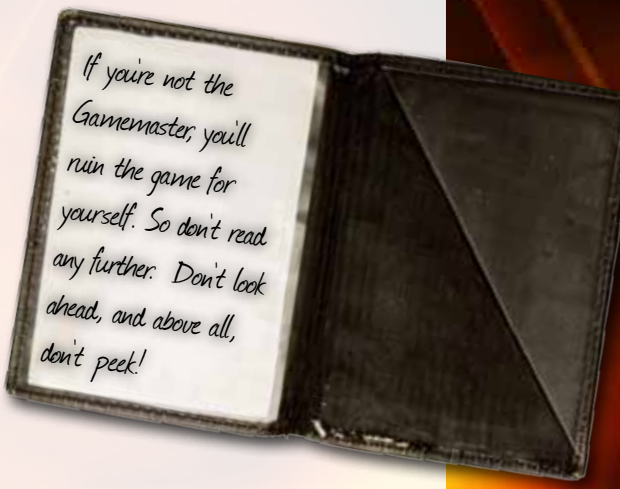
# ADVENTURES BOOK

## SO, WHAT D'YOU SAY, THEN? ONE MORE TRIP?

Welcome to the third book in the box of **Doctor Who: Adventures in Time and Space**. By now, you should have read through the 'How to Play' reference sheet in the box and, at least, the **Player's Guide**. The adventures presented in this book are designed for the new gamer in mind, but first things first...




## SPOILERS!

Are you a player or the Gamemaster? If you're the Gamemaster, that's great. Welcome in. Have a cup of tea, sit and have a good read. If you a player, you can stop right here. Seriously. Are you still reading? This book is just for the Gamemaster as it details the adventures you'll be playing – if you know the plot and know what's coming, you're going to spoil it for yourself.

### WHAT IS THIS BOOK?

This is where you'll find a couple of adventures that are ready to run with very little work (if any) from you, the Gamemaster. We're presenting you with two ready-made adventures of varying length, and then we'll give you some ideas for adventures that you can develop for yourself.

The Adventures are:

**Arrowdown:** This cool story is set on Earth and can be played with the Doctor and Companions, or just normal investigators, looking into the strange goings on in a seaside town in the Yorkshire coast. Just what is going on at the fun fair? Why are the boats in the harbour a little strange? What is going on at Monroe's and just what is that tolling bell?

**Judoom!:** This shorter adventure is initially designed for the Doctor and Martha, though it can be played with any combination of characters with access to a ship. The characters find themselves aboard a Judoon ship in trouble, and the characters must help.

The rest of the book features a whole bundle of short adventure ideas that Gamemasters can expand into adventures of their own.

# 'ARROWDOWN' BY ALASDAIR STUART

## INTRODUCTION

'Arrowdown' is intended to be a fast moving scenario to guide you through the way the game works, give each type of character a chance to shine and at the same time emphasise exactly how strange and dangerous the Doctor's world is. There are several elements of the scenario that can go more than one way depending on what type of group you're playing with, and the various different takes on events are explored as they come up.

### SPOILERS!

We've warned you before, but we'll say it again – if you're a player then stop reading now. The following is for the Gamemaster only. There are some great surprises in store for the players, and you wouldn't want that ruined would you? So, if you're planning on being a player in 'Arrowdown' then stop reading now.

## WHAT'S GOING ON

The effects of the Time War was missed by many lifeforms in the universe, this can be said of the small coastal Yorkshire village of Arrowdown. When a Dalek fled with vital information using its Emergency Temporal Shift, it crashed into the habour in the middle of World War II. Thought to be an unexploded bomb, it wasn't until Torchwood arrived on the scene that its extraterrestrial origins were unveiled. By then it was limbless, rusted and near death. Torchwood managed to open the casing, killing the mutant inside, but the effects of the Temporal displacement, and the Dalek's attempts to shift away left a small rift in time and space.

Torchwood assigned agents to monitor the rift over the years, but over time it proved to be of little threat. By the 1980's, agents were required elsewhere, leaving just a young couple to watch over this small rift, the agents assigned the case Operation Timekeeper. They were to monitor and control fluctuations in the rift while maintaining the illusion of normalcy in the village.

When tragedy hits the lives of these agents Teresa Monroe is forced to wage a very lonely and endless battle against a relentless foe.

### ITALICS?

Text presented in italics - *like this* - can be read aloud to the players to provide a sense of where they are in the adventure. Read through the text first though, and feel free to adjust the descriptions to suit the story, which characters are there and the circumstances.

## PROLOGUE

The following can be read out to the players (assuming you're playing with the Doctor and a couple of companions – if Martha isn't in the story, just replace her name with one of the characters present). If you're playing with a different sort of group, feel free to come up with a new introduction that gets the players into the feel of the story.

*Since you first met him, you've seen the Doctor react in countless ways. You've seen him act with absolute compassion towards the helpless, seen him talk his way out of impossible danger, seen him face down terrifying enemies with nothing but his voice and a rage so powerful it seemed to bend light.*

*You've never seen him speechless though…until now.*

*He turns back to Martha, eyebrows raised so high they look like they're standing at attention.*

*"What did you just say?"*

*"Only that I've never been to the seaside," she says.*

*"WHAT?! But it's brilliant! Sticks of rock and fish and chips and donkey rides! How could you never have been to the seaside – you'll be saying you never went to the Isle of Man next?"*

*Martha looks at him. His eyebrows climb higher.*

*"You've never been to the Isle of Man? With the rally and the…the…cats? With the tiny tails? And the sheep?"*

*He sets his jaw and nods. "Right! We're going to*

*the seaside, then I'm going to take you to the Isle of Man."*

*"...Will it be cold?"*

*"'Course not! Well, probably, but it'll be character building."*

*You watch as he pounds one control, spins another and pulls what looks suspiciously like a spring out of the console. The TARDIS rocks and turns and suddenly lands, with a dull thud. The Doctor looks at his companions, beams, and strides down the ramp, grabbing his coat as he goes.*

*"Come on! Chips to eat! Ruins to stare at, we don't have all day!"*

## SCENE 1 – WELCOME TO ARROWDOWN

The TARDIS has landed at the top of a flight of wide, stone stairs in the centre of the town of Arrowdown. Behind it is a large field, currently occupied by a funfair and an old ruined abbey. In front of it is Arrowdown, a small fishing town. It's wrapped around both sides of a harbour and has the sort of uniquely busy, cramped feel that seaside towns tend to have.

The characters are free to wander around as they see fit (The Doctor certainly will, although sticks of rock will be very high on his agenda). Some of the notable locations, and things they can find there, are listed below:

### BEACH

The beach wraps around Arrowdown's eastern half, and is pretty impressive. A good four kilometres of white sand and rocks, it's empty but beautiful. If you're stuck for a description, read the following text out to the players to set the scene:

*Being a quiet seaside town you'd expect a fantastic beach, and Arrowdown certainly has one of those. It stretches along the town's eastern side, vanishing into the haze in the distance – kilometers of white sand, punctuated by rocks. There's a small shack a little way down the beach, and to the north there's the first wall of the town's harbour, and the lifeboat station.*

**Player Opportunities**

**The tide:** If the Characters stick around long enough something else will become apparent. The tide isn't coming in or going out, it's simply holding in place. Characters with a high Awareness (4 or more) will notice this. Looking further out, characters will notice that the waves aren't crashing.

**The donkeys:** No seaside town would be complete without a donkey ride. The donkeys in question (there are four of them) are tied up by a small shack with a sign on the door saying "BACK IN FIVE MINUTES". When the Characters first appear, the donkeys are unusually friendly and seem distressed when they leave. Characters with the Animal Friendship Trait will notice that the donkeys are acting as if they've not been around people for a long, long time, and that they are very friendly – much more friendly than animals usually are. No one is visible around the shack, and anyone looking further will realise something disturbing; there are no footprints of any sort either.

### OTHER TYPES OF GROUP

The way things are written here are assuming you're playing with the Doctor and a companion or two.

Of course, the game could easily be played with a different sort of group. They could be from UNIT, investigating temporal disturbances or they could be regular people, maybe just a group of friends on a camping trip to the seaside who picked the wrong place to be. 'Arrowdown' can be adapted very easily to any sort of character group.

### LIFEBOAT STATION

On the edge of the harbour, the lifeboat station is a large, warehouse like building open to the public. The lifeboat is in place at the top of the slipway (a long ramp into the sea) and the gift shop is open although there isn't a soul around – neither customer, nor staff.

*At the edge of the sand, where the beach meets the harbour wall, is a large lifeboat station. The side facing the sea has its huge doors open to the concrete slope that leads directly into the sea. The lifeboat sits in its cradle, and the gift shop is open with postcards, sweets, tourist information and a collection box for the lifeboat charity. However, there is no one around, not a single tourist or even a member of staff in the station.*

**Player Opportunities**

Elements of the lifeboat station and every location in the town, change very subtly over time. While the characters actually go into a 21st century lifeboat station, they'll soon find things like a 1950s telephone or, just for a second, the

lifeboat becoming a small rowing boat. If they try and pay for anything by leaving some money at one of the many deserted shops, they will find the exact change in front of them if they look away for a moment.

## HARBOUR

The harbour is small and seems filled with a heat haze of sorts. There are clearly modern trawlers lining the wall near the characters but it's almost impossible to see across to the other side, despite the decent weather.

*The north part of the coast of Arrowdown is dedicated to a small harbour for the town's fishing and boating. Trawlers line the near side of the harbour, but the far side is impossible to see through some sort of heat haze or sea mist (or roak as the locals call it). The harbour smells of fish and salty air. The sounds of the boats knocking against the harbour walls is punctuated by the cries of seagulls.*

**Player Opportunities**

The character with the highest Awareness will see the cacophony of ships in the harbour before the finale of the adventure (see below), and also sees several seagulls, apparently suspended in mid air, which will build the sense of weirdness in the town.

## FAIRGROUND

MONTEZUMA'S CIRCUS OF DELIGHTS sits on the green just above the beach. It's a small, clearly resident funfair, with bumper cars, spinning teacups, a Ferris Wheel, a Cyclone (the characters are harnessed in place on a wall, set within a circular room. This room then spins faster and faster and faster and is slowly raised off the ground until it's held at ninety degrees to it. After a minute or so, the ride then comes back down.) and a ghost train.

*Montezuma's Circus of Delights is the resident funfair that sits on the green overlooking the beach. The fair is obviously here all year around, and is probably very popular in the height of summer. There are bumper cars, those spinning tea cups that you sit in, a Ferris Wheel, a ghost train and a Cyclone. All of the rides are running, but there is none of the usual noise and cacophony that you'd expect for a funfair. The rides hurtle at full speed, stopping to let people on and off – only there is no one to be seen.*

*Nobody is on the rides, or operating them.*

**Player Opportunities**

The fairground rides are hurtling around and around but no one's on them and they're making no sound. They stop at intervals as if letting people on or off before starting up again, only no one is on the rides and no one is operating them. If anyone gets on a ride, it will automatically fire up, suddenly jumping from silence to full volume and full speed. If this is the bumper cars then it's going to be shocking rather than frightening. If it's the Cyclone then they're in for a bumpy

### TORTURE VICTIM AUTON

**Awareness 3 Coordination 2 Ingenuity 3**
**Presence 4 Resolve 2 Strength 4**

**Traits: Alien**
**Armour (Minor) –** its tough plastic outer protects it from a lot of damage, damage is reduced by 5
**Clumsy –** not exactly the most coordinated of creatures.
**Fear Factor (2) –** the poor torture victim is a grisly sight. +4 on rolls to actively scare.
**Immunity (Bullets) –** any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and they go through**.** Halve the damage the Auton takes from bullets.
**Natural Weapon (Blaster) –** the Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
**Networked (Minor)** – the Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.
**Slow (Minor) –** the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
**Weakness (Major)** – if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

**Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.**
**Story Points: 2**

## WEREWOLF AUTON

**Awareness 3 Coordination 2 Ingenuity 1**
**Presence 3 Resolve 2 Strength 5**

**Traits: Alien**
**Armour (Minor) –** its tough plastic outer protects it from a lot of damage, damage is reduced by 5
**Clumsy –** not exactly the most coordinated of creatures.
**Fear Factor (1) –** It's a walking werewolf! It's pretty scary, +2 on rolls to actively scare.
**Immunity (Bullets) –** any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.
**Natural Weapon (Blaster) –** the Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
**Natural Weapons (Claws and Teeth) –** the werewolf Auton has claws and teeth, as you'd expect. They add +2 to the Auton's Strength when calculating damage.
**Networked (Minor) –** the Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.
**Slow (Minor) –** the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
**Weakness (Major) –** if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

**Skills: Athletics 1, Craft (Singing) 3, Fighting 1, Medicine 2, Survival (Arctic) 2, Technology 1, Transport 1**
**Story Points: 1-4**
**Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.**
**Story Points: 2**

## VAMPIRE AUTON

**Awareness 4 Coordination 3 Ingenuity 3**
**Presence 4 Resolve 2 Strength 4**

**Traits: Alien**
**Armour (Minor) –** its tough plastic outer protects it from a lot of damage, damage is reduced by 5
**Clumsy –** not exactly the most coordinated of creatures.
**Fear Factor (1) –** it's a vampire. It can be pretty scary, +2 on rolls to actively scare.
**Immunity (Bullets) –** any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and they go through. Halve the damage the Auton takes from bullets.
**Natural Weapon (Blaster)** – the Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
**Natural Weapons (Teeth)** – the vampire Auton has fangs as you'd expect. They add +2 to the Auton's Strength when calculating damage.
**Networked (Minor)** – the Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.
**Slow (Minor) –** the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
**Weakness (Major)** – if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

**Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.**
**Story Points: 2**

time, before finally pausing suddenly to let the characters off.

