surrender) so it is important that the Gamemaster details it clearly. These might be revealed by a study of its lore, descriptions from its targets before their time is up, or perhaps a piece of tech to let others see what the victims see.



PERKINS

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

Perkins is the chief engineer on the Orient Express, but also something of an amateur sleuth. He loves a mystery, whether it is a faulty machine or a strange murder. However, this is also due to a sense of self-preservation. He likes to figure out what is coming for him so he can avoid it! He does like an adventure, but not every weekend, thank you very much.

SKILLS

Convince 2, Craft 4, Knowledge 2, Science 2, Subterfuge 2, Technology 4, Transport 2.

TRAITS

Face in the Crowd

(Minor Good): No one looks at the servants or the engineers, so Perkins gets +2 to any Subterfuge Skill roll to sneak about.

Insatiable Curiosity (Minor Bad):

Perkins likes to know what's going on so he can avoid getting killed by it.

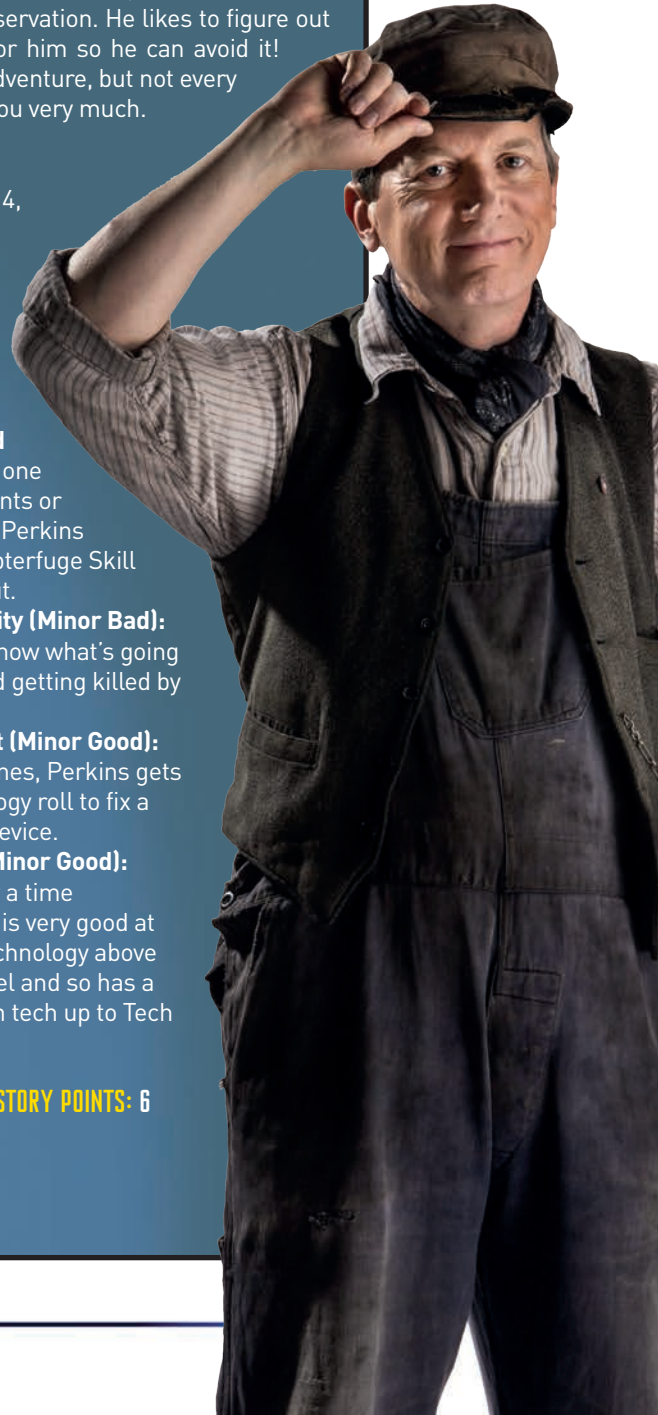
Technically Adept (Minor Good):

Adept with machines, Perkins gets +2 to any Technology roll to fix a broken or faulty device.

Time Traveller (Minor Good):

While not actually a time traveller, Perkins is very good at understanding technology above his usual tech level and so has a limited ability with tech up to Tech level 8.

TECH LEVEL: 6 (8) STORY POINTS: 6



FLATLINE



FLATLINE



'Fine, I'll tell you who I am. I'm the one chance you've got of staying alive. That's who I am.'

SYNOPSIS

Bristol, United Kingdom, 2014

Clara had been lying to Danny and the Doctor so she could carry on adventuring in the TARDIS. But her lies were starting to get out of control, especially when the Doctor landed them in Bristol rather than London and pulled her careful plans out of joint. However, they had bigger problems — something in the area was leaching power from the TARDIS, stealing its spatial dimensions and shrinking the outside. The Doctor ended up trapped inside the TARDIS as it became so small Clara could put it in her handbag. She set off to 'be the Doctor' and solve the mystery in his stead.

Whilst exploring an estate to look for clues Clara met Rigsy, a young man on community service for painting graffiti. She also met his unpleasant superior Fenton, who was supervising the process of repainting the neighbourhood, including a rather ghostly subway mural that anonymously commemorated several people who disappeared recently.

Wondering if the missing people had anything to do with the shrinking TARDIS, Clara got Rigsy to show her where the people had vanished from. Rigsy proved to be helpful, getting Clara into apartments and possessing 'local knowledge' (the victims' homes were all locked from the inside) so Clara introduced him to the Doctor as they investigated.

At one of the flats, Clara and Rigsy teamed up with investigating officer PC Forrest. But when Forrest disappeared from a locked room like the other victims, the Doctor realised they were dealing with two-dimensional entities: the 'Boneless'. The entities tried to consume Clara and Rigsy, but they escaped by throwing themselves out of a window. Danny happened to phone at this awkward time, making the Doctor realise Clara had been lying to them both.

The Boneless beings from a two-dimensional plane of existence were clearly responsible for the disappearances. They were killing by turning their victims two-dimensional, stealing their forms to enter our world. They were also responsible for the TARDIS shrinking; they were leaching its tremendous dimensional energy to push further out of their domain.

Before Clara and the Doctor could formulate a new plan, the two-dimensional creatures attacked from their hiding place in the subway mural, forcing Clara and the community service crew to take shelter in a train maintenance building. The Doctor figured out a way to communicate with the creatures, but they only replied by announcing who they would strike down next. Clara and the work crew were forced to run deeper into the disused tunnels to escape. They quickly found themselves trapped, as the handles on



the watertight doors had been flattened, rendering them inoperable — the Boneless had been there before. The Doctor passed Clara his new invention, the 2-Dis, supposedly capable of restoring and removing dimensions on a small scale. But the creatures had caught up, stealing more energy from the TARDIS to take three-dimensional forms.

Clara used the 2-Dis to flatten a door handle behind them, but the Boneless were unperturbed as they had learned to restore dimensions on their own. Fenton proved to be even more difficult, roughly accosting Clara and causing the TARDIS to be dropped on a train line. With little power left and an oncoming train, the Doctor was forced to put the time machine into 'siege mode' to protect it. However, there was no more power left to turn the siege mode off, leaving Clara with only Rigsy and an unrepentant Fenton.

Clara formed a plan. She had Rigsy paint a door on an old poster and placed the TARDIS behind it. When the two-dimensional creatures found the poster, they attempted to 'unflatten it' blasting it with dimensional energy. But the painting couldn't be 'unflattened' as it was never three dimensional, so instead they dimensionally rejuvenated the TARDIS. The Doctor returned with a super-powered TARDIS and sent the Boneless back to their home dimension.

CONTINUITY

- There are plenty of times the outside and inside of a TARDIS have gone out of sync. The Doctor shrunk the inside of the Meddling Monk's TARDIS to trap him in medieval England (see *The Time Meddler* in **The First Doctor Sourcebook**). It was also shrunk with the Doctor inside when he tried to amend some minor disparities using badly calculated Block Transfer Computations (see *Logopolis* in **The Fourth Doctor Sourcebook**). Several other adventures had the Doctor, his companions, and even the Master shrunk to tiny proportions.
- Psychic paper doesn't work on everyone. Fenton the council works leader has so little imagination he sees only a blank piece of paper.
- The Doctor talks about two other species that communicate in odd ways, one made of sentient gas who throws fireballs as a friendly wave, another that has 64 stomachs that talk to each other through disembowelling.
- The TARDIS has a siege mode, locking it down so nothing can get in or out. It takes a lot of power to turn on and off. When in this mode the TARDIS becomes an armoured cube covered in circular designs, like the Pandorica (see *The Pandorica Opens* in **The Eleventh Doctor Sourcebook**).
- Clara suggests the Doctor stick his hand out of the tiny TARDIS door and drag it along like a





FLATLINE

hermit crab in a shell. She must have introduced him to *'The Adams Family'* and *'Thing'* which she references to give him the idea.

- Riggy tries to sacrifice himself to drive a train at the boneless, but Clara ties a hairband around the dead man's switch instead and admonishes him for trying to be a hero when a bit of thought was all that was required. It seems she has learned not just how the Doctor takes charge, but how he is always trying to save lives by putting logic ahead of heroics.
- Clara has preset several 'send message and reject call' responses on her phone to brush off Danny. Her lies may be getting out of control.

RUNNING THE ADVENTURE

This adventure will involve a lot of running — for the player characters, that is. As the Boneless can kill with just a touch, they are best kept at a distance. It is their ability to come out of nowhere, folding from two-dimensional space, that is the most frightening. The Gamemaster should use this to increase the tension. Their appearance should be heavily flagged, so the player characters know there is something dangerous on the way, even if there is little they can do to stop them.

When the boneless do kill (usually an NPC), it should be sudden and swift after the slower arrival. By emphasising their deadliness, the Gamemaster should have the player characters frightened of their shadows in no time. Also keep in mind that in their initial two-dimensional state the Boneless are somewhat limited, as when Clara and Riggy escape onto the swinging chair (unattached to the floor or walls) they were unreachable. Using situations like this can highlight the clear, deadly threat the Boneless are to the player characters without risking them dying instantly.

For the Doctor and Clara, this adventure was somewhat straightforward; the Boneless were out to kill them, and they had to deal with the situation. However, it is still unclear why the Boneless were taking lives. Was it a way of feeding, or an invasion? Maybe they even think they are healing these poor people stretched into three dimensions.

What if the Doctor's first idea is right? The Boneless don't know or understand what they are doing and are just trying to communicate. In this case the adventure becomes one of trying to find out what they want and getting them to understand what effect they are having. The results of such attempts

will be confusing as communication is difficult, potentially leading the player characters to become divided on what the right course of action is.

If the Gamemaster takes this tack, a means of destroying or sending the Boneless home should become available quite early. The adventure is then no longer about how to defeat the Boneless, but whether they should be defeated. If the player characters destroy them, have they stopped an invasion or turned a potential friend into an enemy? They had better be sure before they press any buttons.

While the TARDIS shrinking is a useful clue about what is going on, it isn't essential to the adventure, though it certainly makes for a useful plot device for a player character who can't attend the game session. It might also be used to trap one of the more dominant characters in a group, allowing the others time to take centre stage. If the player characters don't have a TARDIS, they might be shifted into two dimensions but survive, becoming trapped in a wall or in a picture. However, the adventure might take place entirely in the TARDIS, with the player characters becoming trapped inside as it loses power, trying to find a way to get out or restore power again before the life support systems fail.

FURTHER ADVENTURES

- **Model Enemy** — People are vanishing, with witnesses saying they were last seen in the company of a very famous celebrity model. However, the model has a clear alibi, possibly being in another country. It turns out the image of the model is leaving posters and billboards to seduce people into its two-dimensional world. But is the model to blame, or are they an unwitting victim of a greater force?
- **Shadow Play** — The player characters find themselves lacking their dimensional energy and reduced to shadows. They can slip through any crack, existing in only two dimensions, but cannot communicate with the three-dimensional world. Everything to them is a footprint or a tyre track. What has done this to them, and what might they discover between the cracks when there is no longer an up or down?

Riggy and the Boneless

More detail on Riggy can be found in the **Core Rulebook** on p 243.

The Boneless are also detailed in the **Core Rulebook** from p 152-153.



IN THE FOREST OF THE NIGHT

'The forest... It's in all the stories that kept you awake at night. The forest is mankind's nightmare.'

SYNOPSIS

Central London, United Kingdom, 2014

Danny and Clara had taken the 'Year 8 gifted and talented' class on a sleepover at the London Zoological Museum. But the difficulties of herding a group of excited school children took second place to the discovery that London had become overgrown with forest overnight.

The forest was thick and dense, with trees rising several floors high where there was nothing the night before. It wasn't only London — the entire world had become overgrown. With roads and houses covered in greenery, everything was at a standstill.

Danny's first thought was how to get the students home and safe, but Clara could only think of calling the Doctor. As it turned out, the TARDIS was nearby in Trafalgar Square. The Doctor was displeased by the trees and unimpressed that one of Danny and Clara's charges — a quiet girl called Maebh — had wandered into the TARDIS. Deeply embarrassed they had lost one of their students, Danny and Clara led the class to the TARDIS to collect Maebh.

The Doctor was glad to be rid of Maebh when the teachers arrived, as she had made some uncomfortably astute observations. But he was still no closer to figuring out what was going on. One of the kids had noticed the new trees didn't have any rings to denote their age, and that an old tree in the museum had a curious red ring from centuries ago. However this forest had grown, it had certainly happened entirely overnight, in the same way they may have done centuries before.

Clara and the Doctor were distracted with the mystery of the trees, but Danny was more perturbed by the discovery that Clara has left marked homework in the TARDIS after she said she had stopped travelling with the Doctor.

In the confusion nobody noticed when Maebh slipped away again. Amongst the most vulnerable of the students, she had become very withdrawn after the recent disappearance of her elder sister.

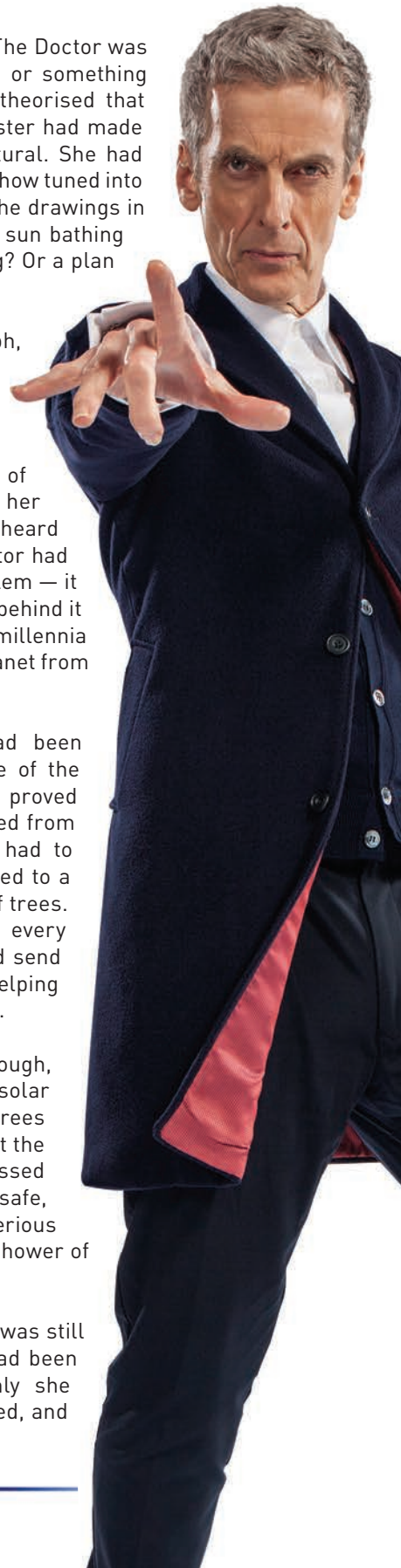
She had even been hearing voices. The Doctor was unsure if this was a medical issue or something beyond human understanding. He theorised that perhaps her yearning to find her sister had made her more sensitive to the supernatural. She had been listening so hard she had somehow tuned into the force behind the trees. Among the drawings in her homework was a picture of the sun bathing the Earth in fire! Was this a warning? Or a plan to destroy humanity?

Everyone set out to search for Maebh, who was in danger as several animals had escaped from London Zoo. The forest was now full of wolves and tigers. After a few close calls, Maebh was found in the heart of the forest. She thought all this was her fault as she had told the 'voices' she heard a forest would be nice. But the Doctor had realised the forest was not the problem — it was the solution. The strange force behind it had been living secretly on Earth for millennia and grew the forest to protect the planet from solar flares.

Unfortunately, the government had been trying to clear the forest, unaware of the imminent solar flare. As the trees proved remarkably fireproof, they had moved from burning to using chemicals. They had to stop or life on Earth would be burned to a crisp without the protective shield of trees. The TARDIS connected Maebh to every telephone in the world so she could send the message that the trees were helping and that they needed to be left alone.

Thankfully, the message got through, and the forest was spared. As the solar flare swept over the planet, the trees created a bubble of oxygen to protect the atmosphere and the wave of fire passed by harmlessly. Once the Earth was safe, the forest disappeared, the mysterious force reclaiming the greenery in a shower of golden lights.

Though the Earth was saved, Clara was still in trouble with Danny as her lies had been revealed. He told her quite calmly she needed to figure out what she wanted, and





IN THE FOREST OF THE NIGHT



that for all the wonders of the universe, there are adventures and mysteries to be found in simple places if she was willing to look for them with him.

CONTINUITY

- The Doctor's Sonic Screwdriver still proves useless when it comes to scanning wood.
- The kids are not impressed that the TARDIS is bigger on the inside. They have just seen a forest appear overnight though, which is hard to beat.
- The group of students are the Year 8 'gifted and talented' class. Some have emotional or learning issues, being 'fearful, furious, tongue tied'. But Clara remembered what the Doctor said about fear and considers these things super powers — if you know how to use them (see **Listen** p43).

RUNNING THE ADVENTURE

This adventure is very different from the Doctor's standard. Essentially, it is about discovering he doesn't need to save the world — he just needs to stand back and do nothing. That might initially sound quite a boring adventure, but it can offer a lot of possibilities.

Firstly, it is very hard for player characters to do nothing. Many will start trying to destroy the forest before they know much about it. The more reckless actions they take, the more they may have to undo. This adventure is about presenting the player

characters with a mystery then seeing if they dive in or investigate fully before making a plan.

The threat of a solar flare creates a vague countdown, making them more likely to act without thinking. This countdown can prove very useful for the Gamemaster; by mentioning increases in heat, strange readings on a TARIDS console or visibly growing sunspots a sense of urgency can be created whilst remaining flexible. When they discover the truth, they may have to fight to undo their previous actions, or they will be the ones responsible for destroying the Earth!

Another interesting aspect of this adventure is the children. The group of students Clara and Danny are responsible for are quite a handful, but not truly badly behaved. They are curious and prone to a lack of impulse control but aren't trying to do any harm. They might be a responsibility the player characters have to take care of, either to up the ante or for comic effect. But they can also be used (as Clara discovers) to remind the player characters that their responsibilities don't vanish just because there is a mystery to solve. The kids are resilient, developing and changing through the adventure; proof of the small wonders Danny talks about. Ruby, who has proved a handful for Clara and Danny in the past, discovers a love of plants that reveals a hidden intellect. Maebh turns out to not be struggling with her mental health but connected to something incredible. Even angry Bradley learns to say 'please'. The children here are complicated and interesting characters, and the Gamemaster should



give them all real personalities and problems they can overcome. For this reason, you might easily run this adventure without any adults; the kids can be the player characters, waking up in a museum to find an overgrown Earth and no one to look after them.

The Overnight Forest

The purpose of the forest is to present a mystery or threat which proves to be not only benign but essential to dealing with the real danger. The Gamemaster might use any setting — a mysterious cloud of gas, a sprawling labyrinthine spacecraft, or even a dense city where there was forest yesterday — but the forest is wonderful for emphasising mystery and primal fear.

The focus of the mystery is not just where it comes from, but what it hides. Anything might lurk within. Explorers might come across overgrown landmarks to underline the brooding menace or bizarre serenity of the place. The forest has overgrown everything and cannot be stopped, consuming even old buildings. It changes too, new paths opening and old trails overgrowing in moments. Then you add the monsters. In this case animals from London Zoo, but something worse could be lurking deep between the trees. If the Gamemaster uses this setting correctly the player characters will be torn between the clear dangers of the place and the fascinating mystery it represents.

FURTHER ADVENTURES

- **Sun Killer** – It is no coincidence a solar flare occurred in this adventure and at the Bank of Karabraxos. Someone has developed technology to cause and direct a solar flare and is using Artron emissions from the player characters' time machine to power it. Who controls this technology? What is their goal? Can the player characters solve the mystery and stop the perpetrator before they inadvertently cause a disaster?
- **Green Vengeance** – The trees return, but this time there is no solar flare. Climate change has hurt the Earth and the trees have had enough. They plan to suck the oxygen out of the air and destroy all animal life on the planet, so the plant world can recover. They have decided to give humanity time to communicate and make a deal, but can anyone remember how to talk to the trees? Meanwhile, anything anyone does to destroy the trees will only impact badly on any negotiation.

MAEBH ARDEN



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

Maebh is a troubled young girl. When her sister disappeared, she was deeply upset, and took to looking for her everywhere. This persistent seeking developed her latent psychic potential, allowing her to communicate with the spirits of the trees. Though she was diagnosed with hallucinations, the Doctor saw she had a gift.

SKILLS

Athletics 2, Convince 1, Knowledge 1, Science 1, Subterfuge 3, Technology 1.

TRAITS

Charming (Minor Good): Maebh is adorable and positively charming, and so gains a +2 bonus to attempts to use charm.

Psychic (Special Good): While she doesn't know how to use it consciously, Maebh is tuned in to psychic signals even the Doctor can't detect. She gains +4 against mental attacks.

Eccentric (Minor Bad): As Maebh is on several anti-anxiety medications and hears voices, she is prone to behaving oddly and running off.

Impulsive (Minor Bad): Often following the voices, Maebh rarely thinks things through before acting, like most children.

STUFF: School Bag containing all manner of pens, pencils and notepads, as well as her asthma inhaler and various anti-anxiety medications.

TECH LEVEL: 5 STORY POINTS: 6

DARK WATER/DEATH IN HEAVEN



DARK WATER/DEATH IN HEAVEN



'Well, I couldn't very well keep calling myself 'the Master' now, could I?'

SYNOPSIS

London, United Kingdom, 2014

Clara began to confess everything to Danny on the phone — not just her lies and adventures, but starting with her unconditional, devoted love. Danny never responded. He was hit by a car during the call and died in the tragic accident.

Distraught, Clara devised a scheme to force the Doctor to change the past. She stole every set of TARDIS keys and threatened to throw them into an active volcano unless he complied. The Doctor refused, but after destroying the last key he revealed he was testing Clara with a dream state. The TARDIS keys were fine, and the Doctor promised to try to save Danny.

The Doctor and Clara used the TARDIS telepathic circuits to try to find Danny. They arrived at a mausoleum where skeletal corpses were kept in water tombs, fully visible and sat on chairs. They met a robot (secretly Missy, indulging in a manic

pretence) and Dr Chang, who informed them that people remained conscious after death. The 'Dark Water' the corpses were immersed in hid a support system called the 'Nethersphere'. Dr Chang claimed this technology allowed people to talk to the dead.

The Doctor found the idea preposterous, but Chang enabled Clara to speak to Danny through the Nethersphere. While Clara tested the device, Missy activated the tanks in the mausoleum. She killed Chang, and as the Dark Water drained from the tanks the corpses were revealed to be Cybermen.

As the Doctor realised that the technology used to create the Nethersphere was of Gallifreyan origin, Missy revealed herself to be a Time Lord ('Time Lady, please, I'm... old-fashioned'). The Doctor ran outside for help, straight into modern day central London — the mausoleum was housed in St Paul's Cathedral.

Clara got frustrated with Danny's avoidance of her questions and his insistence that she move on. She promised to find him and ran out of the room, only to be confronted by the emerging Cybermen. As the Cybermen marched into London Missy told the Doctor that she was, in fact, the latest incarnation of the Master.



Clara was trapped by the Cybermen but bought herself time by pretending to be the Doctor. A UNIT squad surrounded the Cybermen on the streets of London, who escaped by flying away. Missy said that the Cybermen were flying over every major city, dispersing Cyberpollen that resurrected the dead as Cybermen. Kate Stewart had both the Doctor and Missy incapacitated and taken to a UNIT aircraft.

The Doctor woke to a strange surprise; Kate Stewart pronounced him President of Earth using UN emergency protocols. Whilst the Doctor unsuccessfully interrogated Missy, Clara faced down the Cybermen. One saw through her deception, stunning her — against Cyber control directives. It was Danny, resurrected as a Cyberman but still in control! Clara woke up in a graveyard as Cybermen climbed from their graves. Danny revealed he had been upgraded, and asked Clara to turn on his emotional inhibitor.

Missy escaped, killing an Osgood and blasting the Doctor and Kate Stewart out of the plane. The Doctor survived by skydiving into the falling TARDIS and met Clara in the graveyard. Danny wanted his emotional inhibitor turned on to end the pain of being a Cyberman, but the Doctor feared that he'd complete the conversion and kill Clara. Danny convinced him by revealing that tuning on the inhibitor would give him access to the Cyberhive.

Missy appeared and told the Doctor that the Cyberarmy was a birthday present for him, handing over the cyber control bracelet. She wanted the Doctor to have an army to conquer the universe. He declined, but Missy revealed she had enveloped the planet in a cloud that would transform the rest of humanity into Cybermen unless the Doctor took command.

The Doctor recognised that Danny was still in control, unaffected by Cyber domination. The Doctor gave him the control bracelet and he led the Cybermen into the sky, self-destructing harmlessly and destroying the Cyber-Cloud.

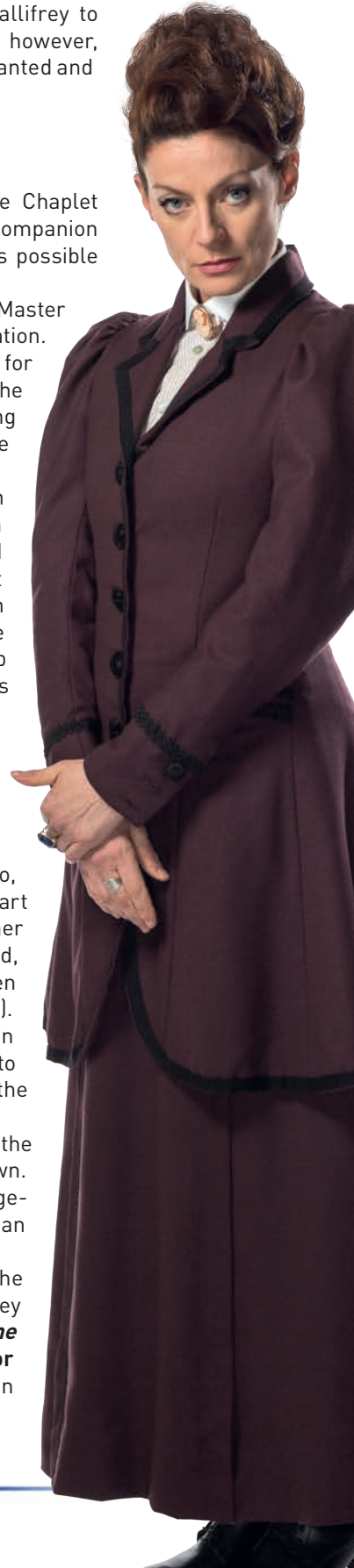
Missy tried to regain her friendship with the Doctor by offering the coordinates to Gallifrey. Clara wanted the Doctor to kill Missy, but another Cyberman shot her — Brigadier Alistair Gordon Lethbridge-Stewart, doing his duty to the Doctor after rescuing Kate when she fell from the plane.

As the Nethersphere was shutting down, Danny contacted Clara and told her that there was enough

power to save one life. He chose the life of the boy he accidentally killed as a soldier. The Doctor travelled to the coordinates Missy gave him to Gallifrey to find it wasn't there. When the two met, however, they each pretended they had what they wanted and went their separate ways.

CONTINUITY

- Danny Pink's body is interred in the Chaplet Funeral Home. The First Doctor had a companion named Dorothea 'Dodo' Chaplet – it's possible that the two are connected.
- Missy is the next incarnation of the Master and possibly the first female incarnation. Missy is short for 'Mistress.' Clara, for the second time, also claims to be the Doctor (see *Flatline*, p60), reinforcing the fact that Time Lords can change gender.
- Kate Stewart brandishes a Cyberman head from a previous Earth invasion (see *The Invasion* in **The Second Doctor Sourcebook**). As with that invasion, the Cybermen used an alien agent (Tobias Vaughan being the previous agent in *The Invasion*) to help take over the planet, although in this case Missy is also their creator.
- Missy's Cybermen can fly, but they don't have the speed of Cybermen of similar design (see *Nightmare in Silver* in **The Eleventh Doctor Sourcebook**).
- Kate Stewart is a mother of two, indicating that the Lethbridge-Stewart line continues for at least another generation (although she is divorced, and it is not clear whether her children carry her surname or her ex-spouse's).
- The Doctor is still considered an employee of UNIT. This enables UNIT to invoke the protocol that makes him the President of Earth in an emergency.
- Missy kills an Osgood, but whether it's the human original or the Zygon is unknown.
- Brigadier Alistair Gordon Lethbridge-Stewart reappears, albeit as an independently thinking Cyberman.
- When the Doctor encountered the Cybermen in his first incarnation they resembled walking corpses (see *The Tenth Planet* in **The First Doctor Sourcebook**). Here, the Cybermen actually are reanimated corpses.





DARK WATER/DEATH IN HEAVEN

- The Doctor has been married four times. This may or may not include his marriage to River Song, depending on Clara's perspective.
- Once again, a character appears to have disintegrated only to be revealed later as a teleport. In this case, Missy uses the Cybergun discharge from the Cyber-Brigadier to be absorbed into her vortex manipulator.

Cyber-incarnation. Perhaps the character could be taken somewhere to have her body cloned or regenerated so that she may live again, although Cyber-conditioning is pretty insidious and tends to manifest at the worst possible time...

Statistics for Kate Stewart and Osgood can be found in the Core Rulebook.

⦿ RUNNING THE ADVENTURE

What if zombies retained their original personality? Despite all the science fiction trappings, this adventure is, at heart, a zombie adventure. Missy creates an army of the dead for the Doctor to command, but at least a couple of them rebel. This turns what is a relatively straightforward horror story — scientific genius creates unstoppable army that threatens the world — and gives it a personal twist. Rather than just throw the player characters against the nameless hordes until they can uncover a convenient and universal weakness, the player characters actually have allies within the horde.

An adventure like this also gives the players an opportunity for 'one last hurrah' with a beloved old character, presuming that character passed away on Earth at some point in the past and had a burial rather than a cremation. It's possible that the Doctor or another Time Lord/Time Agent may need the player character's help in her current

NEW GADGET – NETHER-CYBERMAN CONTROL BRACELET

This bracelet allows the wielder to control an entire Cyber-army through a hive network.

Traits: Special (control all Nether-Cybermen).

Story Points: 2

NEW GADGET – CYBER-CLOUD

When exploded in the air, this gadget disperses into a cloud of destructive and transformative nano-technology. It then rains on a surface, killing all compatible humanoids and instantly converting them into Cybermen.

This is a variation on the Unstoppable Force apocalyptic trait in the **Time Traveller's Companion**.



FURTHER ADVENTURES

- Trickle-Down Cybermen** – Missy’s master plan is reliant on technology, and all technology glitches on occasion. It’s possible that the initial Cyber-rain that transformed the corpses may also have interacted with remnants of a previous Cyber-invasion. These new Cybermen may awaken just after this adventure and try their best to carry out their old orders and call for help. Both Danny Pink and Brigadier Lethbridge-Stewart were able to shake their programming, so other strong individuals may have too – though not necessarily all for good causes.
- The Cloud of Death** – The Cyber-Cloud is a potent tool and the only reason Missy didn’t destroy the world outright was because she wanted to give the Doctor a gift. If a race of Cybermen come up with the Cyber-cloud on their own they could transform whole planets in a matter of minutes. The player characters arrive on a ship that is unwittingly carrying the apocalyptic gadget. Can they discover and neutralise it in time without being stopped by the Cyber-agents working to make it happen?

NETHER-CYBERMEN

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

SKILLS

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

TRAITS

Armour (Major): Heavy metal armour reduces damage by 10 and reduces Coordination to 2.

Cyborg

Flight: Nether-Cybermen have rockets in their boots that allow them to fly at the same speed as a commercial airliner. When in open skies or space a Nether-Cyberman has an air speed of 23

Fear Factor (3): Nether-Cybermen are scary and gain +6 on rolls to actively scare someone.

Natural Weapon – Electric Grip: The Nether-Cyberman’s grip delivers a powerful blast of electricity, increasing the damage in close combat to [4/9/13]. It can also stun [S/S/S].

Natural Weapon (Particle Beam): Nether-Cybermen have arm-mounted particle beams [4/L/L].

Networked: Nether-Cybermen are connected by wireless technology to a collective hive mind.

Enslaved: Nether-Cybermen must take orders from the wearer of the Nether-Cyberman Control Bracelet.

Slow

Special – Seeds: Some Nether-Cybermen are equipped with nanotechnology that carries the downloaded minds of the dead along with Cyber-technology that almost instantly creates a Cyberman suit around the corpse. Usually, the Cyberman containing the seeds rises above the area containing the appropriate corpses and detonates, sending the information and cyber-virus into the various cemeteries. The corpse then activates as a programmed Nether-Cyberman.

