



INTRODUCTION

This is a quick single session 'Christmas Special' adventure. The players arrive in Lincoln, Lincolnshire Christmas Eve to find the city decorated, ready for Christmas but something is off... The city of approx. 150,000 is completely silent, the streets empty.

This adventure was designed with the intention of introducing new players and new companions to the setting before kicking off into the Temporal Masters campaign (a concept brewed up by the Alexandrian). This is still a stand-alone adventure that can easily be slotted into an ongoing campaign.

Originally written to star the Twelfth Doctor and his companions arriving by TARDIS, the weird occurrences could be uncovered by other parties; a UNIT response team, Torchwood agents on holiday or any other Time Lord or Time Agent that may find themselves in the area.

SPOILERS

Are you a player or the Gamemaster? If you're the Gamemaster, that's great. Welcome! Have a cup of tea, sit down and have a good read. If you're a player, you can stop right here.

BACKGROUND FOR THE GAMEMASTER

This peculiar incident begins with a Cyberman left over from Missy's Cybermen attack on the world (this Cyberman did not heed the call to detonate in the sky). Arthur Line before his death was a toy maker in the late 20th Century until his death but due to the actions of Missy was resurrected as a Cyberman.

CONTINUITY

Alternatively, if this adventure is played chronologically before the events of Missy and her Cybermen ploy. The Cyber Claus could have been ejected out of the time vortex after the events of The Next Doctor. Deposited straight from Victorian London he is still corrupted and still becomes fixated on Christmas.

Unfortunately like other Cybermen made with the brains of the dead, he was flawed. He still desired to make toys, his life's passion with Christmas holding a particular place in his heart. Next year he planned to give the city of Lincoln a very special Christmas spending the year building toys for the people of Lincoln and planned to deliver them himself as Cyber Claus.

Although his intentions seem good, he is simply indulging in a fantasy to be Father Christmas (Santa Claus) with an unnatural fixation on the 'rules' of being Father Christmas. He is also still warped by his cyber-converted brain and believes it is a perfectly decent present to attempt to give cyber-conversions as a present.

The toys he has been building throughout the year are dolls and bears that perform these cyber-conversions. A stickler of the Christmas mythos, Cyber Claus built a 'sleigh' to travel over the city and using teleportation personally delivers the 'presents' to each household. To ensure that everyone is asleep the Cyber Claus has created a hypnotic signal with all the lights in the city that compel all the citizens who see the lights to return home to sleep until Christmas morning. This gives the Cyber Claus the ability to deliver his presents without being seen.

This is when the player characters enter the scene. A seemingly deserted city ready for Christmas...

BEGINNING THE ADVENTURE

The adventure begins with the player characters arriving in Lincoln, Lincolnshire on Christmas Eve. The city is ready for Christmas, decorations are everywhere, snow cover the roof tops while snowflakes drift onto the eerily empty streets.

There could be a number of reasons the player characters may find themselves in Lincoln. The obvious scenario is that it is Christmas and they have come to enjoy the holiday, to see the Christmas Markets, do some last minute Christmas shopping or to attend midnight mass at the cathedral. This could be appropriate for companions, off duty UNIT or Torchwood agents, or even a wayward Timelord.

The Cyber Claus' hypnotic Christmas lights have been creating erratic power fluctuations (or time vortex energies depending on the origin of the Cyber Claus) in the area. These may be picked up by UNIT or Torchwood and finally investigated after a backlog of work on Christmas Eve.

How the player characters arrive in Lincoln is really dependent on what mode of transportation is available to the characters. If they have access to a TARDIS or vortex manipulator the player characters find themselves in an out of the way lane in the Cathedral Quarter initially not noticing the how quiet the city is. The alley itself is walking distance to Lincoln Cathedral and Lincoln Castle home to the Christmas Markets and Medieval Markets.