The Ghost Train is a particularly rickety, unsettling example of the genre. The figures inside are all very life like and physically very intimidating, each one bulkier and somehow more threatening than a normal ghost train.

There's a very unusual level of psychic radiation around the Ghost Train and the Ferris Wheel. Successfully using any sort of scanning device (make an Awareness and Technology Roll, Difficulty 12) will reveal that there are signals being transmitted in the area, coming from the Ferris Wheel, and there is a concentration also on the Ghost Train. If the Doctor is present he will know that this is similar to the sort of energy the Nestene Consciousness used to control its Autons.

And the moment that's figured out, the Wolfman, Dracula, Frankenstein's monster and every other inhabitant of the Ghost Train burst out of the walls. The Autons are very alive, very angry and the characters are in a lot of trouble. The main models, repeated several times over in the Ghost Train are detailed in the sidebars.

## GRIM REAPER AUTON

**Awareness 3 Coordination 3 Ingenuity 1**
**Presence 3 Resolve 2 Strength 4**

**Traits: Alien**
**Armour (Minor) –** its tough plastic outer protects it from a lot of damage, damage is reduced by 5
**Clumsy –** not exactly the most coordinated of creatures.
**Fear Factor (1) –** it's the grim reaper! +2 on rolls to actively scare.
**Immunity (Bullets) –** any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and they go through**.** Halve the damage the Auton takes from bullets.
**Natural Weapon (Blaster) –** the Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
**Natural Weapons (Scythe) –** the Grim Reaper Auton has a huge scythe, as you'd expect. It adds +4 to the Auton's Strength when calculating damage.
**Networked (Minor)** – the Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.
**Slow (Minor) –** the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
**Weakness (Major)** – if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

**Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Trait attraction) 1.**
**Story Points: 2**

## GHOST AUTON

**Awareness 2 Coordination 2 Ingenuity 3**
**Presence 4 Resolve 2 Strength 3**

**Traits: Alien**
**Armour (Minor) –** its tough plastic outer protects it from a lot of damage, damage is reduced by 5
**Clumsy –** not exactly the most coordinated of creatures.
**Fear Factor (1) –** it's a ghost! It can be pretty scary, +2 on rolls to actively scare.
**Immunity (Bullets) –** any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and they go through**.** Halve the damage the Auton takes from bullets.
**Natural Weapon (Blaster) –** the Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).
**Networked (Minor)** – the Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.
**Slow (Minor) –** the Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).
**Weakness (Major)** – if the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

**Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as Ghost Train attraction) 1.**
**Story Points: 2**

## MONROE'S

The café in the centre of the waterfront, Monroe's is a large, slightly grand building. The walls are covered with black and white photos of movie stars and a big, sweeping Victorian staircase runs up the side wall. There's music playing, and the sound of cooking coming from the back kitchen.

*In the centre of the waterfront, between closed amusement arcades and a deserted fish and chip shop is Monroe's, a grand old building that looks like a hotel, restaurant and bar. Inside, the walls are covered with black and white photos of movie stars that continue up the grand staircase. Music echoes from the bar and the sounds and smells of cooking drift from the kitchen. From the kitchen emerges a woman, the first sign of life you've seen in Arrowdown since you arrived.*

Teresa is a woman in her late forties with a maternal air to her and a warm, friendly welcome for the characters. She'll usher them, guide them to a seat and take their order with cheerfully relentless good humour.

If asked about the unusual nature of the town,

Teresa smiles and explains that Arrowdown has always had an oddly Mediterranean way of life and most people take a siesta in the middle of day. She assures the players that there's nothing unusual and the place will fill up soon enough, then goes off to prepare their orders.

**Unusual Elements**
Teresa looks slightly flustered when she first comes in, slightly nervous. A surreptitious check of a Sonic Screwdriver or equivalent scanner will also reveal that she, and Monroe's, are showing miniscule trace elements of chronon energy, a form of radiation that is usually only gained through exposure to the Vortex or travelling through time.

If anyone looks carefully at the building, they will notice that the windows are very heavily shuttered. Unusually so, in fact.

Anyone sneaking behind the till whilst Teresa's off making the food will find a very large, very functional, 1980s assault rifle.

At some point during their time in Monroe's, an alarm sounds seemingly in the distance. Teresa explains that it's the sound of an old ship's claxon that rings out at regular intervals as part of the town's heritage and that it is nothing to worry about. After a minute, the alarm is silent, and that's when the trouble starts (see 'Lunchtime Rush' below).

Any characters with a Torchwood background can make an Ingenuity and Knowledge roll (Difficulty 18). If they succeed they recognise Teresa from somewhere. A Good or Fantastic result and the character will realise that she looks a lot like one of the Torchwood agents from the late '80s who retired following some sort of family tragedy.

**Refuge**
If the Autons are awake at this point, it is likely that the characters have fled into the town and they will meet Teresa under very different circumstances. Sprinting through town, she steps out of the door of Monroe's, and fires her assault rifle into the Autons behind them with disturbing accuracy and drags the characters into the very fortified building.

There, she explains the situation, all of which is also information the players can find out through investigation if they meet Teresa under less dramatic circumstances:

### TERESA MONROE

**Awareness 3, Coordination 2, Ingenuity 1, Presence 3, Resolve 2, Strength 5**

**Traits: Boffin**
**Charming –** Teresa is very friendly and people usually warm to her quickly, she receives a +2 to rolls when trying to charm or to persuade.
**Dark Secret (Minor) –** Teresa used to work for Torchwood and is harbouring a rift manipulator!

**Skills: Athletics 2, Fighting 1, Marksman 3, Knowledge 3, Technology 5, Transport 2**
**Story Points: 8**

**Weapons**
**Assault Rifle 3/6/9**

- She's Doctor Teresa Monroe.
- She used to work for Torchwood.
- The creatures on the hill are Autons.
- They've been laying siege to the town.

If, at any point she discovers the Doctor is with them, she'll be overjoyed. Introducing herself, she explains that she's been looking for him for years ("I get that a lot," may well be the response).

## SCENE 2 – OPERATION TIMEKEEPER

Regardless of how they get there, it becomes clear very quickly that something very odd is going on in Monroe's. The Doctor will realise that there's something strange about the building. A closer look and a successful Awareness and Technology roll (Difficulty 18) will reveal that the edges of the rooms are lined with thick piping both floor and ceiling. Closer inspection will lead the characters to the building's cellar where the pipes all lead to a complex series of controls and computer screens. A successful Awareness and Ingenuity roll (Difficulty 21) with a bonus for anyone with the Vortex Trait (+2) will indicate that the device is manipulating the energy of some sort. A Fantastic result will reveal that this is rift energy.

Monroe's is built over a temporal rift, and Teresa Monroe has been manipulating the rift energy. At some point, the players will confront her and varying amounts of the following information will be revealed, depending upon whether you want to portray Teresa as a tragic heroine or a driven, desperate woman fighting a losing battle.

## TERESA'S BACKGROUND

In 1944 something impacted into the harbour in Arrowdown, splashing down and burying itself into the harbour floor. The Navy investigated expecting to find an unexploded bomb. The harbour was sealed and drained, but what they found was something similar to a burnt and charred pepper-pot. Torchwood stepped in and found the device to be alien. It was barely alive, but struggling to temporally shift itself to safety. Torchwood killed the Dalek mutant, and for fear of activating the casing again they buried it under concrete and flooded the harbour again.

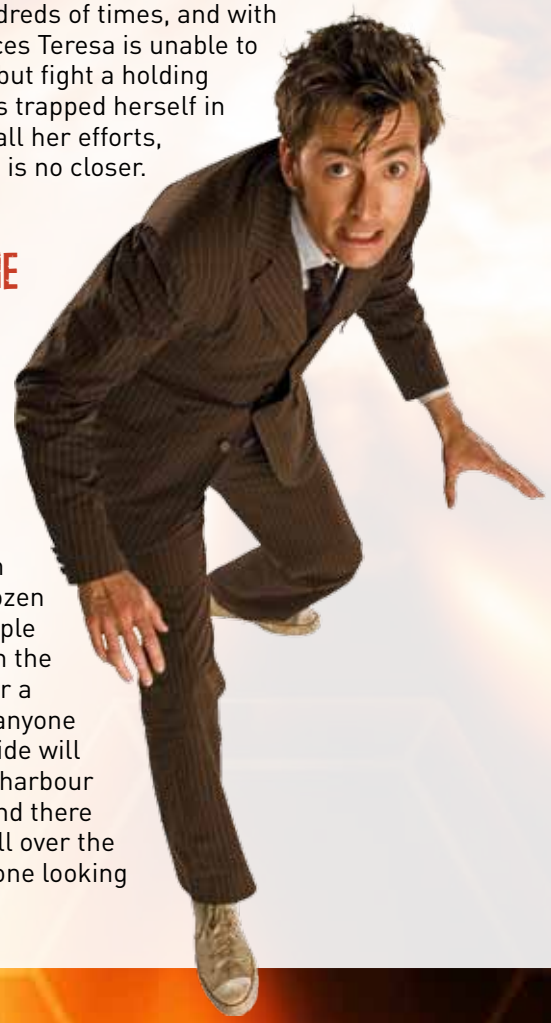
Torchwood assigned agents to the village of Arrowdown to monitor the temporal irregularities that seemed to plague the town until the end of the 1980's, then the rift activity tapered off. Torchwood eased their monitoring of the rift, far smaller than the legendary one in Cardiff, setting up a small monitoring station and assigning a young couple to remain on site while Torchwood spent valuable resources elsewhere. Alan and Teresa Monroe were young scientists recently recruited into Torchwood, and together they were the sole two agents of Operation Timekeeper.

Something stirred, and the rift manipulator sparked into life. They started experimenting and doing research and were convinced that the dormant remnants were active again. Torchwood were busy elsewhere, ignoring the Monroe's calls. There was only one thing they could do, go to London and prove their theories. They were on their way to London when a drunk driver hit their car. Alan Monroe was killed instantly. Teresa Monroe spent six months in hospital. Following that, she asked to be reassigned to Operation Timekeeper. Torchwood asked why as nothing ever happened there, she claimed that she wanted the quiet life but in reality it was something far more unusual.

Teresa Monroe has been expanding the cellar, continuing her research into the temporal fluctuations that had recommenced. She's wired most of the building into the rift's energy, and has managed to manipulate the rift's powers for her own use.