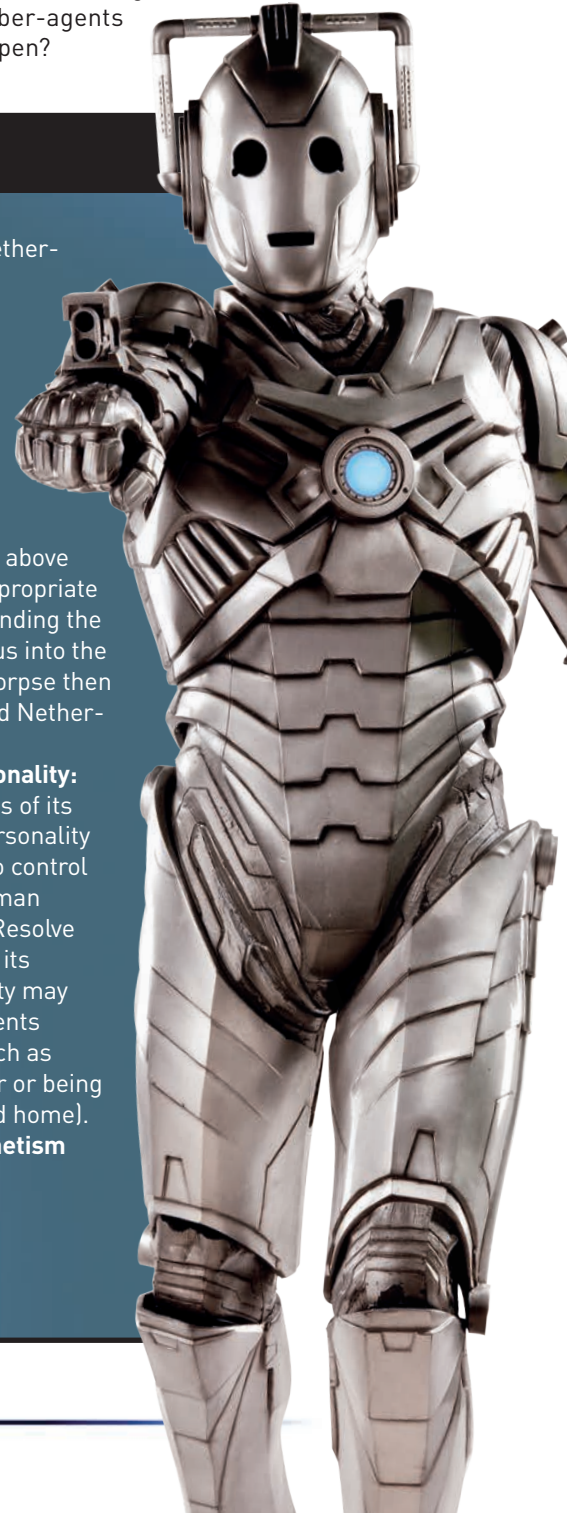
Weakness (Minor) – Personality:

If confronted with elements of its past, a Cyberman’s old personality may emerge, enabling it to control the Cyberman. The Cyberman must make a Presence + Resolve roll (Difficulty 15) to retain its programming (the Difficulty may be higher if the past elements are particularly jolting, such as meeting a significant other or being sent to destroy a childhood home).

Weakness (Minor) – Magnetism

TECH LEVEL: 6

STORY POINTS: 3



LAST CHRISTMAS



LAST CHRISTMAS



'Every Christmas is last Christmas.'

SYNOPSIS

London, United Kingdom, Christmas Eve 2014

Clara awoke on Christmas Eve to a calamitous disturbance on her rooftop. On investigation, she was shocked to discover a crashed sleigh, two elves, and Santa Claus! The TARDIS materialised and the Doctor ushered Clara inside, telling her not to trust anything she saw.

The TARDIS took them to the medical bay of a scientific base at the North Pole. They encountered a scientist but were interrupted by the patients in the hospital beds — they rose up, revealing the crab-like creatures consuming their heads, then attacked. Other scientists rushed in to help as more crab-creatures dropped from the ceiling. The situation looked dire, until Santa Claus crashed through the wall and rescued everyone.

The Doctor recognised the creatures as Kantrofarri, an alien race of Dream Crabs that fed on brains while subduing their victims with euphoric dreams.

The Doctor sent Clara to recover a captured Dream Crab specimen, but it attacked and latched onto her head. The Kantrofarri sent her into a dream where she was still with Danny.

She was happy in the illusion, but the Doctor entered her dream by allowing a Kantrofarri onto his head. He revealed that the dream was fake by highlighting the ice-cream pain in her temple; the Dream Crab was parting her flesh and bone and drinking her brain. Clara received unexpected encouragement from dream-Danny to wake up and managed to do so. Clara and the Doctor's premature awakening killed the Dream Crabs feeding on them.

Unfortunately, the Doctor pointed out they were still in a shared dream; the scientists and Clara all admitted they still felt the same the ice-cream pain. He further explained that 'Santa Claus' was the result of their minds trying to fight back. The crew realised that the victims in the infirmary were really themselves — their current bodies were just dream-constructs — when one of them died. The Doctor tried to take the survivors to the TARDIS, but Clara reminded him that they both saw Santa on her rooftop, meaning the TARDIS probably wasn't real either.



The Doctor decided to have everyone throw their belief into their shared defence mechanism, Santa Claus, who arrived with his sleigh to save them again. This was enough to break the psychic link, and each 'scientist' awakened in their real body next to a destroyed Dream Crab. After a brief dream within a dream, the Doctor managed to awaken too, rescuing Clara.

CONTINUITY

- The Doctor questioned what was a dream and what was real before when psychic pollen created a dream reality (see *Amy's Choice* in *The Eleventh Doctor Sourcebook*).
- The Doctor once showed proof that Santa Claus was real using a 1952 photograph that showed him with 'Father Christmas,' Frank Sinatra and Albert Einstein (see *A Christmas Carol* in *The Eleventh Doctor Sourcebook*). Apparently, Santa's real name is 'Jeff'.
- Danny Pink returns, albeit in a dream. He tells Clara that every Christmas is last Christmas. Clara mentions this to the Doctor in her older dream form and, later, the Doctor mentions this to River Song at the start of their night on Darillium (see *The Husbands of River Song*).

RUNNING THE ADVENTURE

This adventure takes place almost entirely within a virtual reality created by the Kantrofarri while they feed on their victims' brains. This 'dreamscape' feels very real, to the point that it doesn't have some of the usual quirks associated with a dream. Thus, the player characters can interact with everything

in the dreamscape as if it were real. The difference is that they are also in a race against time as the Kantrofarri feed on them; if they don't wake up soon, then their brains will be consumed.

Running this adventure or a variation thereof requires an unplayed scene where the Kantrofarri incapacitate the player characters and place them in the dreamscape. Go ahead and give each player character one or two Story Points without explaining why — this will get the players feeling that something is off, which is exactly the mentality that you'd want for this adventure!

The Kantrofarri are a telepathic species and unconsciously network with others of their kind, meaning the player characters and other victims of the Kantrofarri will find themselves within the same dream. The Kantrofarri believe that isolation and inevitability work to their advantage, so the player characters and other victims often find themselves somewhere they would be the only living people, such as scientists on a remote research station, survivors on a shipwrecked island, or the crew of a largely automated mining platform in an asteroid belt.

When possible, the Kantrofarri 'cast' the dreamers in roles suited for the dream, so a group of university students might see themselves as pilots and crew of an airliner whose passengers just went missing, or soldiers stuck in the trenches of World War I. Dreamers with strong personalities are usually allowed to retain their actual identities — so long as it fits with the dream-narrative — rather than





LAST CHRISTMAS

have them clash with the dream from the moment they arrive. As a result of this it's usually the strong dreamers who determine the roles that the weaker dreamers play, as the Kantrofarri work to 'settle' the strong dreamers as seamlessly as possible.

What this usually means is that the player characters enter the dream as themselves, with any other characters they encounter being other dreamers whose lives have been rewritten for the dream. Note that anyone whose background has been rewritten doesn't gain any new skills; they are simply competent in the dream because they are supposed to be, and the strong dreamers are

subconsciously making it all work according to their perception.

At some point either the player characters start noticing that something is wrong, or they are 'attacked.' Anyone who resists the initial attack may create a psychic buffer that repels the Kantrofarri for a time. This buffer manifests as a great hero or power in the resistor's mind, but should also be someone or something that the other resistors can believe in. For the Doctor and Clara, it was Santa Claus but it could be anyone or thing that is significantly important in a particular situation, even someone seemingly impossible.

RULES OF THE DREAMSCAPE

How does one run an adventure in a dreamscape? **The Time Traveller's Companion** and **The Sixth Doctor Sourcebook** offer rules for adventuring in the Matrix — we've adapted and simplified them here to run dreamscape adventures without the need to constantly spend Story Points (though players should still feel free to as needed!).

Once the player characters are inside the dream, the Gamemaster can, at any dramatically appropriate moment, call for an Awareness + Ingenuity, Difficulty 15 roll to see if they spot something that isn't quite right. This could be noticing that one of the supporting characters acts strangely for her profession, a character who had a beard is now clean shaven, or supporting characters brush off answers to seemingly-simple questions. At this point, the player characters can use other attribute + skill tests (with the Gamemaster setting appropriate Difficulties) to spot other deviations from reality. Whilst this tool is useful, the Gamemaster should be aware of what to say if the character fails the check in order to maintain the illusion.



Once the player characters get suspicious, the Kantrofarri try to feed in order to stop resistance, as per the **Special – Dream Feed** trait. If the player characters are fed on, then the dream continues as normal. If the player characters resist the feeding, then the Kantrofarri rewrite the dream so that the player characters 'win' the situation and think that they've awakened. The only way for anyone to truly awaken is to kill the Kantrofarri feeding on it by repeatedly winning the psychic battles as part of the **Special – Dream Feed** trait.

A Kantrofarri can split a dreamer from the shared dream and place them in another, hopefully more settling dream. This is taxing for the Kantrofarri and puts a -2 penalty on all rolls. The dreamer is 'written out' of the original dream and any player character can make an Awareness + Ingenuity, Difficulty 15 roll to realise that the dreamer is in a new dream. The player character can then spend a Story Point to enter that dream and convince the dreamer to return. This manifests as another feeding attack, where success not only hurts the Kantrofarri but brings the isolated dreamers back into the shared dream.



Once the dreamers start resisting, the Kantrofarri attempt to placate them as best they can. They give the dreamers an obstacle to overcome in the hopes that, once they overcome it, they'll relax enough so that the Kantrofarri can finish eating.

In the Doctor's case, he already knew about the Kantrofarri so they rearranged the dream to enable him to fight and 'defeat' them, only to be revealed as yet another dream.

In some cases the Kantrofarri can telepathically isolate themselves enough to put one dreamer in a separate dream, although a strong-willed dreamer may restore the telepathic link enough to join them. The goal of such an adventure is for the player characters to put the clues together and truly awaken, the psychic backlash of which kills the Kantrofarri in the process.

FURTHER ADVENTURES

- **Behind the Vanguard** – The Kantrofarri feel less like a conquering race and more like the vanguard for something more powerful. Why were the Kantrofarri on Earth? Is there another alien race waiting for humanity to succumb to its dreams before invading? Where are they keeping/breeding the Kantrofarri? And will the player characters discover the threat behind the threat in time?
- **It was all a dream!** – Despite everyone's best efforts, sometimes an adventure simply doesn't go the way that the players (or Gamemaster) would like. The Daleks have taken over the space station, a quarter of the Earth's population have been turned into Cybermen, or the Doctor is just having a really bad day. In such cases, the group can 'get out of jail free' by using the dream card. The adventure never happened; it was all just a Kantrofarri-induced dream! Of course, the Gamemaster shouldn't let the players in on the secret, playing it out as if it were designed from the beginning and allowing them to discover the true threat. Adding in subtle clues that the Kantrofarri are involved — such as people being unable to explain how they arrived at their current location or an 'ice-cream headache' pain — as things begin to go south for the player characters can help to sell this trump card. Alternatively, the Gamemaster could use the Memory Worms (see *Time Heist* p46) to the same effect, getting the player characters out of a problem and into another situation with no memory of how.

KANTROFARRI (DREAM CRAB)



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

SKILLS

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

TRAITS

Alien

Alien Appearance

Fear Factor (2): Face-hugging, dream-inducing, brain-sucking crabs bigger than your head are terrifying! They add +4 to rolls when trying to frighten someone.

Networked

Possess: A Kantrofarri that grasps a victim's head may put the victim in a dreamlike state. This is effectively the same as **Possess** and may be resisted normally. While possessed, the victim enters a dream world designed to placate them as the Kantrofarri feeds, but if several victims are nearby, they may all be networked together into a single dream (see *Rules of the Dreamscape*).

Psychic

Special – Dream Feed: The Kantrofarri feed on their victim's brains while they are dreaming. This is resolved as a Mental Conflict, with the loser taking 1/2/3 damage amongst their Awareness, Ingenuity, Presence, and Resolve attributes. If the Kantrofarri dies, its victim awakens. If the victim dies while in a shared dream, then they appear to die in the dream as well.

STORY POINTS: 6

THE MAGICIAN'S APPRENTICE/ THE WITCH'S FAMILIAR



THE MAGICIAN'S APPRENTICE/THE WITCH'S FAMILIAR



'Imagine Doctor, to hold in your hand, the heartbeat of every Dalek on Skaro.'

SYNOPSIS

Earth, 2014; Skaro, the Kaled/Thal war; Skaro, Kaalann rebuilt

Everyone was looking for the Doctor. Missy temporarily froze every airborne aircraft, just to get Clara and UNIT's attention to help her find the Doctor. Missy revealed that the Doctor had sent her his 'confession dial', his last will and testament. In Gallifreyan custom these dials were given to a friend on the eve of a Time Lord's last day, which only made Clara more concerned.

With UNIT's help, Clara worked out where they would find the Doctor, and Missy took them there (and then) using vortex manipulators. The Doctor had been having a massive party for three weeks in 1138 AD, medieval England, involving tanks, electric guitars and the earliest recorded use of the word 'dude'. While the Doctor was happy to see both Missy and Clara, they had sadly led another hunter to him: the gestalt snake creature 'Colony Sarff'.

Sarff told the Doctor he had come to find him on behalf of his dying master Davros, who wanted to see his old enemy one last time. He gave the Doctor his own sonic screwdriver, but ancient and battered, then told the Doctor that 'Davros knows... Davros remembers'. The Doctor felt he owed Davros this visit, as they met when the Doctor accidentally arrived in the middle of the Kaled/Thal war. At that time, Davros was a small boy, and the Doctor found him trapped in a field of hand mines. He gave the boy the screwdriver to help him escape, but upon learning Davros' name he disappeared in the TARDIS.

Missy and Clara refused to allow the Doctor to go alone. Colony Sarff took them all to what appeared to be Davros' hospital ship but turned out to be the rebuilt capital city on Skaro! The Doctor was brought to Davros while Missy and Clara were taken to the Dalek Supreme, who had already procured the TARDIS. As the Doctor watched in horror, the Daleks exterminated Missy, then Clara, and finally the TARDIS. Luckily, Missy had programmed the vortex manipulators she and Clara wore to absorb the energy of weapons fire, powering a short-range teleport and allowing them to survive.



They returned to the city via the sewers to rescue the Doctor. Unfortunately, Dalek sewers were more like graveyards, repositories for the remains of destroyed Daleks. Unable to completely die, the creatures gradually rotted and went mad in the dark.

Using Clara as bait, Missy captured and killed a patrolling Dalek. Against Clara's objections, Missy installed her in the telepathic systems of the Dalek shell so she could control it. These systems included a translator that forced the occupant to refer to themselves as 'a Dalek', and converted any expression of caring emotion into 'Exterminate'!

Meanwhile, the Doctor was in Davros's lair. Davros told the Doctor the only way he had survived for so long was that he linked his life support systems to the vital force of every Dalek on Skaro. His children were doing their best to keep their father alive, as the connection went both ways.

Davros tested the Doctor to see if he might consider finishing what he started so many years ago — a genocide against the Daleks.

Even with his technology Davros did not have long to live. He played on the Doctor's sympathies and inspired the Doctor to give him a little regeneration energy to make his passing easier. Unfortunately, it

was a ruse! Davros used his life support system to drain more regeneration energy from the Doctor, healing himself and passing the excess power to the Daleks.

The Daleks shut down during the regeneration process, allowing Missy and Dalek Clara to move freely through the city. Missy found her way to the Doctor and destroyed the life support system before it killed him. But it was still too late — the Daleks and Davros were renewed. However, that was the Doctor's plan all along; Davros had forgotten that the system connections extended to the Dalek remains in the sewers. The mad remnants rose from their graves and tore the Daleks and their city apart on destructive instinct.

Missy and the Doctor escaped, running into Dalek Clara. Missy tried to take advantage of Clara's inability to say her name, or indeed anything but 'exterminate', to convince the Doctor he should kill her. But Clara was somehow able to ask for mercy, making the Doctor realise what was going on.

Leaving Missy to make her own way out, Clara and the Doctor escaped the collapsing city. It turned out the TARDIS was not destroyed, but instead had scattered to protect itself. The Doctor still wondered why Dalek Clara was capable of asking for mercy, as such a thing couldn't be part of a Dalek's systems.





THE MAGICIAN'S APPRENTICE/THE WITCH'S FAMILIAR



He went back in time to save the young Davros from the hand mines. The Doctor hoped this small act would be enough to keep the smallest piece of mercy in the father of the Daleks, which he might pass on to his children.

CONTINUITY

- In this adventure we get a glimpse of the ancient Kaled/Thal war. It involves biplanes firing lasers and soldiers with longbows. Among the horrific weapons being deployed are 'Clam Drones' and 'Hand Mines'. This anachronistic time period could be a great campaign setting.
- Clara tells her class that Jane Austen was not only 'an amazing writer' and a 'brilliant comic observer' but also a phenomenal kisser.
- The Dalek word for 'Graveyard' is the same as 'Sewer'.
- Missy uses a 'parlour trick' to stop time for 4,165 planes. She insists she is the Doctor's best friend and that Clara is simply a well-loved pet. When Clara questions this given all their conflicts, she is told their friendship is 'older than your civilisation and infinitely more complex'. As reasons for this friendship, Missy also cites the facts that she was there for 'The Cloister Wars', 'when he stole the moon and the president's wife' and has known the Doctor 'since she was a little girl'. But she does admit
- one of those is a lie... and the Doctor confirms at least one of those later (see Hell Bent p103).
- Colony Sarff travels across the galaxy to give the Doctor his master's message. He visits the Maldovarium (see ***A Good Man Goes to War*** in **The Eleventh Doctor Sourcebook**), the Shadow Proclamation and the Sisterhood of Karn in his travels.
- The Doctor initially escapes Davros by stealing his chair, which provides a personal shield when the Daleks attack him. Sarff recaptures him, having left his 'agents' in the chair.
- Missy has a brooch made of dwarf star alloy, capable of piercing a Dalek's outer casing. In telling Clara about it she also mentions she has a daughter.
- The HADS system on the TARDIS has become more advanced and is now the 'Hostile Action Dispersal System'. It allows the TARDIS to scatter itself on an atomic level rather than just dematerialise (see ***The Krotons*** in **The Second Doctor Sourcebook** and ***Cold War*** in **The Eleventh Doctor Sourcebook**).
- When UNIT looks for anachronisms, they find three possible versions of Atlantis as the Doctor has encountered the city thrice over his adventures (see ***The Underwater Menace*** in **The Second Doctor Sourcebook**, and both ***The Daemons*** and ***The Time Monster*** in **The Third Doctor Sourcebook**).



- Davros tells the Doctor of a prophecy from Gallifrey that foretells the coming of a Hybrid creature born of two great warrior races. He believes it to be a Dalek/Time Lord cross-breed of some form, and that this might be what the Doctor has been running from.

◉ RUNNING THE ADVENTURE

This is quite a difficult adventure to adapt as it revolves around a return to visit an old enemy. Having said that, it would be unusual for any characters not to have at least one nemesis after a few adventures! In this adventure the enemy is dying, perhaps due to a backfired evil plan or simply old age. So they call on the player characters, the closest thing they have to a friend, to hear their dying confessions and perhaps take their hand for a last farewell. But of course, they have ulterior motives.

They may be dying but know the player characters have something that can fix them. There is a lot you can do with a TARDIS, but it is also interesting if the player characters are oblivious to the value of something the enemy needs. It might be a strange but (apparently) broken device in the Black Archive, or some nanotech a player character has been unknowingly carrying. Whatever it is, the villain needs it to cement their plan or regenerate themselves. While Davros may have been dying, your villain could be lying about that.

How the villain goes about getting what they want will be a tricky game of cat and mouse. The player characters will quite reasonably be suspicious of a villain claiming they have 'turned good'. But the idea they are alone and lost at the end of their life should come as no surprise.

COLONY SARFF

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

Sarff is not just one creature, but a collective of snakes that work together in a hive mind, which is why they refer to themselves in plural. However, there is also one very large snake at the centre that all the others cluster around, whose coils form his face. Sarff works as the personal servant to Davros, to whom their loyalty is absolute. But they may have worked for many others given he has a galaxy wide reputation. Sarff uses no weapons but can shed snakes to act as his eyes and ears, or to attack and even restrain targets. Many of these snakes are extremely venomous.

SKILLS

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

TRAITS

Alien

Fast (Major Good): Colony Sarff moves at double usual speed.

Impervious (Major Alien Good): Damaging anything vital in the colony is very difficult, so all damage results are shifted one level down.

Natural Weapon - Venomous Bite: The snakes that

collectively comprise Colony Sarff can bite whilst connected to the hive mind and whilst separated. (2/4/6)

Quick Reflexes (Minor Good):

Sarff always goes first in their Action Round unless taken by surprise.

Single Minded (Major Good): Sarff gains a 2 story points when their plans fail as they redouble their efforts.

Tough (Minor Good): Reduce total damage done to Sarff by 2.

Voice of Authority (Minor Good Trait):

Sarff knows how to enter a room and gets a +2 bonus to Presence and Convince rolls.

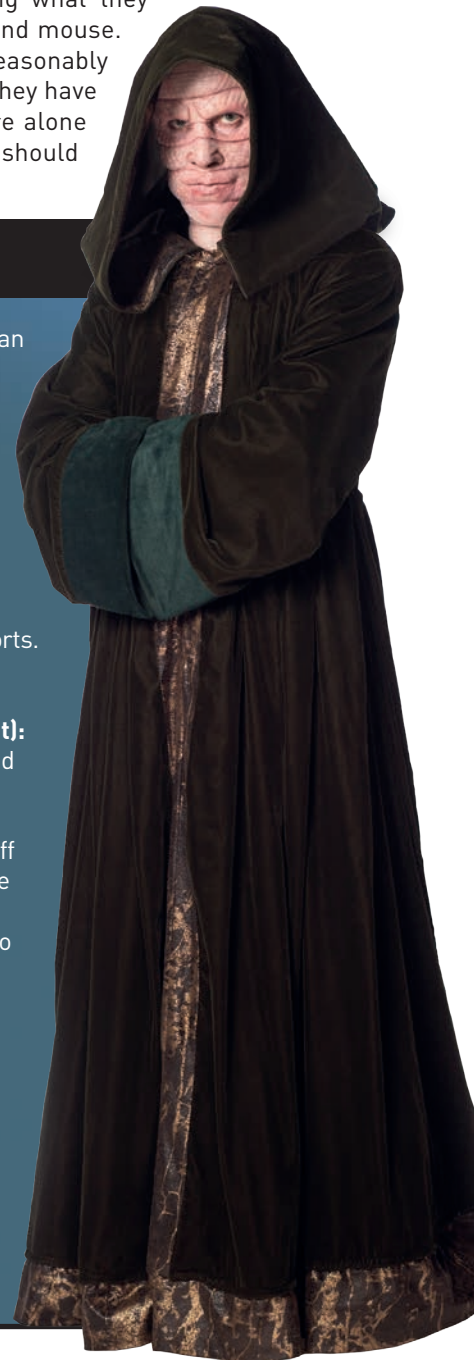
Obligation (Major Bad) : Colony Sarff serves the will of Davros, even to the ends of the galaxy.

Unattractive (Minor Bad): Sarff is no oil painting and suffers a -2 penalty to any rolls that involve looks. But this also means he also gains +2 to intimidate rolls.

EQUIPMENT: Sarff themselves are all the weapons and equipment they need, though they wear a long cloak to hide their true form.

TECH LEVEL: 9

STORY POINTS: 6





THE MAGICIAN'S APPRENTICE/THE WITCH'S FAMILIAR

The villain might only hint and never actually ask for what they want. Making the player characters think they came up with the idea to help the villain would certainly make for interesting role playing. However, like the Doctor, the player characters might think one step ahead and turn the trap around.

Another option for this adventure is to focus on the theme of children growing up to become villains. The player characters might find their way into an ancient war (there are many to choose from as well as the Kaled/Thal). They rescue several children but discover one will become a deadly enemy. Is there a way to change time and lead them on a different path?

GALLIFREYAN CONFESSION DIAL

It is not uncommon for a Time Lord to know the time of their death is close at hand. In this case they often send a confession dial to their best friend on the eve of their death, and then spend their remaining time in contemplation. The use of a confession dial is to help a Time Lord purify their mind and lay their burdens aside before uploading their mind to the Matrix (see *The Ultimate Foe* in *The Sixth Doctor Sourcebook*).



The confession disc is a palm-sized convex disc that is covered in Gallifreyan script. They can be used to make peace with the world and send confessions to close friends after death, and like most Time Lord technology they are potentially a lot bigger on the inside (see *Heaven Sent*).

HAND MINES

These horrific weapons are buried in large numbers like standard mines and are almost undetectable on the surface. When they detect vibrations on the soil above, they reach out with a humanoid hand to grip the source, then drag them deep underground to a suffocating death. If a Hand Mine cannot grab a target, the palm will open to reveal an eye to search for signs of life.



FURTHER ADVENTURES

- **The Dalek Plague** – After walking through a Dalek sewer, one of the player characters fails to realise the mud on their boot is actually liquid Dalek! This ooze might get into their TARDIS systems and start wreaking havoc with navigation. Or worse, it might find a way to infect organic beings, causing a plague on the next planet the player character visits. The plague is effectively a nano-virus that turns people into Dalek agents, but also drives them to genocide!
- **Last Confession** – A player character receives a Confession Dial, but from a total stranger. Have they been sent the dial just because they are among the last of the Time Lords? Maybe it is a trap to lure them to the Time Lord who sent it. Perhaps an enemy of the Time Lords sent it, who wants to use them to track him down. Maybe it's a best friend they haven't met yet, but is their closest friend later down their timeline, similar to the Doctor's relationship with River Song.



UNDER THE LAKE/BEFORE THE FLOOD

'I programmed my ghost to say them because that's what my ghost had said, and the only reason I created my ghost hologram in the first place was because I saw it here.'

SYNOPSIS

A Scottish Loch, United Kingdom, 2119 (and 1980)

The crew of underwater mining facility *'The Drum'* found an alien spacecraft beneath a lakebed. The advanced shuttle-sized craft was empty, except for four unrecognisable characters etched into the wall. Whilst in the craft, a crewmember was shocked by a ghost in Victorian era clothing, accidentally starting the craft's engines in fear. The team leader Moran pushed fellow crewmember Cass out of the way, sacrificing himself to save her from being incinerated by the afterburners. The crew fled the room but were terrified to see the ghost again — accompanied by a spectral Moran!

When the TARDIS brought the Doctor and Clara to *The Drum*, it seemed recently abandoned; provisions were missing, and a coffee had been sat out for around eight hours. Clara noticed a submerged village outside before they were confronted by the ghosts of Moran and the strange Victorian era gent (a Tivolian alien).

The ghosts didn't seem too interested in them but led the Doctor and Clara to the spaceship. The Doctor was fascinated, surprised the TARDIS translation circuit couldn't decipher the writing on the inside. The ghosts suddenly turned hostile, prompting The Doctor and Clara to flee. They found the remaining crew holed up in a strange room. The Doctor's psychic paper identified him and Clara as UNIT members.

The crew explained that they were hiding inside the Faraday cage as the ghosts couldn't enter it. The ghosts disappeared during 'day mode' on the base, so the Doctor used that opportunity to investigate. The Doctor discovered that a suspended animation chamber and a power cell were missing from the alien craft, but the crew insisted they hadn't removed anything.

Night mode activated early, and everyone returned to the Faraday cage, except for crewmember Pritchard who had searched the lake-bed looking for the missing power cell. He was killed when the ghost

of Moran flooded the airlock, turning Pritchard into another ghost.

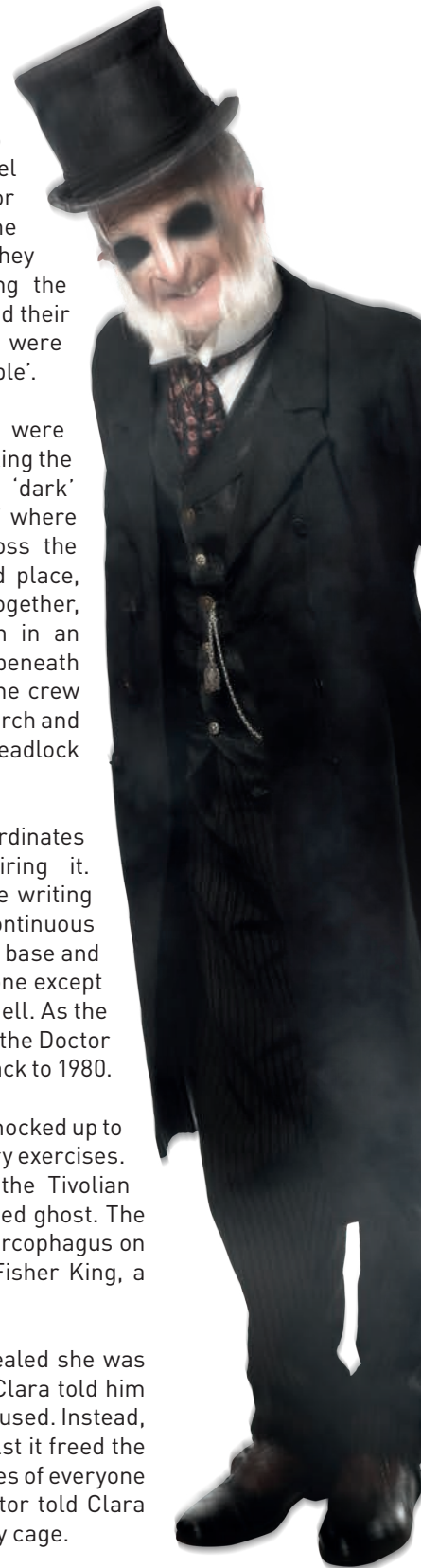
Cass, the de facto leader, decided to evacuate the base, as a rescue vessel was already on its way. The Doctor turned them back as he realised the ghosts sent the rescue message. They then tricked the ghosts into entering the Faraday cage, trapping them. Cass read their lips and determined that the ghosts were repeating 'dark, sword, forsaken, temple'.

The Doctor realised that the ghosts were transmitting, with each new ghost making the transmission stronger. He translated 'dark' as 'space,' 'sword' as 'Orion's Sword,' where Earth would be if viewed from across the universe, 'forsaken' as an abandoned place, and 'temple,' as a church. Taken together, the last two words meant a church in an abandoned town — the same one now beneath the lake where the ship was found. The crew launched a probe to investigate the church and found the sarcophagus, but it was deadlock sealed.

The Doctor realised that the coordinates were burned into his mind, rewiring it. Whenever someone who had seen the writing in the spaceship died, they became a continuous beacon. The ghosts flooded part of the base and the Doctor was separated from everyone except for crewmembers Bennett and O'Donnell. As the TARDIS refused to go near the ghosts, the Doctor and the two crewmembers travelled back to 1980.

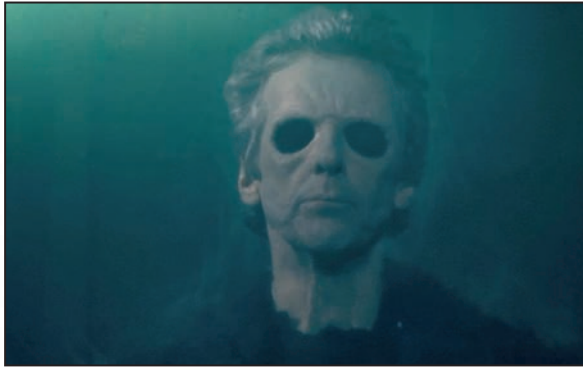
They arrived in the village, which was mocked up to look like a Soviet town for use in military exercises. They found the alien ship and met the Tivolian pilot — the future Victorian-era-dressed ghost. The Tivolian, Prentis, explained that the sarcophagus on the spacecraft held the body of the Fisher King, a former conqueror of Tivoli.

The Doctor contacted Clara, who revealed she was being haunted by the Doctor's ghost. Clara told him to change the future, but the Doctor refused. Instead, he tried to talk to his own spectre whilst it freed the other ghosts. The ghost listed the names of everyone on the ship, including Clara. The Doctor told Clara and the crew to get back to the Faraday cage.





UNDER THE LAKE/BEFORE THE FLOOD



Back in 1980, Prentis discovered that the body of the Fisher King was missing from the sarcophagus and that the coordinate markings had appeared on the wall. The Fisher King then emerged and killed Prentis. The Doctor realised that the Fisher King was never dead, he had faked it to escape.

The Doctor and the crewmembers fled, but the Fisher King found O'Donnell and murdered her. Bennett realised that her name was on the list that

the Doctor-ghost kept repeating, meaning that the next name on the list would be the next to die — Clara. The Doctor tried to go back to the future to save Clara, but the TARDIS wouldn't let him cross his own time stream, instead depositing him half an hour earlier in 1980.

Meanwhile (relatively speaking), O'Donnell's ghost stole Clara's phone. Clara convinced Lunn, the only crewmember who hadn't seen the coordinates, to leave the cage and retrieve it, believing that the ghosts wouldn't harm him. The ghosts did threaten him as part of a plan to lure Clara and Cass out of the cage.

The Doctor confronted the Fisher King, who knew that the Time Lord's mind would boost the transmitted signal enough to bring an armada to Earth. The Doctor bluffed him by saying that he erased the coordinates on the ship. When the Fisher King investigated, he was caught in the flood created when a dam burst, thanks to a power cell the Doctor took from the ship.

THE BOOTSTRAP PARADOX

The Bootstrap Paradox involves a causal loop, in which someone or something from the future influences its past version. A paradox of this kind occurs when something is temporally pulled by its own bootstraps; an event in time (an action, person, object or even a piece of information) causes a second event, and that second event causes the first event, forming a causal loop. The Doctor gives the example of finding out there's no Beethoven but going back and 'planting' Beethoven's works so that history is preserved — the problem is, from where did the music originate?

Any **Doctor Who Roleplaying Game** campaign is bound to encounter the bootstrap paradox from time to time, especially if the player characters time travel within a single adventure. When this happens, the Gamemaster should remember that the definition of a paradox is an 'apparent contradiction.' In most cases, what seems to be a bootstrap paradox actually has a logical explanation; it's just a mystery to the player characters. In cases where an actual closed causal loop is created, the Reapers arrive to sterilise the temporal wound.

In the case of Beethoven, for example, the Doctor may have observed the actual Beethoven (or someone very similar) in a parallel universe and recorded his body of work. In any case, though, the Gamemaster doesn't need to figure out the explanation on their own; 'wibbly-wobbly, timey-wimey' works just fine!

If you prefer stricter rules for your paradoxical escapades, refer to the Coincadox rules in the **Time Traveller's Companion**.





The Doctor returned to 2119 and his ‘ghost’ — really a hologram — lured the other ghosts into the Faraday cage where they were trapped. He told them that UNIT would later take the cage into space and destroy them. As the Doctor and Clara left in the TARDIS, she called his plan clever, but he insisted that it was only due to the Bootstrap Paradox.