The player characters may only have mundane modes of transport, arriving by other means; arriving by car or by train finding the streets or station eerily quiet. They could also already be staying in Lincoln and for one reason or another have not been exposed to the hypnotic decorations across the city.

Irrespective of how the player characters arrive the focus should be the sudden realisation that a city with a population of approximately 150,000 is a ghost town.

SCENE 1 - LINCOLN

The player characters arrive in Lincoln in the early evening, it is brisk and snowflakes gently fall from the dark sky. Emphasis should be placed on the fact that the city is a ghost town regardless of the fact that stores, streets are decorated, market stalls are set up and public spaces are wide open.

Overall the Lincoln city centre maintains its historical backbone, with structures from Roman settlement through to the Medieval times. The city itself is divided into four quarters with more residential areas to the east and north.

HIGH STREET QUARTER

Waterside Shopping Centre - Located along river Witham, Waterside Shopping Centre is red brick building with very 1930s feels though the interior has a far more modern. The centre is open too Christmas shoppers, operating throughout the night for midnight shoppers. The place is decked out with Christmas decorations including the copious amounts of hypnotic Christmas lights. It is no wonder that the stores are all completely devoid of shoppers.

Police Station - Is a drab brown rectangular box. The on duty PS is cranky. He has been working all day his replacement not likely to show and every PC that goes out disappears and goes off the grid.

What staff remain at the police station will not be entirely surprised if the characters mention that aliens have hypnotised the city. Keep in mind that London had three consecutive Christmases that involved some form of alien interference. They could assist the player characters but this may be unwise if the hypnotic lights are still in effect.

Lincoln Central Rail Station - Is the only rail station that serves Lincoln, located just south of

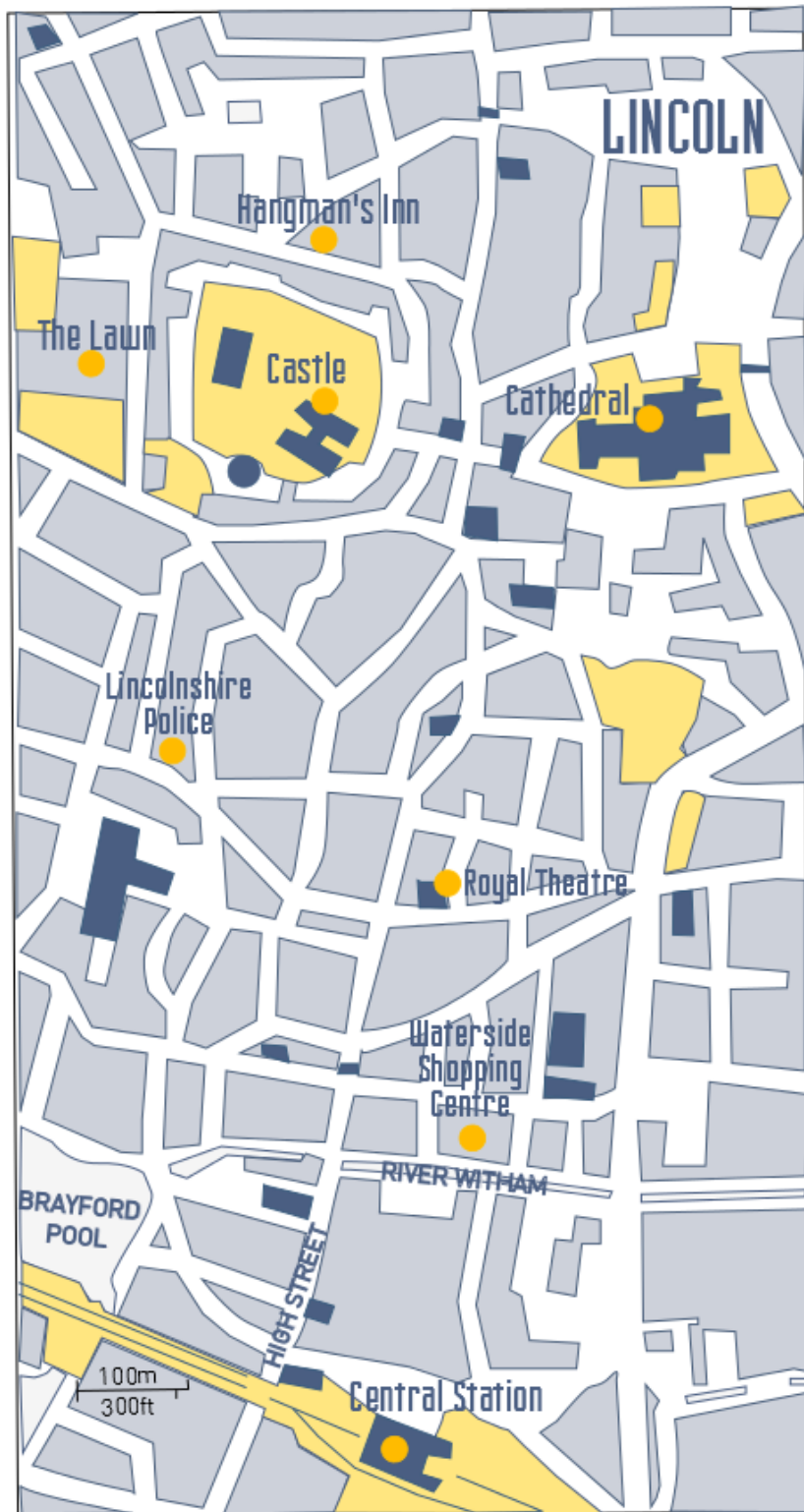
the river Witham, it is a short walk to City Square and Water Side Shopping Centre.