Teresa Monroe has had fifteen years to try and figure it out and she's come a surprisingly long way. By 1991 she'd figured out how to set localised time loops so the food never aged. In 1998, an attic that wasn't there before, within which there lay a pool of impossibly black liquid that swirled over and over. In 2003 she found a picture of Alan next to her bedside. He was smiling and older than he'd been when he'd died.

In 2005 the Autons came and time ceased to have any meaning in Arrowdown. A shard of the Nestene Consciousness had detected the rift energy and had been drawn to the town. The funfair set up on the hill, and the deaths began almost immediately. Teresa did the only thing she could; she fought. She tore her town out of time and every day the attacks begin again and every night, they revert. Arrowdown has lived one day hundreds of times, and with no other forces Teresa is unable to do anything but fight a holding action. She's trapped herself in hell and for all her efforts, her husband is no closer.



## LUNCHTIME RUSH

The moment the rift monitoring alarms stop, Monroe's is bustling with people. A dozen ordinary people walk through the door in under a minute and anyone looking outside will see that the harbour is now full and there are people all over the street. Anyone looking

### NO WALLET?

It doesn't have to be a wallet; it can be anything – if the Doctor is part of the group, it could be that his Sonic Screwdriver has been stolen, or the psychic paper. Jim (see sidebar) may have taken the psychic paper thinking it is a wallet and when he gets to a safe distance he checks it, only to have it say "I think you should bring this back".

### JIM BAKER

**Awareness 2, Coordination 4, Ingenuity 2, Presence 2, Resolve 4, Strength 4**

**Skills**
**Athletics 3, Craft (Sailing) 3, Fighting 2**

**Story Points: 2**

at Teresa (and succeeding with an Awareness and Presence roll, Difficulty 12) will spot that she seems desperate to find someone in the crowd and seems disappointed when they don't arrive.

Finally, anyone looking closer will realise that the ships in the harbour are an impossible collection of relics, ranging from trawlers to a schooner and a World War 2 Torpedo boat. Something is definitely wrong in Arrowdown and it is at this point, this exact moment, that the characters realise something else.

One of their wallets is missing. And the door to Monroe's has just slammed shut.

## CHASE!

Anyone quick enough to get out of the door will see a young man dressed in slightly tatty clothes sprinting down the street. As they chase after him, he leaps expertly onto the deck of the nearest ship and leads the characters across the impossible collection of ships until they finally land on the schooner they saw before. Feel free to throw in all manner of encounters here, from nearly falling overboard to being attacked by smugglers, or falling into a ship's hold, but keep the chase pacey and action-packed.

Jim's Speed is 4, so he's quite quick, but the decks can be hazardous. If the characters look like they're going to lose him, have him slip and fall overboard or reach a dead end.

When the characters catch up to him (or pull him out of the water) the young man turns and throws the wallet (or whatever he's stolen) back at them. He yells that all he wanted to know was who they are, to see that they were new to Arrowdown. If new people have arrived in the town then maybe something has changed, maybe at long last the storm had broken. He drops to his knees, sobbing hysterically and if the characters try and comfort him, he tells them that he's the deckhand on the Elzebeth, a whaler operating out of Arrowdown and he was born in 1856.

After the chase, and the characters have caught up with Jim, the characters will notice the klaxon sounding the rift alarm again, which gets louder and louder and louder until it is deafening. The deck of the ship beneath them starts to fade and again, and the characters will have to race to get back to the dock before the ships and their crews disappear (including Jim). Have the characters make Coordination and Athletics rolls (Difficulty 9-15) at varying times to avoid vanishing bits of deck, swinging booms or tangles of rigging ropes.

Once all of the ships have faded, the klaxon sound fades, leaving another sound in the air. It is the music from the fairground, getting closer and closer until every inhabitant of the ghost train, every decorative figure at the fairground comes into view heading towards the sea wall.

The Autons are awake.

## SCENE 3 – COMING LIKE A GHOST TOWN

The Autons sweep into the town and war breaks out. The Autons will kill anyone who gets in their way, but the most observant characters will be able to see that they are focusing on one place – Monroe's – and letting the townsfolk escape.

At Monroe's, Teresa is frantically barricading the front of the building while trying to get the rift manipulator to fire up once again. If the characters are outside, they have several options on how to get in.

**Distraction**
Someone distracts the Autons and leads them away, giving the other characters a chance to get into the building. A Coordination and Subterfuge

roll (against the Coordination and Awareness of the Autons) and a Coordination and Athletics roll (Difficulty 15) will be needed to sneak past the Autons and to climb into the building. Feel free to throw some unusual obstacles in both the characters and Autons' way such as horsedrawn carriages, old inhabitants phasing back in and, more conventionally, the architecture of a seaside town including amusement arcades, chip stands and lobster pots.

**Fight their way in**
It is possible for a combat orientated team to fight their way through relatively easily. If you're feeling really militaristic, a sniper on the other side of the bay could destroy half the Autons with Coordination and Marksman rolls before the other Autons could react (Difficulty 18 to hit them).

**I'm the Doctor, now who are you?**
Never underestimate the power of a good stare down. A Presence and Convince roll (Difficulty 18) will get the characters through the door as the Autons react to the Doctor's reputation. If the Doctor isn't present, or if they fail the roll, they will be captured and dragged off to the Fair (See **Scene 4-Merry Go Round** below). The Autons will visibly step back if the Doctor identifies himself by name.

## ARROWDOWN BURNS

There are also plenty of opportunities for the characters to rescue other people in the town. If you want to throw any of the following encounters in, feel free.

- A drunk sailor, dressed in 1950s Naval uniform, stumbles in front of an Auton and tries to engage it in a fist-fight.

- A group of prisoners, bound for the Australian penal colony, attack their guards and try and escape. Or alternately, try desperately to flee as the Autons stride towards them.

- A small child, separated from her family bangs on the door of Monroe's, trying to get in as the Autons form up around her.

As an extra twist you could always have the characters get there just too late and watch horrified as the individual in question is gunned down, only for...

Everything to reset. The anarchy of the last ten minutes is resolved as suddenly as it began. The town returns to normal, the dead rise, damage heals and anyone looking at the hilltop where they first landed will see a group of Autons appear on the outskirts of the funfair. A figure steps out of the Ghost Train, gestures for the Autons to come inside and they obey him.

## INSIDE MONROE'S

If the players are inside Monroe's then things are very different. As well as frantically trying to cover the windows or taking up defensive positions from the attacking Autons, there is also the added challenge of getting more power to the rift manipulator. Teresa says that something is different this time, she can't get enough power to reset the time loop and she needs the power that is keeping the other rooms active to be diverted.

To this end, Teresa needs as much power as possible and the characters will be sent on a frantic chase through the multiple rooms that the rift energy has mysteriously generated in an attempt to shut them down. When the rift created a new room, Teresa kept the room locked into the present by edging the room with piping and wires that feed directly into the rift. The characters will have to stop this drain on the rift's energy by literally ripping the pipes and tubes off of the walls and severing the link to the rift manipulator (Strength and Resolve roll, Difficulty 18). This will reroute the power to the main console, however Teresa will not allow the players to disconnect the wires in the main bedroom where the odd photo of Alan appeared. Some of the most unusual rooms include:

**The Kitchen:** Easily twice the size it should be and filled with the latest culinary equipment. There's the sound of a large group of people behind the back wall, like a cocktail party heard from a distance.
**The Library:** An astonishing, hundred metre long room with thick red carpet and floor to ceiling bookcases. Some of the books open on the table include **The Time Machine** by HG Wells and **The Time Traveller's Wife** by Audrey Niffenegger.
**The Attic:** A single, bare lightbulb sits above a

pool of impossibly black liquid. If the characters, and in particular the person playing the Doctor, peer into it long enough they will hear a voice calling their names. This could be whatever you want it to be, possibly something on the other side of the pool, calling to the Doctor (maybe even Daughter of Mine from the Family of Blood).
**The Pool:** There's an Olympic level swimming pool next to the kitchen, which is unusual given that there's barely space for a broom cupboard there.
**Teresa's Room:** A simple, Spartan bedroom with a bed made up for two. A photo of her husband sits on the dresser table. The bed hasn't been slept in.

If all the electrical points are turned off in time, the field activates and the Autons and the town are reset. Which of course, doesn't solve the problem, just delays it...

## SCENE 4–MERRY GO ROUND

Sooner or later, it'll become clear that there are two ways to get out of the situation. The first is to try and reason with the Autons and the second is to destroy them.

If they try and sneak into the funfair it becomes clear that the Autons are concentrated around the Ghost Train. Closer examination of the Ghost Train reveals that the building appears to extrude into the ground and all of the Autons are concentrated around there.

It is hard to sneak in. The characters will have to make Coordination and Subterfuge rolls, against the Awareness and Ingenuity of the Autons, but there are many of them (the Auton's Awareness and Ingenuity is increased using the Cooperation rules, so they get a bonus of +8 to their rolls). If they don't want to sneak in, they could just stride up to the entrance and demand to be taken to their leader! Just a Presence and Convince roll, against the Auton's Ingenuity and Resolve. This is their easiest option as the Autons will probably do just that, and lead the character straight to the fragment of the Nestene Consciousness in the funfair.

Whether they try to sneak in, attack the Auton camp or demand to be taken in, the characters are soon greeted by the mysterious figure they saw earlier. He's dressed like a ringmaster and steps out of the Ghost Train with a flourish. Straight away, it should become clear this is not a normal Auton. He walks normally and, as he takes his top hat off, something becomes very clear.

He's human. Or partially human. Half his face is plastic but as he comes closer, he smiles and tips his hat. Anyone who saw Teresa's bedroom will recognise him. He's Alan Monroe, her husband.

### ALAN MONROE

**Awareness 5, Coordination 3, Ingenuity 3, Presence 3, Resolve 4, Strength 4**

**Traits:**
**Alien (partial) –** Alan has a fragment of the Nestene within him, controlling him, so he's part Alien.
**Boffin –** Alan is a whizz with computers and technology, allowing him to create pseudoscience gadgets.
**Slave –** Alan is mostly controlled by the Nestene, as a puppet for the alien within him
**Unattractive –** the Nestene has rebuilt his face with plastic leaving him horribly scarred.

**Skills**
**Athletics 3, Fighting 3, Marksman 3, Knowledge 3, Science 3, Technology 3**

**Story Points: 8**

## THE TRUTH

Alan and Teresa weren't hit by a drunk driver, they were hit by a shard of the Nestene Consciousness making planetfall. Teresa, was blown clear by the impact. Alan wasn't so lucky. The Nestene Consciousness absorbed him and has been using his knowledge of the town, his wife and her knowledge to try and gain control of the rift.

Alan has no idea who he used to be. Only that the Nestene Consciousness saved his life and he owes it everything. Now, he's being used as the spokesperson for the Nestene Consciousness.

As he leads them down through what seem to be an old set of smuggler's caves beneath the Ghost Train, the characters can try to talk to Alan and get through to the person beneath the Nestene control. It will require a Presence and Convince roll, Difficulty 18 to chip through some of the conditioning. Alan Monroe is still in there and if the players can make him aware of who he is, then they can gain an ally in what's to come.

## SCENE 5–THE PLASTIC COURT

Finally, they reach the bottom of the tunnels. There, Autons are busy maintaining a large secured rock pool into which has been poured the remains of the Nestene Consciousness.

Barely cognisant, it writhes and pours itself around and seems comforted as Alan puts a hand in to pet it. Those looking closely will see that the plastic half of his face slackens a little as he does this.

Alan explains the situation to them; the Nestene Consciousness barely survived the Time War and, given the last encounter with the Doctor, this fragment has no intention of attempting to enslave this paltry little world. All the Nestene asks for is a means of getting off this world.The rift offers that. Of course, if the characters have arrived in a TARDIS, the Nestene would settle for that...

Of course, that's not quite everything. When pressed, the Nestene Consciousness will concede that it wants to save its protein planets from the Time War and will even concede to wanting to retrieve the elements of itself locked in the past. It wants a new world, and it's not remotely concerned whether that world has living inhabitants or not.