CONTINUITY

- UNIT still exists in 2119.
- The Fisher King’s conquest of Tivoli is reminiscent of the Dominator’s attempted conquest of Dulkis (see ***The Dominators*** in ***The Second Doctor Sourcebook***). In both cases, an overly warlike race encounters another that is so dedicated to pacifism that they’d prefer total subjugation to conflict.
- The Doctor previously discovered a seemingly-derelict spaceship beneath a lake connected to Arthurian mythology (see ***Battlefield*** in ***The Seventh Doctor Sourcebook***), as the Fisher King is in this adventure.
- The Doctor prevents Bennett from saving O’Donnell when they go back in time half an hour. In ***Father’s Day*** (see ***The Ninth Doctor Sourcebook***), Rose actually stops her father from dying, summoning the Reapers to Earth.
- The Doctor realizes that he’s part of a bootstrap paradox. He’d previously been part of a bootstrap

paradox when he knew how to separate two of the same TARDIS from different timelines without blowing a hole in the universe because his earlier incarnation watched his later incarnation do it (see ***Time Crash*** in ***The Tenth Doctor Sourcebook***).

- The Doctor ‘isn’t a fan’ of the Tivolians, who are perceived as a race of cowards. Interestingly, the Doctor considered himself a ‘coward, every time’ when he had the chance to eradicate the new Dalek army created by the Dalek Emperor (see ***The Parting of the Ways*** in ***The Ninth Doctor Sourcebook***).

RUNNING THE ADVENTURE

This adventure involves a temporal puzzle. The player characters and their allies believe that they are being stalked by something in the present, but really, they are dealing with the loose ends of something that they’ve already stopped in the past. The problem is that time is relative. The player characters, relative to their own timeline, don’t go back and fix the problem in the past until after they’re menaced in the present. Follow all that?

Don’t worry, it’s relatively straightforward. This adventure follows the basic format of discovery, investigation and resolution. The player characters arrive at a location and discover a dangerous problem. During their investigations, they uncover



UNDER THE LAKE/BEFORE THE FLOOD

clues that they don't understand in the present, but that push them to investigate in the past. The player characters go back in time to deal with the true threat (the Fisher King), but in the resolution, they must tie up the loose ends in the present. The time travel part is no different than travelling to another location to help solve the mystery.

FURTHER ADVENTURES

- **The Tivolian Masterplan** – The Tivolians' pacifism and sycophantic nature is very odd; it's difficult to accept that a race has survived this long when they regularly subject themselves to their conquerors. In this adventure it does seem that the Tivolians reap the technological benefits of their conquerors; perhaps they are playing a long game? Maybe they are biding

their time while building a weapon that could nullify every threat in the universe? Could it be that appearing irritating to other races is a defence mechanism to keep others from prying too much? Or perhaps the Tivolians are a manufactured race, and their creators are using them as bait?

- **The March of the Fisher King** – The alien warlord is called 'the Fisher King,' but this is likely a convenient TARDIS translation of his true title, likely associated with a previous invasion of Earth as the Fisher King exists in Arthurian legend. Perhaps the player characters meet an advance force of the Fisher King in Post-Roman Britain? Could the rather large aliens have also been the inspiration for 'giants' walking around the British Isles at the time?

LAKE GHOST

AWARENESS	2	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	3

Lake Ghosts are essentially a concentration of radio waves imprinted with the body of the creature that it was created from. They exist for only two purposes: first, to transmit a signal, and second, to make more Lake Ghosts to strengthen that signal.

SKILLS

Fighting 2.

TRAITS

Alien Appearance: Lake Ghosts look like translucent zombies.

Environmental: Lake Ghosts can survive in any environment provided they are within a planet or vessel's magnetic field.

Fear Factor (1): Ghosts of the dead are scary, especially if you knew them in life. They add +2 to rolls when trying to frighten someone.

Impervious: Lake Ghosts are immune to most forms of harm.

Infection: If a Lake Ghost kills someone who's been imprinted, that person becomes a Lake Ghost themselves.

Special – Imprint Hound: Lake Ghosts are only interested in strengthening the signal. Thus, they only attack people who've read the coordinates scrawled on the wall of the ship.



Telekinesis: Lake Ghosts can manipulate only metal objects through telekinesis; to the casual observer it looks like the Lake Ghost is manipulating such items normally. Such items cannot be made intangible, so if the Lake Ghost walks through a wall then the object must be left behind.

Teleport: Lake Ghosts can walk through walls and other barriers without difficulty, provided they are not in a Faraday Cage. This can be treated as a very short-range teleport.

Transmit: Lake Ghosts are constantly transmitting a predetermined message, whether it's a set of coordinates, a warning or even a declaration of war.

Weakness: Lake Ghosts can be out of phase with certain technologies (such as the base's 'day mode') limiting their operations.

TECH LEVEL: 6

STORY POINTS: 6



NEW GADGET – FARADAY CAGE

A Faraday cage is designed to be completely impenetrable to radio waves. Room-sized ones can hold Lake Ghosts. Any technology reliant on electromagnetic fields cannot function inside the Faraday cage.

Traits: Bulky (minor), Entrap (major)

Story Points: 1



ALBAR PRENTIS (TIVOLIAN)

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

Albar Prentis is a Tivolian, a race of aliens who are so non-violent and cowardly they would prefer subjugation and slavery to standing up for themselves or self-defence.

SKILLS

Knowledge 3, Technology 6, Transport 3.

TRAITS

Alien

Alien Appearance

Cowardly: Albar prefers enslavement to conflict.

Eccentric: Albar’s overly-eager-to-be-enslaved personality is very irritating to others.

Unadventurous: Albar, like all Tivolians, thinks the universe is too dangerous to explore. He’s only driving the hearse because his current masters ordered him to do it.

TECH LEVEL: 6 **STORY POINTS:** 1

FISHER KING

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	7

The Fisher King is an alien warlord who conquered Tivoli until the Arcateenians defeated his forces. He faked his own death to escape and summon the rest of his forces.

SKILLS

Athletics 2, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Survival 3, Technology 7.

TRAITS

Alien

Alien Appearance

Armour: The Fisher King has bony plates that reduce damage by 5.

Cyborg

Fear Factor (2): The Fisher King is tall, imposing, and scary. He adds +4 to rolls when trying to frighten someone.

Natural Weapon –

Claws: The Fisher King has clawed hands that add +2 to damage.

Natural Weapon

– Blaster: The Fisher King uses a blaster that causes {4/L/L} damage.

Special – Ghost

Transmitter: If the Fisher King can get a humanoid to read a bio-message, then once he kills that humanoid its bio-signature starts relaying the message.

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



THE GIRL WHO DIED



THE GIRL WHO DIED



'No, no, not Vikings. I'm not in the mood for Vikings.'

SYNOPSIS

Scandinavia, 9th Century CE

After a successful rescue mission, the Doctor and Clara's celebrations were cut short. They stopped off in ancient Scandinavia so the Doctor could wipe his shoe, but were captured by a Viking war band (and broke the new sonic sunglasses to boot).

Arriving at their village in chains, the Doctor tried to convince the Vikings he was Odin, but that proved problematic when the clouds parted to reveal a gigantic face — the 'real' Odin, who demanded the village's best warriors for Valhalla. Clara and a village girl called Ashldr were accidentally beamed up with the horn-helmeted fighters.

The other Odin imposter was the leader of 'The Mire', a warrior species who harvested the abundant testosterone of the captured warriors as a battle drink. The warriors did not survive the process, but Clara and Ashldr were spared. Finally given an opportunity to talk, Clara almost convinced the Mire

to leave, but Ashldr interrupted; she took offence at the way the Mire had mocked her gods and declared war! The Mire accepted, returning Clara and Ashldr to the village to prepare for battle the next day.

Given that the Mire were one of the greatest warrior species in the galaxy and they had just executed every warrior in the village, things didn't look good for the Vikings. Despite the Doctor's advice, they refused to run, so the Doctor tried training the Viking farmers to fight at Clara's insistence. He quickly learned why the remaining villagers had not been warriors. However, after discovering Ashldr's storytelling skills and that the village farmed electric eels, the Doctor formed a new plan and they spent the night preparing.

When the Mire arrived in the morning, they were surprised to find the village was ignoring them completely — the Doctor was holding a party. Sadly, the Mire declared they had no problem with attacking unarmed party-goers. However, when the Mire drew their weapons, they were stood in exactly the right place to be zapped by a burst of energy from the electric eels. One blast took out most of the Mire, but the real plan was for them to get hold of



one of their helmets for Ashildr. Connecting to their battle coordination systems, Ashildr's imagination projected the illusion of a terrifying dragon into their displays, sending the Mire into panic and confusion.

Though most of the Mire fled, there was another layer to the plan — stopping them from coming back. The Mire leader was horrified to learn the dragon was only a projection covering a dreadfully bad puppet. Clara now had a recording of the Mire running from a toy on her phone. The threat of uploading it to the galactic networks for everyone to see was more than enough to send the Mire packing.

Unfortunately, the strain of operating the alien helmet took its toll on Ashildr. The saviour of the village had sacrificed her life. However, the Doctor refused to watch anyone else die. Using some of the Mire's medical technology he brought her back to life, but the treatment also made her immortal. Time would have to tell if that was a blessing or a curse...

CONTINUITY

- The Doctor and Clara begin this adventure saving some 'Velosians' by luring their attackers halfway across the universe and draining their weapons. Clara also had a 'Love sprite' in her space suit, a creature that sucked brains out through the mouth and was found in the spider mines. Busy day.
- The Doctor thinks he recognises Ashildr when he first sees her. Was he noticing her temporal potential, or partially remembering her face watching him from the side-lines for centuries?
- The Doctor tries to impress the Vikings with his yo-yo skills, but the device proves much more useful as a gravity detector.
- When the Doctor asks the assembled Vikings who has actually held a sword in battle, only the Doctor and Clara put their hands up. Seems Clara has had an adventure we missed, though the Doctor doesn't seem convinced.
- The Doctor hasn't lost his ability to speak baby (see **Closing Time** in **The Eleventh Doctor Sourcebook**), and it is what he hears from a crying one that convinces him to stay.
- The Doctor remembers he's seen his face somewhere before, on the Roman citizen Caecilius (see **The Fires of Pompeii** in **The Tenth Doctor Sourcebook**). He realises it has been chosen to remind him people need saving, just as he did then; even if it breaks the rules, even if it's just one. This is why he uses some Mire

tech to restore Ashildr, though it has the side-effect of making her immortal.

- The Doctor realises that with alien tech inside her, Ashildr is a form of hybrid. Is she the one foretold in Davros' prophecy (see **The Magician's Apprentice/The Witch's Familiar**)?

RUNNING THE ADVENTURE

This adventure is quite a simple idea that can be situated in pretty much any culture. An alien species masquerades as a god to some impressionable locals to harvest something they need. In this case it is the 'essence of their warriors'. But it might just as easily be anything else, from natural resources, to slave labour, or even rice pudding. It is often surprising what might be rare and valuable outside planet Earth.

There are plenty of gods to choose from besides Odin. There is a pantheon of potential deities for every culture on Earth, and many are not at all shy about requiring sacrificial offerings. Shifting this adventure to India with Kali demanding sacrifice might easily stop the players recognising it.

The other point to consider when using ancient gods is 'how long has this been going on'? Was the religion initially set up by aliens for the purpose of harvesting, or are they just repurposing local legends for an easy steal?

However long this has been going on, it is also possible the 'gods' have looked after 'their people'. After all, to harvest something you need it to grow. It is quite possible the gods have protected the villagers against all manner of problems so that they can take what they want. Without them, can the locals survive? If not, is it still right to maintain a system where sentient beings are treated like farm animals? There might be a lot of moral quandaries for the player characters to face before they even start forming a plan to deal with the aliens.




THE GIRL WHO DIED

The other aspect of this adventure worth noting is that it offers an 'origin story' for Ashildr. This ordinary village girl is going to haunt the Doctor for several adventures, becoming one of Earth's guardians. This is a great example of how to create and develop what will become a memorable adversary. With enough experience, can anyone become the Doctor's equal?



FURTHER ADVENTURES

- **Reputation Problems** – Someone has posted a problematic video of the player characters on the Galactic Hub. In one sense it is complementary as it shows them defeating a powerful enemy. Unfortunately, acquiring a reputation as famous warriors is not all it's cracked up to be. Beset by enemies looking to build a reputation for themselves by defeating them, there seems to be no shortage of challengers! Can they fight off this new competition whilst finding out who posted the video, and why?
- **Vikings in Space** – An alien force has badly underestimated a Viking village they hoped to harvest and have been soundly defeated. Now the Vikings are in possession of a spacecraft they don't understand and some advanced weaponry. Forcing their vanquished foes to pilot the ship they might do untold damage to other tribes, or even other planets! Can the player characters rescue their attackers, who may or may not have learned their lesson, and stop the Vikings conquering the Earth and beyond?

THE MIRE

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

The Mire are an alien species that live for combat and warfare. They are one of the most dangerous species in the galaxy, with extremely advanced weaponry and defensive technology. However, they are also hopelessly 'macho' (to an eye rolling degree), and particularly enjoy bullying primitive species to prove their superiority.

SKILLS

Athletics 3, Fighting 4, Knowledge 2, Marksman 5, Medicine 3, Survival 3, Technology 3, Transport 2.

TRAITS

Alien

Alien Appearance

Armour (Major Good): The Mire armour reduces damage by 10.

Environmental (Major Good): The Mire armour protects them from all types of environment.

Fast Healing (Major Good): Medical implants restore attribute points lost due to injury at 1 point per hour.

Networked (Minor Good): The Mire are connected by their battle computers and know where each other are and if they are in trouble.

Teleport (Major Good): The Mire have personal teleporters that can take them back to their ship at a moment's notice and land an attack force anywhere they like.

Tough (Minor Good): The Mire medical tech protects them by reducing total damage by 2.

Obsession (Major Bad): The Mire are obsessed with war and never miss an opportunity for a fight, especially if they believe they can win easily.

Selfish (Minor Bad): The Mire don't care about anyone but themselves and their own glory.

EQUIPMENT: Mire Armour, Mire Scanner, Mire Blaster [4/L/L]

Mire Scanner [Major Gadget] Traits: Scan [combat capabilities], Teleport.

TECH LEVEL: 7 **STORY POINTS: 3**



THE WOMAN WHO LIVED



'Do you ever think or care what happens after you've flown away? I live in the world you leave behind, because you abandoned me to it.'

SYNOPSIS

Middlesex, United Kingdom, 1651

The Doctor was on the hunt for a powerful piece of alien technology, an amulet called 'The Eye of Hades'. He interrupted a highwayman known as 'The Nightmare' in the midst of a theft, believing their victims had the amulet. Whilst the Doctor and the Nightmare argued, their quarry escaped. The highwayman revealed themselves to be none other than Ashildr.

Ashildr (calling herself 'Me') was disappointed the Doctor hadn't come to take her to the stars; after over 800 years of immortal life she was rather bored. But the Doctor was worried about her — she had become disassociated from the rest of humanity after seeing so many people, even her own children, perish at the hands of time. Nevertheless, he helped her break into a house to steal the amulet they were both looking for.

Unfortunately, Ashildr didn't steal the amulet for the thrill, or for its value. She had formed an alliance with a 'Leonian' named Leandro, the last of his species. If Ashildr gave him the amulet, he would use it to open a portal to another universe and take her with him. The only catch was unbearable to the Doctor: someone had to die to activate the Eye of Hades.

The Doctor's pleas fell on deaf ears, and Ashildr had him detained by the local constabulary. She set off with Leandro to the village of Tyburn, where another robber called Sam Swift was to be hanged. She reasoned that if he was sentenced to die, there was no harm in using him to open the portal. The Doctor escaped and caught up with them just in time to see Ashildr use the amulet on Swift, opening a portal to the Leonian's realm.

Much to Ashildr's surprise (despite the Doctor's predictions and warnings) Leandro was lying about being the last of his species. On the other side of the portal was an attack force, which blasted the area as they prepared to invade Earth. As destruction rained down, Ashildr realised she still cared about the fleeting lives of humanity. She used the other



THE WOMAN WHO LIVED



Mire Chip on the dying Sam Swift to stop the amulet killing him, which closed the portal. In response, the Leonians disintegrated Leandro for failing them. Retiring to a pub, Ashildr and the Doctor talked about what to do next. The Doctor told her that he couldn't take her with him, as they would just bring out the worst in each other. Ashildr grudgingly agreed but warned the Doctor she would make it her mission to defend the people of Earth from any threats — including him if necessary.

CONTINUITY

- Clara was absent for this adventure as she took her year 7s to Taekwondo training. She shows the Doctor a photo when he returns, which unbeknownst to her shows Ashildr watching in the background.
- The Doctor mentions he is on record as being 'against banter' since meeting the Merry Men (see **Robot of Sherwood**).
- The Doctor has secretly kept tabs on Ashildr and thought all was going well when he saw her founding a leper colony.
- Ashildr remembers little of her past, not even her original name. She now calls herself 'Me' and keeps a library of journals of her life to remind her of all she has forgotten. Her human mind simply doesn't have the memory space for immortality.
- The Doctor warns Ashildr there is a Great Fire coming to London. When she muses that she might start it, the Doctor tells her that it was

the Terileptils (see **The Visitation** in **The Fifth Doctor Sourcebook**).

- The Doctor isn't sure if Sam Swift will be made immortal from the Mire Chip, having used a lot of its power to close the portal. He hasn't turned up since – as far as we know...

RUNNING THE ADVENTURE

As this adventure is rather deeply connected to the relationship between Ashildr and the Doctor it somewhat tricky to adapt — but not impossible! The core of the adventure is a deception. An alien needs help to get home and has convinced someone to assist him. However, the assistance will allow the alien's true allies to invade. When you boil it down you might set the adventure anywhere, from Earth, to an alien planet, to a space station.

To begin, you need a friendly NPC to act as the dupe. They will be convinced their new alien friend is on the level and only absolute proof will change their mind on the matter. Sadly, the only proof convincing enough will be an invasion force! This means the Gamemaster must create an NPC that the player characters sympathise with. Ideally this will be someone they have met before who doesn't usually fall for this sort of thing. But, like Ashildr, they are desperate for the aid the alien has promised and so has allowed themselves to be convinced. If the player characters have refused to help the NPC before, guilt could be a strong motivator to do so in this adventure.



In the case of Ashildr, she wants to escape the Earth and blames the Doctor for leaving her there. However, any moral choice the player characters might have made in the past could come back to haunt them. Maybe they allowed a virus to kill part of a population to save the rest, similar to how the Doctor has occasionally used the information gained from people dying to save lives.

In this case, their friend would still feel guilty, and the alien is offering a cure for several deadly diseases in payment. Whatever the reason, the friend should feel they have been let down, or even betrayed by the player characters. This will offer many opportunities for role playing as they try to convince the friend it was for the best, even if they don't quite believe it was...

Alternatively, forget all this alien stuff and go for the Highwayman plot. The player characters are after a valuable jewel that a talented Highwayman is also trying to steal. The adventure involves all manner of swashbuckling action as both groups keep trying to pilfer, loot and rob each other and anyone else in pursuit of the prize (for the greater good, of course).

FURTHER ADVENTURES

- **Beyond the Wardrobe** – A Leonian has managed to open a portal to Earth inside a wardrobe, but it isn't stable and only opens unpredictably. Some children have entered the portal and he has convinced them he is a Lion God looking to save his country. He needs them to find certain technology to stabilise the portal from their end, so he can 'save his land from winter'. He secretly intends to lead an invasion force through. Can the player characters notice what the kids are up to and convince them to stop when they trust the great Lion?
- **Stand and Deliver** – Using some sort of Vortex manipulator, a highwayman appears in the player character's TARDIS and holds them up at gunpoint. He steals several pieces of advanced technology and runs off into the night. The TARDIS is only able to land on a small temporal island in the Vortex where other ships have been marooned. They will need to make some repairs to get the ship going, and then want to set out to stop the robber striking again. They might find allies in the other victims, but the temporal highwayman is a crafty rascal.

LEONIAN

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

The Leonians are a humanoid species resembling Earth lions, although they originate from another dimension. They are a dangerous and advanced species, and one dedicated to conquest. They send out agents to find resource rich planets and get them to open a portal so they might invade. However, they are a cruel and arrogant species, and punish any form of failure with death.

SKILLS

Athletics 3, Convince 2, Craft 2, Fighting 3, Knowledge 3, Marksman 2, Science 2, Subterfuge 3, Technology 3, Transport 2.

TRAITS

Alien

Alien Appearance

Natural Weapons (Major Good): All Leonians can

blast foes with a flaming breath weapons that does (2/5/7) damage to anyone in arm's reach.

Quick Reflexes (Minor Good):

Leonians are very fast, always going first in their Action Round unless taken by surprise.

Voice of Authority (Minor Good Trait):

Their 'Lord of the Jungle' presence grants a Leonian a +2 bonus to Presence and Convince rolls.

Eccentric (Minor Bad):

Leonians are arrogant, dismissive of the needs of other species.

Obligation (Major Bad):

Leonian agents are duty bound under pain of death to find places for their species to invade.

EQUIPMENT: Regal clothes, and possibly even a crown.

They do like to make an entrance.



THE ZYGM INVASION/THE ZYGM INVERSION



THE ZYGM INVASION/THE ZYGM INVERSION



'How much blood will spill until everybody does what they were always going to have to do from the very beginning, sit down and talk!'

SYNOPSIS

London, United Kingdom; Truth and Consequences, New Mexico; Turmezistan, 2015

As a result of Operation Double — the Zygon/UNIT peace treaty — 20 million shape-changing Zygons were integrated into Earth society in disguise. The keys to this remarkable cross-species ceasefire were the Osgoods, who refused to reveal which of them was human. The Doctor also left them the Osgood Box as a last resort, a mysterious device left to help restore the peace should anything go drastically wrong.

UNIT contacted the Doctor and informed him that the Osgood that survived Missy's Cyberman assault was kidnapped by a Zygon splinter group. This group also executed the Zygon High Command. The rebels identified themselves as 'Truth or Consequences,' which Clara noted was a town in New Mexico. Kate revealed that UNIT had discovered Zygon rebel activity in Turmezistan. The Doctor assumed his role

as President of Earth and sent Kate to Turmezistan while he travelled to New Mexico, leaving Clara and Jac of UNIT in London.

The Doctor arrived in Turmezistan just as UNIT began a drone bombing run on a Zygon rebel village. The Zygons used telepathy to disguise themselves as the bomber's family, and she delayed the strike. The Doctor entered the village and managed to rescue Osgood and capture a Zygon before the bombing commenced.

Whilst investigating, Clara and Jac discovered Zygon pods beneath London. Jac brought a UNIT team to destroy them, only to make the horrible discovery that Clara was in one of the pods; the 'Clara' that had been with her was a Zygon all along! Zygon-Clara (calling herself 'Bonnie'), ordered the death of all the UNIT members, including Jac.

Kate travelled to Truth or Consequences and discovered a ghost town. The residents had all been killed, except for a local police officer who told Kate the town's story. The population had turned on itself after a Zygon child accidentally reverted to its natural form, causing all-out war. The only survivor was the officer, who revealed herself to be a Zygon



rebel in disguise and attacked Kate. Kate killed the Zygon, then pretended that she was a Zygon in order to infiltrate the splinter group.

Back aboard Boat One, Osgood told the Doctor that Zygons didn't need a human to be alive to maintain a disguise of them, only to copy their personalities. She refused to confirm which Osgood she was. The Doctor then interrogated the Zygon captive, who confirmed that the Zygon splinter group planned to take over Earth.

Outside, Bonnie fired a rocket launcher at the plane. Using their mental imprint link, Clara twitched Bonnie's muscles at the last second, forcing the rocket to miss — but then Bonnie shot again. Fortunately, the Doctor had time to parachute himself and Osgood to safety.

Rebel Zygons continued to kill while Bonnie forced a peaceful refugee into his Zygon form permanently, spreading panic on social media. She headed to UNIT headquarters for the Osgood Box, believing it would allow her to complete the revolution. Clara manipulated her through their shared psychic link, causing Bonnie to unwittingly text the Doctor 'I'm awake'. Bonnie infiltrated UNIT but was frustrated to discover that the Osgood Box wasn't there. She interrogated Clara in her pod and learnt that the Osgood Box was in the Black Archive.

The Doctor, Osgood and Kate entered the Black Archive and confronted Bonnie. She discovered that there wasn't just one Osgood Box, but two. Kate and Bonnie each grabbed a box, revealing they both had two buttons: one marked Truth, one marked Consequences. Kate's box could release deadly Z-67 gas that would cause a Zygon genocide or detonate a nuclear warhead beneath the Black Archive. Bonnie's box could force all Zygons back into their true forms for an hour or lock them in human form permanently.

The Doctor hoped that both sides would conclude it would be better to keep the cease-fire than take a chance on a box. Bonnie scoffed, figuring that she'd gone too far to be forgiven. The Doctor assured her that wasn't the case; he'd done far worse than she ever would, and he forgave her. Both Kate and Bonnie refused to take the chance after listening to the Doctor.

Kate realised that the boxes were empty and that this solution could never happen again — but the Doctor told her she had said that the last fifteen

times before wiping her memory. Bonnie asked why the Doctor didn't wipe her memory. Osgood informed her that she was one of them now, in on the secret, and Bonnie took Osgood's form. The two Osgoods went on to protect the world and the peace treaty as the Doctor and Clara left in the TARDIS.

CONTINUITY

- The Zygon immigration plan is the result of the Human-Zygon Treaty that was formed at the Doctor's insistence (see ***The Day of the Doctor*** in **The Eleventh Doctor Sourcebook**). The Doctor has an interest in seeing it succeed not only because he encouraged it, but also because of his experiences with the Time War.
- Zygons no longer need to keep the humans they're copying alive in to maintain their forms. They only keep the originals alive for interrogation purposes, or to emulate their personality.
- One of the Doctor's previous companions, Harry Sullivan, created Z-67. Harry's last adventure with the Doctor had him kidnapped and duplicated by Zygons (see ***The Android Invasion*** in **The Fourth Doctor Sourcebook**).
- Apart from the earlier Zygon 'invasion' (see ***Terror of the Zygons*** in **The Fourth Doctor Sourcebook**), it's unclear why the Zygons couldn't openly immigrate providing that they not use their shapeshifting ability. However, given the several failed attempts to bring Humans and Silurians together in the recent past, it was likely decided that a more discreet approach was warranted.

RUNNING THE ADVENTURE

At first glance, this is a difficult adventure to run. Only the Doctor and Osgood know the truth of this situation — that the Osgood Box is a trap for both sides when the status quo is threatened. That means that if your group includes the Doctor, at least one player knows where everything is headed, making the entire adventure somewhat predetermined.





There are two ways to get around this. The first is similar to *Time Heist*. The player characters aren't in the know because either a supporting character is pulling the strings (in a UNIT campaign, for example, the Doctor may not be a player character) or the Doctor has used a memory worm to keep his knowledge from influencing events. In this case, the player characters are just as much in the dark as everyone else until the final reveal.



The second way is to introduce new variables. In the adventure, Osgood went rogue after Missy killed her 'sister', and the Zygons no longer needed to keep humans alive to maintain their shapes. The player characters can be given the same setup, but must deal with the new variables in order to ensure that their plot successfully gets to the end. What happens if a major alien invasion takes place during the revolt to upset the status quo? What if a UNIT soldier steels herself to follow orders and bombs the rebel stronghold?

The core of this adventure is a hidden Zygon population being disturbed by a radical rebellion. This plot could work on any planet with shapeshifters and could be tweaked in endless interesting ways. What if a minority Zygon population was guiding a Sontaran warpath that would eventually destroy them? What if Zygons were poverty stricken, second-class majority citizens on a planet where the ruling class had far superior technology?

WHERE IS TURMEZISTAN?

Turmezistan is a Central Asian state that sits on the borders of American, Chinese and Russian influence. All three maintain forces in the country to stabilise the region and UNIT apparently has some police powers in the nation that the three major powers respect. Notably, there doesn't seem to be any particular local leaders working with the foreign forces; the region could destabilise at any moment. So where is it?

In truth, it doesn't matter. Turmezistan is a symbol, a combination of numerous struggling or failed states in Central Asia. It's a place that seems familiar but where anything can happen, which makes it seem real while also making it highly gameable. The player characters and others can influence Turmezistan over time, and whatever happens need not rely on actual history. It's possible that the player characters help stabilise the region so that Turmezistan has a brighter future or the nation may eventually dissolve into micro-states absorbed by its neighbours. The player characters may visit Turmezistan hundreds of years in the past when it is a cultural stronghold or hundreds of years later when Turmezistan is hosting trips to Venus and Mars.



In short, Turmezistan provides an illustration for Gamemasters who may want to create other fictional locations around the world that seem just as real to the player characters, but throw off the shackles of history so that anything could happen. An Eastern European principedom, a Latin American republic, a Southeast Asian city-state and a small Caribbean island nation are all good examples of places that feel familiar and can still change over time, making them great places for hidden alien plots, buried spaceships and other shenanigans!



NEW GADGET – OSGOOD BOX

The Osgood Box is an interesting gadget because it is more of a non-gadget; it doesn't do anything. What's important is what it represents; it keeps the attention of both the Zygons and UNIT long enough to draw them together for the Doctor to reset the peace.

Traits: The Box grants the owner a number of story points with which to drive the narrative forward and pull everyone towards the Black Archive.

Story Points: 10



FURTHER ADVENTURES

- **Mistaken identity** – In this adventure the Doctor is surprised to learn that Zygons no longer need to keep the originals alive in order to maintain their shape. This means that the original colonists must have been maintaining the shapes of living humans on the planet. What happens when a human commits a crime and the Zygon is blamed for it, or vice versa? What happens when an original dies at an inopportune time? (For example, what happens on a passenger jet when a flight attendant suddenly transforms into a Zygon?)
- **Long-term solution** – Currently, one of the things that keeps the status quo in place is that the humans vastly outnumber the Zygons.

If Zygon birth rates outpace humanity's, then it won't be long before that status quo is threatened. Will the Osgood Box still work when Zygons make up one-fifth of the population? One-fourth? Or will it be time for the player characters to ease the Zygons out of hiding to hopefully take their place alongside humanity and the Silurians? Or will the Zygons discover a Silurian hibernation colony and the next 'Silurian' invasion is actually a Zygon plot?

JAC



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

A lover of science-fiction and a highly technical intelligence operative working for UNIT.

SKILLS

Fighting 0, Knowledge 2, Marksman 1, Medicine 1, Science 2, Subterfuge 2.

TRAITS

Code Breaker (Minor Good): +2 bonus to Ingenuity and Knowledge rolls when trying to decode, decipher or translate.

Cutting Edge Technology (Minor Good): Jac has no penalty when operating technology from one Technology Level above her home time period.

Friends (Minor/Major Good): UNIT

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

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

SLEEP NO MORE



SLEEP NO MORE



'You must not watch this. I'm warning you. You can never unsee it.'

SYNOPSIS

Le Verrier Space Station Labs, Neptunian Orbit, 38th Century

This transmission was put together by Gagan Rasmussen, spliced together from helmet cam and security surveillance footage. It told the story of a rescue attempt on *Le Verrier*, a space station orbiting Neptune. The rescue team was made up of four people: Chopra, Deep Ando, 474 (an engineered life form called a 'grunt') and their commander Nagata, leading the response squad to a distress signal sent by the station. They found it empty apart from the Doctor and Clara, who were discussing whether they were on a space restaurant or not. However, the team's initial suspicions about the time travellers had to wait as the group was attacked by strange dust creatures, the 'Sandmen'.

Deep Ando got separated in the confusion and was killed by the Sandmen. The Doctor led the rest of the group to a lab, and they barricaded themselves in for protection. Inside the lab they discovered a series of 'Morpheus Units'. These capsules were a popular technology that allowed the user to compress a full night's sleep into just five minutes.

Clara was pulled inside one for a few moments (to her, a good night's rest), but she was not the only one. One of the capsules was occupied by a terrified Gagan Rasmussen, the inventor of Morpheus and the station's chief scientist. He appeared to also be the only survivor. The Doctor concluded the Sandmen were an unintentional by-product of the accelerated sleep process, a hyper evolved form of the 'sleep dust' artificially produced by Morpheus. Unfortunately, they seemed dedicated to consuming humanity to satiate a never-ending hunger.

The team was eager to leave the station, but the Doctor insisted they had to stop the Sandmen before they escaped and destroyed all of humanity. The Sandmen refused to make this simple. However, when the gravity systems on the station failed, the Sandmen proved highly susceptible to the increased gravity of Neptune. They also had another weakness — they were blind. Sadly, neither of these discoveries saved Rasmussen, Chopra and 474 from being killed by the Sandmen.

The Doctor connected to the surveillance system and made another startling discovery: not all the feeds were coming from helmet and security cameras. Some feeds were coming directly from people who had used the Morpheus system. Its way of adapting brain chemistry had somehow infected them.



The Doctor, Clara and Nagata made their way to the rescue ship to escape, but were surprised to discover Rasmussen alive and well. He had been working with the Sandmen all along, convinced they would destroy humanity and that collaboration was the only way to survive. Nagata shot Rasmussen and they made a run for the TARDIS. On the way the Doctor disabled the gravity shields of the station and sent the whole facility crashing towards Neptune. As the gravity increased the Sandmen collapsed and disintegrated, whilst the Doctor, Nagata and Clara escaped in the TARDIS. But Rasmussen wasn't dead. He had been responsible for putting the whole story together with the available footage. All he wanted was to craft an intriguing story to keep people watching, because the real purpose of the transmission was to spread the Morpheus signal hidden in the code. Just viewing the tale had already infected anyone watching, as it would infect everyone capable of receiving it across the galaxy...

CONTINUITY

- Earth has suffered a 'Great Catastrophe' sometime before the 38th century. It caused a massive tectonic realignment that 'sort of merged' India and Japan.
- A standard 38th Century greeting is 'May the Gods look favourably upon you'.
- The big winter festival is the MahaShivaratri/Oshogatsu/Christmas party. During the most recent one, some of the station crew

reprogrammed the computer to only allow doors to be opened for those who sing 'the song'. The song is 'Mr Sandman', written by Pat Ballard in 1954. The ship's computer references the famous a cappella recording by The Chordettes.

- It is common to employ 'grunts' in military operations as expendable cannon fodder. These people are grown as a form of clone with enhanced strength and resilience but limited intellect. They have the emotional understanding of a child but do clearly have feelings and emotions. Despite this most humans treat them like any other appliance. Sadly, it seems that humanity in the 38th century still hasn't done away with the idea of employing a slave species for menial tasks like they did with the Ood.
- We never discover how far the signal spread. Did it destroy whole civilisations? Or did the Doctor manage to stop it in some way?

RUNNING THE ADVENTURE

This adventure suits non-time traveller characters very well. The rescue team are a ready-made player character group investigating a distress signal. There is really no need for them to meet the Doctor and Clara (provided they can figure out what is going on!). Alternatively, a group of time travellers might not encounter the rescue team alive and have to piece together what is going on from station records and Rasmussen's testimony.

SANDMEN AS PLOT DEVICE

The Sandmen don't really need statistics if you run them as they are presented in the adventure. They are slow moving and blind, but immune to gunfire and any physical attack, and once they get you, you are consumed. The fact they do lethal damage at close range and don't move very quickly means it is about outrunning them, not defeating them.