CATHEDRAL QUARTER

Outside in the shadow of the Lincoln Cathedral to the Lincoln Castle (and really throughout the Cathedral Quarter) are the Christmas Markets, the streets lined with stalls selling food, wares, rides and attractions. Like most of the city it is deserted; the Ferris wheel spins lazily, mulled wine sits simmering and stages are left bare with instruments lying haphazardly. An Awareness + Ingenuity (Difficulty 12) will notice some foot prints, on a Fantastic result you notice that there a sweeping marks as well, that lead to the cathedral.

Lincoln Cathedral - Lincoln is home to a number of churches but uphill from the river lies the Cathedral Church of the Blessed Virgin Mary of Lincoln or just Lincoln Cathedral for short. This gothic style cathedral stands tall but it once stood taller when the three towers still had their spires. It is a spectacular piece of masonry with numerous stone carvings, flying buttresses and copious amounts of arches. The interior is expansive and is equally well adorned as the exterior.

It is in here that you meet a young woman by the name of Eleanor if you follow the tracks or stumble upon her inside. She is of average height with brown hair, dressed for the cold and in her hand is a white cane (she is blind). Talking to her you find that she had been managing the music and art associated with the Christmas markets. She is just as confused as you are about why the town is empty. She does tell you that she has heard what sounds like the jet of an aircraft passing over the city numerous times.



ELEANOR HANNIGAN

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

SKILLS

Athletics 2, Convince 4, Craft 3 (music), Fighting 1, Knowledge 4 (Art history), Medicine 1, Science 2, Subterfuge 1, Survival 1, Technology 3

TRAITS

Keen Sense (minor hearing) +2 to Awareness to hear, Sense of Direction +2 to Awareness + Ingenuity to not be lost, Impaired Senses (major blind).

WEAPONS & EQUIPMENT

White cane: although not a great weapon, it can be very handy when tripping people up.

STORY POINTS

12

DESCRIPTION

Eleanor is an intriguing woman; born blind she has always been fascinated with the arts. Not just music, theatre and film but also the history of art. Here in Lincoln she works as an events manager with the local arts culture. Normally she would spend most of her time around the cultural quarter but tonight she was organising events up at the cathedral for the Christmas markets. That was until everyone disappeared...