Anyone making an Awareness and Ingenuity (or if any character has Knowledge that is Geology based, use that) roll (Difficulty 15) during this time will notice something disturbing. The tunnels they've come down change at this level, becoming more regular, more polished. The time rift around the fallen Dalek and Monroe's only extends a hundred feet down into the crust and the Autons are digging beneath it. They're planning to drop the Dalek, and Arrowdown right into their laps. This is the big finish, the moment where the characters must work out what to do and how. There are several solutions available here:

**Breaking the Seal:** The molten plastic form of the Nestene Consciousness is protected from the ocean by a thin wall of rock. A Coordination and Marksman roll (Difficulty 12 to hit it) will break it, causing the plastic and water to mix, the plastic to solidify and the Autons to collapse in agony. Plenty of time then to race down the tunnels or back to the surface. Remember - This could be done entirely on good roleplaying or a Presence and Convince roll (Difficulty 18) but if Alan Monroe can be reminded who he is, then he'll destroy the pool himself and flee with them.

**Rats in the Maze:** A good distraction (like bringing down some of the ceiling or a Coordination and Fighting roll to disable an Auton) will give the players the chance to flee into the tunnels beneath the bay. There, they will have to evade the Nestene Consciousness and the Autons, as well as finding a way back to the surface. Of course, the most effective of these is blowing a hole in the ceiling and letting the bay flood in (which will involve some holding of breaths and swimming to the surface (see Drowning on p.[?] of the **Gamemaster's Guide**), though there are other interesting ways out...

**Rescued by the TARDIS:** If the characters arrived by TARDIS to Arrowdown, if they get stuck or trapped in a corner or dead end passage, the TARDIS materialises around them. It's up to you whether this is the Doctor calling it or the TARDIS reacting to the characters being in trouble but it should be at the most dramatic moment possible, the time bubble locking in place as the walls of the TARDIS fade in around the characters.

The TARDIS will be damaged by the trip into solid matter and the characters must divide their time between repairing it and staving off the Autons. Repairing the console is a series of Ingenuity and Technology rolls (Difficulty 21, don't forget bonuses for characters with the Vortex Trait) while fighting off the Autons.

Finally though, the Time Rotor starts up. For extra dramatic effect, you could even have the molten Nestene Consciousness hurtling down the tunnel towards the characters just as it dematerialises and floods the tunnels with water.

**The Wild, Wild Sea:** If the characters escape out into the bay or break through the tunnels and swim up they find themselves faced with a difficult swim (Coordination and Athletics rolls, Difficulty 15). However, what they find out there is a fleet the likes of which they've never seen. Every ship from the harbour is arrayed and those with weapons begin opening fire on the caves even as a motorboat speeds in to pick the characters up.

If they don't have Alan with them at this point, then the characters will need to stop the bombardment (it's actually more dramatic than effective, just a single old Naval ship with cannons and a gunboat from World War II) using either Presence and Convince rolls (Difficulty 18) or very good roleplaying.

If they have Alan with them, the players will meet Teresa who has finally left Monroe's to help in the rescue. Alan's human side has gained full control of himself and she's amazed to find herself face to face with the husband she thought she'd lost. As the ships turn for home, and the time bubble over Arrowdown finally dissipates, the older ships in the fleet begin to fade back to their own time.

There are a couple of ways you can play this ending. If you want there to be a very dramatic finale you could have the boat the characters are on attacked by a rapidly solidifying but still homicidal Nestene Consciousness. This could lead to Alan heroically sacrificing himself, the boat being destroyed or the Nestene Consciousness being held off long enough to solidify and sink.

### NESTENE CONSCIOUSNESS

**Awareness 3 Coordination 2 Ingenuity 6**
**Presence 4 Resolve 5 Strength 5**

**Traits: Alien**
**Alien Appearance**
**Fear Factor (1) –** it's a mass of boiling plastic that talks! +2 on rolls to actively scare.
**Hypnosis (Major) –** it can mesmerise and control agents.
**Immunity (All Ballistic Weapons) –** guns, bullets and explosives do nothing to it. It's a pool of living plastic, though it can form tentacles and limbs that can be harmed or severed.
**Natural Weapons (tentacles) –** the Nestene can produce tentacles that can crush and bash their target (Minor Trait, Strength +2 damage (7(3/7/10).
**Psychic –** it communicates and controls with a powerful telepathic signal amplified through conventional technology. Without the boost, it can still control the weak willed within its presence to create agents to do its bidding.
**Slow** - movement is really slow, with an effective Speed of 0.5

**Skills: Convince 3, Fighting 2, Knowledge 6, Science 2**

**Story Points: 8-10**

**(All of its Attributes drop by one for every Round that it is in the salt water).**

Alternatively, you could have Alan go into shock as the Nestene Consciousness dies and have to be stabilised until they can get him back to Monroe's. Due to being drenched in temporal energy, the rift tries to heal him. Ultimately, Alan is saved but at a price. He can't leave Monroe's for more than two hours otherwise the healing will break down.

## SCENE 6–MONROE'S, OPEN FOR BUSINESS

By the time the characters get back, Arrowdown looks very different. The Ghost Train has collapsed into the sea, the old ships have disappeared and the streets are filled with confused tourists and citizens, all wearing clothes three years out of date.

With Torchwood or UNIT contacted to ease the townsfolk into the real world, the Doctor and companions can finally enjoy their fish and chips. Sitting in the library at Monroe's, with Teresa and Alan, they find out that the couple have some surprising news. UNIT have asked them to join, and Operation Timekeeper has been shelved in favour of Operation Nightingale, an ongoing attempt to find and care for the victims of alien intervention. Although Monroe's is still being kept on as a side concern, keeping an eye on that Dalek technology until it can be safely retrieved and destroyed.

The rift energy has been massively depleted and is slowly fading. An Ingenuity and Knowledge roll for the Doctor will reveal that there is enough residual energy to keep Alan alive, but that is all. Still, the chips are magnificent.

Finally, as they leave, the storm that has been held in place for years breaks over Arrowdown. Holding their newspaper clad chips tightly against the rain, the Doctor and his companions flee back to the TARDIS and set off for pastures new. After all, it turns out Martha's never been to the Isle of Man...

# JUDOOM!

BY Alasdair Stuart

## INTRODUCTION

'Judoom' is a shorter adventure that should only take an evening or an afternoon session to play. It is initially designed for the TARDIS crew as they will have to appear inside a Judoon cruiser, though it could also work for other sorts of character groups with a little imagination. What if they are UNIT soldiers who are experimenting with Project Indigo transporters and end up aboard? Or maybe they have been mistakenly captured by the Judoon – only to escape during the events of the adventure? For now, we'll assume it is the TARDIS crew but, as with each of these adventures, feel free to change and adapt the story.

## SCENE 1–ARRIVAL

*"You see," explains The Doctor, dancing around the TARDIS console, twirling controls and adjusting dials, "Time travel's not ACTUALLY that dangerous. Or hard. You just need to know when you're going, what sort of temporal nexus you're aiming for, the exact five dimensional coordinates of your destination, the odd cup of tea and voila!"*

*He finishes his demonstration by hitting the console very hard with a rubber mallet.*

*"The Perseid shower! 2020, the really big one! It's great! It's powerful and majestic and…definitely… doesn't have any corridors in it." He strides down the ramp and throws the doors open, revealing a very long, very tall, very black corridor.*

*"Did I say it wasn't that hard? Sometimes it's hard."*

*Sirens begin to sound and the ground shifts. The Doctor, clinging onto the door frame for dear life yells "It's fine! Just the ground, settling! Probably! The ground pitches forward again, harder. Sirens go off. "Maybe not! Everyone back in…"*

*You hear the sound of marching feet. HUGE, marching feet moving in unison. Even as the ground levels off, four gargantuan figures in brutal black helmets stride towards the TARDIS.*

*"Remain where you are!"*

*"Sometimes," The Doctor's voice is low, wistful, "I'd love to turn up somewhere nice."*

The TARDIS has actually arrived in the right time. It is 2020, it has arrived at the perfect place to observe the Perseids but something else got in the way. That something else was a Judoon cruiser.

A lot of this is reliant upon the Doctor being present. If he isn't, but any of the characters are from Earth, especially 21st Century, then the lead Judoon will announce, "Human, Earthling, 21st Century. You may be able to help us..." The Judoon are aware of the strange effects that absorbing 21st Century transmissions has had on one of their kind (see Flo on p.[?]).

This Judoon cruiser though, is in trouble. It's off course, in the centre of the Perseid shower and has no hyperdrive. To make matters worse, something is spreading amongst the crew. A very, very odd disease that was picked up first by a Judoon navigations officer and is spreading through the crew like wildfire; a disease that originated on Earth...

**Player Opportunities**
The player characters have a couple of choices here. They could try and get away in the TARDIS but that would lead to a very short adventure. If they try and make a break for the TARDIS, the Judoon could capture them easily, or the TARDIS communication system could intercept a cry for help from aboard the Judoon ship – and the Doctor never ignores a plea for help.

If they stay and the Doctor is with them, the lead Judoon takes his helmet off to reveal the towering rhinoform beneath and greets the Doctor by name. The Judoon explains that he has met the Doctor before, and wishes to take them to see the Captain. The group are then escorted up to the top of the ship and the bridge.

## SCENE 2–THE BRIDGE

The Judoon bridge is brutally simple. There are no chairs, just drop down consoles from the ceiling that four monolithic Judoon are standing at. What's really striking though is the view. A good half of the circular room's wall space is taken up with a vast portal, which is overlaid with holographic sighting and navigational readouts.

Here, the Judoon Captain explains the situation in simple, direct terms; they are off course and the ship is suffering from an epidemic. The Doctor will assist them. His companions will be deputised and sent to the lower decks to assist in cordoning off infected areas.

**Player Opportunities**
Eagle eyed characters will begin to spot some interesting things here, if they know where to look:

- There are four Judoon aside from the Captain on station. There are five workstations.
- The fifth workstation has been sealed off.
- The portal is cracked and pitted and appears to have sustained this damage recently.
- The Captain has his right hand clenched behind his back and will not move it or remove his helmet.

The players are each handed a Judoon communicator (Tech Level 7 Gadget, with Scan and Transmit Gadget Traits) that has a real time map of the ship on it, and are told to begin searching for the cause of the infection. If they ask why they're not being given protective clothing the Judoon captain will point out that the disease only seems to be effecting Judoon and started in the lower prison decks. The Doctor, in the meantime (if he's there), takes a look at the sealed off console and will take any techie/engineer characters with him.

## THE CONSOLE

The Judoon ship's consoles are as bulky and unsubtle as the Judoon themselves. If they can get close to the sealed-off workstation, several things can be learnt about the situation by making an Ingenuity and Technology roll (Difficulty 12). A Success reveals that it is the Communications Console that has been sealed off, while a Good result will reveal that it has been shot with Judoon weaponry to destroy it, and a Fantastic result shows that the last signal it received has been hidden deep within the ship's central computer. Before they can do any more digging, they are taken off to start searching.

## SCENE 3–DAMAGE CONTROL

Before the characters can learn any more, they're dragged away to begin their search. Each one is issued with the following items.

**Safe Marker**
A huge, metal pen that is actually usable as a melee weapon (+1 to Strength when determining damage). The players are instructed to mark safe areas with an X and unsafe areas with a square.

**A Stun Pistol**
Again, built for the Judoon, the sidearm is incredibly heavy and designed to knock out prisoners. It does Stun damage and, if it successfully hits, will knock the target unconscious (see Damage on p.[?] of the **Gamemaster's Guide**.)

## THE EMPTY HALLS

The Judoon vessel is huge but has very little internal variation. Each level is dedicated to either Prisoner transport or the well-being of the crew, all heavily compartmentalised, all brutally simple and almost all completely deserted.

This is the point at which the players should really start to figure out that something is wrong and also the point where you can throw in any or all of the following encounters to emphasise how unsettling an environment the Judoon cruiser is.