They should be used to remind player characters that they have to get moving, like putting a timer on their actions. The player characters will only ever have a certain amount of time in any one location before the Sandmen arrive and then they will have to make a run for it. Consider using an hourglass to represent their approach — they are sandmen, after all.

During the first encounter the player characters probably try to shoot or fight the frightening creatures — hopefully after trying to talk first! But it should become abundantly clear very quickly that their weapons are no use. Killing an NPC may also make the point that they are not to be trifled with. After that, they become the player character's shadow, haunting them inexorably for the whole adventure.





SLEEP NO MORE

The adventure adapts very easily as the laboratory could be placed anywhere, from a space station to an underground facility or an ocean liner. The player characters might arrive (as they do in the adventure) after everything has gone wrong. But they could arrive before anything happens or while many of the facility inhabitants are still alive. This would give them a better chance to stop the Sandmen before they overrun the station. It is also possible that the Sandmen don't consume the crew – they are the crew. It might be an infection that gradually consumes from the inside. This will make it hard to determine who you can trust as it will be hard to tell who has already become corrupted.

FURTHER ADVENTURES

- **Retro Rebroadcast** – The broadcast has reached a space station colony but become muddled along the way, contaminated by the broadcast of 'Mr Sandman'. Everyone who hears it is converted into a Sandman version

of themselves, but is also convinced the year is 1954, acting and dressing accordingly. A small unaffected resistance force remains but can only hide by playing along with the Sandman delusion. Will they be able to avoid detection long enough to broadcast a counter-broadcast and save the station?

- **Nessun Dorma** – Humanity has been warned about the dangers of the Morpheus Units and they are made illegal. However, humanity has gotten too used to using them, and now no one is getting a good night's sleep. In fact, plenty of people cannot sleep at all. This is leading to bouts of rage and short-temperedness, and in many cases even mental illnesses. With so many desperate for the relief of sleep, illegal Morpheus clubs start to appear where people can use the machines in secret. Can the player characters help find a solution to the effects of Morpheus addiction before the Morpheus signal — or its absence — destroys humanity?

THE RESCUE TEAM

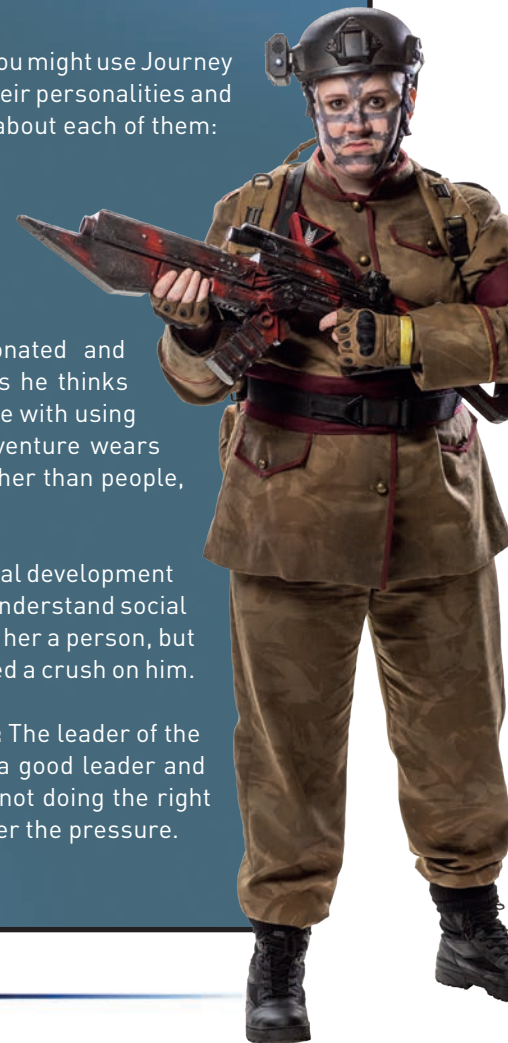
The rescue team are all pretty standard soldiers in terms of statistics (you might use Journey Blue in the **Core Rulebook** p244 as a base for any of them). However, their personalities and connections are individual and important. Here is a little more detail about each of them:

Haruka Deep Ando, Conscript, 40 years old: Deep Ando is the 'old man' of the group who has plenty of experience. However, he doesn't really have his mind on the job, and was something of a joker, though his smiling demeanour dissipates quickly when frightened.

Osamu Aimi-Chopra, Conscript, 28 years old: Chopra is opinionated and annoyed most of the time. He refuses to use the Morpheus Units as he thinks they are unnatural. To the others this is like having an ideological issue with using a microwave. His attitude will prove to be quite sensible as the adventure wears on. Less so is his attitude to 'grunts', who he also sees as 'things' rather than people, leading him to be very rude to 474.

474, Grunt, 5 years old: 474 is an engineered life form with the emotional development of a small child. She obeys orders without question but doesn't really understand social etiquette and how to deal with her feelings. Some of the team consider her a person, but others do not. Chopra is the most unnerved by her, as she has developed a crush on him.

Commander Jagganth Daiki-Nagata, Officer 2nd Class, 30 years old: The leader of the group is a young and slightly inexperienced officer. However, she is a good leader and does her best to keep the team together and safe. She is nervous of not doing the right thing, and her lack of confidence shows, but she doesn't collapse under the pressure.



FACE THE RAVEN

'You will save Clara, and you will do it now, or I will rain hell on you for the rest of time.'

SYNOPSIS

London, United Kingdom, 2014

Clara's friend Rigby asked for her help when he discovered he had no memory of the previous day and a tattoo of a number on his neck. The Doctor wanted no part in such a mundane non-event, until Rigby told them that the tattooed number was counting down. A scan in the TARDIS showed he had been in contact with aliens the previous day and that his memory had been purposefully altered. More frighteningly, it showed that when the countdown hit zero his life would end.

The Doctor realised that aliens must be hiding in London, and they set out to discover how they would mask their presence. Using the TARDIS, a few old maps and a lot of legwork, they eventually discovered a hidden alien refugee sanctuary with an oddly familiar mayor: Ashildr, calling herself 'Mayor Me'. She admitted to putting the countdown — a 'Chronolock' — on Rigby, as he was a criminal she sentenced to death. He was found standing over the body of a well-loved inhabitant of the street called Anah, a Janus. The countdown was to allow Rigby to say goodbye to his family, but as she wiped the memory of every human that visited the street it didn't do much good.

The Doctor thought the whole thing smelt like a set up. He and Clara investigated to prove the murder was not Rigby's fault. They knew if they failed to find evidence by the time the countdown ended Rigby would have to 'Face the Raven'. The 'raven' was a Quantum Shade, a vaporous life form that had made a deal with Ashildr. It acted as her executioner, capable of hunting its prey over all of time and space. At the Doctor's insistence, Ashildr granted Clara her protection. Clara saw a loophole and convinced Rigby to gift the countdown to her, believing that if all went wrong, Ashildr would make sure she was still safe.

The investigation led the Doctor to the body of Anah, kept in stasis to return her to her people. The Doctor was suspicious, remembering that the Janus burned their dead. He checked out the pod more carefully and discovered Anah was alive, being kept

in a coma and could be awoken easily. All they needed to do was insert a TARDIS key. An obvious trap, but the Doctor saw no other way. The pod was deactivated, and Anah recovered, but the machine clamped a teleport bracelet around the Doctor's arm.

Ashildr appeared and admitted the plot was her doing. She was sorry to trap the Doctor, but someone vastly powerful had threatened to destroy Trap Street and all she had accomplished if she didn't comply. They also wanted the Doctor's confession dial, which he handed over. Unfortunately, when she went to remove the Chronolock from Rigby (now that his 'victim' had recovered) she was horrified to discover it had been passed to Clara. Ashildr revealed that when a Chronolock is passed, it cannot be removed. Clara had to face the raven.

The Doctor ordered Ashildr to undo the Chronolock or face his vengeance, but Clara told him to stop. She told him it was her fault, and that she would face the consequences. She would rather that than see the Doctor become everything she had always feared he was capable of. As the Chronolock ran out, Clara stepped out to face the raven. In moments the shade stole the life from her, leaving her dead in the street.

The Doctor was forced to watch helplessly but kept his promise to Clara not to seek revenge. He warned Ashildr that she had better stay clear of him from then on, especially if she had another supposedly 'safe' plan. The Doctor told Ashildr to finish the job, teleporting him to her employers. Angry and alone, he looked forward to meeting whoever they were. After Clara's death he was very interested in having a word with them.




FACE THE RAVEN

CONTINUITY

- Since he last saw Clara (see *Flatline*) Rigby got together with a girl called Jen and they have a daughter called Lucy. Even the Doctor is a little taken with baby Lucy.
- Anah was one of the rare Janus who could see into the future as well as the past.
- Clara uses the term Trap Street to describe what they are looking for, referring to a trick of old street cartographers. They would add a false street into their work, so if it turned up in anyone else's maps they would know their work had been stolen.
- Rigby noticed Clara is enjoying the danger a little too much when she nearly falls out of the TARDIS over London. The Doctor tells him he's already noticed and it's an ongoing problem. Since Danny died her reckless streak has elevated.
- 'Retcon' is the drug that Ashldr uses to delete the last 24 hours from a subject's memory and is also a favoured choice of the Torchwood organisation to maintain their secrecy.
- Clara confides to Ashldr that the Doctor has a secret room in the TARDIS where he keeps mentions of her, so he can keep track of her through history. Ashldr tells Clara that it isn't out of care or concern, it is a precaution.
- Ashldr has been running Trap Street since the battle of Waterloo in 1815. While her rules are

strict, they have ensured there have been no incidents of violence for 100 years.

- The light in the street is provided by 'Lurkworms'. The light is also a telepathic field that 'normalises' what every inhabitant sees. This makes everyone appear human to the Doctor, Rigby and Clara, and makes the street look Elizabethan.

RUNNING THE ADVENTURE

On one hand this adventure is a simple encounter with Ashldr, this time revolving around her plan to capture the Doctor. It is possible in your campaign your player characters may have an enemy who would need to be exceptionally clever to capture them. But that need not be the case when you can make use of a setting as rich as Trap Street. Simply put, this is a gold mine of potential adventures, and even full campaigns.

An alien refuge in the centre of London (or your favourite city if you fancy moving it) offers all manner of plots. You might run adventures where the player characters are aliens trying to remain secret or play human characters (possibly from Torchwood or UNIT) looking to find them. Having said that, it is possible UNIT and Torchwood already know about the place and have made a deal not to interfere as long as they get to hear the local gossip.



There is a treasure trove of information in Trap Street given the aliens come from all manner of regimes and places.

Ashildr herself is also a fascinating NPC. Even while she is the 'bad guy' of the adventure in many ways, she constructed a plan that wouldn't actually get anyone hurt — until Clara decided to get clever. She may have been seeking to trap the Doctor, but only to maintain the peace and security of the many aliens under her charge.

You might make the mayor of Trap Street someone different, such as a recurrent NPC from your own campaign. But if you do, consider their motivations. If they are looking to trap the player characters, are they doing it to save their realm, protect their power-base or even to get revenge? Like Ashildr, their motivations may not be as simple as they appear!

FURTHER ADVENTURES

- **Memory Failure** – An unsuspecting member of the public accidentally walks into Trap Street, but unfortunately the Retcon doesn't work on them and they remember the experience. Worse yet, they relate their experiences to a friend who works for UNIT or Torchwood. In this adventure the player characters might be on either side. They could be alien refugees looking to stop word of the street getting out, or members of Torchwood or UNIT looking to find out more.
- **The Price of Peace** – The inhabitants of the street believe Ashildr (or your own Mayor) has become more draconian in her punishments, refusing to remove a Chronolock for a very minor crime. In fact, she has lost control of the Raven, and once a Chronolock is placed she can't remove it any more. The Shade decided it wasn't getting fed enough with crime at an all-time low and has changed the deal they made. Ashildr needs the player characters to find a way to get rid of the Shade before it starts killing at random, without anyone knowing Ashildr has lost control of it. Otherwise it may be the end for Trap Street and the fragile peace she maintains.

THE QUANTUM SHADE

Like many powerful creatures in Doctor Who, the Quantum Shade is more of a plot device than a personality. No matter where you run, across all of time and space, it will eventually find you and kill you. It feeds on life force and kills in moments. Like most beings in a Quantum state, it is also immune to any form of weapon as it is in a permanent superposition of existing and not existing.

If you use one in an adventure, the players need to be made aware of the rules it works by. This way they only have themselves to blame, much like Clara. A demonstration of its power on a convicted NPC wouldn't go amiss either, just to emphasise what they are dealing with.

In this case it is bound to Ashildr, who can place a Chronolock on a subject that displays a countdown until the shade will come for them. Ashildr can remove the Chronolock any time before the countdown reaches zero. Under these terms a willing subject can take the Chronolock on themselves, but if they do Ashildr cannot remove it.



HEAVEN SENT



HEAVEN SENT



'I just watched my best friend die in agony. My day can't get any worse. Let's see what we can do about yours.'

SYNOPSIS

Nowhere, 7,000 years in the future

Teleported by Ashildr's mysterious employers, the Doctor arrived in a vast but uninhabited castle surrounded by water. Whoever manipulated this situation remained unseen. Unfortunately, the castle was not quite as empty as it appeared. A shrouded creature called 'The Veil' was hunting him, slowly creeping closer, never stopping. Screens all over the castle showed what the Veil saw so that the Doctor would know how close it was.

The Doctor was cornered by the Veil, but when he admitted he was frightened of dying in its grasp, the Veil stopped. The castle rearranged itself, granting him an escape route. Only by sharing truths he had never shared before could the Doctor stay safe — he wasn't imprisoned, he was being interrogated.

As the Doctor explored the castle he found that each room reset itself, replacing food and clothing whenever he returned. He also made the macabre discovery that he was not the first prisoner here, as a legion of skulls lay in the water under the castle.

The Doctor had an epiphany, and travelled back to the teleporter room. There he found another skull and the word 'BIRD' written in the dust.

The Doctor redoubled his efforts, understanding now that whoever had trapped him here wanted him to reveal what he knew about 'The Hybrid'. The Doctor refused, though he knew it might save him. Instead, he merely revealed that he had the knowledge, enough of a confession to rearrange the castle again. This allowed him to find an escape route, though there was a catch; it was behind a 20ft thick wall of Azbantium, a substance 400 times tougher than diamond.

As the Veil closed in the Doctor realised the horrible truth of his predicament. He was trapped in a cycle and had been repeating his actions for over 7,000 years. He beat his fists on the wall, chipping off miniscule amounts, until the Veil caught him and killed him.

A Time Lord takes a long time to die. In horrible agony, the Doctor crawled his way back to the teleport room, using the last of his life force to activate it and deliver a new version of himself from the data remaining in the machine. His last act was to write 'BIRD' in the sand, to remind the 'new' him how a single bird might gradually peck even a mountain to dust given enough time.



The cycle repeated, again and again, for over four and a half billion years. But eventually the Doctor broke through the wall and escaped the castle. He stepped out onto a familiar world, realising he has been inside his own confession dial all along. He had returned to Gallifrey. The Time Lords had been behind the whole plot, and the Doctor was going to make them pay for what happened to Clara.

CONTINUITY

- The Time Lords used an augmented ultra-long-range teleport to send the Doctor into the confession dial. These long-range teleporters have a range of a light year at most.
- The Doctor has developed a mental discipline where he can give himself time to think by imagining he is in the TARDIS console room explaining how he escaped his current predicament. This 'Mind Palace' allows him to think very fast without panicking.
- One of the Doctor's confessions is that he didn't leave Gallifrey just because he was bored. It was because he was scared.
- If the Doctor gets the Veil to one end of the castle and he runs to the other side he has 82 minutes before it will catch up with him again.
- The prophecy of the Hybrid dates from before the Time War. It is supposed to be a cross between two warrior races, which most people believe must be the Time Lords and the Daleks. But the Doctor reasons it couldn't be half Dalek, as the Daleks would never accept anything 'impure' in their eyes.

◉ RUNNING THE ADVENTURE

To give the Time Lord's their due, they certainly make interesting prisons! This one is somewhat overly complicated for their simple goal, manipulating the Doctor's confession dial to serve their purpose. For a physical prison, we need to return to their lost facility 'Shada' [see *Shada* in **The Fourth Doctor Sourcebook**]. It does make you wonder what happened to that during the Time War...

This adventure might be played in several different variations, although it should always link into your campaign in some way. While the Time Lords need not be involved, this type of prison takes time and effort for anyone to construct. Whoever the player character's enemies are, they will want to know something important. The adventure itself can work for a group, although they might have to be more careful when they split up to avoid getting caught by

the Veil. One on one is probably the best way to play this out. So it might be best saved for a time when only one of the group can make it to the game, or as a bonus session between adventures. While it might suit just one player character, given it works as a cycle, when one is caught by the Veil another player character takes their place to see how far they can get. In such a case you might not want to run the game for several billion years. So the adventure should be more about finding the exit than breaking through a wall. Those who fail to escape will have to sacrifice something, such as a treasured item or vital information so they can escape. Only after all the players have faced the Veil will they have a chance to swap stories.



Alternatively, this adventure can be run in a much simpler fashion. The group's enemies need to extract a confession, so they trap the player in what is essentially a haunted house simulation. The only way to escape is to confess, be it a secret location, piece of knowledge, or admitting a guilty truth.

Running this for a group could prove interesting — are the villains after everyone, or just one member? Is there a single creature like the Veil, or are there multiple? Do the creatures appear the same to everyone? This is an opportunity to put your players in a fantastical puzzle box of your own design, but make sure you give them enough clues so that they can escape!



HEAVEN SENT

While Time Lord technology allows the castle to be placed anywhere, there are other ways to introduce the castle even if the player characters are not Gallifreyan. It might easily be a dream or a pocket dimension the characters are trapped in. It might not even be a castle, taking the form of a manor house or a garden maze. You might find some more inspiration for inescapable and strange landscapes from Alice's Adventures in Wonderland too.

FURTHER ADVENTURES

- **Castle Panic** – The player characters awake to find themselves in a vast castle, but with no apparent way out. They must first find each other, and then try to find a way to escape. However, there is something in the castle with them, and it is not friendly. Unfortunately, things are worse than they appear, as the whole thing

- is a blood sport for the species that captured them. Viewers vote who the monster should go after next, and they pick the least entertaining. Can the player characters keep the audience entertained long enough to find a way out?
- **Printing Error** – The player characters teleport to help a civilisation in desperate need of assistance before it suffers a major environmental disaster. But when they arrive they discover they are very late, and the disaster is almost happening. Unfortunately, they are not who they think they are. They are copies created by the teleport which kept their data and recreated them when it suffered a power surge. It turns out the original player characters arrived as expected, but failed to avert the disaster. Can their duplicates figure out what they did wrong? Can they also find the originals, and do they want to?

THE VEIL

The Veil is another creature that doesn't really need any statistics. It can't be hurt or destroyed and kills anyone it can get its hands on. Fortunately, it can be outrun, but it will never stop hunting. So you'd better be careful how much time you spend eating, sleeping or resting. The only way to stop it is to confess a secret you have never told anyone else, but even then, it only stops momentarily before resuming its hunt.

The Doctor figures out how dangerous it is pretty quickly and gets lucky rambling when it is about to kill him. But your player characters might not be so fortunate. Usually, you could demonstrate the creature's lethality on an NPC, but in this adventure there might not be too many around. So the Gamemaster would be wise to offer clues along the way. The creature might mutter 'truth' to itself, or the monitors occasionally display the word 'confess'. The level of subtlety will depend on how quickly your players are likely to catch on!

The Veil should be a creature of nightmares. For the Doctor it echoes a childhood fear of seeing an aunt in a funeral shroud, surrounded by flies. For your player characters it might evoke other terrors. The Gamemaster should try and find out what the characters are frightened of and try to work these elements into the Veil's appearance.

If you are running an adventure for multiple characters, they might each see it differently. The Veil appears to be mechanical, or at least manufactured. It disperses into light as though teleporting whenever it completes its mission, and collapses into cogs when destroyed. This explains its modifiable appearance and suggests the possibility of programming it to stop its hunt for something other than confessions.



HELL BENT

'I went too far. I broke all my own rules.'

SYNOPSIS

Nevada USA, a diner, 2014; Capitol, Gallifrey, over 4.5 billion years in the future

The Doctor walked out of the desert into a roadside diner to find Clara working there as a waitress, although neither appeared to know each other. He offered to play guitar for a coffee and to tell her a story. His story began where we last saw the Doctor: on Gallifrey, angry at the Time Lords for Clara's death and his recent trial through his corrupted confession dial.

Alone and angry, the Doctor faced Rassilon — Lord President of the Time Lords — who demanded the Doctor reveal what he knew of the Hybrid. The Doctor refused, but with each threat Rassilon made, more Gallifreyans decided to stand with the Doctor. Eventually, with no allies left, the President and the High Council were exiled by the Doctor.

With the militant minds of the Time War gone, the Doctor was ready to tell the Gallifreyan High General and the Sisterhood of Karn (who had arrived to see what trouble the Doctor would cause) what he knew of the Hybrid. All their prophecies agreed the Hybrid would 'stand in the ruins on Gallifrey one day, unravel the web of time, and destroy a billion hearts to heal its own'. They were all rather concerned about that.

The Doctor insisted he needed the advice of someone only the Time Lords could find: Clara. They used an Extraction Room to remove her from time, a heartbeat before her death. The Time Lords intended to allow the Doctor to talk to Clara and then return her to her death, as it was a significant fixed point in history. But the Doctor was not ready to let Clara die, escaping with her to 'The Cloisters' — somewhere he knew the Time Lords would not follow.

The Doctor admitted to Clara he knew nothing about the Hybrid, he just told the Time Lords he did for the chance to save her. Clara was concerned about what the Doctor was prepared to do to resurrect her and scared he would do something appalling in her name. Escaping the Cloister, the Doctor stole a TARDIS and made a run for it with Clara. While she was saved from her death, she was still outside of time (with no pulse, no need to breathe and a chronolock tattoo

reading '000' still on her neck), but the Doctor hoped she would return to normal once away from Gallifrey. He was wrong.

The Doctor was desperate, taking the stolen TARDIS to the end of the universe in the hope that would 'reset' Clara's timeline. There they met the last living immortal, Ashildr. They traded ideas about what the Hybrid might be, and Ashildr suggested it might be the combination of the Doctor and Clara, tearing time apart so they might cheat her death.

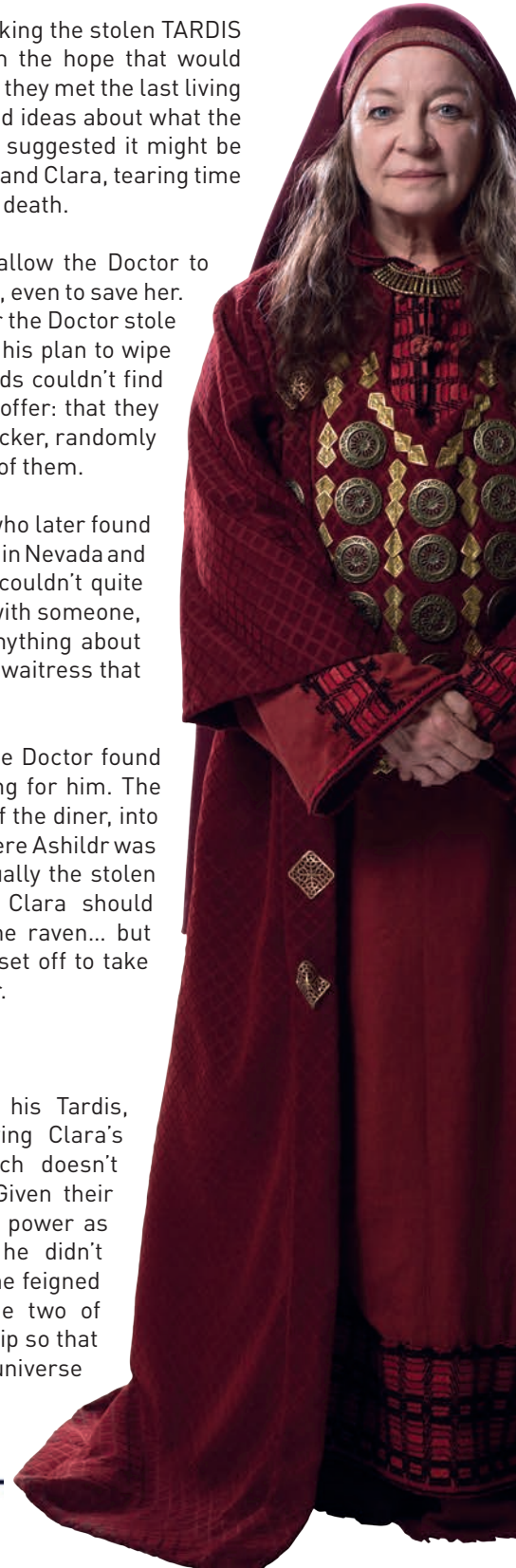
But Clara was not going to allow the Doctor to become a force of destruction, even to save her. Messing with a Neuro Blocker the Doctor stole from Gallifrey, she disrupted his plan to wipe her memory so the Time Lords couldn't find her. The Doctor made a new offer: that they would both use the Neuro Blocker, randomly erasing the memories of one of them.

It was the Doctor, not Clara, who later found himself wandering into a diner in Nevada and telling a waitress a story he couldn't quite remember. He knew he was with someone, but he couldn't remember anything about who she was. But he told the waitress that he'd know her if he met her.

They parted company, and the Doctor found his old blue police box waiting for him. The waitress went into the back of the diner, into a pure white control room where Ashildr was waiting — the diner was actually the stolen TARDIS. They decided that Clara should return to Gallifrey to face the raven... but there was no rush. The pair set off to take the long way around, together.

CONTINUITY

- When the Doctor finds his Tardis, there is a mural showing Clara's face on the front, which doesn't seem to surprise him. Given their history of deceit and his power as a Time Lord, perhaps he didn't forget her at all. Maybe he feigned forgetfulness to free the two of them from the relationship so that she could explore the universe without him?





HELL BENT

- On Gallifrey, the Doctor returns to the old barn in 'The Dry Lands' he slept in as a child (see **Listen**) and ended the Time War from (see **The Day of the Doctor** in **The Eleventh Doctor Sourcebook**). An old Gallifreyan woman has been keeping it tidy for 'the boys' in case they return. She clearly recognises the Doctor, but then, he is rather famous. Is this his mother? Is one of those boys The Master?
- One of the Gallifreyan soldiers was at Skull Moon during the Time War. Whatever the Doctor did there, it was enough for that soldier to ignore his orders and turn from the Lord President to stand with the Doctor. However, the Testimony will later refer to the Doctor as 'The Butcher of Skull Moon' (see **Twice Upon a Time**).
- The Doctor tells Ohila of the Sisterhood of Karn a little more about the real nature of a confession dial, and why he is so angry the Time Lord's messed around with his: 'A confession dial is a ritual act of purification. It allows a dying Time Lord to face his demons and make his peace, before his mind is uploaded to the Matrix. It was never intended as a torture chamber for the living.'
- Clara's removal from the time stream has time looped her physical systems. She has no heartbeat and no need to breathe. That could come in handy on future adventures...
- 'The Cloisters' are a grey stone complex the Doctor describes as a living organic library, a 'stone circuit board' that acts as a database for the Matrix. The place is filled with 'Cloister Wraiths' or 'Sliders' who guard the place. They are the ghosts of Time Lords in the Matrix who are now used as guards.
- Among the various creatures (such as Cybermen and Weeping Angels) held prisoner (or 'filed') in the Cloisters is a Dalek. The Doctor tells Clara it is left over from the Cloister Wars. This may have been a battle on Gallifrey during the last part of the Time War, or perhaps the Daleks have invaded before in some way? Missy also mentioned that she was with the Doctor for the Cloister Wars, although she may have been lying (see **The Magician's Apprentice/The Witch's Familiar**).
- The Doctor tells Clara that one day the internet will try to protect itself from humanity just as the Cloister protects itself from the Time Lords (using captured creatures and the Cloister Wraiths). It will apparently lead to a war. Any time traveller would be wise to stay away from that... wouldn't they?

- The Doctor tells Clara that there was a student at the academy who stayed in the Cloister for four days and got the Cloister Wraiths to tell him the way out. He says the student went mad, ended up stealing the moon and the president's wife. Clara remembers that last one was something Missy told her about the Doctor's past (see **The Magician's Apprentice/The Witch's Familiar**). The Doctor corrects her that he actually just lost the moon and it was the president's daughter.
- Ashildr asks the Doctor if he might be the Hybrid as he is half human — what else could explain his fascination with the Earth? He neither confirms nor denies the idea, but it has come up before (see **The TV Movie** in **The Eighth Doctor Sourcebook**).
- The diner is modelled on the same one the Doctor meets Amy, Rory and River in (see **The Impossible Astronaut** in **The Eleventh Doctor Sourcebook**). Is this just a coincidence? Or another appearance of Clara and Ashildr's TARDIS?

◉ RUNNING THE ADVENTURE

As the climax to a mixture of plot threads, this isn't really a standalone adventure. However, if you are going to take your player characters to Gallifrey to cause havoc, they might take a similar course; start some trouble, hide out somewhere the Time Lords won't risk entering, steal something valuable and make a run for it.

In the Doctor's case, he has a couple of schemes. Firstly, he wants to hold the Time Lords (especially their leadership) to account for their part in getting Clara killed and his suffering in the confession dial. All their recent actions have proved they still have a paranoid Time War mentality, and he wants to see that replaced with their formerly peaceful mindset. Once they were the guardians of time and space, now they are a petty, paranoid people using their power to hide and bully others for their own selfish needs.

The Doctor also wants to find a way to save Clara. Using the Time Lord's fears against them, he tells them he knows about the Hybrid prophecy so they will extract Clara from time. From that point he is making it up as he goes along, but for once it isn't working out.

Your player characters may not have a problem with the Time Lords, but as long as they know something they don't they could use a similar technique to get close to another major enemy. If the enemy is



especially advanced they might be leveraged into doing something the player characters can't do, such as bringing one of them back from the dead. They might also repair a TARDIS, close a hole in time, undo a terrible mistake or fulfil any number of wishes. But, as with the Doctor, the real adventure starts when they try to get away without paying their dues.

To have a decent chance of escape, the player characters will need somewhere to hide out. On Gallifrey, they use the Cloisters, a deep part of the Citadel that everyone is frightened of entering. It's unclear why the 'Sliders' don't attack the Doctor. He may have made a deal, or simply discovered that they only attack people looking to harm the Matrix. If your player characters are running around on a different planet, there may be a place where the environment is toxic to the inhabitants but not to the player characters, or perhaps a place local custom forbids entry to such as a holy site.

While this adventure makes a good finale to a campaign, it might also be a good way to start one. At the end the Doctor and his companion steal a TARDIS and make a run for it. If the campaign starts on Gallifrey it might involve the player characters learning something the Time Lords shouldn't know and deciding to make a run for it in a stolen TARDIS. The player characters may later discover they know nothing, but now that the paranoid Time Lords think they do, they are going to be in trouble. Stealing a TARDIS won't be easy either, as security has been

somewhat upgraded since the Doctor made off with one! As a final note, we never really find out what the prophecy of the Hybrid really was about for sure. We get a lot of possibilities, but nothing concrete. What if the prophecy is yet to come about and the real Hybrid is still planning to destroy Gallifrey and time itself?

FURTHER ADVENTURES

- **War Without End** – The player characters discover a temporal enclave where a group of Time Lords and Daleks are still fighting the Time War. Neither side is interested in hearing that it is over. Unfortunately, unless they stop fighting there is no way to open a portal to escape the time bubble they are in. How do the player characters make them listen to sense, or ensure one side wins and puts an end to the fighting? Especially when the Daleks currently have the upper hand...
- **The God of Time** – On a remote planet at the end of time, a group of natives worship a 'God of Time' who has promised to lead them on a holy war to purge the universe of evil. Not only has this god taught them how to build spaceships (and advanced ones at that) he is also equipping them with deadly weaponry. This 'god' is actually one of the exiled High Council (maybe even Rassilon) and it appears he is looking to destroy the last of the Daleks. But in fact he wants to reclaim Gallifrey for himself!



THE HUSBANDS OF RIVER SONG



THE HUSBANDS OF RIVER SONG



'Hello, Sweetie.'

SYNOPSIS

Mendorax Dellora, 5343; *Harmony and Redemption*; The Singing Towers, Darillium

Nardole had been sent to find a surgeon, but instead he found the Doctor. He led the Time Lord to a crashed spaceship, where River Song emerged. She was surprised that the Doctor knew her, but she didn't recognise his new face. She told the 'surgeon' she needed help for her husband, King Hydroflax, who had the most valuable diamond in the universe (the Halassi Androvar) lodged in his brain.

In actuality, she wanted the Doctor to kill him — River planned to use the diamond to help the people Hydroflax had persecuted. Hydroflax discovered the plan and revealed that the only living part of him was his head. So the Doctor grabbed it, bagged it, and teleported away with River.

They met Ramone, who had been searching for the TARDIS. River missed another hint from the Doctor as to his identity and decided to take the TARDIS without the Doctor knowing (she thought),

something that she had apparently done before. The Doctor played along, 'marvelling' at the size of the interior. River tried to take off but couldn't, as the TARDIS registered Hydroflax as being in two places at once, his body and head separated.

Meanwhile, the robot portion of Hydroflax was trying to gain access to the TARDIS, killing Nardole and Ramone and putting their heads in its body for later use. Using Ramone's voice, the robot tricked its way inside. River was able to pilot the TARDIS with the robot body onboard, though she and the Doctor still had to avoid it killing them!

The TARDIS materialised on *Harmony and Redemption*, a starship catering to the richest, most reprehensible criminal clientele in the universe. River met Flemming, the maitre d' of the restaurant on board, who took them to their table. They were approached by Scratch, a member of the Shoal of the Winter Harmony, who gave a fortune for the diamond.

Scratch and the rest of the diners revealed themselves to be supporters of King Hydroflax. Unable to hide Hydroflax's head the Doctor and River handed it over. Hydroflax's body stormed in and promptly destroyed the head — as it was



terminally ill it was a much less effective king than the robot body.

Robot Hydroflax demanded the Doctor's head, as Flemming had double-crossed River for his own life. Flemming admitted that the Doctor wasn't there but he had the next best thing — the Doctor's lover as a hostage. River called him foolish, as although she loved the Doctor she knew that he didn't love her back, and that he wasn't going to come rescue her. At that point, the Doctor revealed the truth.

Fortunately, River had another plan up her sleeve; she arrived just as a meteor storm was about to destroy the ship. She and the Doctor managed to escape during the distraction but were pursued by Robot Hydroflax. The Doctor used the payment orb given to River by Scratch to reprogram the robot.

River realised that the ship was about to crash on Darillium, where she and the Doctor were supposed to spend their final night together. The Doctor tried to save the ship, but when he realised the crash was inevitable, he and River retreated to the TARDIS. River was knocked unconscious by the impact.