ONE SHOT PLAYER CHARACTERS

Not every character needs to be a Time Lord or a Companion. If players don't mind switching characters with every adventure, then some of them can play one-shot characters – individuals who meet and assist the Doctor for a brief period.

In this adventure players can take the role of Eleanor. She is concerned about what is going on. Especially since she has been hearing the sounds of jets in the air.

Lincoln Castle - The Norman castle built in the 11th century and is open to the public as a museum but tonight it is also home to the Christmas Markets. These markets that from the Lincoln Cathedral with a medieval taste.

Hangman's Inn - Located north and adjacent of Lincoln Castle, it is an inn that was constructed in 1841 and was originally owned by the hangman that once manned the gallows at the castle. The inn boasts its own 'real' ale and has a few rooms to offer for accommodation. The inn is a three storey establishment, outside a sign swings with a depiction of a hangman's noose adorning a merry man with an ale in hand, the downstairs is a bar a large Christmas tree sits in a corner. An Awareness + Ingenuity (Difficulty 16) will notice only a single gift under the tree, it is silver with a red and green bow on top. Searching the inn you discover one of the rooms is occupied with a 'sleeping' guest. One patron 'sleeps' at one of the tables in the bar. The owners, Karen and Robert Clarke can be found in their lodgings on the premises. They are all in a trance due to Cyber Claus' hypnotic Christmas lights.

EXPLORING

Exploring the city the player characters cannot help but to run into Christmas lights, be it at the Lincoln Cathedral, Lincoln Castle, at a mall or simply along the main street. Unfortunately the Cyber Claus has altered the output of these decorations and lights to create a hypnotic effect. Those affected by this hypnotism are strongly compelled to return to a place of safety and go to sleep until the morning and in the morning to go and open their presents. An Awareness + Ingenuity [difficulty 9] will notice that the streets are gradually being coated by falling snow. This will allow the player characters to track individuals or spot tracks easily. It is now evening and the Christmas lights turned on as the sun set around 4 o'clock so the streets are fairly deserted and snow has had time to settle on the streets.

The player characters are not immune to the hypnotic effect, once they are exposed to the flashing lights they will need to make a Resolve + Convince (Difficulty 17) to resist the hypnotism. Remember positive trait Indomitable will aid resisting the effects. Those who have resisted hypnotism now have a front row seat as their compatriots are compelled to head to someplace safe before sleeping til Christmas morning. They shuffle off like zombies, those familiar with Ingenuity + Knowledge (Psychology) (Difficulty 12) will recognise it as such. A Awareness + Knowledge (Difficulty 17) (with knowledge of hypnotism Science or Technology would suffice too) player character may notice that all the lights across town are blinking in the same fashion or an Ingenious one may make the connection with the lights and the sudden hypnotism.

This is a great opportunity to follow the hypnotised players and hopefully ask some pressing questions: How long does the

hypnotism last? Should they break the hypnotised out of their reverie? Who is behind this trickery and to what end?

HYPNOTISM

Not everyone once hypnotised return to their homes. People out of town walk into hotel lobbies and crash on couches, the homeless return to shelters some confused individuals even sleep in the houses of strangers or on beds in manchester stores. Also if the player characters are hypnotised consider that they get broken up as they go to different safe places.

What happens next can be quite fluid:

- If none of the player characters are hypnotised they are free to investigate things as they see fit.
- In the event of all the players being hypnotised they head to the Hangman's Inn (or even the TARDIS) one of the more famous inns in Lincoln. There they will find a suitable place to sleep until they are roused from their hypnosis induced slumber by a smoke detector from burning food (this will happen regardless of if the players characters are there or not rousing the patrons in the inn).
- If party members that are hypnotised are not hindered in any way they will either head to Hangman's Inn (or if they live in Lincoln, to their home).