**Abandoned Food**
A single deck is devoted to the Judoon mess hall. This consists, unusually and somewhat incongruously, of nearly a square kilometre of Savannah. Beneath an artificial sky and with the gravity set higher than normal, the deck is covered in two metre tall elephant grass. Within the grass are several small races of animals that are natural to the Judoon homeworld, a harmless part of the ecosystem. The Judoon, being herbivores, do not see these as food, simply as entertainment. The animals include rockdogs (small, silicon based lifeforms like a small dog – harmless and herbivorous, and more than a little timid), grassmice (like small Earth field mice) and jumprays (ray shaped creatures with legs at each corner that often prey upon the other animals on the deck, keeping the rockdog population under control).

**Smashed Comms consoles**
Every communications console between the bridge and the lower decks is smashed. Each is smashed in the same way and enterprising players will notice that the impact marks resemble a Judoon hand and are all the same size. Some time spent repairing one (Ingenuity and Technology roll, Difficulty 15 – remember it's all Tech Level 7, so apply modifiers, see p.[?] of the **Gamemaster's Guide**) will yield something very odd; the ship is swimming in old Earth TV and radio signals, an invisible sea of them out amongst the stars. If you want to give the players a challenge, you could have the Electroform hiding out in the signal, or leaving a copy of itself there, that tries to infect the players listening. If it is successful, the character is possessed and gains the ability to deal out 2/**5**/7 points of electrical damage (see Getting Possessed on p.[?] of the **Gamemaster's Guide**).

### THE ELECTROFORM

**Awareness 4 Coordination 4 Ingenuity 2**
**Presence 3 Resolve 4 Strength 2**

**Traits: Alien**
**Natural Weapons (Electric Shock) –** The Electroform can shock and stun its targets, and people possessed by the Electroform can shock on contact as well, doing 2/5/7 points of damage.
**No Physical Form –** The Electroform is a creature of pure energy, similar to The Wire. It exists as electrical energy that hides in transmissions and signals. It can possess living creatures and influence their actions.
**Possess –** The creature can possess living beings and control them. The Electroform also acts like a virus, contaminating one person and being able to move on to another, leaving the first partially under the Electroform's control.

**Skills:**
**Technology 4**

**Story Points: 8**

**Signs of a fight**
At several places in the ship, there are signs of a struggle. At one point, the players should be able to discern what appears to be a helmet mark in the wall as though someone has butted it repeatedly. Very perceptive characters can try to make an Ingenuity and Awareness roll, success will lead to them remember the Captain's helmet seemed strangely dented.

**The Voice**
Finally, a voice begins to echo around the halls. It's deep and sonorous and very, very nearby...

## SCENE 4–FLO

The voice leads the players to an area that is definitely marked as being infected. Squares have been marked all over the walls of a corridor leading to a maximum security cell at the far end. The communications station has been destroyed again, and unusually, someone has taken the time to black out the window leading into the cell.

What's really unsettling though, is that as the players get closer, the TARDIS translation circuit begins to kick in. And the prisoner inside is saying over and over again, in a Judoon voice "I spy with my little eye, something beginning with W. Wall. Okay, I spy with my little eye, something beginning with W. Wall..."

**Player Opportunities**
The window was blacked out from THIS side. If cleaned, it will reveal Flo within the cell. He's clearly been beaten and looks very sorry for himself. Until he sees a human face on the other side of the door and his rhinoform features contort into something like a smile.

*"Human! The Goons! I'm sorry I'll read that again! Pip pip, top hole eh wot?!"*

## THE TRUTH

Flo is a remarkably talkative, even boisterous young Judoon and will happily explain what's going on. The Judoon vessel, Retribution on Receipt of the Correct Paperwork, was forty light years out from Earth when the communications officer, Flo, picked up an unusual signal. The Retribution had been detailed to track down an Electroform criminal, an alien made entirely of radiation acting as a catalyst, starting wars by impersonating hostile signals from local races. Thinking he might be onto something, Flo brought the signal online.

What he heard changed his life forever. The signal was not the Electroform, but rather a sub section of the vast swarth of radio and TV signals thrown off into space by the Earth. For hours, as the ship tracked the spoor of the Electroform, Flo listened to plays, comedy, news and music. Flo gained an appreciation of culture beyond simply Violence Requisition Forms and Arrest Invoices, beyond black armour and criminals. Flo learnt to appreciate art and beauty and comedy.

And his Captain had him beaten for it. Believing that Flo had been infected by the Electroform, the Captain had him arrested and, convinced

### FLO

**Awareness 2 Coordination 2 Ingenuity 3**
**Presence 4 Resolve 5 Strength 8**

**Traits: Alien**
**Alien Appearance**
**Armour –** a combination of tough skin and thick leather armour reduces damage by 5.
**Code of Conduct –** Uphold the Law.
**Gadgets – Translator/Genetic Scanner:** The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.
**Outcast –** Due to Flo's exposure to human signals, he has been shunned and outcast by the other Judoon.
**Slow –** The Judoon are not the speediest of races, all that armour and weight slows down their Speed to 1.
**Special –** The Judoon also have a large lung capacity, allowing them to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for the Judoon to survive without air unless in incredibly prolonged circumstances.

**Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law, Earth Culture) 2, Marksman 3, Survival 2, Technology 2, Transport 3**

**Story Points: 6**

that the ship itself would be next, had all the communication units destroyed.

The reality is more disturbing. The Judoon were never hired to capture the living signal, instead the Electroform impersonated the head of one of the planets it devastated in order to lead them into a wild goose chase. The plan was simple; arrange for the Judoon to be in the area and hitch a ride with them back to the Judoon homeworld where they would proceed to tear the race apart from within.

Starting with the Captain. He's been tormented by fake signals coming from the comms stations and is just barely together enough to realise he's been infected. As a result, he's quietly maneuvered the ship into the Perseids and is hoping to destroy it before the infection spreads too far.

Which isn't the best news for Flo, or the characters.

**Player Opportunities**

The comms console down here hasn't been destroyed. It has been damaged, though.

The electronic lock is a three-stage job, and can be bypassed. However, each stage has differing levels of severity if the bypass fails. Each level requires an Ingenuity and Technology roll (Difficulty 12, then 15, then 18. Remember, it's Tech Level 7, so apply modifiers).

**Level 1 Fail** – Alarms sound. Judoon troops are alerted and will be on site in minutes.

**Level 2 Fail** – Alarms sound, the deck is sealed and the gravity on this deck doubles every ten minutes until all of the characters are squeezed into unconsciousness. After which, the Judoon will restore the deck to normal and the characters will wake imprisoned.

**Level 3 Fail** – Alarms sound, the deck is sealed, and if the characters haven't escaped in ten minutes, it is opened to space.

As an aside, eagle eyed players may spot (Ingenuity and Awareness roll, Difficulty 18) something more than a little troubling on this level – every airlock has the internal door already open.

## SCENE 5–TOTAL QUARANTINE

As they get Flo free, the ship lurches suddenly, and the engine hum suddenly grinds to a halt. If the Doctor's present, he will announce that the engines have stopped. *"Anyway, yes, ENGINES. Need to get them restarted or get off the ship. Get everyone off the ship in fact..."*

There various ways of resolving the story, here are some that you can present the players with:

All Judoon rotate through crew posts so all of the crew know how to operate all parts of the ship. If this is the case, Flo will know how to get the engines working again and is happy to do so. He'll need help though, so the characters can accompany him. Flo leads them to the very bottom of the ship and the vast, bowl shaped engine room, dominated as much by the lift shaft running through the centre of the ship as it is by the reactors. Here, the players must deal with stifling, oppressive heat as well as the ship starting to come apart around them (see Heat on page p.[?] of the **Gamemaster's Guide**). Just looking at the engines, it is obvious that they have been sabotaged, and the Captain is the most likely candidate.

The engines also offer a particularly useful means of defeating the Electroform. The creature gains sustenance from radiation sources, and the fusion drives on the Retribution are a perfect meal for it. If the Captain could be lured down here, the Electroform could be driven out of the Captain and into the drives, then the drives either shut down or the ship destroyed. To drive the Electroform out of the Captain, he'd have to be useless as a host, so it could be as simple as knocking him unconscious. Or the Doctor (or another scientifically minded character) could reverse the polarity of the ship's engines, making the power source an irresitible lure for the Electroform. It could be that the exposed radiation source will be enough to lure the Electroform out of the Captain, and to jump start the engines in the process – literally starting the ship running again and toasting the Electroform in the process.

The Judoon are fundamentally sensible and as a result will evacuate themselves. However, there is the small matter of the Doctor and the Electroform-infected Captain. Making their way back up the ship gives you the opportunity to throw all sorts of entertaining things at them including a break out of prisoners (feel

### CAPTAIN KRO

**Awareness 2 Coordination 2 Ingenuity 3**
**Presence 4 Resolve 5* Strength 8**

**Traits: Alien**
**Alien Appearance**
**Armour –** a combination of tough skin and thick leather armour reduces damage by 5.
**Code of Conduct –** Uphold the Law.
**Gadgets – Translator/Genetic Scanner:** The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.
**Possessed –** Kro is infected by the Electroform and it has control over him, influencing his actions.
**Slow –** The Judoon are not the speediest of races, all that armour and weight slows down their Speed to 1.
**Special –** The Judoon also have a large lung capacity, allowing them to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for the Judoon to survive without air unless in incredibly prolonged circumstances.

**Weapon: The Judoon Blaster L (4/L/L)**
**Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 2, Marksman 3, Survival 2, Technology 2, Transport 3**

**Story Points: 5**

* 2 while Possessed by the Electroform

free to use races like Catkind, Slitheen or human), Perseid strikes opening areas of the ship to vacuum (see Vacuum, on p.[?] of the **Gamemaster's Guide**) which could lead to the characters having to try to wear Judoon suits to cross areas of the ship opened to space.

Of course once they get past all this there's the small matter of the Electroform possessed Captain. If they haven't lured him to the engine room to try to get the Electroform out of him, they can (with Flo's help) try to rig a device that could knock the Electroform out of the Captain. Possibly by rigging a load of the stunners the characters are carrying to make a single shot, incredibly powerful stunning blast.

Flo's knowledge of the external signal sea could come in handy, with the players rigging their communicators to transmit, circling the Captain and the Electroform, unable to choose which way to jump, knocking itself out.

A hostage situation could ensue with the possessed Captain holding the Doctor captive. This in turn could lead to bargaining with the Electroform who, after all, has a nice tough host and is in no real hurry to get killed by the incoming meteorite shower. A fight could ensue (although two rhinoforms fighting in a small space is going to end badly, quickly) leading to the pair of them going through the bridge portal. A race down the ship to the TARDIS to rescue them (the Judoon are massively tough and can survive in space for a short period of time) from spinning out in the vacuum of space.

If you want to present a real challenge, you could have the Judoon evacuate. While the ship is being torn apart beneath the characters they could see the TARDIS floating by, as the section it was in has been destroyed. The players have to work out how to use Judoon tech to get themselves, Flo and the Captain to the TARDIS before it lands on the nearest planetary body (which is quite a way off). Of course, there's also some fun to be had in hitching a ride with the Judoon for a while if they can get the ship working and repaired!

## CONCLUSION

Regardless of the road, sooner or later the players will find themselves back at the TARDIS. Flo is both a hero and an outcast amongst the Judoon now, his unusual fondness for Earth culture being regarded as a lack of focus and discipline. Unsure what to do, the Doctor offers him the choice of travelling with him for a while or dropping him off on one of the outer worlds. If you don't want to use Flo as an NPC then there's a third option; Flo asks to stay on Earth, where he ends up working as a consultant for UNIT. Because, after all, where else is a seven foot Rhinoform police officer going to feel at home?

Ultimately though, you're on your way again.

The Doctor claps his hands and smiles. "The Perseids! See, told you it was easy. Now, where to? Mesopotamia? The Nineteen Suns? Clacton?" His smile, impossibly, gets wider. "Clacton it is! Fish and chips and donkeys! Just not cooked, not the last one. Come on! Allons-y!"