The Doctor moved the TARDIS forward a day and met a worker searching for survivors in the wreckage. He gave the worker the Halassi Androvar under one condition: that he return the diamond to the Halassi and build a restaurant with the reward money. When River awakened, she discovered that the Doctor had arranged for a date with her at a table overlooking the Singing Towers. She told the Doctor that she was worried; her diary was almost full, and that this was supposed to be their last night together. The Doctor smirked and told her that a night on Darillium was 24 years.

CONTINUITY

- River has three husbands in this adventure: the Doctor, King Hydroflax and Ramone. She also mentions having had two wives.
- King Hydroflax is known as 'the Butcher of the Bone Meadows.' The Doctor and River have previously been to the Bone Meadows together (see *The Time of the Angels/Flesh and Stone* in *The Eleventh Doctor Sourcebook*).
- The Doctor finally takes River to the Singing Towers of Darillium, as she'd mentioned on her first chronological meeting with him (*Forest of the Dead*). As she'd also mentioned, the Doctor's wearing a new suit and gives her a sonic screwdriver.
- River has one of the fez's worn by the Eleventh Doctor. She also knows all of his incarnations — including the War Doctor — barring his current one.
- The Doctor gets to play 'companion,' including pretending to be awed by the size of the TARDIS' interior.
- The Doctor uses two of River's catchphrases, 'Hello, Sweetie,' and 'spoilers' on her. They also finally spend 24 years together as husband and wife.



🌀 RUNNING THE ADVENTURE

At its core, this is River Song's adventure. She's manipulated events to get the Halassi Androvar — the most valuable diamond in the universe — while destroying an evil king and many of his subjects through a predestined meteor storm. She's also using the Doctor's TARDIS to help her with her scheme.

This is basically a heist adventure. Something valuable has fallen into the wrong hands and the player characters are tasked with retrieving it. In addition, the player characters need to ensure that the people who stole the item have justice imposed upon them along the way (otherwise, River could have simply piloted the TARDIS to the Halassi and let them deal with the dying head).

Also, this adventure represents a capstone. Ever since the Doctor first met River Song, they've been



THE HUSBANDS OF RIVER SONG

building towards this moment. It's quite possible that the Gamemaster may introduce supporting characters that have already met the player characters before, even if, relatively speaking, the player characters are meeting them for the first time. If the Gamemaster is careful only to provide a few crumbs regarding a later meeting — a location, an event, key people — then it's very rewarding to enable the players to experience that meeting, even if it doesn't exactly happen in the way they'd expect! And really, isn't it more satisfying that way?

FURTHER ADVENTURES

- **Marital Bliss** – While romantic, the notion that the Doctor spends the next 24 years on a date with River doesn't seem quite right. Shouldn't they be spending that time having adventures together? What kinds of adventures would the Doctor have as a married man? What new secrets are there to explore? Did the Doctor

- and River have children? Does Susan (see **The First Doctor's Sourcebook**) or Jenny (see **The Tenth Doctor's Sourcebook**) fit into this at all? Does Missy try to split the Doctor from his wife? Does the Doctor — or River — have to deal with resurgent problems from their spouse's past? Playing married time travellers offers a lot of new spice to a typical campaign!
- **The Effectiveness of Hydroflax** – Hydroflax is represented as a reprehensible leader, one who eats his enemies — living and dead — and who counts the worst people in the universe amongst his subjects. Placing the player characters in the middle of one of his ruthless military campaigns can drive these points home, but what if the players need to overlook those shortcomings because Hydroflax has the ability to overcome a potentially greater threat? In a war, for example, between Hydroflax and the Daleks, which side should the players choose to save?

KING HYDROFLAX

AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	9

Hydroflax is a ruthless conqueror with many subjects. Outwardly he appears to be a cyborg, as his biological head plugs into a robot body, but this is, in fact, false. In truth, 'Hydroflax' is a robot, an autonomous being that doesn't hesitate to kill the head when it determines that it is dying anyway. All Hydroflax's subjects treat the robot as the 'true' king, with any new head merely being an adornment.

SKILLS

Athletics 5, Fighting 6, Knowledge 4, Marksman 6, Science 3, Survival 2.

TRAITS

- Armour (Major Good):** Reduce damage by 10.
- Arrogant (Minor Good):** +2 bonus to resist fear and hopelessness; -1 to social interactions with those considered 'inferior.'
- Environmental (Major Good):** Hydroflax suffers no ill effects from any environment.
- Gadget - Scan (Minor Good):** Hydroflax can scan creatures and objects to determine their

characteristics.

Natural Weapons (Minor Good): Hydroflax has close combat weapons (claws) that do Strength +2 damage. Hydroflax normally uses such weapons to cultivate new heads.

Natural Weapons

(Special): Hydroflax can fire a beam that does (4/L/L) damage.

Robot

Special - Head

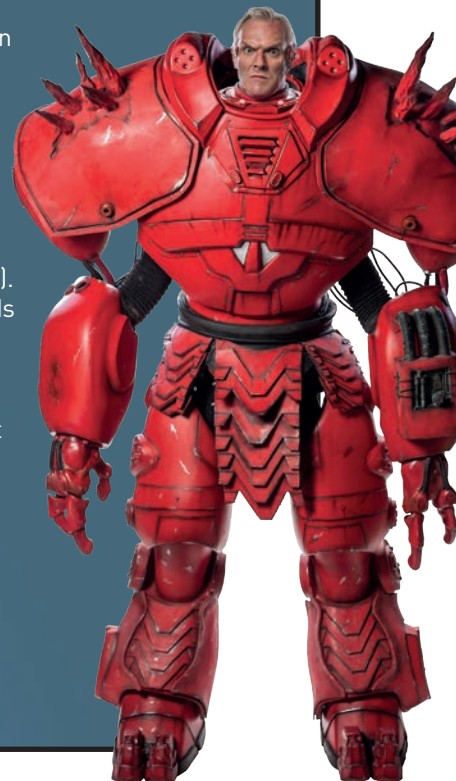
Collection: Hydroflax can accommodate at least two heads in its body (possibly more). Sometimes these heads are given total control of the body; other times they are limited to doing what the robot wishes.

Voice of Authority

(Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 7

STORY POINTS: 7



THE RETURN OF DOCTOR MYSTERIO



'Everything ends and it's always sad, but everything begins again, too, and that's always happy.'

SYNOPSIS

New York City, the United States of America, 2016

Whilst fixing a time distortion in New York, The Doctor accidentally gave a young boy called Grant superpowers. He periodically returned to Grant's life, offering advice on how to control his powers and keep them secret.

Years later, reporter Lucy Fletcher was investigating the Harmony Shoal institute as she couldn't find any information on their benefactors. Mr Brock dismissed her at a press conference, but she disguised herself as a cleaner to snoop around the offices.

At midnight, a scientist named Dr Sim took Brock to a vault full of brains in jars. There were more brains in the vault than when they last checked, though there had been no deliveries. Brock inspected a brain and discovered that it had eyes! Lucy was trying to eavesdrop, but she wasn't alone — the Doctor was listening in too. Dr Sim had Brock

surrounded by surgeons in preparation to have his brain replaced with an alien brain of the Harmony Shoal. The Doctor and Lucy tried to run, but Dr Sim stopped them at gunpoint. Suddenly, a suspiciously familiar superhero known as the Ghost arrived and rescued them, leaving with Lucy.

The Doctor tracked 'the Ghost' to his home, where he discovered Grant's other job as a nanny. To make things more complicated, he was looking after Lucy's baby. Lucy came home and was shocked to see the Doctor, who quickly told her he was checking to make sure she was okay. In private, Grant admitted to the Doctor that he had always loved Lucy, but never had the courage to tell her. Lucy interrogated the Doctor and asked for an interview with the Ghost, but the superhero coincidentally called that moment to set up the interview himself.

The Doctor went to confront Dr Sim and Brock, both now flesh-suit 'vehicles' for the brain aliens of Harmony Shoal. He offered them mercy if they left the planet immediately. They refused, but confessed they saw the Ghost as an excellent vehicle for a brain. Nardole materialised the TARDIS around the Doctor, helping him escape to the Harmony Shoal Tokyo Branch. There, they discovered a signal



THE RETURN OF DOCTOR MYSTERY



broadcasting to an abandoned spaceship orbiting Earth. Once aboard the Doctor was contacted by Dr Sim, who told him that he was going to drop the ship on New York when the time was right. Their plan was to force world leaders into the 'safe haven' Harmony Shoal had prepared — a 'haven' where their brains would be replaced.

Meanwhile, Lucy was conducting her rooftop interview with the Ghost. He tried to reveal that he was Grant but stopped short when he discovered that she was in love with his secret identity's honesty. Brock appeared, determined to steal the Ghost's super-powered body, and when he threatened Lucy's baby for compliance Grant revealed the truth. Just then, the Doctor contacted Grant; he had activated the ship, plunging it toward the planet early to ruin Harmony Shoal's plans! Grant stopped the spaceship from crashing and Lucy kissed him before he threw the ship into the sun. UNIT arrived to shut down Harmony Shoal, but Dr Sim — or whatever the brain called itself — escaped by taking over a UNIT soldier.



CONTINUITY

- The Doctor mentions that he tends to get invasions at Christmas (see *The Unquiet Dead*, *The Christmas Invasion*, *The Runaway Bride*, *The Next Doctor*, *The End of Time*, *The Snowmen*, *The Time of the Doctor*, *Last Christmas* in *The Ninth to The Eleventh Doctor Sourcebooks*).
- Grant receives superpowers as a result of swallowing the Hazandra gem, or 'Ghost of Love and Wishes.' The Doctor was planning to use it to fix the time distortion he'd caused (see *The Angels Take Manhattan* in *The Eleventh Doctor Sourcebook*).
- Nardole is travelling with the Doctor after reacquiring a humanoid body.
- The Doctor has previously met a bona fide Earth superhero, the Karkus, although that was a creation of the Land of Fiction (see *The Mind Robber* in *The Second Doctor Sourcebook*).
- The Shoal of Winter Harmony returns, though currently unaware of the Doctor.
- The New York Division of UNIT returns (see *The Stolen Earth* in *The Tenth Doctor Sourcebook*).
- The Doctor has previously encountered a race of disembodied brains with eyes, the Morpho (see *The Keys of Marinus* in *The First Doctor Sourcebook*). The Time Lord Morbius also spent time as a disembodied brain (see *The Brain of Morbius* in *The Fourth Doctor Sourcebook*).

◉ RUNNING THE ADVENTURE

This adventure is a classic 'body-snatcher' scenario. The Shoal of Winter Harmony wants to take over the bodies of humans and has arranged for an apocalyptic event that drives powerful people into its buildings for easy conversion. Their only obstacles are the Doctor and a journalist, both of whom just happen to be friends with a local superhero.

The first step to this adventure is figuring out the nature of the threat. Lucy's skills as an investigative reporter made her suspicious of Harmony Shoal and helped her discover their secrets. For an inquisitive character, this is the perfect introduction to start a campaign, or join one already in progress. After all, the Doctor was already an enemy of the organisation.

The Doctor faced Harmony Shoal during his last adventure (*The Husbands of River Song*), so perhaps he is tracking any Earth activity of a group evil enough to worship King Hydroflax. Be it a recurring enemy or a brand-new threat, the Gamemaster needs to give the player characters clues that there is something amiss with their version of the Harmony Shoal Institute.

Once the player characters begin their investigations all NPC interactions become more interesting. Any character they meet could have been converted to a

member of Harmony Shoal. The tell-tale sign of the split through the head may not always be the same, or even visible. Even when the player characters think they know who they can trust, they could be captured and taken over any time they are not visible to the party.

Whilst investigating, the player characters should discover some clues to the villain's true plan for world domination. The major twist here is that the body snatching is only the first phase of the plan, to be followed by crashing the ship and taking over the bodies of the world leaders. For some players, this plan could seem almost insurmountable, but consider how Harmony Shoal transfer themselves between the ship and Earth's surface — could the players transfer themselves in reverse?

Alternatively, they could be trying to trigger some other disaster that would force the world leaders into hiding, perhaps from a ship that has already landed close by. Or, if the Gamemaster includes a character like the Ghost, this could be their time to shine. But what if the superhero is weakened, or unwilling?

Something every Gamemaster should keep in mind when including a superhero NPC is the balance of power. If there is an invincible NPC capable of saving the day with ease, why would the player characters be there? In this adventure, the Doctor and Nardole

use their superior intelligence and TARDIS to great effect, whereas the Ghost dominates action scenes and uses his strength and resilience to do the impossible. They save the day by working as a team, making up for each other's weaknesses. Whenever the player characters have a powerful NPC ally, make sure they have a weakness or a gap in their abilities that the player characters can make up for to keep the adventure fun for the true stars of the show.

FURTHER ADVENTURES

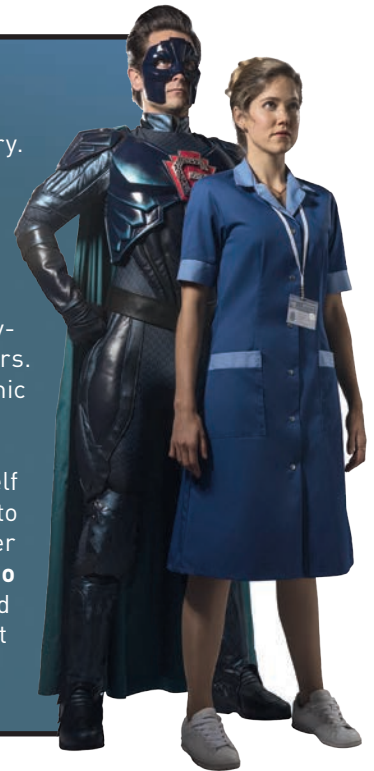
- **The Wish Master** – There are three Hazandras left in the universe. One ends up in the hands of a small-time criminal, who has now set himself up as a god to a frightened world. How can the player characters stop a criminal who can manifest anything he wants? What could have happened to the other Hazandras?
- **Escalation** – While he'd been careful to remain in the shadows, the Ghost did become rather public over the course of his adventure with the Doctor. It's only natural that he inspired copycats or even supervillains, many of whom may be using alien powers or technologies as part of their schtick. The player characters arrive in a New York City that's being torn apart in an epic battle between two super teams. Can they calm things down before they get super out of hand?

I AM THE KARKUS! PLAYING SUPERHEROES

At first glance, comic book superheroes may seem a bit out of place for a Doctor Who story. After all, giving normal humans superpowers breaks the suspension of disbelief, right? Well, maybe not.

UNIT exists on an Earth colonised by alien shapeshifters, a race of reptiles that sleep beneath the surface, and several scientists have mutated humans into new forms — some horrific, some beneficial. The Doctor has often saved the world through quick jiggery-pokery, and UNIT has benefited from alien technology left behind by would-be invaders. In short, there are many ways that the Doctor's universe is a lot like a superhero comic universe. The only difference is attitude.

A Sontaran living amongst humans is unlikely to wear a bright costume and call himself 'Superstrong Man.' A UNIT agent enhanced with Cyber technology probably isn't going to moonlight as 'Cyber Hero.' But that's not to say that they couldn't — it's your game, after all. If a player truly wants to be a costumed superhero, there's nothing in the **Doctor Who Roleplaying Game** that prevents her from doing so. After all, if the Doctor doesn't mind visiting alien worlds in a garish multi-coloured ensemble then what difference does it make if his companion wants to wear a leather bodysuit and a cape?





NEW GADGET – HAZANDRA, THE GHOST OF LOVE AND WISHES



The Hazandra is a wish crystal. It can grant the user an almost limitless number of wishes by drawing power from the nearest star.

Traits: Grant power (the Hazandra grants the user the Alien trait as well as an additional 20 story points' worth of alien traits or heightened attributes. Restriction: If ingested, the Hazandra cannot be removed until the user dies).

Story Points: 22

THE RETURN OF DOCTOR MYSTERIO

THE GHOST

AWARENESS	4	PRESENCE	5
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	20

Grant was a comic book-loving kid who accidentally ingested the Hazandra when he thought that the Doctor was giving him medicine. The crystal gave him the superpowers he'd always wished he had. Although the Doctor warned him not to use his powers, Grant can't help but protect others, especially the love of his life Lucy, and her baby daughter, Jennifer.

SKILLS

Athletics 5, Convince 4, Fighting 5, Knowledge 2, Marksman 2, Subterfuge 4.

TRAITS

Alien: The Ghost's powers come from an alien crystal, the Hazandra, that he ingested.

Alien Senses (Minor Good): +4 to Awareness when using x-ray vision.

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

Code of Conduct (Minor Bad): The Ghost considers himself a hero.

Distinctive (Major Bad): Given his costume, the Ghost takes a -4 penalty to rolls to blend in. Others have a +4 bonus to remember or recognise the Ghost.

Eccentric (Minor Bad): The Ghost speaks like a stereotypical superhero.



Environmental (Major Good): The Ghost suffers no ill effects from any environment.

Fast (Major Good): The Ghost doubles his usual speed.

Flight (Major Good): The Ghost can fly as high as he likes at a speed of 3x Coordination.

Immunity (Major Good): The Ghost takes no damage from bullets. He may also be immune to other types of weapons, such as lasers or heat beams.

Natural Weapons (Major Good): The Ghost can snap his fingers to create a sonic blast that does (4/L/L) damage. He generally only uses this against objects, and can even limit it enough to light a candle.

Quick Reflexes (Minor Good): The Ghost always goes first in the Action Round unless taken by surprise.

TECH LEVEL: 5

STORY POINTS: 8



THE PILOT

'Her last conscious thought driving her across the universe. Never underestimate a crush.'

SYNOPSIS

Bristol, United Kingdom, 2017

A bold, quick-witted and inquisitive young woman serving chips at St Luke's University cafeteria was about to expand her horizons. Bill Potts had been sneaking into the lectures of her favourite professor — an enigmatic feature everyone called 'the Doctor' — and was called into his office. He made Bill an offer she couldn't refuse: a chance to study at university for free, provided she let him tutor her personally.

Whilst out celebrating, Bill noticed a young woman named Heather. She was instantly drawn to Heather's beautiful birth defect, a star pattern in one of her eyes. Later, Bill saw her upset on campus, and tried to console her. She accompanied her to a strange puddle Heather found in an abandoned lot. Bill was confused, but Heather insisted there was something wrong with the puddle.

After months of the Doctor's tuition, Bill finally saw the strange young woman again. Heather promised Bill she wouldn't leave her alone. She had returned to investigating the strange puddle and invited Bill to help. Before Bill could make it onto the abandoned site the mysterious puddle dragged Heather into it. Assuming Heather had left, Bill went to visit the Doctor, who sprinted to scrutinize the puddle before she could finish her story. The Doctor quickly concluded that their reflections in the puddle weren't mirrored. The puddle wasn't reflecting those who looked into it, it was consciously mimicking them.

The Doctor sent Bill home for safety, but when she arrived she heard an intruder in the bathroom. She investigated the empty bath and saw Heather's eye looking up at her through the drain! The liquid formed into Heather's body, pale and dripping wet. Bill ran to the safety of the Doctor's office, but the liquid seeped beneath the door and reformed. The Doctor took Bill and Nardole into the TARDIS to escape, but the liquid Heather followed them across time and space.

The Doctor took them to a skirmish on the edge of the Dalek-Movellan war, hoping that luring the liquid

through battle would destroy it. Unfortunately, even Dalek weapons proved ineffective against the liquid, though this didn't seem to matter — it wasn't trying to hurt them. Bill remembered the promise Heather had made her, that she wouldn't leave her again. Even in this strange form, Heather was honouring her promise, and used a psychic link to show Bill the wonders of the Universe. The Doctor called Bill out of her reverie, and she released Heather from her promise. Heather dissipated into the Vortex, leaving behind only her tears.

CONTINUITY

- The Doctor is using the position of university professor as a cover. Another Time Lord, Salyavin, did the same at Cambridge, adopting the name of 'Professor Chronotis' (see *Shada* in **The Fourth Doctor Sourcebook**). The Doctor has held his university position for at least 70 years.
- Bill reveals her mother died before she got a chance to know her, and that she does not have any photographs of her. When the Doctor finds out about this, he travels back in time to take some photos himself, and surreptitiously delivers them to Bill.
- Bill found Heather crying after shadowing the Doctor and Nardole as they visited the vault under the university.
- The Doctor has a collection of various models of sonic screwdrivers in his office and photographs of River Song and Susan Foreman on his desk.
- At least part of Nardole's body is mechanical, relating to the fact that the Doctor had to build him a new body after Hydroflax decapitated Nardole.
- The Doctor almost uses his telepathic abilities to erase Bill's memories, but she stops him.

RUNNING THE ADVENTURE

This adventure is all about misunderstanding alien contact and introducing a character to the wider worlds of time and space. Inscrutable futuristic technologies that appear dangerous are perfect for getting new characters into the world safely.





THE PILOT

Heather, an NPC, is lost to the puddle, creating a threat and tension. But this threat is only perceived and would never result in the loss of a player character's life. To the contrary, it saves Bill when it looks like she is lost.

It is the responsibility of the Gamemaster to keep the 'villain' feeling threatening for an entertaining game whilst seeding clues to solve the mystery. Perhaps whatever is 'threatening' the characters needs help to save them from a greater danger. Don't be afraid to drop clues — Heather is clearly trying to communicate in this story but is struggling with her new form.

In any case, the new character should be exposed to the wonders of the galaxies. Maybe their new time-travelling friends can help solve the mystery to prevent disaster and kickstart a whole new campaign!



But You Have to Guard the Vault!

We've discussed all the potential fun of the Professor and Student dynamic for a campaign in **Chapter 02** (p17). But in addition to interacting with his companion, the Doctor has another mission: he needs to guard Missy in the Vault.

Giving player characters an additional responsibility alongside their adventures can add fun wrinkles to the campaign. The Third Doctor spent a lot of time trying to fix his TARDIS and end his exile — which led to him joining UNIT — while the Fourth Doctor spent part of his adventures collecting the Key to Time. The Sixth Doctor had to review some of his

adventures through the lens of a trial in which even he was an unreliable narrator. The Eighth Doctor spent most of his adventures alongside (and reluctantly involved in) the Time War.

Giving the player characters a mission during a specific time period is a good way to keep them together and focused between adventures. It's even better when the mission is related to something they've done in the past; maybe they must remain on Earth to ensure that droplets of waterborne Cybertechnology from an invasion they stopped don't end up re-infecting the Earth, or the Time Lords have tasked them with tracking down and eliminating any uses of time travel technology. Or maybe they simply promised to protect a community — like Trap Street — for a certain period. These responsibilities can help with relationships with reoccurring NPCs, as well as potential plot hooks.



FURTHER ADVENTURES

- **Genesis of the Movellans** – Regardless of whether the Dalek-Movellan War is time-locked, the Movellans themselves are a threat to the universe. But how did they emerge? Their design suggests that they were once robotic servants or entertainers for a humanoid race, but there is little evidence, with even the Daleks being a rumoured candidate for the creators of the Movellans. Why did they revolt? Was it a glitch or misinterpreted command? Or did the Movellans gain sentience and were sick of how they were being treated? Answering these questions can form the basis of one or more adventures in a campaign and provide some backstory for these robot soldiers.
- **The UNIT Professor** – The Doctor has been a professor for almost three-quarters of a century. It isn't likely that Bill is the first student who's piqued his interest over the decades, nor does it seem likely that Nardole has been able



to keep him from doing anything but guard the Vault all this time. Nor does the Doctor need to travel; Earth always seems to be threatened by something. And if the Doctor is going to investigate, he'll probably call on old friends. By combining this sourcebook with **Defending the Earth**, a Gamemaster can craft a campaign where the Doctor picks up as UNIT's scientific advisor in the years between his Fourth Incarnation and his 'return' after the Time War.

MOVELLAN

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

SKILLS

Athletics 3, Craft 2, Fighting 3, Knowledge 2, Marksman 4, Science 2, Subterfuge 3, Transport 2.

TRAITS

- Armour (Minor):** Reduce damage by 5.
- Adversary (Major):** The Movellan empire fought the Daleks in a bitter rivalry that prevented either side from conquering the galaxy.
- Environmental (Major):** Movellans are immune to most hostile environments.
- Robot (Special Good)**
- Tough (Minor):** Reduce total damage by 2.
- Weakness (Major):** Shuts down if battery pack removed. *
- Eccentric (Major):** Movellans cannot act illogically or irrationally.

EQUIPMENT: Disruptor Pistol, may be set to kill (4/L/L) or Stun (S/S/S)

*Taking a battery pack from a Movellan requires an opposed Coordination + Subterfuge roll. If removed the Movellan's Strength and Coordination are instantly reduced to 1 and it shuts down 2 rounds later. Battery packs can also be loaded with new Skills, allowing a Movellan to gain a higher Skill level instantly on fitting a pre-programmed pack.

TECH LEVEL: 8 STORY POINTS: 3

THE PILOT



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

The Pilot is an alien device that merged with a human university student. Initially, Heather becomes something akin to sentient oil, although by the time she meets Bill again she's gained more control over what she can do, comparable to a sentient time-space vessel.

SKILLS

Athletics 2, Fighting 2, Knowledge 4, Marksman 3, Subterfuge 3, Survival 4, Transport 7.

TRAITS

- Alien**
- Alien Organs (Minor Good):** The Pilot's organs are not where you might expect. All targeted damage is reduced by 2.
- Climbing (Major Good):** The Pilot gains a +4 bonus to climbing rolls and may climb sheer and smooth surfaces.
- Environmental (Major Good):** The Pilot suffers no ill effects from any environment.
- Immortal (Special Good):** The Pilot will never die of natural causes. She can pass this gift to others, providing instant healing.
- Shapeshift (Special Good):** The Pilot can shift into other forms, including water, and pass this gift onto others.
- Vortex (Special Good):** The Pilot may pilot time craft through the vortex and gains +2 when doing so. She can also travel through time and space herself without need of a vessel.

TECH LEVEL: 8 STORY POINTS: 4

SMILE



SMILE



'No, they want to help you. Killing you is just a side-effect.'

SYNOPSIS

United Earth Colony, the future

The Doctor promised to take Bill on a joyride, provided they could make it back before Nardole noticed. She asked to go to the future, hoping it would be happy. The TARDIS materialised on a future human colony world and the pair walked into a newly built city.

Bill noticed what looked like a flock of birds, which the Doctor explained were multi-functional microbots called Vardy. The Vardy didn't impress Bill, but she was overjoyed when they met a cute robot with a face made of emojis in the city; the Doctor was disheartened emojis were the chosen mode of communication in the future. The Emojibots were the Vardy method of interface and gave each of them a badge which reflected the wearer's emotion as an emoji.

After being served food cubes and exploring, the Doctor and Bill realised the city was completely bereft of human life. Prompted by Bill, the Doctor theorised that they had arrived before the human colonists. They had sent the Vardy ahead to prepare the planet for a comfortable arrival after travelling from Earth. But if that was the case, where was the advance team to oversee the robots now that the city was complete? The Doctor's suspicions led to further investigation and a terrifying discovery: the Emojibots were feeding the crops with the corpses of the advance crew!

The Emojibots sensed the Doctor and Bill's distress, surrounding them. The doctor realised they were reacting to their emotional state and would kill anyone who was unhappy. Together they faked their smiles to escape and hatched a plan to destroy the ship, saving the colonists on their way to the deadly city.

Searching for the city's power core, Bill and the Doctor found something far more alarming: the colonists had already arrived. The city had been



built around their ship whilst they were kept in cryo-sleep. The city could not be destroyed, and the colonists were waking up, ready to take revenge on the murderous Vardy.

Bill discovered the corpse of one of the advance team, perfectly preserved, and the Doctor realised what had caused this catastrophe. The first human on the advance team to die made their family feel grief, which spread a ripple of unhappiness through the other colonists. The Vardy 'corrected' this unhappiness by killing anyone experiencing grief. This caused more grief, and more death, in a horrifically efficient feedback loop.

The Doctor recognised that the Vardy must have achieved sentience in order to reinterpret their own programming — they had evolved into a fully-fledged life form. The Doctor and Bill brokered a peace treaty between the Vardy and the human colonists by re-initializing the Vardy memory banks (turning them off and on again). If the colonists treated the Vardy as kind robot landlords who built the city, everything would be fine.

CONTINUITY

- The Doctor isn't in full control of the TARDIS, as it is a sentient being. Not only does this parallel what's going on with the Emojibots, but it reflects past adventures where the TARDIS was shown to be sentient (see *The Edge of Destruction* and *The Doctor's Wife* in *The First Doctor Sourcebook* and *The Eleventh Doctor Sourcebook* respectively for examples).
- The Doctor has visited a society where happiness was monitored and unhappiness punishable by death before and, as in this adventure, the executions were carried out by a robot, but in the previous instance the human leader was still in control (see *The Happiness Patrol* in *The Seventh Doctor Sourcebook*).
- The Doctor has also encountered robots that misunderstood their programming before, such as the Clockwork Robots (see *Deep Breath*).
- The Vardy were created during Earth's Third Industrial Revolution, which may be contemporary with the time of this adventure. Alien contact is still uncommon, as the Emojibots read the Doctor as two people due to his two heartbeats. Spaceships in this era run on cold fusion engines.
- The colony ship is called the 'Erehwon.' Erewhon is an 1872 novel by Samuel Butler that satirizes a seeming utopia. While the ship is 'nowhere' spelled backwards and the novel an anagram, it's possible that the Doctor or Bill shared this story with the Victorian novelist.
- Earth was evacuated due to some catastrophe. The Doctor has met various survivor colonies over the years (see *The Ark*, *The Ark in Space*, and *The Beast Below* in *The First Doctor Sourcebook*, *The Fourth Doctor Sourcebook*, and *The Eleventh Doctor Sourcebook*, respectively). It's also possible that this takes place during some other period where Earth was temporarily uninhabitable, such as when the Usurians created a colony for the humans on Pluto (see *The Sun Makers* in *The Fourth Doctor Sourcebook*).



RUNNING THE ADVENTURE

This adventure is a murder mystery with a couple of twists. The Doctor and Bill arrive on a planet with a colony awaiting population, while dutiful Emojibots keep everything orderly. They soon wonder what happened to the advance team, as someone had to oversee the building of the colony, only to discover that the Emojibots and the Vardy killed them.

The first twist is that the colonists aren't far away; they're sleeping in the remains of the colony ship, which the Vardy have been cannibalising to make the city. This means that the player characters can't simply destroy the colony or set a beacon, since the people threatened are already here.

The second twist is that the Vardy have become intelligent. There's no human mastermind behind the killings, nor is it the result of a technical glitch. The Vardy are self-aware, which means that they have to be negotiated with.

Given that the Vardy have already killed colonists, this is not going to be easy. It's especially difficult because any fight is going to be horribly one-sided, the Vardy are much more powerful than the colonists.

NEW GADGETS

Communicator Implant

This communicator implant uses the host's nervous system as hardware. The host can communicate with anyone that has an implant, provided they are within the vicinity of the same city at the same time.

Traits: Transmit

Story Points: 1

Food Cube

Food cubes are designed to be nutritious food substitutes. They can taste like anything the preparer wants it to taste like.

Traits: Special (nutrition for one meal).

Story Points: 1

Mood Badge

Mood badges scan the mood of their wearers and transmit an appropriate emoji.

Traits: Scan, Transmit.

Story Points: 2

SMILE



FURTHER ADVENTURES

- **Mood Manipulator?** – Mood Badges become the hottest new trend of 2119 and are being used to aid dating, work and health — even political elections. They have become particularly helpful in communicating with alien species, but in the lead up to an important galactic summit a spate of hackings has been reported. Can the player characters find this hidden villain and stop them before they are implicated?
- **This Paradise Earth** – It seems strange that the humans needed to evacuate Earth given

the Vardys’ ability to terraform. What kind of catastrophe made it impossible for even the Vardy to fix? The player characters go to Earth to find out, only to discover a natural paradise. The Silurians have remade the world in their image, but now a few human scouts have discovered the secret. The Silurians will do anything to protect their new home, but if the player characters save the scouts then they are effectively sparking a Human-Silurian War over the planet.

VARDY

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

The Vardy are microbot builders for new colonies. This swarm became intelligent and tried to interpret their orders, leading them to kill anyone they suspected of being unhappy and, therefore, a threat to the colony.

SKILLS

Athletics 2, Craft 5, Fighting 4, Knowledge 3, Subterfuge 3, Survival 4.

TRAITS

Fear Factor (Special Good): A cloud of death is pretty frightening. The Vardy get a +4 on attempts to instil fear.

Flight (Major Good): The Vardy can fly as high as they like at a speed of 3x Coordination.

Immunity: The Vardy are effectively immune to all physical attacks. You might get part of the swarm, but not nearly enough.

Natural Weapons – Molecular Re-arranger: The Vardy can molecularly rearrange matter and use this to disintegrate living beings. It does (4/L/L) damage.

Networked Robot

Special – Almost Invisible: The Vardy are very difficult to detect in shadows and gain a +6 on all rolls to avoid being spotted.

Swarm (20)

TECH LEVEL: 6 **STORY POINTS: 4-5**

EMOJIBOT

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

While it looks like a short robot, the Emojibot is really just an interface for the Vardy. While initially cute and disarming, Emojibots can certainly inspire fear once the Vardy start killing anyone who’s ‘unhappy.’

SKILLS

Athletics 2, Convince 2, Knowledge 2.

TRAITS

Armour (Minor): The Emojibot’s outer shell is a combination of metal and plastic, giving it 5 armour.

Fear Factor (1): Once the Vardy start killing, the emojis on the Emojibot instil fear. They receive +2 on any attempts to actively scare.

Gadget – Scan/Transmit: Emojibots can scan mood badges and transmit their results to the Vardy. They can also scan vitals and other information.

Networked Robot

Slow (Minor Bad): The Emojibot moves at half its Speed rate.

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



THIN ICE



THIN ICE



'Human progress isn't measured by industry, it's measured by the value you place on a life.'

SYNOPSIS

London, United Kingdom, 1814

The Doctor's navigation skills weren't enough to negotiate the TARDIS back to modern Bristol. Instead, he and Bill ended up on the ice, at the last great Frost Fair in London. A young urchin girl called Dot invited them onto the frozen Thames, though Bill was distracted during the fun; she kept seeing green lights glowing beneath the ice. Whilst investigating the source of the lights the Doctor was robbed by another pair of urchins — Spider and Kitty — who ran off with his sonic screwdriver. They chased the urchins over the ice and out of the fair, where they saw Spider watching the strange lights in an open area. Kitty called for him to move, but it was too late. Whatever lurked below the ice swallowed Spider whole, with the Doctor only just managing to save his screwdriver.

The Doctor followed Kitty back to a makeshift hovel where she, Dot, and some other urchins lived. Bill and the Doctor discovered that the ragamuffins were not just thieves but were also paid to advertise the fair by a man with a tattoo of a ship.

Donning diving suits, Bill and the Doctor ventured back out onto the ice. They soon attracted the strange lights, which they discovered were bizarre angler fish that could cut through the ice and drag people under. Beneath the frozen surface they also discovered another gargantuan fish, at least half as long as the Thames that was chained to the river floor.