Those with hypnotism, psychology, or simply a tricky ingenuity roll can break the hypnotism of those entranced. From a narrative perspective this can be simply roused with a certain noise or pain or peeling back their eye lid and un-hypnotising them with a flashing light. On a

Success result they are disorientated, on a Disastrous result they are roused from their slumber but are still compelled to open the Cyber Claus present. Using this method on everyone in the town would be slow and tedious. The players may have to think of another way to wake the city...

SCENE 2: CONVERSION

BENEATH THE CHRISTMAS TREE

Throughout the night Cyber Claus will be deliver his presents all across Lincoln on his sleigh, teleporting into the homes of the citizens and leaving his presents beneath Christmas trees. By the time the player characters arrive he has only had an opportunity to deliver his presents to the city centre and not out to the residential areas in the east or north. These presents are large boxes wrapped in silver paper topped with a red and green bow. Inside each of these are dolls, stuffed bears etcetera that have been modified to perform cyber-conversions in the field. The Cybertoys only come online once their present/box has been opened, targeting whomever opened it.

There are three situations where the presents will be opened:

- by someone who has been roused from the trance with a Disastrous result and are still compelled to open their presents (player character or NPC),
- by curious individuals not under the compulsion to open the presents (curious player or a child NPC that simply cannot wait till morning),
- or opened in the morning when the town wakes up 'naturally' from their trances.

CYBERTOYS

AWARENESS	4	PRESENCE	3
COORDINATION	6	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Fighting 4

TRAIT

Networked (Major), Robot

WEAPONS & EQUIPMENT

Fist 2/4/6
Cyber-pollen injector 4/L/L

STORY POINTS

0

DESCRIPTION

With the aesthetic of a large stuff bear or porcelain doll though they have the metallic masks of the Cybermen. These creatures are the result of Cyber Claus outfitting toys with cyber-technology. Without a brain for the cyber-technology to latch onto, these creatures are simple minded, programed to complete one task. Upon the present being opened the Cyber Toy is to infect any humans present with the cyber-pollen. Despite their size (3ft tall) these guys are strong and fast, able to pack a punch. The cyber-pollen is delivered via injector that requires contact, it is considered lethal as the character will rapidly change into Cybermen.

Once opened the Cybertoys will attack and attempt to convert any present humans, targeting the one that opened the present/box first. They are armed with a device that delivers a

ADVENTURES IN SPACE AND TIME

cyber-pollen solution into the victim beginning the cyber-conversion process. This requires a successful melee attack.

Anyone that has been successfully administered with the cyber-pollen will find themselves transforming into a Cyberman as the nano-technology of the pollen converts organic matter to metal and circuitry. To notice the effects of the pollen on the person, an Awareness + Medicine (Difficulty 16) is required to notice the blood vessels turning silver as the cyber-pollen begins its work.

Since the Cybertoy is simply coding without its own mind a Sonic screwdriver (or similar tool) could be used to rewrite its instructions effectively attacking it's Resolve + Ingenuity. Alternatively, the creature can be attacked physically.

CYBERMEN

In the unfortunate event that someone is turned into Cyberman. They will join Cyber Claus in his plans to convert Lincoln on Christmas. Unlike Cyber Claus these Cybermen are not flawed and the comparison should be made. Over time they will notice that Cyber Claus is one photon short of a laser. This could be exploited by the player characters to turn one against the other.

For the Cybermen stat blocks refer to the Doctor Who: Adventures in Time and Space core rulebook.

Once the Cybertoy is subdued it can be investigated, Ingenuity + Technology (Difficulty 12) identify it as robot of some fashion but a Fantastic result will also recognise that this is alien tech (if the character has encountered the Cybermen before they will recognise the

tech as theirs). The cyber-pollen can be investigated Ingenuity + Technology or Ingenuity + Knowledge (relevant) (Difficulty 17) to determine that it is some type of nano-tech.