# THINK YOU'VE SEEN IT ALL? THINK AGAIN

You can never be too prepared to run a game, but there will always be times when you really need an idea for an adventure and you really can't think of anything. Here, we present a host of adventure ideas that you can use to set you going. Simply read through the adventure ideas presented below, pick one you like, and develop it – add some new elements, change bits, think of some cool scenes, and expand it to create an adventure of your liking.

We'll give you the basic idea, hint at some villains that could be used and maybe some cool action scenes you can incorporate – the rest is up to you. Some are even designed to be follow-ups to other adventure ideas. You could easily link these together into a whole campaign!

## YEARLING

The TARDIS arrives on the planet Rumax, where the population is made up entirely of children. They have never seen adults before and are shocked by the arrival of the TARDIS and its companions. They warn in fearful tones that if they stay the Vortigan will claim them, as it does to every young adult on the eve of their eighteenth birthday...

When they are attacked by the Vortigan, a swirling vaguely lion-shaped being of pure energy, the Doctor scares it off with a resonance pulse from his Sonic Screwdriver, but it will be back.

The children of Rumax offer to help the Doctor and his companions defeat the Vortigan, for the world is a dangerous place (filled with many dangerous beasts) and getting to the Vortigan's lair (a great metal tower a few miles from the village) will be a quest in itself.

Can the Doctor and his companions defeat the Vortigan and allow the population of Rumax to grow old normally?

**Antagonists:** The Vortigan. The feral beasts of Rumax.
**Action Scenes:** Hunting down the Vortigan in its subterranean lair. The Vortigan is an alien energy being that has fed on adult life energy of the planet Rumax for thousands of years. The Doctor can fend off the Vortigan twice with his Sonic Screwdriver before the creature adapts.
**Problems:** The Doctor does not approve of killing any creature, even one preying on the people of Rumax, so finding a non-aggressive solution will be difficult.
**Things that may need to be prepared:** The Vortigan is a creature of pure energy. Working out how to destroy it could be difficult.
**Continuing the Adventure:** Events are set in motion to accidentally awaken thousands of Vortigan held in stasis in the tower, which fly out across the galaxy...

## THE FIRST SEED

The TARDIS arrives on an observation platform orbiting the planet Rassk. There, they discover the seemingly peaceful scientists from the Illumination of Tarl (a planet with a brilliant blue sun), who have been observing the life forms there for thousands of years.

But there's another side to the story: the Scientists are not merely observing the people of the planet Rassk, they created them. They find a planet and manipulate the life forms, genetically altering them to see what happens next. The people of the planet Rassk have been secretly abducted by the Scientists of Tarl for thousands of years.

Now, their experiments are coming to a close and the scientists intend to clean up after they are done. This sounds harmless at first, but the Doctor discovers what this really means: the scientists intend to 'harvest' the Rasskian DNA at the conclusion of their experiment, thereby annihilating every last member of the planet and leaving Rassk as they found it five thousand years ago.

The Doctor wants to pay these 'experiments' a visit to find out just how far they have evolved. When he discovers they have formed a global society similar to Earth in the Twentieth Century, he is far from happy with their plight and sets out to do something about it...

**Antagonists:** Stopping the Tarl Scientists from wiping out the life forms on the planet Rassk.
**Action Scenes:** The Tarl Scientists may deeply resent being boarded by the 'meddling' Doctor and his companions. They could fight back with high technology weaponry.
**Problems:** The people of Rassk are deeply xenophobic (after being abducted on a regular basis). They could turn very nasty to strangers – especially aliens.
**Things that may be tricky:** The cloaked space ships of the Tarl are on autopilot. They will 'cleanse' Rassk even if the Scientists are thwarted.
**Continuing the Adventure:** The scientists have been doing this for millions of years, did they really create the Earth? Either way, Earth is their next stop.

## POWER OUT

The TARDIS gets stuck in a rift in space that leaves the companions in a dark and powered down Console Room. Taking a look outside they see hundreds of ships, all powerless, floating in the blackness of space. The Doctor uses the last of the TARDIS' power reserves to cause an explosion that breaks them free of the rift, but then they are floating adrift in open space. Their only hope is to take a space walk to find parts to repair the damage caused to the TARDIS and to find an alternative power supply. The Doctor makes up a list of things to salvage in order for them to get home, including mercury to power the Time Vector Generator.

The Doctor will be able to rig up a portable power generator from a number of independent power supplies from the nearby ships (ray guns, heat generators, portable scanners, that kind of thing). By bringing them back to the TARDIS, they can make their escape.

**Stuff they need to do:** Finding sufficient power sources (they might have to salvage parts from multiple ships), finding mercury, repairing the TARDIS.
**Action Scenes:** Alien ships filled with strange desiccated life forms – all of which have no power (although some automated defences could still be active).
**Problems:** Getting from one place to the next in a space suit. The TARDIS only has a few space suits and each has only a few hours of air (of course, some of the ships might still have breathable air in them).
**Things that may need to be prepared for:** Running out of air, getting stranded in space, getting stuck in an alien spacecraft.
**Continuing the Adventure:** These rifts in time and space are appearing all across the galaxy on an increasingly frequent basis. But who, or what, is causing them?

## ESSENCE OF A TIME LORD

The TARDIS arrives on the fabulously beautiful planet Crax, a high-tech world where children are tagged at birth with a golden glyph on their foreheads. The world was polluted with a poisonous fog several hundred years ago when the Doctor last visited, and he had heard that the world had been saved by a scientist who became their benevolent leader. The wonderful city of Craxus has odd metallic devices flying through the streets that scan everyone with golden rays of light. An alarm is triggered when they scan the Doctor and his companions. The time travellers are 'escorted' to the palace where they are treated lavishly by Crax's leader – Vestiblox Dorf. The Doctor wonders absently why Dorf is still alive after more than two hundred years...

It turns out that Dorf isn't quite as benevolent as he claims to be. Every few months, someone is invited to his place and is never seen again.

The truth comes out that while Dorf saved Crax by converting the world's polluted fog into breathable atmosphere, in return he extends his existence through the life energy of the strongest citizens (selected by the flying machines). When he encounters the Doctor, the regenerative energy of a Time Lord proves almost impossible for the tyrant to resist. He desires to steal one of his regenerations to give him a very long life indeed.

**Stuff to do:** Defeating Dorf and rescuing the Doctor.
**Action Scenes:** Defeating Dorf's guards and defences.
**Problems:** Persuading the citizens of Crax that they have the power to stop Dorf and create their own government by storming the palace.
**Things that need to be prepared for:** Once Dorf is defeated, the recycling plants stop working, thus dooming the world to a slow choking death.

## INVASION

The TARDIS arrives on the medieval planet Ghardony after the Doctor detects unusual high-tech energy signals coming from a densely populated region on the northern continent. Taking a walk to investigate, their appearance at the local tavern terrifies the primitive inhabitants, who live in fear of strangers. They are clearly not welcome and are asked to leave.

Making their way back to the TARDIS, they are followed by a young woman called Daisy who reveals the land's terrible secret: people go missing and return days later, only they're not the same; they look identical, but they're changed...

This mist-filled and gloomy world has an alien race trying to take over the planet – the Xorb are beings of spirit and need to 'posses' a human host to feed. The nearby mountain houses the Xorb – and more are arriving every day.

The Doctor can stop the Xorb and release the population (or at least most of them – some have been possessed too long to survive on their own, once released), all he needs to do is to get inside their base and reverse the polarity of the Xorb energy field that allows them to move beyond the confines of their space ship.

But to do that that means pretending to be one of 'them'.

**Stuff to do:** Persuading the villagers that they are not enemies, getting into the Xorb spacecraft.
**Action Scenes:** Angry villagers with bows and arrows, spears and slings. Xorb electrical energy attacks.
**Problems:** When Daisy is taken over by the Xorb, the companions have no one they can trust. Will the 'new' Daisy reveal them to the Xorb?
**Things to prepare for:** Companion being possessed by the Xorb. Knowing who to trust. If the Doctor releases the Xorb, both they and the humans they possess may die. The Doctor could potentially be murdering thousands of aliens and humans.
**Continuing the Adventure:** Defeating the Xorb will incur their wrath. They may trace the TARDIS back to Earth, in which case, they will seek their revenge.

## THREAT FROM ABOVE

The TARDIS pays a visit to Fauxx 7 where the world is about to end. Every two hundred years, the comet Arx-Theta threatens the planet with annihilation and only the remote deflector station built by a benevolent alien race has previously saved the world by guiding the comet back out into space.

Fauxx has a primitive population across most of its land masses and it has been foretold by their soothsayers that the world will end on the day when morning turns to night. The people seem strangely calm and accepting about their fate.

When darkness stretches out across the morning sky, a scan from the TARDIS indicates that the deflector station has been damaged and will no longer protect the planet. The Doctor intends to do something about it.

Can the time travellers save the world while the meteors are raining down upon the planet and threatening to destroy everything?

**Stuff to do:** Repairing the deflector while the land is torn apart by an unrelenting bombardment from space.
**Action Scenes:** Fiery missiles from space. Burning forests. Lava flows. Floods. Earthquakes.
**Problems:** The TARDIS can't escape the planet as the comet emits a rare Quantilus Field that prevents dematerialisation. They will have to repair the station in order to survive.
**Things to prepare for:** Repairing the deflector station is made doubly tricky by the fact that the Quantilus Field dampens all electromagnetic signals. The Doctor's usual devices are useless (including the Sonic Screwdriver). The companions will have to rely on their wits and brute force to get through this disaster.
**Continuing the Adventure:** The comet is sent off on a new trajectory into space – and the TARDIS crew could encounter it again in the future, after having sent it on a collision course with another world, possibly even Earth.

## DRAGON'S PLAYGROUND

The TARDIS arrives on the planet Banana Gamma Gamma Apple Z (Traxis) where the folk of a medieval community live in fear of the full moon.

When the time travellers arrive at the village of Shallam, they are treated as welcome guests, but the villagers are terrified of something (but will not say what). The dragon attacks, burning down a house and stealing a young boy from within. Then it flies off into the night.

Although the beast certainly looks real, the Doctor is convinced that the dragon is a robot. He insists on investigating, chasing the dragon back to its lair – which is really the spacecraft of a long-dead alien race who crashed on the planet centuries ago.

They discover that the dragon is just continuing its mission: to find food and to protect the spacecraft from harm, despite the fact that its inhabitants are long dead.

**Antagonists and things to tackle:** Robot guards. Sentries. Guns. Force fields.
**Problems:** The spaceship is huge, and once aliens get on board, it comes to life after being dormant for centuries. Trouble is, only the Taurons (the original space faring race) can move around the ship unmolested by its defences.
**Things that need to be prepared:** The dragon is powerful. Getting to the control room to deactivate it could prove exceptionally troublesome.
**Continuing the Adventure:** One of the companions could be unaffected by the ship's defences. It could be because they have a tiny part of Tauron DNA hidden deep within them. Could this be something to investigate?

## THE TIME THIEF

The Doctor takes his companions to see Calustrio: the greatest techno-wizard in the galaxy. But when they arrive at the gaudy space station they find things have changed, for in Calustrio's place is the techno-wizard Prospero.

Prospero offers to hypnotise the Doctor during his act, and gets him to reveal that he is a Time Lord and can travel in time and space. Prospero shakes the Doctor's hand, and something seems to pass between them.

The Doctor then takes his companions to the Diamond Mines of Kalk, where they have gemstones the size of your head (he claims). The heavily guarded citadel gleams with wealth and opulence, and is overseen by the Borax – tall thin humanoids with huge eyes and long necks. But the companions don't get to see any of it, for the TARDIS materialises inside the main vault. The Doctor goes outside, steals some of the most precious gemstones, and takes them back to Prospero in the TARDIS, leaving the companions trapped in the Vault with alarm bells ringing everywhere.

When the Judoon are called, the companions are imprisoned and interrogated. They have to convince their captors that they are innocent and that the Doctor is too! By the time the Judoon trace the TARDIS to Prospero, the Doctor is wanted for countless thefts across the galaxy. The space station has become a space palace for the now 'retired' Prospero, for with the Doctor as his 'time thief', anything is possible.