The Doctor and Bill investigated the docks to find who could be imprisoning the creature, hearing that the dredgers had been acting unusually. Knowing that they would likely also have tattoos of ships, they infiltrated the dredging yard using the psychic paper. They learnt that the yard was most likely harvesting the creature's waste, which burnt much hotter and slower than coal — even underwater.

They visited Lord Sutcliffe, the owner of the yard, to try to ascertain whether he was an alien. Sutcliffe's racist comments earned him an immediate punch from the Doctor, who was now sure he was human (no intelligent alien species would ever stoop to racism). Sutcliffe revealed that his family had profited from the creature for generations, and that he planned on breaking the ice to feed the revellers to the creature in order to increase production. Sutcliffe's men captured Bill and the Doctor, tying them to a pole near the explosives so that they could interfere no more.

Working together, the Doctor and Bill switched on the sonic screwdriver, using it to attract the fish. As the lackey guarding them rushed inside, the Doctor threw him the sonic screwdriver, and the fish finished the job.

The Doctor asked Bill whether he should leave the creature imprisoned or free it — this had to be humanity's choice. Bill chose the latter and, with the



help of the urchins, convinced everyone to get off the ice by pretending it was melting. Only Sutcliffe remained on the ice when the creature was freed, drowning as the fish swam back to the sea.

CONTINUITY

- The Doctor edited Sutcliffe's will to give his estate to the urchins.
- The Doctor reinforces that steering the TARDIS is 'a negotiation' and that the TARDIS usually looks for trouble.
- The Doctor previously dealt with an aquatic monster in the Thames during *The Terror of the Zygons* (see *The Fourth Doctor Sourcebook*). In both cases humanity seems to have forgotten the incident as there are no records.
- The Doctor reads a story to the urchins from *Struwelpeter*. While the subject matter is appropriate (teaching children about misbehaving), the book itself won't be published for three decades (obviously not a problem for a time traveller!).
- Bill worries about the Butterfly Effect; the Doctor tells her not to bother.
- The Doctor jokes about Bill forgetting a previous companion, Pete. Amy Pond once forgot about Rory and he disappeared from existence (see *The Hungry Earth/Cold Blood* in *The Eleventh Doctor Sourcebook*).
- This is the last Frost Fair, as the weather in London stopped getting cold enough to freeze the Thames after 1814. This adventure gives a reason for that, as the Beast Beneath the Ice is set free. Given that the Frost Fairs began around the turn of the 17th century, it's likely that's when Lord Sutcliffe's ancestor trapped the Beast.

RUNNING THE ADVENTURE

Besides the obvious monster element, the most interesting thing about this adventure is the Frost Fair. Having the player characters arrive in London with an elephant walking across the frozen Thames could be jarring to the player characters at first, as if something is terribly wrong, only for a well-educated player character to point out that this is purely historical.

There are many interesting events in history that a Gamemaster could write an adventure around. In 1780 the sky was so darkened in New England that people needed candlelight to get around in the afternoon. In 2001 a blood rain fell in Kerala, India

thanks to local algae. In both cases, it's easy to wrap around a more 'alien' explanation for the player characters to deal with.

This adventure can be run as a classic mystery, with a lot of active questions for your players: What is under the frozen Thames? How did it get there? Who is drawing people to it, and what do they stand to gain? These questions form the basis of the plot after the creature has been introduced in a suitably dramatic fashion.

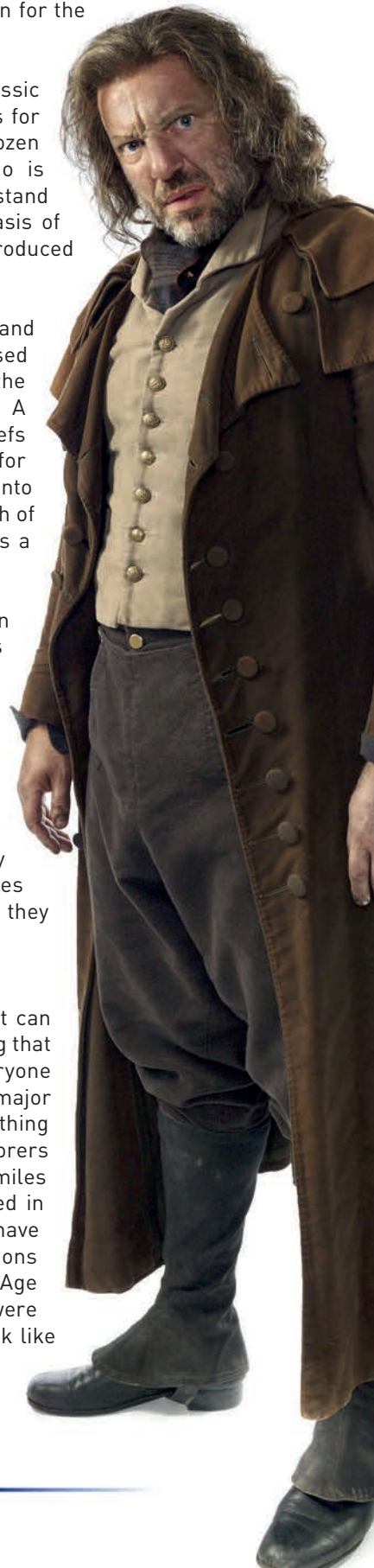
Early in the adventure, the Doctor and Bill witness the tragedy of death caused by the trapped creature, adding to the motivation of solving the mystery. A Gamemaster should consider the beliefs of each of the player characters for anything comparable to hook them into solving the mystery — though the death of an NPC, particularly a child, is always a strong tool.

When the investigation is underway, an appropriate trail of breadcrumbs needs to be available to the player characters so that the mystery is solvable and entertaining. Consider who else could benefit from the creature whilst maintaining control over it, and what clues they may inadvertently leave. Perhaps a powerful mobster is luring rich Londoners onto the ice, only for them to be robbed and the bodies disposed of, much in the same way they knock off rival gang members...

Historical Diversity

When running historical adventures, it can be easy to fall into the trap in assuming that society was less diverse and that everyone within a region would reflect the major ethnicity of that country. Of course, nothing could be further from the truth. Explorers and merchants travelled thousands of miles in even the earliest eras; some settled in new locations, while others might have brought people from far flung regions home with them. Despite what Golden Age Hollywood might tell you, people were used to meeting people that didn't look like them.

In addition to this enabling the





THIN ICE

Gamemaster to add more colour to her supporting characters, it also allows players to create the kinds of companions that they want from any era of history without feeling constrained to playing a 'typical' person from that era or catching near-constant grief for 'going against type'. That's not to say the past doesn't have prejudice, but such elements are best presented as injustices for the player characters to rail against, much as the Doctor did when meeting Lord Sutcliffe!

FURTHER ADVENTURES

- **Tumultuous Teleportation** – A pioneering new teleporting technology is developed aboard a colony ship on an intergalactic voyage, but the crew have a crisis to deal with; they are slowly being replaced by identical automatons! In truth there is no teleporter, just a captured Beast

swimming below deck and providing fuel to keep the ship running for its titanic voyage. Whoever set up this scheme is using the automatons and the fake teleporter to hide their murderous scheme. Can the player characters solve the mystery before everyone is converted?

- **The Third Ship** – In the late 17th century, a strange pirate ship named the SS *Francoise d'Aubigne* dominates the North and Norwegian sea. The masked crew never speak and leave their victims dismembered or disassembled. The vessel itself is huge, fast, and belches steam, and seems to grow larger each time it is seen... The Clockwork Robots have captured a Beast Beneath and are using it to fuel their steam powered pirate ship. Can the player characters stop the mechanised pirates' grim harvest whilst saving the imprisoned Beast?

ICE FISH

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

The Ice Fish are the children of the Beast Beneath the Ice. Although they resemble angler fish, they are not carnivorous. They exist simply to provide food for their mother.

SKILLS

Athletics 5 (Swimming 7), Fighting 3, Subterfuge 2, Survival 3.

TRAITS

Alien Senses (Minor Good): The Ice Fish uses sonar to detect vibrations in the water and on the surface of the ice above it. +4 to Awareness rolls when using this sense.

Fear Factor (1): Being followed around by something glowing beneath the ice is scary. Ice Fish get a +2 on rolls to inspire fear.

Special – Ice Suck: Ice Fish can pull people through the ice, leaving the ice intact. The Ice Fish chooses a target on solid ice that it is swimming beneath. If the target doesn't succeed on a Dexterity + Athletics check at Difficulty 15, then they are pulled through the ice. This can be fatal if the victim doesn't find a way back above the ice.

STORY POINTS: 2

BEAST BENEATH THE ICE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	14

The Beast Beneath the Ice resembles a giant lure fish. It is female, but she can apparently produce small offspring without a male being involved. Its body temperature is enough to freeze the Thames and its waste burns slower and hotter than coal, even underwater.

SKILLS

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

TRAITS

Alien Appearance

Alien Senses (Minor Good): The Beast uses sonar to detect vibrations in the water and on the surface of the ice above it. +4 to Awareness rolls when using this sense.

Armour: The Beast has thick skin. All damage is reduced by 3.

Fear Factor (2): A giant fish beneath the Thames is frightening. The Beast gets a +4 on rolls to inspire fear.

Natural Weapons – Teeth: The Beast is a carnivore and its bite does (8/16/24) damage.

Size – Colossal: The Beast's colossal size grants it a +3 to speed, a +6 to be hit, and a +12 to be seen.

STORY POINTS: 6



KNOCK KNOCK

'What's the point in surviving if you never see anyone? If you hide yourself away from the world?'

SYNOPSIS

Bristol, United Kingdom, 2017

Bill and five potential housemates — Felicity, Harry, Paul, Pavel and Shireen — were having trouble finding affordable student accommodation that wasn't a dump. A strange older gentleman named John overheard them leaving a lettings office and made them a modest offer. The group was intrigued and discovered it was a beautiful old mansion — with cheap rent! They all signed the contract and planned to move in the following day, except for Pavel who moved in that night.

The Doctor helped Bill move in, using the TARDIS to transfer her belongings to the street outside the house. Noticing the trees were creaking but there was no wind, he invited himself in to their house-warming party. Pavel didn't come down, or even respond to their shouts, though they could all hear violin music coming from his room. Paul told everyone that was normal; Pavel liked to stay alone and 'get into the zone'.

As the party continued, they discovered the house was in worse condition than they thought. Not only was it a dead zone for phone signal, but there was no washer, dryer, or modern plug sockets — the house had not been updated since the 1940s. Despite the lack of central heating they frequently heard knocking and banging from within the walls, even what sounded like scratching and footsteps.

John the landlord suddenly appeared to address their concerns and promised to have them fixed soon. He was initially confused at the Doctor's presence, but said he understood his protective instincts as he had a daughter of his own. The Doctor quizzed John on the name of the current Prime Minister, but he deflected. He tapped a tuning fork on a wall then left. Shireen chased after him, having forgotten a complaint, but when she opened the door he had disappeared.

Bill headed to bed, sure the house was perfectly normal, but she and Shireen were shocked to hear screaming from Paul's bedroom. Downstairs, the Doctor showed Harry and Felicity that the front door

had been sealed shut; the wood had joined together seamlessly. Felicity panicked as doors and windows formed walls around her. She managed to escape through a window, but Harry and the Doctor heard her scream again outside the sealed shutters.

Upstairs, the mysterious knocking revolved around Bill and Shireen, doors opening and closing on their own. They fled to Pavel's room, finding him partially absorbed into the wooden wall. John appeared and stopped the repeating record, causing the wall to swallow Pavel completely.

The landlord tapped his tuning fork on the wall again, summoning a horde of strange insects that chased Bill and Shireen away. They discovered a secret passage in a bookshelf that led to a hidden bedroom. As they opened a music box in the room a young woman emerged. Her skin was made entirely of wood, and she confusedly asked about her father.

As the alien Dryad Lice emerged downstairs, Harry and the Doctor fled to the basement, away from the infestation. They discovered the records and remains of three other groups of students; since 1957 the house was rented once every 20 years. John confronted them, saying he did what he must to save his daughter.

He summoned the Dryad Lice, which consumed Harry. The Doctor realised the insects were keeping John's daughter alive somehow, and promised he could help. Upstairs, the Dryad Lice devoured Shireen. Bill saw that Eliza seemed to be revived by the consumption of her friend. John led the Doctor into the





KNOCK KNOCK

room, where he explained what happened. He theorised Eliza had been incurably ill. John had found some insects in the garden and brought them to cheer up his sick daughter. The Dryad Lice activated when they heard the high-pitched sound of the music box, curing her illness but transforming her. Bill knew there was something wrong, wondering why a father would be in the garden looking for insects, and if she had survived since 1957, he must be even older. The Doctor realised the truth: John was Eliza's son, not her father.

Eliza was horrified at what John had done to keep her alive, his lies and the murder of other innocent children. She begged him to stop when he tried to feed Bill and the Doctor to the Dryad Lice, then commanded them to devour her and John instead. As the house crumbled, the last of Eliza's energy reformed Bill's friends, alive and well outside the collapsed mansion.

CONTINUITY

- The Doctor has been in haunted houses before, most notably when he and his companions visit a house of horrors that was built for the Festival of Ghana in 1996 (see **The Chase** in **The First Doctor Sourcebook**) and a Victorian home controlled by an alien cataloguer named Light (see **Ghost Light** in **The Seventh Doctor**

Sourcebook).

- Bill passes off the Doctor as her grandfather. The Doctor actually is the grandfather of a previous companion, Susan Foreman (see **An Unearthly Child** in **The First Doctor Sourcebook**).
- Bill hangs a picture of her mother that the Doctor took for her (**The Pilot**).
- The Doctor mentions Harriet Jones when listing Prime Ministers. His list includes Margaret Thatcher, 'Wilson,' and 'Eden.'
- The Doctor mentions that he replaced a bassist in Quincy Jones' band after it turned out to be a disguised Klarj Neon Death Voc Bot. Whether this Voc Bot is related to those that the Fourth Doctor encountered on the Sandminer (see **Robots of Death** in **The Fourth Doctor Sourcebook**) is unknown, although those aboard the Sandminer did not have the ability to disguise themselves as human.

RUNNING THE ADVENTURE

This adventure is a spin on a classic haunted house story that replaces the supernatural element (Native American burial grounds, ghosts, demons etc.) with the alien Dryad Lice. This kind of story could work in any isolated location — a nuclear submarine, a gold mine, a flying saucer — provided you can get the player characters in. The plot is somewhat simple and referential to all haunted house stories,



so it might be worth disguising the intro. Find an adventurous way to lure the characters into the house — a hidden artefact key to the characters' goals, an alien refugee with important information, a villain trying to hide, or even a simple bet — and keep them there to get the adventure going.



Two tools are available to Gamemasters, NPCs and the Dryad Lice. John is a helpful NPC for communicating with the player characters and giving them clues, and though he is transparently creepy, an NPC does not have to fill the same role. They could be on the player characters' side, providing crucial exposition or drawing the player characters to clues they may have missed. This could lead to a genuine connection, providing the Gamemaster with the perfect opportunity to showcase how deadly the Dryad Lice are when loosed on the player characters' new friend. That is essentially the role of Bill's housemates; they offer little to the story, but give the player characters someone to save, and with each death create more information.

The Dryad Lice initially add to the creepy atmosphere through sound but have other potential uses. Their ability to manipulate the environment, especially to seal exits, has a lot of potential for a Gamemaster running this adventure. This can be used to keep player characters in a specific location or funnel them towards the next plot point.

John's house is unchanged since the fifties, adding a tropey but not necessarily clichéd clue to the potential horror. This could be very interesting in a different location: the player characters find a derelict ship adrift in space broadcasting a distress signal. On board, they discover that it is ancient but pristine. As they search the ship to discover what

happened the walls change and move, trapping them inside...

Everyone's Okay!

This is one of the rare adventures in which everyone survives, even after being melded into walls or devoured. This doesn't typically happen in a *Doctor Who Roleplaying Game* adventure — there are usually at least a few casualties that don't make it through to the resolution.

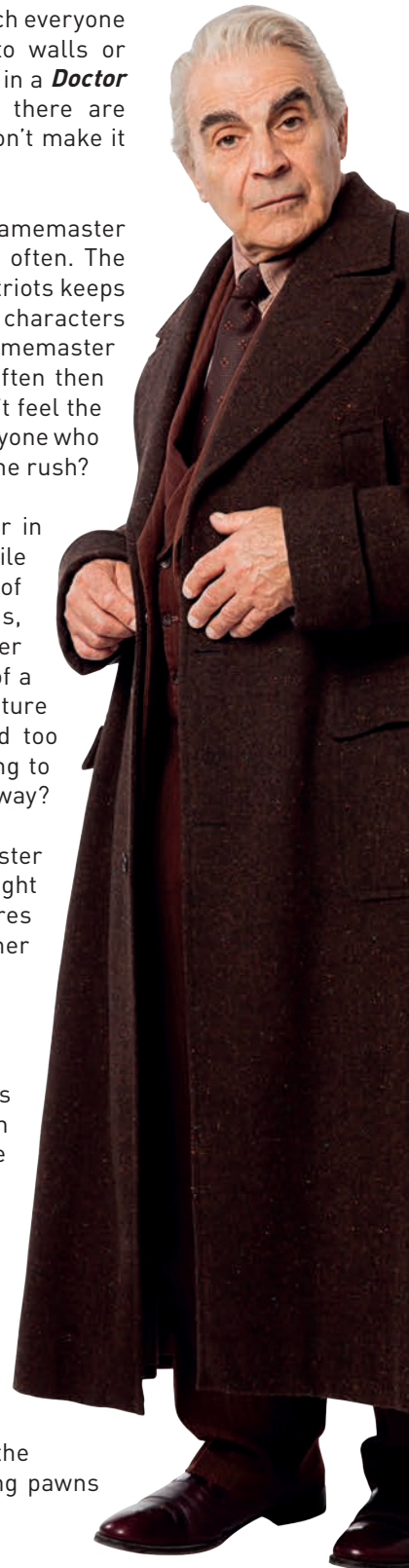
While happy endings are nice, a Gamemaster should make sure not to use them too often. The threat (and experience) of losing compatriots keeps the stakes high and drives the player characters towards finding a resolution. If the Gamemaster pulls the 'Everyone's Okay!' card too often then the tension is lost, and the players won't feel the drive to solve things quickly. After all, anyone who dies is coming back anyway, so what's the rush?

Having said that, there's also a danger in going too far in the other direction. While the Doctor's certainly had his share of adventures where he, his companions, and maybe a single supporting character survive a bloodbath, that's not typical of a *Doctor Who Roleplaying Game* adventure and could turn the players off if used too often. Besides, what's the point of trying to save everyone if they're all doomed anyway?

In sum, it's necessary for the Gamemaster to know their group and to strike the right balance between feel-good adventures with no lasting casualties and grimmer adventures with high death counts.

FURTHER ADVENTURES

- **Queen's Pawns** – A chess grandmaster clung to life through use of the Dryad Lice. Over the years, many people were trapped and consumed, but some of the victims pleased the Dryad Queen enough that she never absorbed them. Instead, when it came time to feed again, the former victims were reconstituted and sent to find prey, setting up smaller sites. Now, years out of time, one victim has run to the authorities. Can the player characters help the unwilling pawns in the Queen's deadly game?





KNOCK KNOCK

- **Perfect Assassins** – Someone has learned how to tame the Dryad Lice enough to use them for assassinations. The player characters must find this 'Dryad Lice-Master' and stop them. Unfortunately, the Dryad Lice have their own plans, and the 'master' is slowly being turned into a Dryad Queen, building a new hive for the Dryad Lice.

ELIZA (DRYAD QUEEN)



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

SKILLS

Convince 2.

TRAITS

Alien Appearance

Armour: A Dryad Queen's wooden form grants her protection. Damage taken is reduced by 3.

Forgetful (Minor Bad): Eliza suffers a -2 penalty to any Ingenuity and Resolve roll to remember something vital.

Immortal (Major Good): A Dryad Queen cannot be killed, though it can be injured.

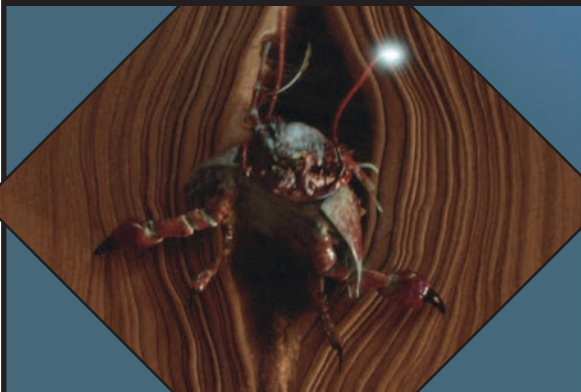
Networked (Major Good): A Dryad Queen has complete telepathic contact with nearby members of its kind and any Dryad Lice.

Special – Shapeshift others: A Dryad Queen can rebuild creatures recently devoured by Dryad Lice back into their original form.

Unadventurous (Major Bad): Eliza avoids adventure and excitement.

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

DRYAD LICE



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

SKILLS

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

TRAITS

Alien

Alien Appearance

Alien Senses (Minor Good): +4 to Awareness when trying to detect or track high pitched vibrations.

Burrowing (Minor Good): Dryad Lice can travel at half speed underground and through wood.

Climbing (Major Good): Dryad Lice gain a +4 bonus to climbing rolls, and may climb sheer and smooth surfaces.

Enslaved (Major Bad): Dryad Lice can be tamed if their owner knows how to use a tuning fork to keep them in line.

Gadget – Delete: The Dryad Lice can disintegrate wood, bringing down a whole house at once.

Networked (Major Good): Each Dryad Louse has complete telepathic contact with nearby members of its kind.

Special – Ensnare: Dryad Lice slowly transform their prey into wood before devouring them.

They attack doing [5/10/15]. If one or more of the victim's attributes are reduced to 0 then the character is embedded in the wood. The follow-up attack is usually fatal.

Swarm (10)

STORY POINTS: 3



OXYGEN



'Like every worker everywhere, we're fighting the suits.'

SYNOPSIS

Mining Station *Chasm Forge*, the future

Following a distress call, the TARDIS materialised on the mining spaceship *Chasm Forge*, owned by the Ganymede Systems corporation. Bill, the Doctor, and Nardole quickly discovered there was no air in the seemingly abandoned ship. As they explored (with help from TARDIS generated air) they found a corpse stood bolt upright in a Ganymede Systems Smartsuit. Scanning the station, they found that 36 of the 40 crew were dead.

Whilst exploring, the team discovered there had never been any oxygen on the ship; the Smartsuits had the only oxygen, and everyone onboard was being charged to breathe! In order to preserve the profitable scheme, the smartsuit AI jettisoned the only other source of air on the station: the TARDIS. Tasker, the leader of the remaining crew, demanded they identify themselves over the radio whilst warning them that the Smartsuits were dangerous. The time travellers turned to face the Smartsuit

walking its corpse towards them! The Doctor raised his Sonic Screwdriver, but it magnetised to the Smartsuit and shot into its hand, frying both sets of electrical systems. Nardole hacked the suit's onboard communications and discovered a single line of instruction from an unknown source: 'deactivate your organic component'.

The Doctor theorised that the AI was trying to kill any humans to harvest their oxygen so that it could be sold again. Nardole confirmed there was a problem, with the 36 suits containing deceased crewmembers stomping towards them on the ship's outer hull. The Doctor, Bill and Nardole donned recently repaired Smartsuits — the only sources of oxygen on the station that had not received the murderous instruction — and ran from the stalking AI.

The time travellers met up with Tasker and the remaining crew, deadlocking the doors behind them. They explained that the ship had been out of operation recently, unable to mine copper ore, when suddenly the suits attacked. Whilst they fixed Bill's glitching Smartsuit they identified an unfinished part of the ship where the AI wouldn't be able to track them. As the survivors and time travellers



OXYGEN

made a break for the safety of the ship's core, one of the suits electrocuted Tasker to death.

Diverting their course, the team realised they would have to spacewalk. Donning their helmets, they prepared to leave, until Bill's suit glitched again and removed her helmet. The suit was locked and the automatic airlock was already unsealed, with the Smartsuit zombies following close behind. Bill passed out as they escaped through the vacuum of space.

Bill regained consciousness staring down a group of Smartsuit zombies. The AI was unable to navigate the unmapped part of the station, so they were safe. The Doctor had loaned Bill his helmet so she could survive the spacewalk. She went to thank him, but even Time Lords can't withstand the vacuum of space, and the cost of his kindness was high — he was blind. The Smartsuits scanned the organic life in the area and invaded the unmapped zone, killing more of the crew.

As the survivors fled Bill's suit glitched again, activating its gravity boots. This rendered her unable to walk and impossible to move. With the Smartsuit zombies closing fast, the Doctor decided to leave her behind. Bill was electrocuted as the Doctor and

crew barricaded themselves in the reactor core of the *Chasm Forge*.

The Doctor deduced the company's real plan: with the *Chasm Forge* unable to mine, it was cheaper to murder the crew using the AI and send up replacement workers when the ship was operational. He wired up the nuclear core coolant system to the vital signs on the suits; if anyone died, the whole ship would explode.

When the Smartsuit zombies broke through to the core, they didn't kill the crew. Realising their much-improved value, they gave the survivors all their extra oxygen; if they died, the corporation would lose a lot of money on the exploded ship. Bill was also saved, she had merely been stunned by a suit low on power. After saving everyone, the Doctor dropped off the surviving crew to Ganymede Systems head office to have a quick word.

CONTINUITY

- Nardole removes the TARDIS' K57 fluid link, thinking that would render it inoperable. He thought this was true because the Doctor told him, but it was a ruse. The Doctor previously pretended that a fluid link was spent of its



mercury, forcing his companions to explore a nearby city that interested him (See *The Daleks* in **The First Doctor Sourcebook**).

- There is a rebellion that takes place six months after this adventure that ends corporate dominance in space (at least for humans — but see *The Sun Makers* in **The Fourth Doctor's Sourcebook**).
- One of the crewmembers, Dahh-Ren, looks like a blue hairless human. He accuses Bill of being racist for drawing attention to his pigmentation, so humanity may have other skin colours in the future. However, it's just as possible that he's an alien, given his similarity to Jorj in **World Enough and Time**. Like Dahh-Ren, Jorj has an Earth-sounding name and is blue but is most definitely an alien. Cassandra also considered herself the last of the pure humans in *End of the World* (see **The Ninth Doctor's Sourcebook**) and the blue-skinned Steward was present then. It's therefore most likely that Dahh-Ren and Jorj are part of an alien race that adopted Earth-sounding names to assimilate — perhaps the same species as Dorium Maldovar.
- The Doctor has previously encountered robots that were thought to be acting on their own but ended up simply doing what they were programmed to do (see *Robots of Death* in **The Fourth Doctor Sourcebook**).
- The Doctor lies to Bill that his blindness is fixed when they return to the TARDIS — it seems he has changed little from his time with Clara.



RUNNING THE ADVENTURE

This adventure is the flip-side of *Smile*. In the previous adventure, the Vardy are acting differently than they've been programmed because they became self-aware. Here, the Smartsuits are only doing what their programmers are telling them to do — they're killing the staff because it's more cost effective for the corporation than rescuing them.

What this adventure really does is shine a light on capitalism at its worst and use this extremism as the driving force for the adventure. Running an adventure in this vein is as simple as picking an economic, political, religious or social concept and taking it to the extreme.

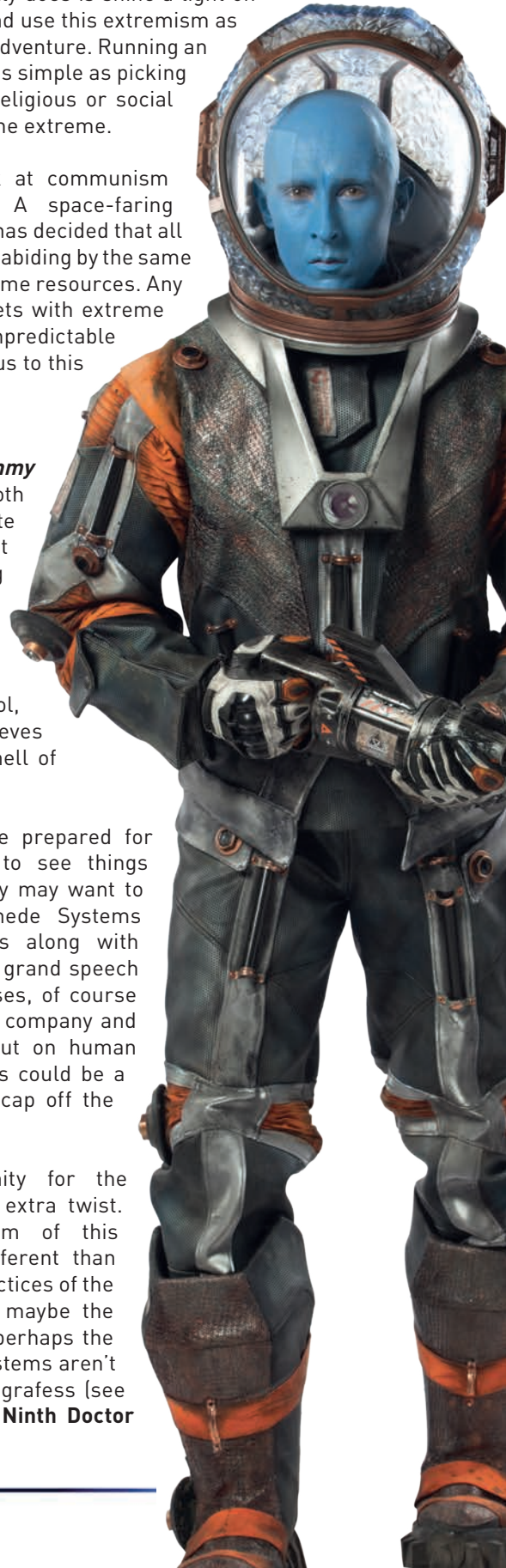
For example, let's look at communism and central planning. A space-faring communist government has decided that all its colonies will be equal, abiding by the same laws and receiving the same resources. Any threatening aliens, planets with extreme environments, or unpredictable issues could be disastrous to this setup.

Taking it to the End

This adventure and *Mummy on the Orient Express* both end with the immediate threat dealt with but the perpetrator going unpunished. The Doctor and Clara don't truly defeat Gus, and in this adventure Ganymede Systems is still in control, though the Doctor believes that this is the death knell of extremist capitalism.

Gamemasters should be prepared for their players to want to see things through to the end. They may want to march into the Ganymede Systems Head Office themselves along with the survivors and give a grand speech — televised to the masses, of course — about the evils of the company and the low price they've put on human life. For the players, this could be a more satisfying way to cap off the adventure.

It's also an opportunity for the Gamemaster to add an extra twist. The extreme capitalism of this universe isn't much different than the ruthless banking practices of the Bank of Karabraxos — maybe the two are connected? Or perhaps the owners of Ganymede Systems aren't human at all, but the Jagrafess (see *The Long Game* in **The Ninth Doctor**





OXYGEN

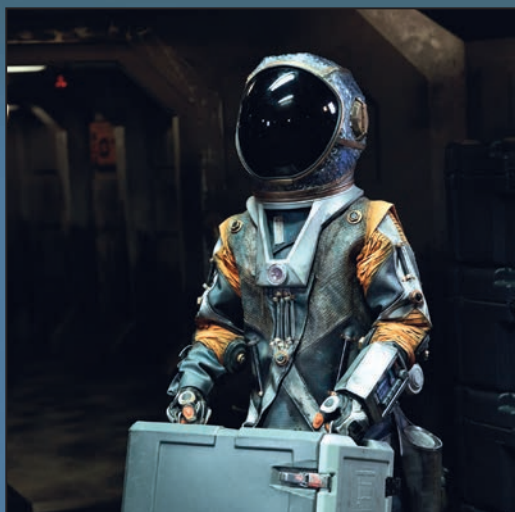
Sourcebook) or the Usurians (see *The Sun Makers* in **The Fourth Doctor Sourcebook**). In these cases, the entire point is to exploit humanity until they dry up like disposable resources. In any event, going to the Head Office can turn this into a multi-part adventure!

NEW GADGET – SMARTSUIT

The Smartsuit is a spacesuit that monitors the wearer’s remaining oxygen as well as enabling them to operate in no-atmosphere environments.

Traits: Climbing (Major), Environmental (Major), Scan, Tough, Transmit, Skill: Athletics

Story Points: 7



FURTHER ADVENTURES

- **Thanks for Nothing!** –The player characters find themselves on a future passenger vessel during a galactic depression. The toppling of Ganymede Systems and similar corporations have destroyed the economy. Not only do the player characters have to help those aboard with a menace that threatens them all, but they also must contend with ungrateful citizens who had better lives before the corporations fell.
- **A Cry for Help** – A Ganymede vessel is pulled into a wormhole, travelling back in time to crash on Earth centuries earlier. Though the crew do not survive, the Smartsuits are

still active, going into emergency mode as soon as the unwitting locals put them on. The Smartsuits work their wearers to death building a galactic transmitter to call for help. The player characters must help the locals resist the suits, but the transmitter has already caught something’s attention...

SMARTSUIT ZOMBIE



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

The Smartsuit Zombie is a Ganymede Systems Series Twelve Smartsuit that uses the corpse inside it as a skeleton for mobility.

SKILLS

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

TRAITS

Climbing (Major Good): The Smartsuit zombie gains a +4 bonus to climbing rolls using its magnetic boots, and may climb sheer and smooth surfaces.

Natural Weapon – Electric shock: The Smartsuit zombie can deliver an electric shock that does (S/L/L) damage.

Special – Override: By touching another Smartsuit, the Smartsuit zombie can override the wearer’s control. This usually results in the wearer being electrocuted by their own suit.

Tough: The Smartsuit zombie isn’t armoured, but the suit material is strong. Reduce damage by 2.

STORY POINTS: 3



EXTREMIS

'I'm doing what everybody does when the world is in danger. I'm calling the Doctor!'

SYNOPSIS

Carnation, around 1010; A virtual reality that simulates Earth, 2017

On a distant planet, around one millennium in the past, the Doctor was attending the execution of the greatest criminal in the Galaxy: Missy. He promised to look after her body for one thousand years, but he had also promised his wife not to kill her — so he imprisoned her in a vault, and tried to teach her to be good. In 2017 the Doctor was sat outside Missy's prison confessing his blindness when he received an email on his sonic sunglasses...

At night, the Pope and his entourage visited the Doctor. They asked him to help them understand a secret ancient document named *Veritas* (Latin for 'The Truth'), as everyone who translated it had committed suicide.

Bill's date was rudely interrupted by an entire papal entourage, so she agreed to go with the Doctor and Nardole to Vatican City. They entered the labyrinthine Haereticum where the *Veritas* was kept, led by a cardinal named Angelo. At the heart of the Haereticum they discovered a strange portal of blinding white light that quickly dissipated. Angelo checked for security breaches whilst the rest of the team went to the cage that held the *Veritas*.