SCENE 3 – JINGLE ALL THE WAY

SLEIGH RIDE

Cyber Claus built his sleigh for the sole purpose of delivering presents on Christmas Eve. To deliver presents to Lincoln's citizens Cyber Claus has built his sleigh much like a semi-trailer. Jet propulsion gives this oversized sleigh its ability to fly and hover over the houses. A built-in transmat device allows Cyber Claus to teleport into the houses and place the presents beneath their Christmas trees.

A player character may attempt to fly the sleigh. The controls are built similar to that of a plane with a control stick. To fly the thing in steady flight requires a Coordination + Transport (Difficulty 15).

The transmat is operated from a terminal requiring a Coordination + Technology (Difficulty 18) to precisely aim you or another character for a successful teleportation. If the player character tries to teleport with the transmat while sleigh a harder roll is required.

Cybermen technology is Tech Level 6, this will mean that player characters attempting to fly the sleigh from a lower Tech Level suffer a -2 and -1 from a higher level.

JINGLE BELLS

The player characters may be intrigued by the sounds of a jet engine over Lincoln. This may come about by talking to Eleanor saying she had heard these jet engines. Alternatively they may have heard the sounds as they explored Lincoln with an Ingenuity + Awareness (Difficulty 12).

CYBER CLAUS

DESCRIPTION

The remnant of Missy's Cybermen forces. This is what is left of a toymaker named Arthur Line. A Cyberman built from the dead he is flawed. In this case obsessed with Christmas and delivering presents to the people of Lincoln.

His mania is immediately apparent when encountered. He has painted his metallic torso red with white trim, adorning a fake white beard he is a haunting attempt to emulate Father Christmas. Like other Cybermen, he is extremely slow but dangerous. Equipped with partial beam, electric grip and rocket boots. A strong magnetic field can disrupt the emotional dampers allowing characters to talk to what remains of Arthur Line.

The main difference between Cyber Claus and other Cybermen is that he intends to convert everyone as a gift while the typical Cyberman only convert those suitable for conversion.



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

SKILLS

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

TRAIT

Traits: Armour (10), Cyborg, Fear Factor (3), Flight (Major)(Speed 6), Natural Weapon (Electric Grip), Natural Weapon (Particle Beam) Networked, Slow, Weakness (Minor) (Magnetism), Technically Adept

WEAPONS & EQUIPMENT

Electric Grip	4/9/14
Particle Beam	4/L/L

STORY POINTS

6

A Failure will allow the player character to hear the sound of a jet engine but not see it, looking in the direction of the source of the sound rather than where it is. This is Cyber Claus' sleigh flying over the city as he travels from his workshop across the city to deliver presents.

The sound can be followed from the ground but the roads are becoming slick with the depositing

of snow on the roads and due to the hypnotic lights there are some cars simply parked in the streets. As a result driving at speed or under a time restraint will require a Coordination + Transport (Difficulty 18) roll.

Alternatively his location can be tracked in conjunction with a high vantage point (like the cathedral tower, Ferris wheel or even the castle

ADVENTURES IN SPACE AND TIME

tower) and a person on the ground in a car or other mode of transport. With less of a time constraint involved with this method the driving roll is simply Coordination + Transport (Difficulty 15).

Using either method can bring the player characters to one of two locations; to the suburbs where he is delivering presents or to his workshop.

NAUGHTY OR NICE

If the player characters follow the suspicious jet powered sleigh into the suburbs. They will find it floating above the houses the engines humming. It will spend a few moments above one before moving to the next. Watching the windows of the houses with an Ingenuity + Awareness (Difficulty 12) the player character will notice bursts of blue light as Cyber Claus teleports into the house and back out to the sleigh above. The player characters may choose to enter a house and confront the Cyber Claus inside one of the houses.