**Stuff to be done:** Interrogation by the Judoon. Stopping Prospero. Clearing the Doctor's name. Returning the stolen items to their correct times.
**Action Scenes:** Getting through Prospero's palace defences and defeating his (well-armed) guards.
**Problems:** Prospero cannot be captured (at least this time). He can say a single word and everyone falls instantly asleep. When they wake, Prospero is gone.
**Things to be prepared for:** If the companions react badly in the Kalk vault, they could be jailed for burglary. If they mess things up, the Doctor will come rescue them a few weeks later after the 'conditioning wears off'. The Doctor's player might need to play a different character for this adventure as he is under Prospero's control.
**Continuing the Adventure:** Prospero could be a recurring villain that has a score to settle with the time travellers.

## THE BLUE BOX

The TARDIS is navigating the Fireflies of Argolis – a scintillating wash of colour six billion miles across that blazes with tongues of bright blue fire, when a solar flare causes an overload and the TARDIS control explodes. No one is hurt but the TARDIS is making a terrible grinding sound. The Doctor manages to punch in some coordinates before the entire console is aflame.

Crash-landing at Starbase 42 Gamma Epsilon Puce, the Doctor seeks help from the galaxy's foremost electro-technician, Angrid Bale and his team of silent white-clad roboarchitects. Bale is a Rocastan – a race of pig men – who helps the Doctor to repair the TARDIS (even though the technology is way beyond his understanding).

Bale recognises the value of the TARDIS and secretly plans to steal it when repairs are complete. He insists that the Doctor and his companions have dinner with him before they leave – he will not take no for an answer. The food is, of course, drugged, and when the companions awake Bale is gone (in the TARDIS) and they are trapped in a prison cell with guards outside. The Doctor can track the TARDIS, but can they get it back in time?

**Action Scenes:** Battling the guards. Capturing a ship to pursue the TARDIS. Getting someone to space walk out to the TARDIS, unlocking the door and getting inside while both ships are moving.
**Problems:** Bale will compensate for high-tech capturing solutions. Bale will emit a Mutarine Field, to negate a ship's transport or tractor beams.
**Things to consider:** Bale cannot dematerialise or time travel, but it's just a matter of time until he works it out. He can pilot the TARDIS sufficiently well to make pursuit difficult (such as racing close to a star or through an asteroid belt).
**Continuing the Adventure:** After stealing plans of the TARDIS, Bale could have fashioned his own rudimentary TARDIS and plans to use it to make himself very wealthy indeed.

## WITCH HUNT

The Doctor finds the mythical planet Vendrax adrift in the Vega System. It was said to have been crafted by the Greek god Athena to test a hero's courage. Vendrax has been seen by countless travellers over the millennia, and it is said that no one has set foot on its surface and lived! Naturally, the Doctor wants to pay it a visit.

The planet is as gloomy on the surface as it was from space. There are great crystalline towers everywhere in which the companions can see their ghostly reflections peering eerily back at them. As they gaze deep within, something activates and a thick purple mist rises up around them.

When the mist clears the companions are surrounded by the pitch-fork wielding members of the Salem town council. It's 1665 (at the very start of the Witch Trials) and judging by the way the Doctor and his companions appeared, the locals are not too convinced they arrived by natural means. They are immediately put on trial for being in league with the Devil.

There is an alien in Salem called Savalar Dexx, a member of a race called the Vrax who was trapped on Earth a thousand years ago. She uses her telekinetic powers to sow evidence of 'witchcraft' across Salem in order to create chaos and allow the Doctor and his companions to escape. But when the Witch Hunters are called, Dexx needs to take ever more drastic steps to get what she wants...

The TARDIS will turn up in a barn toward the end of the adventure.

**Stuff to do:** Escaping the gaol. Convincing Dexx to stop using her murderous powers (she unwittingly starts the Salem Witch Trials). Dexx is desperate to leave Earth, she'll kill if she has to.
**Action Scenes:** Peacefully thwarting the residents of Salem. Surviving being tied up and thrown into the river or burned at the stake by the Witch Hunters.
**Problems:** Ensuring a peaceful resolution to the situation.
**Continuing the Adventure:** This is just one of the many mysteries of Vendrax. Perhaps it will appear again one day...

## BEHIND THE SCENES AT THE MUSEUM

A message appears on the Doctor's psychic paper, inviting him and his Companions to a private showing at the first official UNIT Museum. Situated in what was once Torchwood One, the museum is a memorial to both the Torchwood members lost in the Battle of Canary Wharf and the first ever exhibit of the various devices UNIT have recovered over the years.

But when they arrive, they find the guests a little too pleased to see them and far too eager to steer them away from the TARDIS. When UNIT soldiers open fire on them, the Doctor and his companions flee through the halls of exhibits and discover that one of them is far less dormant than they first thought.

They discover that one of the exhibits is a Roboform recovered from the Thames following the WebStar Incident. Seemingly destroyed, it has instead been quietly working its way into the infrastructure of the museum and has complete control over the environment. To make matters worse, it has gained control of some of the exhibits and used them, in particular CyberMat technology, to take control of the guests.

While some of them hunt for the characters, the others are building a transmitter to bring more Roboforms to Earth to begin harvesting the planet for materials for sale to the highest bidder. Now, the only weapons the Doctor has at his disposal are from history and one false step could spell death for some of his oldest friends.

**Antagonists and things to do:** The roboform, the infected guests, the transmitter, weaponised exhibits
**Action Scenes:** Chases through the museum, sabotaging the transmitter, fighting off possessed guests
**Problems:** Disinfecting the guests. Stopping the roboform from contacting reinforcements. Various exhibits activated and weaponised by the roboform (Autons, old Dalek technology and ATMOS generators would all be good places to start)
**Stuff to prepare for:** Keeping the pacing, balancing exactly how many villains are 'activated'.

## CITY OF NIGHT

The TARDIS is en route somewhere when it's yanked off course and lands unexpectedly in New York in 1977. The city has changed immeasurably since the Doctor was last here, and it soon becomes clear that something has gone badly wrong.

For a start, the entire city is blacked out and they soon realise that they've arrived on the night of the great '77 blackout. To make matters worse, the city, already in financial crisis and with rising crime rates, has turned on itself and looting is rife, rioters cutting them off from the TARDIS.

But something else is at work here as well. Something that moves quietly and neatly behind the wave of anarchy that sweeps across New York. Something with many eyes and hands and one single face; Project Everyman. A thousand clones of one elite soldier, Captain Titus Montgomery, created with a single purpose: to protect America against alien threats. The Doctor wasn't brought to New York by accident, he was brought there to be hunted and the city's entire power supply was sacrificed to do it.

On the run through a city that's tearing itself apart, the Doctor and companions must avoid Montgomery, find out the truth behind Project Everyman and help the citizens as New York turns in on itself.

**Antagonists and things to do:** Project Everyman, Montgomery himself and his command staff, looters, over worked and panicky police officers.
**Action Scenes:** Chases through blackened streets, running battles with Project Everyman, breaking into the Project Everyman headquarters (A tanker in the bay).
**Problems:** Avoiding Project Everyman, avoiding rioters, helping panicking citizens.
**Things that need preparing for:** Distinguishing between Everyman troops, maintaining the tension across a wide location.

## SLOUCHING TOWARDS JERUSALEM

The TARDIS is nearly hit by something in the Vortex and by the time the Doctor gets it back under control it becomes clear that something is very badly wrong. The object that nearly hit them was a planet, an inhabited one torn out of its orbit and sent hurtling towards a particular point in space. As they investigate closer, they find entire solar systems being torn from their place in the sky and dragged towards that self-same point - The Great Attractor, a body with the gravitational mass of ten thousand Milky Ways, an astronomical anomaly and a story used to frighten children on Gallifrey. No Time Lord has ever returned from the Great Attractor and, despite the allure of a power source that would put even the black holes the Time Lords use to shame, the area was eventually cordoned off.

But the Great Attractor has grown, inhabited planets are in danger and its influence is starting to reach back across time. With no choice, the Doctor takes the TARDIS in and finds...

Blue skies, green fields and a piece of engineering larger than any in history. Landing on Elysium, a planet orbiting near the Attractor, the TARDIS finds itself in the middle of what looks like an immense, deserted airport. As they investigate further, the Doctor and companions discover that The Great Attractor is a door to another universe, held open by massive gravity locks and powered by the orbits and motion of the planets and solar systems orbiting it. Designed by the Ancients, it's a fire exit for creation, a means of escaping this universe should anything apocalyptic ever happen. Over the years, billions of people have found their way through to a different life and the Doctor soon realises that this means other Time Lords may still be alive.

But something is wrong. The Great Attractor is drawing on more power and its systems are at breaking point.

The inhabitants of the 'other' universe have noticed the Great Attractor too and in this universe the Master sits at the head of a new Gallifreyan Empire...

**Antagonists:** The Master, the Great Attractor's security systems, the Toclafane.
**Action Scenes:** Piloting the TARDIS through the debris, Flying across the Great Attractor to close the gravity locks, Chases with the Toclafance.
**Problems:** Closing the Great Attractor, dealing with the Toclafane, stopping The Master coming through.
**Things that need preparing:** Conveying the scale of the Great Attractor, dealing with other Time Lords.

## SPRAWL

A call from Martha (or someone else in UNIT) brings the TARDIS back to Earth in present day Leeds. UNIT have been called to the scene of a murder, the victim shot outside a night club. However, the autopsy has revealed a couple of extremely unusual facts about the victim. Firstly they have no heart. Secondly, their wallet and clothes appear to be extruded from their body.

As the Doctor and companions investigate, they discover two similar deaths, all within ten miles of each other all of which seem to have the same face. They also realise they're being watched by dogs, cats, rats and birds who seem to work with far more purpose and intelligence than their species normally do.

When the animals attack them, anyone injured begins to see visions of the Earth from orbit and their face begins to alter and shift. Over time, their faces begin to alter and shift into the face of the victims and, oddly, the closer they get to that appearance, the less aggressive the animals are...

The victims are all extrusions of Sprawl, a two mile long urbaniform, an alien whose physiology is expressed as a city. Urbaniforms are normally peaceful creatures who cover their worlds with peaceful, sprawling metropolis. But one has landed on Earth, and now Leeds has an extra suburb that's frightened and lonely and can't understand why its avatars keep, seemingly, being killed by a larger city. Now, Sprawl has decided to take control of the larger city and the only thing standing in its way is the Doctor, his companions and UNIT.

**Antagonists:** Sprawl, possessed dogs, cats, rats and birds, Sprawl's citizens.
**Action Scenes:** Chases and running fights with the possessed animals, Escaping from Sprawl as he leaves.
**Problems:** Communicating with Sprawl, curing the injured, stopping the attacks.
**Things that need preparing:** Dropping enough clues that Sprawl is alive, keeping the pace up.

## ADRIFT ON A SILVER SEA

Adrift on a Silver Sea is a trilogy of linked adventure ideas with a new alien race, a group of nanotechnological devices nicknamed the Quick. They can be played one after the other or scattered through an ongoing campaign. Given the Quick's nature you could, if you were feeling VERY sneaky, imply that all those references to the Silver Devastation may have been the Quick...

## 1 UP THE DOWN ELEVATOR

The TARDIS arrives at Halfway Hotel, a massive, five star hotel anchored at the exact halfway point of Earth's first space elevator. An immense cable anchored by an asteroid above the planet, the elevator is a means of getting people and cargo out of the atmosphere at a fraction the cost of a ground launch. It is, the Doctor remarks, the start of humanity's golden age. Their next golden age, anyway.

But something's wrong. The Halfway Hotel is deserted, there's silver dust everywhere and before they can do anything, the elevator the TARDIS was in is recalled to the planet's surface.