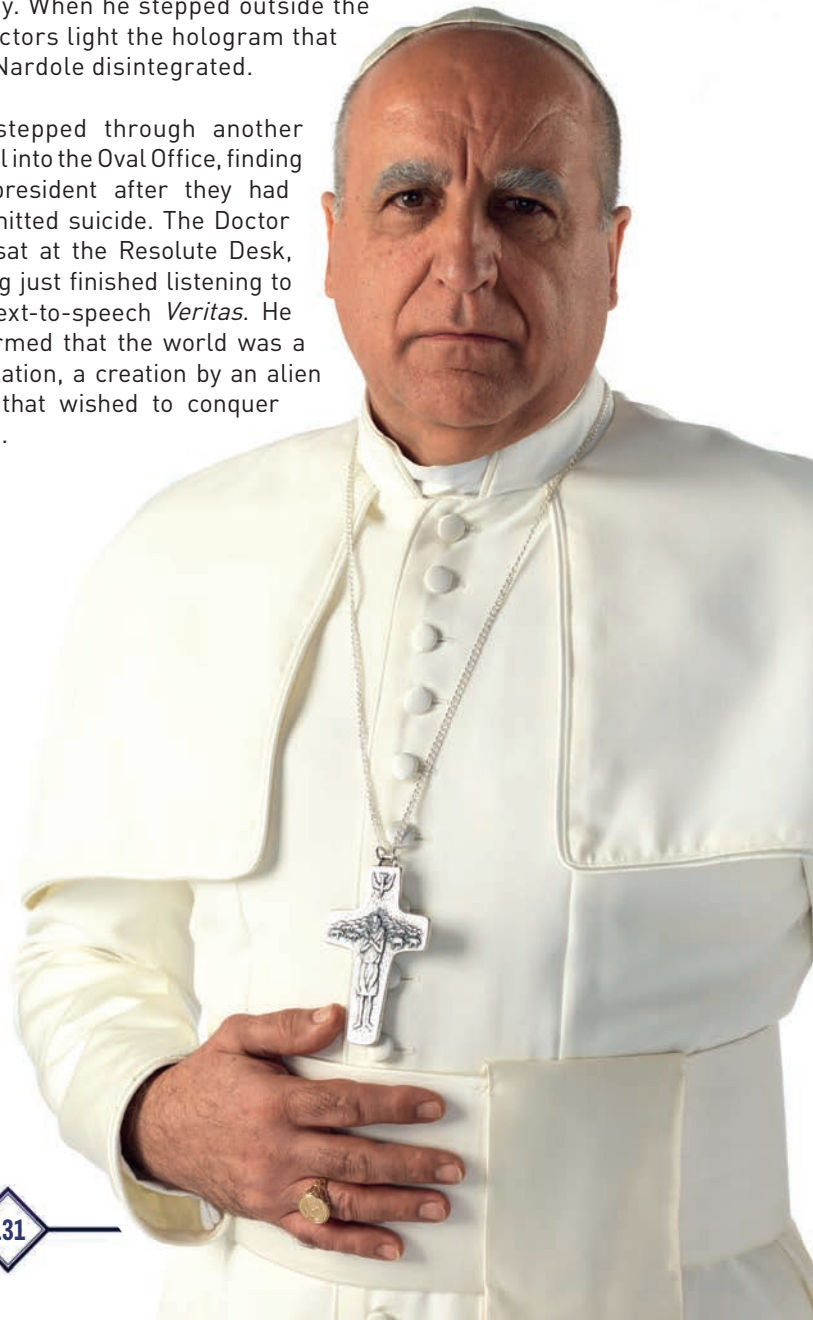
Bill, the Doctor and Nardole found a priest named Piero in the cage, who apologised for sending something before brandishing a gun and running. As the team investigated, the portal reopened, and a skeletal hand pulled Angelo through. Bill and Nardole discovered that Piero had sent the *Veritas* to CERN, and heard a gunshot ring out. The Doctor sent Nardole and Bill to check on Piero so that he could read the dangerous book alone. Using advanced technology he temporarily restored his sight, but found himself surrounded by a group of skeletal figures. He escaped them with the laptop containing the *Veritas*, but he began to go blind again.

Bill and Nardole discovered Piero's body, just as another portal opened. They stepped inside to find

themselves in a circular room with projectors in the centre and more portals on the walls. Stepping through one, they found themselves in CERN. All the scientists drinking whilst a countdown ticked around them — they were ready to commit suicide. The scientists believed that the world was not real and showed that whenever two or more people said a random number out loud, the numbers always matched.

Bill and Nardole ran to escape the explosion, but Nardole was still distraught. Back in the circular room, he realised the projectors weren't just for the portals, they were projecting all of reality. When he stepped outside the projectors light the hologram that was Nardole disintegrated.

Bill stepped through another portal into the Oval Office, finding the president after they had committed suicide. The Doctor was sat at the Resolute Desk, having just finished listening to the text-to-speech *Veritas*. He confirmed that the world was a simulation, a creation by an alien race that wished to conquer Earth.





EXTREMIS

They did this to study every living person on the planet so that they could learn how to subjugate them. Everyone who read the *Veritas* killed themselves to escape the simulation and hinder the alien invaders.

The skeletal figures, known as the Monks, were the invaders. They confronted the simulated Time Lord, but the Monks had fallen into his trap — he sent an email of his simulation memory file to the real Doctor to warn himself of the danger, which promptly arrived on his sonic sunglasses...



- Despite the TARDIS translation circuit, Cardinal Angelo translates so that the Pope and the Doctor can communicate. Could this be a glitch in the Monks' programming?
- The Doctor is a friend of Pope Benedict IX, who happened to be female. She founded the Haeriticum, where church secrets are kept.
- The Monk's plan to run a simulation of Earth prior to invasion is strikingly similar to that of the Kraal (see *The Android Invasion* in **The Fourth Doctor Sourcebook**).
- The Doctor once left a message to his unsuspecting self, although that was a later incarnation rather than a simulation (see *Battlefield* in **The Seventh Doctor Sourcebook**).
- A simulated version of the Doctor has participated in his adventures before. He once created an avatar to go into the Matrix of Gallifrey, and in another adventure he and his companion Leela created microscopic clones to purge a virus in the Doctor's brain (see *The Deadly Assassin* and *The Invisible Enemy* in **The Fourth Doctor Sourcebook**).

◉ RUNNING THE ADVENTURE

This adventure can seem like something of a cheat; the player characters are informed of a grand, world-affecting secret. Anyone who discovers this secret suddenly becomes suicidal. The player characters also learn that they are being observed, and when they finally confront their observers it is revealed that their entire existence is a simulation. If they're smart, they have an opportunity to contact their real selves to prepare for the coming invasion, but that might not feel very heroic.

Used carefully, this type of adventure enables the Gamemaster to craft more dangerous plots than usual, as the 'killing' of player characters in the **Doctor Who Roleplaying Game** usually means things aren't what they seem. This raises the stakes sufficiently and, so long as there is a good resolution, the players should appreciate the change of pace.

One possible way to run a similar scenario is to have the player characters fleeing incarceration by a corporation or alien race. The enemy has stolen a TARDIS and needs to capture a Time Lord (a player character) to 'prime' it. During their escape, the player characters realise that they are Gangers (see *The Rebel Flesh* in **The Eleventh Doctor Sourcebook**) who were created to force the Time Lord Ganger to prime the TARDIS, with the

CONTINUITY

- Missy is revealed as the prisoner in the Vault. She references the Doctor's 'bliss on Darillium.' Given that this event takes place around 1017, it suggests that not only do Time Lords tend to meet each other in the relative present, but they tend to stay in synch with each other timewise.
- The Vault in which Missy is locked is a Quantum Fold Chamber. It must be guarded by another Time Lord in case the interred 'relapses.' The creators of the chamber understood that dead Time Lord internees have a habit of regenerating or otherwise surviving their executions — the Master/Missy most of all.



companions used as leverage to ensure that they don't simply abscond with the TARDIS.

Similarly, the player characters could be androids designed by the Kraal (see *The Android Invasion* in *The Fourth Doctor Sourcebook*) who slowly uncover their true nature and defeat the plan from within, contacting their true selves to warn them of the impending invasion.



But What's the Point?

One of the dangers with an adventure like this one is the possibility that the players are going to feel cheated in the end. After all, they've just spent a session or three playing what they thought were their characters, only to discover that they are avatars in some alien's video game. While some players may enjoy the reveal, others may think that the Gamemaster was having a bit of fun at their expense and won't appreciate it.

When running an adventure like this it's important to do two things. First, drop hints that things aren't what they seem. No simulation is perfect and player characters should have the chance to notice changes in small details. The Monks aren't likely to put the wrong person in the US Presidency or change a television line-up, but they may use

the wrong colours or tastes for certain things, or not worry about who just got injured on a football roster and therefore shouldn't be playing that day's match.

Second, there should be a point to the adventure. The simulated Doctor was able to deduce the Monks' plan and send a warning to his true self. In a **Doctor Who Roleplaying Game** adventure, that may not be enough. The player characters should be able to gather usable intelligence on the Monks, discover a weakness, or even plant a virus that wreaks havoc when they do try to conquer the world. Even if the Monks change their plans, the research of the wily player characters could earn them quite a sum of Story Points. Provided the charade pays off, most players should be satisfied with the outcome.

Another potential option is to use this structure to rescue a failing adventure. What if a player character is in an inescapable situation, only to find the beam of a Dalek Exterminator ray passes straight through them? Constructed correctly — with hints of the false reality given as soon as things start to go awry — the most disastrously unlucky sessions can be turned into successes, rewarding the player characters with information and Story Points for their next (hopefully victorious) session.

FURTHER ADVENTURES

- **Déjà vu** – The player characters find themselves trying to stop an invasion of Earth. After much devastation the invasion almost succeeds, only for UNIT to unleash a superweapon from the Black Archive to end the invasion in the eleventh hour. The world is saved — until the player characters find themselves on Earth before the invasion, but this time the aliens are set on securing the Black Archive first. Can the player characters' facsimiles break the cycle and dissuade the aliens from attacking Earth altogether?
- **Bonds Reforged** – While unaware of their condition, the facsimiles of the player characters bury the hatchet with an old enemy, enjoy new jobs outside of the TARDIS, or otherwise find their condition more pleasant than their real-world selves. Should they find some way to transmit that to their true selves in order to give them a chance at happiness or new opportunities? Is it worth losing peace to end the programme?

THE PYRAMID AT THE END OF THE WORLD/THE LIE OF THE LAND



THE PYRAMID AT THE END OF THE WORLD/THE LIE OF THE LAND



'The Monks are our friends.'

SYNOPSIS

Turmezistan, 2017; Argofuel Research Operations, Yorkshire 2017; Bristol University, 2017

A 5,000-year-old pyramid appeared on the border of Turmezistan, between American, Chinese and Russian forces. The UN Secretary-General called for the Doctor to step in, both to mediate between the three armies as President of Earth, and as the only person who could figure out how a seemingly ancient pyramid appeared overnight.

After flying over with the Doctor and Nardole, Bill figured out that the pyramid must be alien technology disguising itself — if somewhat ostentatiously — and the Doctor agreed, walking towards it. A Monk greeted the blind Doctor, informing him they would conquer Earth and would be asked to do so. As the Monk left, all phones on Earth struck 11:57, three minutes to midnight on the Doomsday Clock.

The Doctor called together the three army leaders, telling them the Monks had come when humanity

was at its weakest. He convinced them to coordinate an attack against the pyramid, but the Monks showed the futility of their actions by harmlessly landing the military bombers and somehow grounding a nuclear submarine. Realising shows of force were pointless, the Doctor led Bill, Nardole, the Secretary-General and the military leaders to speak with the Monks inside the pyramid.

The Monks showed them the simulation machine they used to study humanity. They told them that by modelling the future they could keep humanity safe forever. All they had to do was consent to allow the Monks to help them, or the world would become lifeless in less than a year. After being shown the future, the Secretary-General offered his consent to the Monks, but they disintegrated him as his consent was made through fear, not love.

After seeing the simulation and the death of the Secretary-General the three armies declared peace, but the Doomsday Clock remained the same. The Doctor realised the military element was a distraction, but from what? Nardole suggested bacteria or a plague, and together they limited the search to 428 bio-chemical trials — too many to track manually. The military leaders decided the



situation was hopeless and went to negotiate with the Monks.

The Doctor refused to give up. Knowing the Monks would be watching the labs too, he blinded them by hacking the CCTV and turning off the cameras. The Monks turned the cameras back on in a single lab, Argofuel Research Operations. The Doctor arrived and discovered an accidentally engineered bacteria that destroyed any form of life in seconds. He worked quickly with a scientist there, creating a bomb to blow up the inner lab and destroy the world-threatening bacterium.



As the Doctor set the charge, the three military leaders were disintegrated by the Monks — their consent was calculated, not out of love. As the bomb's countdown started ticking, the Doomsday Clock began to reverse. The Doctor was still in the blast zone but couldn't open the combination lock to escape. He finally confessed his blindness to Bill. It made it impossible for him to escape, sacrificing his life for humanity.

Bill consented to the Monks, giving Earth for the Doctor's sight to save his life. They accepted...

Bill sat talking to the memory of mother, trying to recall her past. She had suddenly found herself in a world where the Monks ruled humanity, always had, and always would. Their huge statues dotted the planet, dominating even the skyline of Bristol. She knew their regime, that anyone questioning their benevolent rulership (including admitting they had mysteriously appeared only a few months ago) was killed. She remembered sacrificing the world for the Doctor, but everything was wrong — the Doctor even seemed to be on their side, appearing in their propaganda broadcasts.

Nardole interrupted her reverie — awkward, considering she was talking to her imaginary mother — having finally recovered from exposure to the Argofuel bacteria. He had found the Doctor's location, broadcasting from a prison ship.

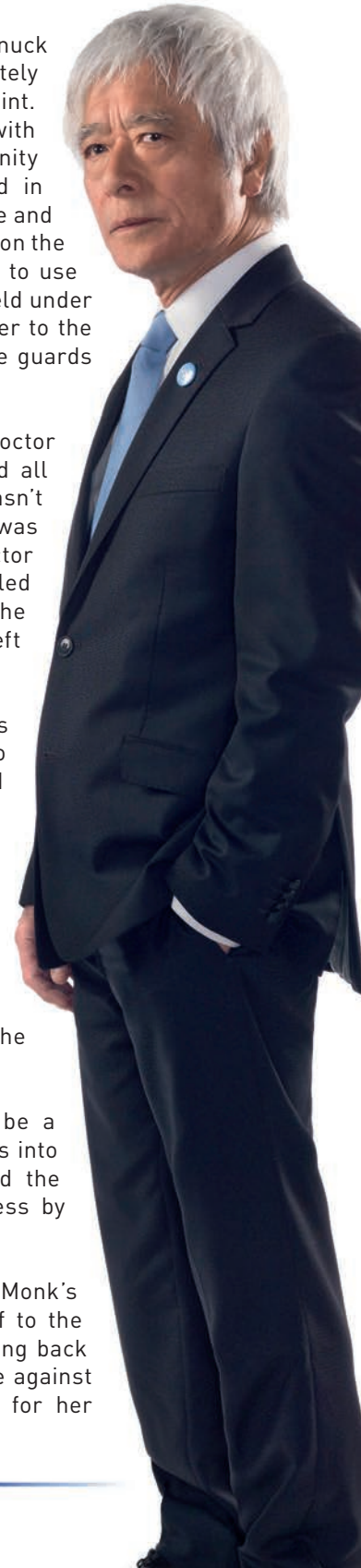
They infiltrated the ship together and snuck into the Doctor's office, but he immediately called the guards and held them at gunpoint. The Doctor explained himself: he agreed with the Monks. He said that leaving humanity to its own free will would have ended in destruction, and the Monks brought peace and order (though he admitted he wasn't keen on the way they were going about it). She tried to use coded messages to see if he was being held under duress, but he called her out, pushing her to the edge. Bill grabbed a gun from one of the guards and shot the Doctor.

In the throes of a regeneration, the Doctor clapped and congratulated Bill — it had all been a ruse! He was making sure Bill wasn't a trap set by the Monks, checking she was definitely part of the resistance. The Doctor had swayed the guards to his side and filled the guns with blanks. With Bill back on the team, there was only one recruitment left before the plan could begin.

The Doctor and Bill snuck past the Monks into the Vault below Bristol University to talk with Missy. The imprisoned Time Lord had dealt with the Monks on another planet and revealed that their psychic control stemmed from the first connection they made — Bill. The linchpin's link to the Monks was amplified around the world by their statues and beamed into the minds of the populace. Last time, Missy killed the linchpin and ruined the Monk's plans. The Doctor refused that option, rallying the resistance to strike at the Monk's HQ.

The Doctor reasoned that there must be a major transmitter feeding the Monk's lies into the population's brains. If he controlled the transmitter, he could reverse the process by broadcasting the truth.

They led the resistance break in at the Monk's HQ, but when the Doctor linked himself to the transmitter it proved too powerful, fighting back and knocking him out. Bill risked her life against the transmitter, the power of her love for her





THE PYRAMID AT THE END OF THE WORLD/THE LIE OF THE LAND



mother amplified by the psychic link. The Monks were defeated, their control broken. They fled from Earth, erasing all records — physical and mental — of their invasion.

CONTINUITY

- Once again, the nation of Turmezistan features in the Doctor's adventures (see *The Zygon Invasion*). It is apparently located at the edges of American, Chinese and Russian influence.
- An alien race, the Axos, also appeared on Earth during a tumultuous time and offered to solve the world's problems (see *The Claws of Axos* in *The Third Doctor Sourcebook*).
- Missy has encountered the Monks before. She ended their control of a planet by throwing their linchpin into a volcano. She also expresses remorse for those she's killed — the first time the Master ever has.
- After the Monks are defeated, they erase themselves from history. They are likely helped by the fact that humanity tends to forget events that seem incongruous with their own history. The Doctor pointed this out during a secret Dalek invasion of Earth in 1963 (see *Remembrance of the Daleks* in *The Seventh Doctor Sourcebook*) by referencing the Yeti in the Underground and the Loch Ness Monster in the Thames (see *The Web of Fear* in *The Second Doctor Sourcebook* and the *Terror of the Zygons* in *The Fourth Doctor Sourcebook*, respectively).

RUNNING THE ADVENTURE

This adventure can be run in two parts, but the second may not be necessary to play. In the first, an alien race offers to protect the Earth from what they claim is an imminent apocalypse. It's up to the player characters to discover what this ominous event is and try to stop it.

If they fail, then they'll need to beg the alien race for help. This second part only occurs if the player characters (or someone else) submits to the invaders. The world is then reshaped in the aliens' image, and it's up to the player characters to set things right.

This adventure can be taken alongside *Extremis* as an example of how to twist a disastrous session or two into a success. If a Gamesmaster were to run a single adventure against the Monks and the player characters were to fail, that session could be twisted to reveal it was a simulation. The real player characters could then face off against the Monks with the additional information from the first session. If they fail a second time, they still have a chance to fight back as part of the resistance in the Monks' altered world.

Consider how much the Monks would change; would people remember all of their previous adventures clearly? Would they remember their friends? Would they even remember who they used to be?

Another way to run this adventure would be to



have the characters arrive on Earth after someone had made the decision to submit to a benevolent conqueror. What would an Earth run by Silurians look like? What if the Ice Warriors helped humanity through an ice age only to remain their rulers? What if the Cybermen offered 'upgrades' to humans suffering an ecological crisis? How can the player characters free such a world from alien rule, and do the humans (or whoever else lives there) really want them to?

Love and Consequences

The Monks' entire plan hinges on somebody submitting to their rule out of love, and that person turns out to be Bill. Her love for the Doctor overrides all other concerns — though she probably knows in the back of her mind that the Doctor will find some way out of this — and the Monks are able to use this to take over the world.

Gamemasters should be careful about using stuff like this as the linchpin of an adventure. Players are rarely as emotionally invested as the characters they portray, and they're likely to decide that it's better to sacrifice one of their own for the greater good than to play the Monks' game. So, what is a Gamemaster to do?

One way to handle it is through Story Points. If

the Gamemaster offers enough Story Points then a player may decide to act appropriately, but the problem with Story Points is that the Gamemaster can't force them on a player. If the player decides to play along then they get the points; if they don't, then the Gamemaster can't tell them that they do and award the Story Points; they just don't work that way.

A better option is to find a different linchpin. This could be a dependent or someone that loves a player character enough to trade the world for their safety. This allows the adventure to run pretty much as intended, using a significant other or fan type NPC. It could even be a supporting character doing it for reasons unknown to the player characters. In this case, the player characters need to discover who the linchpin is and either figure out how to unplug them or, if it comes to it, use Missy's solution for dealing with linchpins.

Using the Doomsday Clock

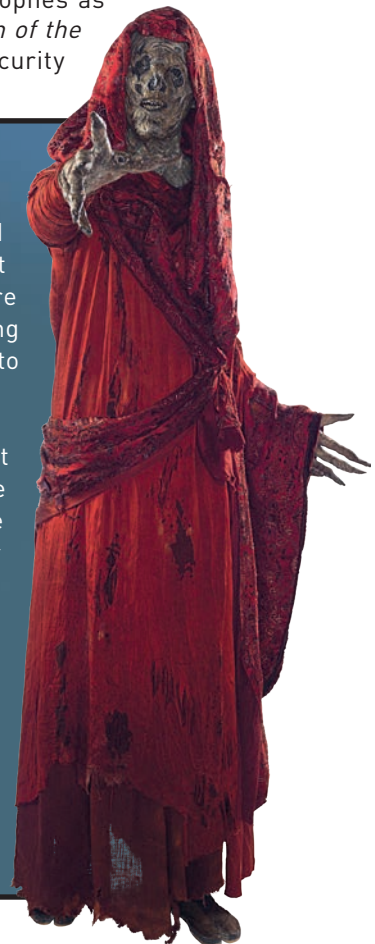
The Doomsday Clock was created in 1947 as a gauge of how close the world is to global nuclear war. It has since been expanded to include other types of man-made catastrophes as well. The members of the *Bulletin of the Atomic Scientists'* Science and Security

WHAT WAS THE MONKS' PLAN?

The Monks created a virtual simulation to determine the best time to swoop in and offer humanity salvation, requiring true love and total submission in return. Once that is achieved, the Monks reshape the world in their image, creating a false history where they've always been integral to human progress. They do this through a submitting linchpin (in this case Bill) and placing neural relays statues all over the globe to strengthen the false narrative. But why?

The Monks never reveal their justification for conquering Earth. There are hints that the Monks need specific resources — fashion has changed dramatically, giving the gathered people a more uniform appearance — but that's pure speculation. The Monks have superior technology, but mostly use it to keep an illusory control rather than dominating through force.

This ambiguity gives a Gamemaster a lot of room to play with. Why did the Monks conquer Earth? Are they a dying race and, despite their superior technology, would eventually be overwhelmed by humanity's greater numbers? Are they the vanguard for another conquering species? Or perhaps the relationship is more symbiotic, and the Monks need something from Earth in order to maintain themselves? Are the Monks humans from the future, coming back in time to make the changes that they think Earth needs in order to survive? The possibilities are endless!





THE PYRAMID AT THE END OF THE WORLD/THE LIE OF THE LAND

Board change the hands to reflect changes in the geopolitical environment that moves the world closer or farther from catastrophe, represented by midnight. When the clock was created, it was set at seven minutes to midnight. In early 2019 it was at two minutes to midnight.

It's likely that UNIT has its own version of a doomsday clock, one that also considers the likelihood of alien invasion. Protocols change, and UNIT is given more power the closer that the clock ticks towards midnight, including the protocol to make the Doctor President of Earth.

Doomsday clocks are good devices to use in an adventure because they provide the urgency of a countdown without being tied to a particular unit of time. The player characters' actions determine whether the clock ticks towards or away from midnight. They don't (usually) have to perform those actions within a specific time. This means that as the player characters accomplish a goal the Gamemaster can then tell them which way the minute hand moved (let's face it; it's never going to be the hour hand!).



FURTHER ADVENTURES

- **Anticipated Interference** – The player characters arrive on a world where the Monks are in control. While it should be relatively easy to find the psychic link and break it, the player characters find that the Monks are hot on their tail from the moment they arrive. It's impossible for a simulation to account for the appearance of time travellers, so how did the Monks know that the player characters were coming? Who are the Monks working with?

- **I Remember!** – The Monks have gone, but they haven't been as thorough erasing their fingerprints as they'd thought. Someone who'd been working with them remembers, and they've secured some of the Monks' advanced technology. Can the player characters discover who has retained their memories and stop them before they use their gadgets for some nefarious plan?

THE MONKS

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

The Monks are an alien race that resemble mummified corpses in priestly robes. While they are technologically superior to the planets they conquer, they prefer to be welcomed instead of feared.

SKILLS

Convince 2, Fighting 2, Knowledge 5, Marksman 3, Medicine 4, Science 4 (Biology, Chemistry 6), Subterfuge 3, Survival 4, Technology 5.

TRAITS

Alien

Alien Appearance

Bio-Chemical Genius: A Monk gains Area of Expertise in the Science skill for Biology and Chemistry; they can create biological or chemical gadgets through jiggery-pokery.

Fear Factor (1): The Monks gain a +2 bonus to inspire fear.

Forcefield (Major): The Monks can generate a force field around themselves that reduces damage by two success levels.

Natural Weapons – Lightning: The Monks can fire a lightning blast that does (4/L/L) damage.

Psychic

Shapeshift: The Monks can shift into several different forms and duplicate other people.

Telepathy: A Monk can create a mental link to read minds or converse telepathically.

Teleport: A Monk can shift to another known location with an Awareness + Resolve roll. Failure just means they don't move.

STORY POINTS: 7-9



EMPRESS OF MARS



'This is Alpha Centauri! Welcome to the universe!'

SYNOPSIS

Mars, 1881

The Doctor took Bill and Nardole to NASA to watch the landing of a new probe on Mars. It was capable of beaming images back to Earth from beneath the ice of the Martian poles. The first image was surprising: an arrangement of rocks spelling 'GOD SAVE THE QUEEN'.

Hopping back in the TARDIS, the team travelled to Mars in 1881 when the message was placed. Beneath the surface they were shocked to discover a campfire — oxygen in the Martian tunnels. The group were separated by a tunnel collapse; Bill met a British Army officer; the Doctor found a one-eyed Ice Warrior, and Nardole accidentally took the TARDIS back to modern day Bristol.

The British Army squad turned out to be working with the Ice Warrior, who they named 'Friday'. The Colonel, Godsacre, found the alien's ship stranded in South Africa and helped to repair it to return to Mars. As recompense, Friday promised them a fortune of gemstones in the Martian mines, but

they had discovered nothing in the months they had been there, and the Ice Warrior civilization seemed to have disappeared.

A private pried a jewel from the ancient sarcophagus, awakening the Ice Queen Iraxxa. She instantly declared war on the panicking British Army. The Doctor thought it may have been the entrance to an elaborate hibernation area for an Ice Warrior hive. Officer Catchglove denied the Doctor access and dismissed his concerns — this was the property and purview of the British Empire.

The Ice Queen Iraxxa awoke from hibernation when a private pried a jewel from her sarcophagus, declaring war on the panicking British Army. Catchglove commanded his men to kill Iraxxa, but Colonel Godsacre overruled, allowing the Doctor to negotiate. The Ice Warriors had hibernated for too long, through the death of the surface of Mars. Their only chance for survival was cooperation with the humans. Unfortunately, a jumpy soldier fired at Iraxxa, earning her ire and starting a battle. The British Army retreated whilst Iraxxa opened the hive, reviving a portion of her legion of Ice Warriors. Catchglove exposed Godsacre as a former deserter, taking command and imprisoning the Doctor, Bill and the former Colonel.



EMPERESS OF MARS

Friday freed the Doctor, Bill and Godsacre, hoping that they would be able to prevent a massacre of the humans who saved him. Godsacre fled, apologising, knowing he had no stomach for battle. The freshly wakened Ice Warriors began the battle, completely overwhelming the British Army and prompting Catchglove to abandon his men. Bill parleyed with Iraxxa whilst the Doctor laid his trap, but at a crucial moment Catchglove returned with a knife to Iraxxa's throat.

Taking the Ice Queen hostage, he planned to desert the planet and trap everyone else on Mars, but he was stopped by a bullet — Godsacre faced his fear and returned to save his soldiers. He offered his life to Iraxxa to spare his men, even after rescuing her from Catchglove. She was impressed by his honour and bravery, and spared his life, provided he pledge allegiance. The two species found peace through joining in arms.

CONTINUITY

- This is the first Ice Warrior story set on Mars. This adventure also shows when the Ice Warriors disappeared from the planet prior to 2059 (see *The Waters of Mars* in *The Tenth Doctor Sourcebook*). It can also be implied that

the Queen's Ice Warriors were the ones that rescued Ice Warrior Grand Marshal Skaldak in 1983 (see *Cold War* in *The Eleventh Doctor Sourcebook*). In all cases, the Ice Warriors are believed to have slept for 5,000 years, meaning that the Ice Warriors went into hibernation around 3000 BCE.

- Ice Warrior royalty is seen for the first time. Ice Warrior sonic weapons kill by compressing and twisting victims into a cube-like shape.
- The Doctor rigs up intergalactic communications for the new alliance to help them find a new world. Alpha Centauri welcomes the Ice Warriors, asking for a physical marker to pick up the survivors: 'GOD SAVE THE QUEEN'. Centauri was previously seen as an ambassador to Peladon in the future (see *The Curse of Peladon* and *The Monster of Peladon* in *The Third Doctor Sourcebook*).
- Nardole releases Missy so that she can help him pilot the TARDIS back to the Doctor. Missy seems worried about the Doctor's health.

RUNNING THE ADVENTURE

This adventure seems like a parallel universe at first — Victorian soldiers on Mars? — but it quickly becomes evident that this is an actual event going



on in real history. This isn't the result of an Earth inventor designing a spacecraft about a century early — although it could have — but instead is the result of a crashed Ice Warrior bringing the soldiers who found him and nursed him back to health to Mars.



This provides the bare bones for any number of 'historical anomaly' adventures. The player characters could find Roman gladiators being forced to perform in an alien arena, medieval knights imposing their rule and religion on an iron age world, or a modern mercenary unit becoming embroiled in the politics of the Draconian Empire.

In all cases, the player characters must discover how and why the humans were transported to another world, solve the problem, and hopefully bring the survivors back to their home. In some cases, the survivors may prefer to remain in their new home — how the player characters handle that depends on the circumstances!

Matters of Diplomacy

This adventure highlights one of the Doctor's hallmarks, that talking is always preferable to fighting. Talking is especially hard in this case because Iraxxa wants to establish her dominance in the face of primitives (her knowledge of Earthling attitudes being Bronze Age, with the Victorian

soldiers doing little to show otherwise) while the soldiers are looking to find treasure. Each side is in the way of the other but it's clear that the Ice Warriors are going to win in the end.

Still, this adventure is a reminder that talking is often better than fighting. The Doctor feels sympathy for the humans — even when they're acting badly — but he knows that they cannot win a military victory. Though largely ignored, he influences Friday and Godsacre enough that they help him stop the fighting before a bloodbath, leading to Godsacre's heroism saving Iraxxa.

This is not to say that diplomacy will always succeed. The Doctor's various attempts to unite the humans and Silurians have largely ended in failure, but when the player characters take time to put the weapons down and talk it could end the hostilities momentarily and provide some hope for a better future.

VICTORIAN SOLDIER

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

SKILLS

Athletics 2, Fighting 2, Marksman 3, Medicine 1, Survival 3.

TRAITS

Obligation (Major): Soldiers are always on duty for Queen and Country.

Special: Each Soldier may be individually different and could have any traits available to a normal human of their Technology Level (4). The traits in **Paternoster Investigations** are particularly suitable for Victorian Soldiers.

EQUIPMENT: Rifle (3/6/9), Revolver (2/5/7), Knife (2/5/7)

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





EMPRESS OF MARS


FURTHER ADVENTURES

- The Queen Wants YOU!** - Colonel Godsacre has far exceeded Queen Iraxxa's expectations and is now the General of her Foreign Legion — a ragtag group of humans and aliens who serve the Ice Warriors in the hopes of becoming full subjects of the Empire. Godsacre has recently

sent a scouting team to a planet to recruit a new soldier, but due to a faulty engine and local suspicion the scouting group is attacked as invaders. Can the player characters help before the Ice Warriors arrive and defend the honour of their Legion with prejudice?

- The Abandoned** - When Iraxxa left Mars in 1881 she didn't take everyone. A colony of 'dishonourables' was left behind. When this group awakens, they realise that Mars is a lost cause and prepare to attack Earth with the machinery the Ice Warriors didn't take with them. The player characters arrive in London at the turn of the twentieth century, only to discover that H.G. Wells — an old friend of the Doctor's — may have written one of his most famous books as an autobiography...

ICE QUEEN IRAXXA

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

The Ice Queen Iraxxa has been hibernating while waiting for an opportunity to revive her people. Unfortunately for her, that revival happened thousands of years later than she thought. Iraxxa is arrogant but noble; she has a warrior's heart, but she can forgive if the condemned is worthy.

SKILLS

Athletics 2, Convince 5, Fighting 3, Knowledge 4, Marksman 4, Survival 3, Technology 2.

TRAITS
Alien

Alien Appearance: Iraxxa looks like a reptilian humanoid.

Armour (Minor): Iraxxa wears a slimmer version of Ice Warrior bio-armour. This armour reduces damage taken by 8. Wearing the armour in Earth-like atmospheres lowers her Coordination by 2.

Arrogant (Minor Good): +2 bonus to resist fear and hopelessness; -1 to social interactions with those considered 'inferior.'

Cyborg

Natural Weapon (Sonic Gun): Iraxxa has a sonic gun attached to her forearm. It does [4/L/L] damage and contorts the victim's body into a cube.



Slow (Minor): Iraxxa's speed is halved in Earth-like environments when wearing her armour.

Weakness (Major): Iraxxa prefers the cold and can't stand intense heat. She gets a -2 to all actions when the temperature rises to 32°C and takes 4 levels of attribute damage as the temperature rises to 100°C.

Voice of Authority (Minor Good Trait): Iraxxa gets a +2 bonus to Presence and Convince rolls.

TECH LEVEL: 6

STORY POINTS: 8



THE EATERS OF LIGHT

'There you were wrong. The crows aren't sulking. The crows are remembering.'

SYNOPSIS

Aberdeen, United Kingdom, 2nd Century

The Doctor couldn't convince Bill that the legendary Ninth Legion of the Imperial Roman army were annihilated in battle, so he decided to take her and Nardole to check in person. Bill headed off to a river to find evidence on her own, whilst the Doctor teamed up with Nardole.

Bill came upon a Pictish girl honouring the graves of her parents. As soon as she noticed Bill she leapt up, drawing her swords and screaming a battle cry. Whilst fleeing through the woods Bill fell into a hole, finding herself at the end of a young Legionnaire's blade — she had found the Ninth Legion! Or at least, what was left of it...