They will find a Cyberman whose torso has been painted to resemble the suit of Father Christmas, like most Cybermen he moves with slow robotic movements, he will be in the process of placing a silver-wrapped present below the Christmas tree. This is the opportunity for the player characters to interact with Cyber Claus. It should be made abundantly clear that Cyber Claus is fixated on Christmas and wanting to make a merry Christmas. After conversing for a short time he will say in a mechanical voice 'I am on a very tight schedule. I must deliver presents before morn'. If the player characters ask 'why' he will ignore them and if they attempt to make a move on him he will say that they are on the 'naughty list' and must be 'deleted' before firing upon them.

If things are exceptionally dire for Cyber Claus he will use his Network to awaken a Cyber Toy to aid his escape. Afterwards Cyber Claus will teleport back up to his sleigh to continue his deliveries.

SCENE 4: WHERE THE MAGIC HAPPENS

SANTA'S WORKSHOP

The player characters have found the location of Cyber Claus' Workshop either by tailing the jet powered sleigh or triangulating the hypnotic signal. The workshop is located just south of the river Witham and comprises of 2 buildings with a bitumen yard dividing the two. Both are old brick face factory sheds with old concrete tiled roof. Along the front in faded white paint are the words 'Line Bros Toys'. Once a Victorian era toy manufacturing plant consisting of a number of plants it was later turned its focus to manufacturing weapons and munitions for the war efforts in WW2. Nowadays these buildings had been used for local manufacturing until manufacturing went bust in recent years.

This is where Cyber Claus' has set up shop. Any wary eyes that came to investigate the buildings were either vaporised or converted into Cyberslaves used as extra labour. They can be identified by the ear pieces. Oddly enough they are shaped to give the ear a point. Stretching across the front of the two buildings blocking entrance to the yard are heavy steel rolling doors for truck access, these are topped with barbed wire to stop intrusion. Built into the sliding door is also a normal door for workers to enter and exit which is heavily padlocked Ingenuity + Subterfuge (Difficulty 18).

CYBERSLAVE

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

SKILLS

Athletics 2, Fighting 2, Transport 2

TRAIT

Dependency (Major - Cyber Ear Pieces), Enslaved, Networked (Major)

WEAPONS & EQUIPMENT

Blunt object 2/4/6

STORY POINTS 1

DESCRIPTION

When the Cybermen need quick and dirty worker drones or infiltrators within a human organisation, they will often do a minor conversion using earpieces and a small amount of neural net tissue to create Cyberslaves.

Cyberslaves retain their skills and knowledge but lose the personality and much of the intuitive and emotive abilities of their original selves. They are completely under Cyber-control and can only be stopped by removing the earpieces that link them into the Cyber-network. This, unfortunately, kills them instantly.

The Gamemaster may allow a Cyberslave to be saved from conversion if another character can make a Fantastic Success on a Difficulty 21 Medicine roll to remove the neural net tissue connecting the earpieces to their brains.

If the player characters are present while Cyber Claus is, they will find the sleigh parked in the yard while Cyberslaves load more presents onto the sleigh. The Cyberslaves can be seen walking in empty handed into the western building and walking out hands laden with presents. The western building is simply used for stockpiling presents and consequently, hibernating Cyber Toys. There are skips located towards the back of the yard filled with the toy packaging.

If the player characters triangulated the hypnosis signal to the workshop they will find that the eastern building is actually where the signal is pinging from. The eastern building is where all the magic is happening. To one corner wired up to mains power is the hypnosis terminal. This can be interacted with using Ingenuity + Technology (Difficulty 14) to shut down the hypnosis but to change the hypnosis programing; an Ingenuity + Technology (Difficulty 21) would be required.