As they investigate, they discover the Halfway Hotel is under a quarantine. Something is in the air, something which causes people to vomit silver, something which is intelligent, which is desperate. As they investigate, they discover that the elevator's tether asteroid was home to the Quick, a race of nanotechnological explorers who have been mistaken for something non-sentient and co-opted into building the elevator. But the Quick are angry, and now, the cable is being torn apart by the same race who built it...

**Things to Do:** Decompression, areas of the Halfway Hotel being literally disassembled around them, panicked guests, The Quick, Earth's desperate attempts to jettison or destroy the cable before it comes crashing down.

**Action Scenes:** Fitting space suits in a hurry, space walking across open areas, escaping areas being taken apart, jumping down the cable to reach the TARDIS, rescuing panicking guests and staff.

**Problems:** Discover the true nature of the Quick, establish first contact with the Quick, persuade them to stop tearing the cable apart, stop the humans from destroying the cable, Retrieve the TARDIS,

**Things that need to be prepared:** Keeping the action flowing, dropping enough clues that the Quick are alive.

## 2 THE SWORD IN THE MIRROR

A hundred years on from the Halfway Hotel incident, the TARDIS materialises aboard the HMS Dauntless, a Naval frigate sent to investigate why the Quick, who have in the last century developed a real flair and are in the process of helping build elevators, stations and ships across the solar system, have all vanished. The ship has followed their path out of the plane of the elliptic of the solar system to a dark world one light month 'vertical' of Earth and less than a quarter of its size. With no atmosphere and a ring of debris, it's clear something terrible happened. When the ship's sensors discover that the trail of debris extends from an engine the size of Europe back over ninety light years, the scale of the event becomes even clearer.

Then, the Quick transmit a single message: 'Leave. Now.' A second later, a bolt of something gold and sharp tears through the Dauntless and begins disassembling it. Trapped on the only city on the world and with rescue a week away, the Doctor and companions, along with the crew, discover that the buildings are all in pristine condition and there's a small area of atmosphere being held in place. Attacked by gold, faceless warriors they're corralled into this area and discover the truth.

The Quick were designed as a weapon, a means of turning this world, whose name is lost, into an immense battleship. Some escaped to try and do something better with their abilities but others, the gold Quick, stayed and tracked them down. Now, the greatest threat to Earth in a century is parked over the solar system and the only thing standing in its way is the Doctor and Co., the survivors of the Dauntless and a small group of guilt-ridden Quick.

**Antagonists and Problems:** The Gold Quick and their ability to form into weapons, running out of air, communicating with the Silver

Quick, deciphering the hieroglyphics left by them, working out how to get the world engine restarted.
**Action Scenes:** Chases through the abandoned city streets, using Silver Quick-enhanced shields to fend off the Gold Quick, climbing down the Worldengine's vents.
**Problems:** Finding a way around the Gold Quick, finding their arsenal of weapons (Huge, ten kilometre swords and spikes, made from asteroids and aimed at Earth and the other settled worlds in system), stopping their weapons, avoiding running out of oxygen, working out where the world came from, work out how the World Engine work, keeping the Dauntless survivors alive.
**Be prepared for:** Keeping the environment interesting, managing the NPCs from the Dauntless and keeping them unique.

## 3 DAWN ON THE SILVER SEA

Two hundred and fifty years later, the Doctor and companions arrive on Mercury to find it a lush, verdant paradise. The Quick have transformed the world into their own, and glittering fields of them turn the incredible amount of energy put out by the Sun into energy traded across the solar system. The Quick have finally become a vital part of humanity's move out into the stars.

But if that's the case, then why is the TARDIS almost hit by a maintenance skiff piloted by a badly wounded, terrified pair of humans? Why is the sky darkening across Mercury's dayside? Why are firestorms marching across the planet? The answer seems to lie somewhere out on the Silver Sea, on an island that shouldn't be there. Making their way there, the Doctor and companions discover the truth: the Quick have been hijacked by Infinite Horizon Mining as a tool to scour Mercury clean to get at its mineral deposits. With less than two hours before sunrise, they must dodge Infinite Horizon security, discover why the Quick have built the island, stop them from taking down the atmospheric shields and discovering why the Gold Quick have risen again. Even worse, they soon discover that on the island, Infinite Horizon have created the Titanium Quick, who's one job is to mine to the core of the world and break it apart to make it easier to break down and mine.

**Antagonists and things to do:** Infinite Horizon security, increasingly hostile and demented Quick, the atmospheric shield starting to fail, the Gold Quick, the Titanium Quick.
**Action Scenes:** Boat chases across the silver sea, fighting off Infinite Horizon security, being chased by the Silver and Gold Quick, abseiling down the Titanium Quick's tunnels to the centre of the world.
**Problems:** Stopping the atmospheric shield failing, working out how Infinite Horizon are involved and how to stop them, working out how to run the hovercraft on the silver sea, keeping the two survivors alive, warning other colonies on world, curing the Quick, stopping the Titanium Quick.
**Be prepared for:** Keeping the pace up, getting the sense of an entire world in peril.

## THE LAZARUS PLANET

The Doctor and a companion land on the planet X9532-A, a prison sphere located in the sixth galaxy. They walk from the TARDIS to be greeted by armed guards. The Doctor and companion are locked into a cell where leech like creatures try and suck the blood from their bodies. Also the food is very nasty, made probably from the black vegetation that's found on the planet. The Doctor and companion discover that the prisoners are murderers and been sent here for eternity. Upon arrival they are given a shot of 'Lazarus' a toxin that keeps the body alive no matter how decayed it becomes. It concentrates on the nervous system so heart and brains still function while the body rots. The Doctor thinks this is too cruel no matter the crime committed and goes to see the prison Governor. It culminates with the Doctor holding a 'Lazarus' injection to the Governor's throat, but he obviously saves the day in a less threatening manner.

**Antagonists and things to tackle:** Prison guards, leech like creatures that live in the cells, 'Lazarus injection', sneaking around the prison compound.
**Action Scenes:** Escaping from their cell, running from guards, fighting off strange leech like creatures.
**Problems:** Talking to the prisoners, should the Doctor side with those that have done wrong?
**Things to prepare for:** Deciding moral dilemmas about punishment 'an eye for an eye' scenario.
**Continuing the Adventure:** The Doctor likes pontificating about right and wrong, should punishment fit the crime? Should he interfere with laws in different galaxies?

## TIME CURVE

The Doctor and companions land on the planet of Bram, a cold and wintry place that holds very few humanoids. The TARDIS has needed to land due to a malfunction in its circuitry. The Doctor and companions have to battle ice winds, snow beasts and storms before they can get into the safety of the compound. Once inside they are welcomed by a family, one of ten living in the compound. They soon discover each family lives in a separate time stream, so one family is in the 20th century, another in the 14th Century etc.

All the groups move around the compound but as they are in different time streams can't see each other. Only the Doctor and Donna can see them all thanks to the TARDIS allowing them to visit each stream as if they were walking down a street.

The goal is to find which family is actually the Alien Anthropologists that set up this experiment and return each family to their correct time streams.

**Antagonists and problems:** Snow beasts, deathly cold environment, alien threats.
**Action Scenes:** Jumping from time stream to time stream, hiding from protagonists.
**Problems:** Alien technology might be too far advanced to understand, impossible to return everyone to their right time.
**Prepare beforehand:** Deciding on the periods of time the families are from.
**Continuing the Adventure:** Maybe intervention of TARDIS workings by 'higher powers' controlling it to the planet.

## A DAY IN THE SUN

January 2005, and Torchwood have identified the latest acquisition of the British History Museum as the fossilised power reactor of a Jathaa Sun-Glider. Torchwood immediately send a team to retrieve it before the archaeologists investigate the artifact too closely and discover its alien origins. However, Roboforms have infiltrated the Museum (dressed in medieval suits of armour) and are planning to take it for themselves.

The Torchwood team must stop the Roboforms, recover the reactor and avoid any public investigation or casualties. If they can't get to it, the Roboforms will move on, looking for something easier to retrieve.

**Antagonists and problems:** Finding the power reactor, hidden scavengers, escaping the museum after robbing the place.
**Action Scenes:** Fighting, avoiding or hiding from Roboforms, police or archaeologists!
**Problems:** What if the Roboforms get to it first? What if an archaeologist manages to get the reactor active again?
**Things to be prepared:** Getting a good map of a museum, avoiding civilian casualties.
**Continuing the Adventure:** If Torchwood manages to get the reactor into the Sun Glider they already have, what do they do with it?

## THE EXPLORER

On their way to the planet Barcelona, the TARDIS lands on the bridge of a trade ship. Luckily, the ship, the SS Finsbury Park, is also on route to Barcelona, so the Doctor isn't too worried about going off course. However, they come under attack from a group of pirates while taking a tour of the ship. Emergency lockdown procedures trap the Doctor and his companions in engineering. After a complicated escape, they discover vital components missing that are causing systems to shut down, including life support and communications. Someone has removed them to leave the ship open to pirate boarding, but who is it?

**Things to Do:** Getting trapped in engineering, escape, finding the culprit and fixing the systems before the pirates board.
**Action Scenes:** Escape! Pirate attack, things blowing up and low air supplies!
**Problems:** Detective work under limited time.
**Continuing the Adventure:** Uncovering a pirate element in the trader's company, hunting down the leader of the pirates and bringing them to justice.

## STEEL AND PLEASANT LAND

The Doctor has a strange hankering for a chocolate bar that hasn't been made for decades. In search of the legendary Aztec bar, the Doctor and companions arrive in a small Devonshire village in 1976, where the Doctor immediately leaps from newsagents to corner store in a hope of finding one. Instead, they find a group of villagers hiding! They tell the Doctor how the rest of the villagers have been kidnapped by 'spacemen' and taken to the village hall. A small boy in a vinyl spacesuit enters the shop with a laser gun that blows up the counter! He's been upgraded using Cyber-technology, and the Cybermen are using the village hall as a conversion chamber. Technology is limited, and they are converting using anything they can find.

**Things to Do:** Stopping the Cybermen, finding out why and how they are here.
**Action Scenes:** Destroying the Cyber-processing facilities with very little technology or resources at their disposal.
**Problems:** The place is very isolated, and the Cybermen will have cut the phone lines. Of course, the 'super-phones' will still work, but will the villagers think our heroes are spacemen as well if they use them?
**Continuing the Adventure:** Uncovering where the Cybermen came from, and how and why they are in 1976.

## UNIT: THE LAST STAND

Set during the year under Saxon's control, the last remaining UNIT soldiers have been fighting covertly to try to restore some semblance of peace and hope in the world. Fearing the Master will use the Osterhagen stations to destroy the Earth once his assault on the rest of the galaxy begins, UNIT has been systematically destroying the stations. The attacks have been discovered, and the Master has sent guards and Toclafane to defend the remaining stations. Only one more needs to be destroyed to render the system useless, but the station's in-built defence mechanisms will not allow remote or timed bombs... someone will have to trigger it.

**Things to Do:** Getting into the station, getting electrical currents that'll disable the Toclafane, gaining access to the control room.
**Action Scenes:** Sneaking past the guards and the Toclafane.
**Problems:** Picking a location for the station, who will trigger the bomb?
**Continuing or expanding the adventure:** Maybe the Archangel network has turned one of the troops, and there is a traitor in the UNIT squad?

## GRASKE MOST WANTED

"Judoon High Command to Judoon Captain. You and your troop are to be T-Matted to the EJK1 Transport Ship. Hiding among its many passengers is a Graske wanted for unauthorised abduction of biological lifeforms. Find and deal with this lawbreaker. Justice is to be swift. A dampening field has been placed around the transport, trapping it aboard. Once it is captured, it will be removed and you will be T-Matted home. Prepare to transport..."

**Things to prepare for:** Are you playing as Judoon troopers, or as the Doctor (or other passengers) aboard the transport? The dampening field will prevent any escape, so do you help the Judoon or worry about getting in their way?
**Action Scenes:** Chasing the Graske, getting chased by Judoon.
**Problems:** What did the Graske do? Was he working for the Trickster, or independently? Should he be protected from the harsh judgement of the Judoon?
**Continuing the Adventure:** If the Graske was working for someone, surely they should be found and punished too?

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