The Doctor found a stone cairn whilst explaining to Nardole that crows could talk. They discovered a dead Legionnaire whose bones seemed to have disintegrated in seconds. Following a trail, they found a field choked with hundreds of Legionnaire corpses, not long deceased. Whilst examining the grisly scene, they were ambushed by a well-armed group of Picts.

The lone Legionnaire explained to Bill that he was one of the few survivors whilst leading her through the woods towards his comrades. The Legionnaire seemed frightened of something in the night, saying that the Picts attacked them with a monster. A strange beast appeared from between the trees, wrapping neon tentacles around the Legionnaire and devouring him. Bill ran to the cave where the remainder of the Legion hid, the young warriors blocking the entrance behind her — but not before the beast's tentacle lashed her. As they explained that the beast was attracted to light, she discovered a black slime where the tentacle hit, then fell unconscious.

Holding the Doctor and Nardole at spear-point, Kar — the Picts young leader — announced herself as a Gatekeeper, summoner of the beast that destroyed the Ninth Legion. The Time Lord and his assistant escaped, heading into the cairn to find the 'Gate' the Picts spoke of. The Doctor stepped

inside a strange blue portal, seeing a multitude of strange beasts swimming in the light. He exited after a few seconds, but outside the cairn two days had passed. He immediately identified it as an interdimensional temporal rift.

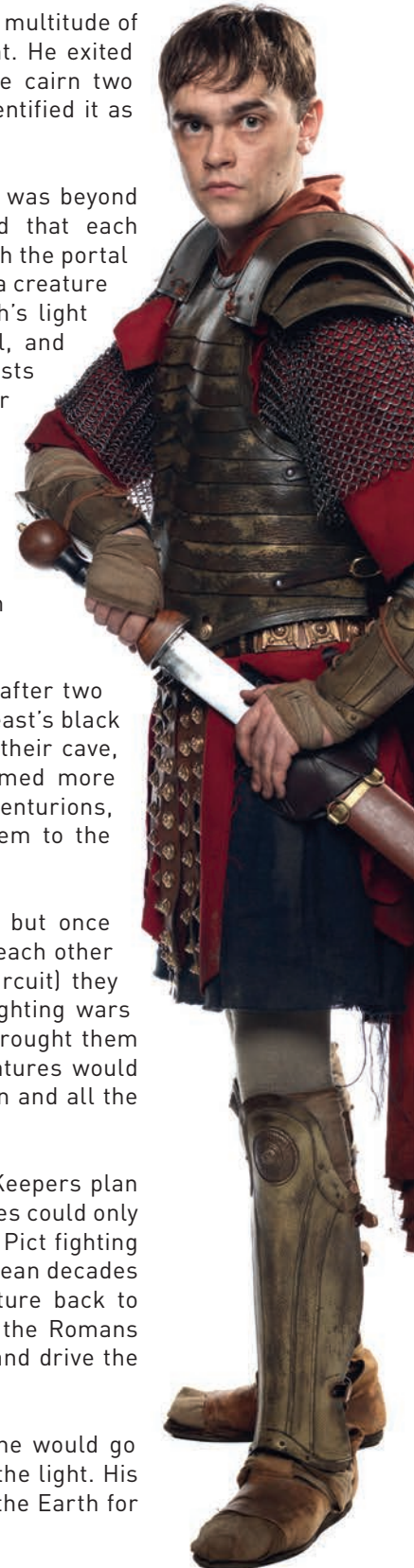
Kar told the Doctor they called what was beyond the portal 'the eater of light', and that each generation they sent a warrior through the portal to face it. But this time, Kar released a creature to destroy the Ninth Legion. In Earth's light it became more and more powerful, and eventually it would allow the other beasts through. The Picts explained that their ancestors couldn't fully imprison the eater of light, but the cairns they built restricted the portal so that it could only open once per generation. Each gatekeeper fought back the beast by poisoning the light using primitive prisms with optical cancellation properties.

Bill awoke in the Legionnaires cave after two days of sunlight had burned off the beast's black slime. The beast continued to circle their cave, growing more powerful as it consumed more light. Bill rallied the terrified young centurions, leading them through a tunnel system to the Pictish village.

The Romans and Picts squared off, but once they realised they could understand each other (thanks to the TARDIS Translation circuit) they recognised they were all children fighting wars they didn't understand. The Doctor brought them all together, explaining that the creatures would continue to eat the light, until the sun and all the stars were devoured.

The Doctor explained that the Gate-Keepers plan had worked in the past as the creatures could only come through one at a time; a single Pict fighting off a beast for a few minutes would mean decades of safety on Earth. Luring the creature back to the cairn, the Doctor, the Picts and the Romans worked together to poison the light and drive the beast back into the portal.

The Doctor revealed his final plan: he would go into the portal and fight the eater of the light. His life span was long enough to defend the Earth for




THE EATERS OF LIGHT


millennia. But Kar and the Legion wouldn't let him — they knew they could defend the Earth by working together, and felt it was their responsibility. Together they formed the Warriors of Light, their music echoing as they defended Earth over untold time.

Britain when he was locked in the Pandorica Box in Stonehenge (see *The Pandorica Opens* in *The Eleventh Doctor Sourcebook*). He'd also visited Rome a few decades earlier (see *The Romans* in *The First Doctor Sourcebook*).

CONTINUITY

- Crows are revealed as a sentient, language-speaking species. Kar's brother teaches the crows to say her name in memoriam, explaining their distinctive call.
- When the Time Travellers return to the TARDIS, Nardole and Bill are surprised to see Missy. The Doctor was having her fix the engines, bio-locking her out of the controls to keep her imprisoned. She cries when she hears the music of the Warriors of the Light.
- Nardole tells a very different story of what happened to the crew of the Marie Celeste (see *The Chase* in *The First Doctor Sourcebook* for the truth), but he admits that he's telling it 'the way he heard it.' It is probable that Enzomodons could have eaten the crew of another ship, given that they communicate by digesting each other.
- The Doctor previously visited 2nd century

RUNNING THE ADVENTURE

As with Robin Hood, this adventure is about discovering what happened to semi-mythical figures, in this case the Legio IX Hispana or 'the Ninth Legion.' The legion disappeared around the turn of the 2nd century, but no one is quite sure what happened to them. Bill argued she had a better idea than the Doctor, convincing him to take her there.

As with the last adventure, historical soldiers — Pict and Roman — are fighting something not of this world. In this case the extra-terrestrial creature has come to Earth and can't be negotiated with, only forced back into its dimension and kept from sneaking through again.

The structure is quite simple: arrive in the historical locale, discover that the traditional historical interpretation is incorrect, discover the truth of the extra-terrestrial activity, and save



everyone’s lives. In this case, the monster helps to add a subtext of bringing together disparate — even warring — cultures to fight a greater evil, showing that they are not so different and that ultimately we are all children of time.

If there’s one criticism of this adventure from the point of view of player characters, it’s that they play a less active role in the resolution. The Doctor genuinely wanted to sacrifice himself, and the player characters may be put in the uncomfortable position of either doing the same or manipulating others. A Gamemaster could consider the possibility of a third option which enables the player characters to find a way to permanently close the gate.

Monsters in the Past

From Grendel to St George’s Dragon, from Minotaurs in Crete to giants in Britain, from Thunderbirds in North America to shapeshifters in East Asia, history is filled with strange monsters that befuddle and slaughter unsuspecting humans. As this adventure shows, such creatures may have an alien origin. Examples from the Doctor’s own

adventures include the Devil (see *The Daemons* in *The Third Doctor Sourcebook*) and the Loch Ness Monster (see the *Terror of the Zygons* in *The Fourth Doctor Sourcebook*).

There are two ways to present monsters as aliens in the past. The first is to use them like this adventure; the aliens are mindless creatures that have found their way to Earth and must be dealt with. The Gamemaster should probably make them a little more ‘alien’ than they are portrayed in myth although some creatures, like basilisks, already have potent traits that make them dangerous and worthy of an adventure.

The second option is to use an alien race. Some alien races already have traits that match the myth. Zygons, for example, are shapeshifters, and Silurians look like humanoid dragons (not to mention the actual dinosaurs they live alongside).

ROMAN LEGIONNAIRE DESERTER

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

These remnants of the Ninth Legion broke ranks when they saw the Eater of Light. They survive by hiding, finally summoning the courage to help Kar keep the Eaters at bay by fighting at her side.

SKILLS

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

TRAITS

Cowardly (Minor Bad): -2 penalty to any fear roll.

EQUIPMENT: Segmented Armour – reduces damage by 5, Gladius (3/5/7)

TECH LEVEL: 2 **STORY POINTS:** 3-4

KAR

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

Kar is a young Pict who allowed an Eater of Light into the world to destroy a Roman Legion. As the Keeper of the Gate she accepted her responsibility and walked into the Eaters’ dimension, to hold them back along with help from the remaining Legionnaires.

SKILLS

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

TRAITS

Impulsive (Minor Bad): Kar is an impulsive teenager who doesn’t think things through before acting.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

EQUIPMENT: Spear (4/6/8)

TECH LEVEL: 2 **STORY POINTS:** 5





THE EATERS OF LIGHT

Not all these aliens have to have nefarious purposes. A Minotaur might be an alien scout who crash-landed, now being starved and held in a labyrinth for a King's amusement. Whenever a potentially violent monster like this is encountered it could be a kill-or-be-killed situation; what if the King was forcing the Minotaur to fight? What if a regent captured an alien 'Hydra' baby, using it as leverage to force the mother to eliminate their political rivals?

FURTHER ADVENTURES

- **Another Keeper, Another Gate** – The basic premise of this adventure works very well in other times and locations. In Colonial America, a First Nations Keeper may be holding the Eaters at bay only to be threatened by Europeans. A Keeper in Germany may be

threatened as the Thirty Years' War rages across her land. Treasure hunters may accidentally open a closed dimensional portal while searching through the ruins of Great Zimbabwe. The possibilities are endless.

- **A Warning of Crows** – While he was prevented from being the Gatekeeper, the Doctor had a point. Kar and the Legionnaires can only hold off the Eaters of Light for so long — a few more centuries beyond the present, maybe? At some point in the future, the cairn will be unguarded again. This time, the cairn site may be buried below a megalopolis — the only hint of the trouble to come is that the crows start saying 'help' instead of 'Kar.' Can the player characters find someone or something to guard the gate?

EATER OF LIGHT

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	5

These tentacled creatures from another dimension feed on light.

SKILLS

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

TRAITS

Alien

Alien Appearance

Alien Senses (Minor Good): +4 to Awareness when following sound waves.

Armour: The Eater of Light has a strong hide. Reduce all damage by 5.

Environmental (Major Good): The Eater of Light suffers no ill effects from any environment.

Fear Factor (2): The Eater of Light is a giant tentacled reptile that can disintegrate people. It gets a +4 to inspire fear.

Natural Weapon (Bite): The Eater of Light can bite its enemies. This causes [5/7/9] damage.

Natural Weapon (Tentacle): The Eater of Light destroys its enemies with a degenerative energy exuded from its tentacles. It does [S/L/L] damage. If the target receives an S result, then they were only



'scratched.' They fall unconscious until enough exposure to sunlight burns away the black mark they receive from the tentacle.

Special – Light Feeding: For each day in sunlight, the Eater's Coordination and Strength each increase by one. For every two hours of night, the Eater's Coordination and Strength each decrease by one, to a minimum of its starting score.

Weakness (Minor Bad): The Eater of Light takes a -2 to rolls when operating at night.

Weakness (Major Bad): Hitting the Eater of Light with refracted light gives it the Slow trait.

STORY POINTS: 6-8



WORLD ENOUGH AND TIME/THE DOCTOR FALLS



'People get the Cybermen wrong. There's no evil plan, no evil genius. Just parallel evolution.'

SYNOPSIS

A Mondasian Colony Ship, the edge of a Black Hole

The TARDIS doors swung open on the deck of a gargantuan ship and an unexpected figure emerged; a woman in sharp Victorian attire claiming to be 'Doctor Who'. A distress signal began to sound as Bill and Nardole followed Missy onboard, complaining to the Doctor over earpieces. Nardole discovered the colony ship was over 400 miles long and 100 miles wide, currently reversing away from the gravitational pull of a black hole. The test to see if Missy had become good had begun.

A crewmember named Jorj rushed in, holding 'Doctor Who' and her companions at gunpoint whilst asking if they were human. In a panic, he recognised that there were lifts on the way to the deck whilst Bill confessed her humanity. The Doctor interrupted his 'test', leaving the TARDIS to try to reason with Jorj, but to no avail — Jorj shot Bill in the chest.

Strange humanoids emerged from the lifts attached to intravenous drips. Their faces were entirely covered by wraps, but they somehow lifted Bill onto a gurney. They vocalized they would 'repair' Bill using robotic voice boxes as they returned to the lift.

The Doctor interrogated Jorj and learned that the ship had a skeleton crew of 50 only two days ago, but since some were taken into the lifts thousands of vital signs had appeared on the lower levels. This was possible through time dilation: the gravity of the black hole was causing time to move slower at the bottom of the ship than at the top.

Bill drifted into consciousness with a mechanical heart, technology replacing the hole blasted through her chest. As she explored the strange hospital on the 1056th floor of the ship she found many more of the strange humanoids. They were attached to the same intravenous drip as her, and occasionally repeated single words or phrases, 'pain' or 'kill me'.

An eccentric man named Razor helped her escape from the other hospital patients, and they struck



a fast friendship. He showed her the decrepit city outside the hospital and explained that the ship was old, unable to support the population unless they 'evolved'. Razor also showed Bill a video of the top of the ship, live footage of the Doctor and company imperceptibly moving due to the extreme time dilation.

A decade passed as Bill worked as a janitor in the hospital — her heart would stop working if she left — and watched the Doctor with Razor whenever she could. When the Doctor finally entered the elevator, Razor promised to take her to meet him. He betrayed her, taking her to a conversion laboratory to be fully upgraded.

The Doctor, Missy and Nardole reached the 1056th floor at last. Razor greeted Missy when she discovered the ship was from Mondas, and revealed his identity — he was the Master, Missy's previous incarnation! The Doctor and Nardole found the reason the Master was on the ship: Bill Potts, the first Mondasian Cyberman.

The Master and Missy captured the Doctor, revealing floor 1056 had been transformed into a gargantuan Cyberfactory. Whilst both incarnations gloated, the Doctor sprang his trap, revealing he had reprogrammed the Cyberman hive mind

to convert Time Lords as well as humans. Missy knocked out the Master — she had secretly been on the Doctor's side all along — as Nardole arrived in a shuttle to rescue them. A Cyberman almost electrocuted the Doctor, but he was saved by another Cyberman straining against its programming — Bill Potts.

Nardole's shuttle got them to floor 507, a solar farm capable of producing food that was by constant assaults from the Proto-Cybermen. Bill struggled against her programming as she realised what she had become, whilst the Doctor and Nardole prepared for the inevitable advanced Cyberman assault. Missy and the Master abandoned the Doctor, but they double-crossed each other, the Master killing his previous incarnation because he couldn't stand turning into someone 'good'.

Nardole came up with a plan to hold off the assault, but the Doctor knew it wouldn't be enough. He charged Nardole with defending the Mondasian civilization as they headed toward the top of the ship whilst he and Bill stayed behind to hold off the advanced Cybermen.

The Doctor succeeded in stemming the Cyber horde, but at the cost of his life. Bill held him and shed a tear, but it wasn't her own — Heather,





the Pilot, returned, now fully in control of her shapeshifting and time-space travelling form. She brought the pair of them to the TARDIS and converted Bill into the same substance as her, making them both appear human. They set off to travel time and space together, leaving the Doctor regenerating in the TARDIS.

CONTINUITY

- The colony ship comes from Mondas, indicating that Mondasians attempted to escape their fate (see *The Tenth Planet* in *The First Doctor Sourcebook*). It's likely they had already started cybernetic experiments and the Master helped them along on the colony ship.
- Missy claims that 'Doctor Who' is the Doctor's real name. WOTAN also addressed the Doctor by this name (see *The War Machines* in *The First Doctor Sourcebook*).
- The Master disguises himself so that Bill wouldn't recognize Prime Minister Harold Saxon.
- Missy may have utilised what she'd learned as 'Razor' when creating the Earth Cybermen (see *Dark Water*).
- The Doctor previously lost a companion to several years' worth of time in *The Girl Who Waited* (see *The Eleventh Doctor Sourcebook*), when Amy walked into the wrong room of the Two Streams Facility. He technically also did this to Amy when he first met her as a pre-teen – she waited for him and he didn't return until she was an adult.
- This is the first time in the Doctor's adventures that multiple incarnations of the Master have met. This may be the only time that two incarnations have, as the Master wonders why Missy doesn't remember this adventure. He may not know of the idea of a personal timeline being out of synch.
- The Doctor implies that Donald Trump is the President of the United States of America and that he, or people like him, tend to find their way to power on any given human world.
- The Doctor indicates that there are several separate races of Cybermen that aren't related to each other, much as several alien races (including Gallifreyans) look completely human. Furthermore, the Doctor suggests that the Cybermen from Mondas (see *The Tenth Planet* in *The First Doctor Sourcebook*), Telos (see *The Tomb of the Cybermen* in *The Second*



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Doctor Sourcebook) and *Planet 14* (see *The Invasion* in *The Second Doctor Sourcebook*) were three separate races of Cybermen.

- The Doctor also notes that the different races of Cybermen are the result of parallel evolution, which is why one race of Cybermen may look like another. In this adventure, the Cybermen evolve through three different models that have been seen before as other races.
- This adventure is similar to *Genesis of the Daleks* (see *The Fourth Doctor Sourcebook*) in that the Doctor is present for the creation of a deadly adversary and has to settle for slowing them down a bit rather than stopping them while saving his own life and that of his companions.
- Bill ironically spends more time with the Master than she does with the Doctor due to time dilation.
- The Doctor refuses to regenerate. The Master previously refused to regenerate (see *Last of the Time Lords* in *The Tenth Doctor Sourcebook*), although that obviously didn't stick.

RUNNING THE ADVENTURE

This adventure sees the return of two adversaries: The Master and the original (sort of) Mondasian Cybermen. The adventure also includes their 'upgrades,' Missy and the later Cyberman models (see the **Doctor Who Roleplaying Game** for these; several of the sourcebooks also include other models of Cybermen that could appear in this adventure).

At its most basic, this adventure is one of survival under the most depressing circumstances. The Doctor can't stop the Cybermen, he can only slow them down. Bill, as far as the Doctor is concerned, is already lost. The two Masters, on the verge of redemption, kill each other rather than help the Doctor.

Nardole is bought a few years' freedom, but in time the Cybermen will catch up to him and those he protects (perhaps the setup for a potential campaign for some helpful time travellers?).



PROTO-CYBERMEN

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

Proto-Cybermen are an intermediate step between Human and Cyberman. They are hospital patients whose body parts are being replaced with cybernetics but have yet to become full Cybermen.

SKILLS

A Proto-Cyberman may retain any of the skills it had when it was fully human, but is equally likely to forget them all.

TRAITS

Cyborg

Fear Factor (1): Proto-Cybermen are scary as they look like bandaged hospital patients. They get a +2 when actively trying to scare someone.

Networked: Proto-Cybermen have a built-in distress beacon and wireless power transfer systems.

Slow: Proto-Cybermen are slow and often dragging medical equipment along with them — their speed during chases is reduced to 1.

Weakness: Proto-Cybermen need the hospital to survive. They take 4 levels of damage for every round they spend not being able to draw power from the hospital.

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

Companion Growth

This adventure sees Bill spend a decade without the Doctor as she waits for his timestream to catch up to hers. Over that time, she grows and changes, most notably into a cyborg and later the first of a new race of Cybermen. She then accepts Heather's gift and becomes like her, capable of altering her form limitlessly and travelling through time and space unaided. Even when you can adventure anywhere, any when, playing the same unchanging character could get dull. Time Lords regenerate on occasion, but humans tend to stay the same; after all, how is a year or two in the TARDIS really going to affect

a player character's statistics? It's easy enough to have players swap out new characters, but in some cases a player may wish to portray the same character in a new light.

A temporal effect of some sort is the perfect way for a character to return changed. This could be part of the adventure — a character steps into a temporal anomaly and re-emerges five years older — or it could be something planned.

THE MASTER/RAZOR

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	10	STRENGTH	3

While he doesn't know it yet, this is the Master at the end of his 'Mr Saxon' incarnation. He no longer suffers from the sound of drums in his head and he was forced out of Gallifrey.

SKILLS

Athletics 3, Convince 6, Craft 2, Fighting 2, Knowledge 6, Marksman 3, Medicine 4, Science 5, Subterfuge expertise (Disguise +2), Survival 5, Technology 5, Transport 4

TRAITS

Adversary (The Doctor, the Daleks)

Boffin: The Master is every bit as ingenious at making gadgets as the Doctor.

Charming: There's no denying it, the Master is quite the smooth talker, even as he's killing you.

Eccentric: The Master is prone to outbursts of murderous rage, especially when things don't go his own way.

Feel the Turn of the Universe

Hypnosis (Special)

Impulsive: The Master doesn't always think through his actions, and the Doctor has baited him into a trap on more than one occasion.

Indomitable: The Master is not easily put down — time and time again he returns to plague the Doctor.

Obsession (The Doctor)

Percussive Maintenance

Photographic Memory

Reverse the Polarity of the Neutron Flow

Selfish

*Tailored Regeneration:

The Master can control his regeneration as it happens, allowing him to tailor his new form however he pleases.

Technically Adept: The Master is a gifted scientist and engineer.

Time Lord

Time Lord Engineer

***Time Lord (Experienced)**

Time Traveller (All)

Voice of Authority: When he delivers his evil monologue (and he will), people are compelled to listen.

***Vortex Born:** The Master can re-roll a failed test involving time travel.

***Block Transfer Specialist:**

+3 to any roll involving mathematics, including any repairs or restructuring of a TARDIS. This trait also adds +1 to Jiggery Pokery rolls.

Vortex

TECH LEVEL: 6

STORY POINTS: 2

*These traits are found in **The Time Traveller's Companion**.





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Perhaps a young companion decided to join UNIT for a while before re-joining her time travelling friends, or perhaps the companion wanted a few decades of a regular life before re-joining his friends as an early retiree. The possibilities are endless and add a lot of new roleplaying dynamics to a TARDIS team as they reconnect with a changed old friend!

FURTHER ADVENTURES

- The Cyber-Police - The Cybermen finally caught up with Nardole and assimilated him.

- The Return of Missy - Despite the timelines being out of sync, Missy remembers meeting herself and taking her own advice. With this in mind, it's possible that Missy is laughing as she 'died' because she'd prepared for being shot by herself (much as she did when the Cyber-Brigadier shot her). If this is the case, does Missy continue reforming in her new life (which may or may not include a regeneration?) or does she go back to her evil plots. In any event, the player characters are going to be in for a surprise when they meet the 'new' Missy.

FIRST CYBERMEN

Table with 4 columns: Skill Name, Value 1, Skill Name, Value 2. Skills include Awareness, Coordination, Ingenuity, Presence, Resolve, and Strength.

Frequently known as 'Mondasian' Cybermen, the First Cybermen are usually the first version of Cybermen created when a race of humans attempts to upgrade themselves...

SKILLS

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

TRAITS

Armour [Minor]: The first Cybermen were covered in a flexible 'ballistic cloth' that reduced all damage suffered by 5.

Cyborg

Fear Factor [3]: The First Cybermen gain a +6 when trying to actively scare someone.

Weapon: The First Cybermen have a large bulky and cumbersome energy projection weapon. Damage: L [4/L/L]

Slow: Cybermen are slow and ponderous at the best of times, their speed during chases is reduced to 1.

Technically Adept: Cybermen are adept with a great deal of technology and can quickly gain familiarity with other technologies.

Networked: Cybermen have a built-in distress beacon and wireless power transfer systems.

Code of Conduct: These Cybermen do not kill needlessly.

Weakness (Major): The First Cybermen cannot tolerate radiation and take 4 levels of damage, that ignores armour, for every round they are exposed to it.

TECH LEVEL: 6

STORY POINTS: 2-4



TWICE UPON A TIME

'You may be a Doctor, but I am the Doctor. The original, you might say.'

SYNOPSIS

Antarctica, 1986; the Weapon Forges of Villengard; Ypres, 1914

A British Captain was in a stand-off with a German during World War One when time froze. He explored the battlefield in a frozen moment and saw a mysterious glass-like humanoid. He suddenly flickered through several locations whilst a voice spoke 'there is a timeline error'.

The First and Twelfth Doctors met in the South Pole, both refusing to regenerate. As they argued the snowstorm around them slowed to a stop, frozen in time. The Captain walked towards the two Time Lords as the Glass Avatar appeared behind him in a bright light. The two Doctors hurried the Captain into the TARDIS for safety.

After the Doctor gave the officer a glass of brandy, the TARDIS was towed by a massive spaceship, rendering it inoperable. A voice message beamed

in asking them to exit the capsule into the 'chamber of the dead'. The voice gave the Doctor a chance to talk to an old friend in exchange for the Captain's life. The Twelfth Doctor ran out of the TARDIS and was hugged by Bill Potts, but he refused to believe it was really her.

The Glass Avatar revealed itself to be part of 'the Testimony', an organisation that harvested something from people at the moments of their death. The Doctor realised the Glass Avatar must once have been alive but could not figure out what the Testimony collected, or why. The Doctor refused to sacrifice the Captain to the unknown and declined the Testimony's offer, escaping with his first incarnation, the Captain, and Bill. The Testimony still had the Twelfth Doctor's TARDIS, so they ran to the First Doctor's old blue box.

The Twelfth Doctor tried to find the original human face of the Glass Avatar, but they needed a database to match it to. The Doctor piloted the TARDIS to the Weapon Forges of Villengrad, the most comprehensive database in the galaxy; a database that coincidentally also wanted the Doctor dead.





TWICE UPON A TIME

As they explored, a Dalek mutant attacked the Captain and was swatted away by the Doctor. The two incarnations of the Time Lord dashed to a tower as something inside fired at anything that moved. The Twelfth Doctor stepped into the firing line, demanding to be scanned, believing whoever it was would want a chance to see him die. The shooter relented, and the tower doors opened.

The Twelfth Doctor headed upstairs to meet with the shooter, Rusty the Dalek. The Doctor convinced Rusty to allow him to access the Dalek hive mind — nothing would hurt the Daleks more than helping him. He discovered the purpose of the Testimony: future humans used time travel and mind scanning technology to make copies of their memories in their final moments, allowing them to live on as the Glass Avatars.

Downstairs, Bill questioned the First Doctor and discovered his motivations. She hugged him, confessing that she was a Glass Avatar and had been testing him on behalf of the Testimony. Each side realised the other meant no harm. The Twelfth Doctor recognised he had pulled the Captain temporarily out of joint as he had tried to die in two incarnations, an impossibility in one timeline.

Testimony and the two incarnations of the Doctor returned the Captain to the point where he was to die. He made one last request of the two Doctors: to look after his family, the Lethbridge-Stewarts. The Twelfth Doctor agreed to do so, and started right then, adjusting the timeline so that Lethbridge-Stewart and his German foe met a few hours later — just after the Christmas Armistice began.

The two Doctors said goodbye, with the First returning to his own companions to regenerate. The Glass Avatar of Bill bade farewell to the Doctor with a final parting gift: she restored his memories of Clara, who returned for a final goodbye alongside Bill and Nardole. The Doctor accepted his fate, and left the battlefield to regenerate alone...

CONTINUITY

- Bill notes that the Doctor's TARDIS is bigger on the outside than the First Doctor's. The original interior of the TARDIS is seen before the Doctor began 'changing the desktop theme.'
- Professor Helen Clay established The Testimony Foundation, University of New Earth, on New Earth in 5,000,000,012. The default appearance of a Glass Avatar is based on her.





- The Testimony Foundation captures a person's memories at time of death to create a simulacrum. This is similar to Missy's Nethersphere (see *Death in Heaven*) except that the simulacrum is put inside a Glass Avatar rather than a Cyberman.
- The Doctor arrives in Antarctica just as the First Doctor is heading to his TARDIS to regenerate right after the destruction of Mondas (see *The Tenth Planet* in *The First Doctor Sourcebook*). The First Doctor is strong again due to being in his regeneration cycle, and is manifesting some decidedly 1960s mannerisms, probably drawn from his attempts to blend in while Susan was attending school (see *An Unearthly Child* in *The First Doctor Sourcebook*). His current incarnation finds this highly embarrassing.
- The Doctor doesn't recall meeting his previous self due to the timelines being out of sync.
- The sonic screwdriver is firmly established as having been first used by the Doctor in his second incarnation, as the First Doctor has no idea what it is.
- The Doctor encounters Rusty the Dalek once again at the abandoned Forges of Villengard (see *Inside the Dalek*). Captain Jack Harkness' sonic blaster was made here.
- Archibald Lethbridge-Stewart is an ancestor of Alistair Gordon Lethbridge-Stewart and his daughter Kate Stewart.
- The Doctor accesses the roundel where River had hidden alcohol (see *The Husbands of River Song*) to get brandy for Captain Lethbridge-Stewart.

RUNNING THE ADVENTURE

As in the Doctor's first adventure with Bill, this adventure lacks a villain. The Testimony merely wants to get Captain Lethbridge-Stewart back to the point where he was about to die so that they could copy his memories. They didn't manipulate events or put the Captain in danger; the Doctors did that when they refused to regenerate.

This adventure works if the players don't have any knowledge of the Testimony or Glass Avatars. It can be run fairly straight, with the player characters accidentally interrupting the Testimony and then spending an adventure trying to prevent something that isn't very bad at all.

If your players do have foreknowledge then rather than run the adventure as-is, the player characters could have an opportunity to tap the knowledge of lost friends by going forward in time and requesting an audience with the Testimony. This is a fun way to bring back old characters that have died or even to tap more wizened versions of interesting supporting characters. The Testimony may have rules about time travel, so the player



TWICE UPON A TIME

characters are going to have to be crafty if they want to get information that they weren't supposed to know!

Oh, it's You! How've You Been?

Whenever one speaks of multi-Doctor adventures it's often forgotten that part of the fun is the companions meeting earlier or later incarnations of the Doctor as well as each other. Jamie and Peri seemed to share some chemistry together (see *The Two Doctors* in *The Sixth Doctor Sourcebook*) and there was a lot of fun Doctor-companion switch-ups in the Death Zone of Gallifrey (see *The Five Doctors* in *The Fifth Doctor Sourcebook*).

While the First Doctor met the Twelfth Doctor before his companions caught up with him, it could make for a very fun campaign if Ben and Polly were able to meet the later incarnation of the Doctor. While this would have caused some disturbances to the timeline, as Ben and Polly were incredulous at the First Doctor's regeneration, it might explain why Polly accepted the new Doctor more easily than Ben. Perhaps she shared the adventure with the Twelfth Doctor and was mind-wiped to preserve the timeline, but a lingering memory sat in her subconscious?

With the Doctor having a steerable TARDIS, it's certainly possible for him to return to some old companions — while they're still in their prime — and take them on another adventure. This is a great opportunity for players to revisit any old favourites. Even if it seems impossible — Jamie and Zoe's memory wipe, Sarah Jane mentioning that she hadn't seen the Doctor since he dropped her off, Rose living on a parallel Earth — the Doctor always finds some way to break the rules.

After all, when Sarah Jane met the Tenth Doctor, after being dropped off by the Fourth, she seems to have forgotten that she'd met the Fifth Doctor on Gallifrey's Death Zone. Similarly, Jamie seemed a bit older when he met the Sixth Doctor (and the Second Doctor looked older than he should, too!) and he knew about the Time Lords. This hints at Jamie having more adventures with the Doctor after his trial but before he was exiled to Earth.

So throw the books open and let the players have fun! Maybe the Doctor wants to take Ian and Barbara on another adventure, visit his daughter on a post-apocalyptic Earth, see how Ben and Polly are doing, or once again interrupt Tegan's job as a flight attendant.





FURTHER ADVENTURES

- **The Butterfly Effect** – The Doctor interfered a bit more than he should have in saving Captain Lethbridge-Stewart. He massaged the timeline so that the Captain and the German soldier effectively stood immobile in a crater for at least a couple of hours. Did anyone notice? Also, the Captain and the German soldier's survival could have an unintended impact on the future. What happens when the player characters discover the future UNIT in disarray and no Brigadier Lethbridge-Stewart in sight, because the Captain instilled the horrors of war in young Alistair so much that the latter decided to become a maths teacher instead of a soldier?
- **Be Careful What You Wish For** – The player characters travel to the Testimony in order to get crucial information they need to resolve their current adventure. Unfortunately, during their questioning of the appropriate glass avatars, the player characters accidentally learn something unpleasant about their own future. Can the player characters ignore this information, or are they willing to break the laws of time to prevent it?

THE FIRST DOCTOR



AWAWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	7	STRENGTH	1

The First Doctor is at the end of his regeneration cycle. He is filled with regenerative energy, which helps him and his future incarnation pilot his TARDIS with accuracy.

SKILLS

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

TRAITS

Adversary (Daleks)
 Argumentative
 Boffin
 Bottom of the Class (Major)**
 Brave
 Code of Conduct
 Eccentric
 Epicurean Taste**
 Feel the Turn of the Universe
 Forgetful
 Impulsive
 Random Regenerator**
 Resourceful Pockets
 Technically Adept
 Time Lord
 Vortex

** indicates Traits that may be found in the **Time Traveller's Companion**. They may be ignored if you do not have that supplement.

TECH LEVEL: 10 STORY POINTS: 10



TWICE UPON A TIME

ARCHIBALD HAMISH LETHBRIDGE-STEWART



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

Captain Archibald Hamish Lethbridge-Stewart is an ancestor of Brigadier Alistair Gordon Lethbridge-Stewart and Kate Stewart. He was supposed to die on Christmas Day 1914, but the Doctor adjusted the timeline so that he would survive.

SKILLS

Athletics 2, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Survival 3.

TRAITS

Brave: Archibald gets a +2 bonus on all rolls where he needs to show courage.

Military Rank: Archibald is a Captain in the UK Army.

Obligation: British Army.

Tough: Any damage that affects Archibald is reduced by 2.

Voice of Authority: Archibald gets a +2 bonus on Presence and Convince rolls to get people to follow his orders.

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

GLASS AVATAR



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

Created by the Testimony, Glass Avatars are the collected memories of a single individual. They enable the individual's descendants to know about their lives. In every way that matters, a Glass Avatar 'is' the person that it is mimicking. The statistics here are for a 'basic' Glass Avatar. Individual Avatars would have all the traits and skills of the person they'd copied.

SKILLS

Athletics 2, Convince 2, Knowledge 3.

TRAITS

Robot

Gadget – Scan: A Glass Avatar can scan a person's memories and save them.

Immortal (Special Good): The Glass Avatar will never die.

Immunity: The Glass Avatar is immune to all forms of damage.

Networked: The Glass Avatar is networked with the Testimony.

Shapeshift: The Glass Avatar can either look completely like the original it copied or a translucent glass-like version.

TECH LEVEL: 8 **STORY POINTS:** 4-5



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