In the centre of the eastern building is a large pit that seems to be partially filled with a silvery liquid. Awareness + Knowledge (Difficulty 12) will recognise it as the cyber-pollen. There are also piles of scrap metal piled near the pit. The cyber-pollen is programed to convert organic flesh to Cyberman but it converts raw material into more cyber-pollen. There are pipes leading from the pit out to another side of the building where there a number of tables with horrific robotic arms and instruments curling out from the sides of the table. This is a modified conversion table that has been creating the Cyber Toys. Awareness + Ingenuity (Difficulty 9) will spot a few toys, prior conversion and one mid conversion with circuitry and tech pouring out of it.

There are 10-20 Cyberslaves throughout Cyber Claus' workshop at any time. Most will be found milling about in the yard and the western building moving presents filled with Cyber toys.

They use a forklift to carry the bulk of the presents. A Coordination + Subterfuge (Contested Awareness + Ingenuity) is required to sneak past them. The Cyberclaves response will be to rush the player characters. They will generally attempt to restrain the player characters either to convert them into Cybermen or hold them to be judged by Cyber Claus. Alternatively, one might choose to get captured and demand audience with 'who's in charge'. If there is a great enough case made by the player characters you might just get to meet Cyber Claus.

FINDING ARTHUR LINE

What staff remains at the police station will not be entirely surprised if the characters mention that aliens have hypnotised the city. Keep in mind that London had three consecutive Christmases that involved some form of alien interference. They could assist the player characters but this may be unwise if the hypnotic lights are still in effect.

SCENE 4 - CHECKING IT TWICE

There are a number of problems that the player characters will need to address to save the city of Lincoln; Cyber Claus, hypnotic Christmas lights and the Cybertoys.

CYBER CLAUS

Eventually, the player characters need to confront Cyber Claus one way or another. How they go about it is largely up to the players. Here are a few ways that things could be resolved:

- Cyber Claus is under a strict timetable and will not want to waste too much time on the player characters. A player character with access to time travel (via

a Tardis or Vortex Manipulator) may buy themselves some time by offering it up to help distribute presents.

- Cyber Claus could be flown up into the sky inside his sleigh and the sleigh's fusion drive could be detonated. With the player character safely teleported back to earth.
- The pit filled with the Cyberpollen solution could be used in a final battle. Resulting in Cyber Claus falling into the pit and being deconstructed.
- If any Cybermen are created as a result of the cyber-pollen being administered to people, these Cybermen can be turned against their supposed leader.
- Cybermen are weak to strong magnetic fields, being exposed will disrupt their emotional inhibitors and give the player characters an opportunity to speak with emaciated Arthur Line. His emaciated face revealed when the Cybermen faceplate parts. They may be able to convince him to stop the madness.

CHRISTMAS LIGHTS

The hypnotic lights do not pose a large threat besides putting the player characters to sleep. Though the town peoples can be prematurely awakened but if they are not, they will wake up in the morning anyway. The main problem associated with prematurely waking people up is that they may open the presents releasing the Cybertoys. One benefit of the hypnotic lights is that they could be reprogrammed to output a different signal, even used against the Cybermen.

CYBERTOYS

If the Cybertoy's are not removed from beneath Christmas trees in Lincoln, they will still pose the threat of cyber-conversion. The Cybertoy's must be put out of commission. How this is achieved is up to the players:

- The Cybertoy's are networked together and can be ordered to shut down or recalled.
- They could manually retrieve each of the presents, Grinch-style or use the sleigh and teleporter.
- The police or the community could also be called upon to dispatch the leftover presents.

SCENE 5 – WRAPPING THINGS UP

Once all the hazards have been taken care of it's just a matter of wrapping up any loose ends during your adventure; Finish up your Christmas shopping or go enjoy the Ferris wheel or even to farewell any one shot player characters and NPCs.

This may also be a good opportunity to plant a juicy hook of the next adventure. If you plan to run the Temporal Masters then you may want to deliver the Jenny's wedding invitation at this point. Imagine the Doctor and his companion(s) are gathered around the Christmas tree inside the TARDIS Christmas morning. Everyone is handing out presents, when the Doctor handed an envelope with the invitation inside.