



ALLIANCE OF THE DALEKS

INTRODUCTION

Alliance of the Daleks is the next major arc of the Temporal Masters campaign. The Temporal Masters is a campaign arc originally conceived by the Alexandrian.

In this adventure the player characters will play the role of the Doctor and his companions where they will be asked to check up on a delegation from the Great and Bountiful Human Empire. The delegation has exceeded the original proposed timeframe and other members fear the worse. The proposed alliance between the Dalek Empire and the Great and Bountiful Human Empire is seen to be the only way to stave off the Temporal Masters' assault.

The Doctor and his companions will journey to the planet of Nomdor where they will find out why the delegation has gone dark and become integral in the establishing the accord.

SPOILERS

Are you a player or the Gamemaster? If you're a player than hold your horses. The following pages contain information of your future, best to keep your eyes closed and your options open.

BACKGROUND

In the last major arc of the Temporal Masters, **Dawn of the Temporal Masters** the Doctor and his companions had their first run in with a Temporal Master agent. They were also introduced to the Tri-galactic Time Enforcers who protect humanity's timeline to conserve the Great and Bountiful Human Empire control of this side of space and time.

The only other force in the universe tenacious enough to resist the Temporal Masters is the Dalek Empire. With the disappearance of the Andromeda galaxy and effectively losing a third

of their strength, the Great Human Empire has been forced to ally with an unlikely bedfellow.

THE TIME LOCK ACCORD

Following the loss of the Andromeda galaxy from humanity's timeline, the heads of the Great and Bountiful Human Empire have reluctantly decided to seek an alliance with the Dalek Empire. This was a campaign months in the making, following intelligence gathering and losing envoys. Eventually the Dalek Empire agreed to negotiations involving an alliance between the two empires against the very real threat the Temporal Masters pose.

A compromise was reached on where the location of the conference would be conducted. The Daleks chose the planet Nomdor as the location just outside their sphere of control while the Humans arranged the time lock that would seal off the conference from temporal intrusions. Prefabricated buildings were used to house the two delegations and to hold the talks on Nomdor's surface.

There were to be 9 sessions that would cover a number of points of the accord including:

1. An immediate ceasefire between 53rd Century Dalek and Human forces,
2. Recognition of an established Human/Dalek timeline,
3. Trade of intelligence relating to the Temporal Masters,
4. Opening of trade routes between the two empires,
5. Banning of Dalek nanogenes (and other weapons of mass destruction),
6. Concession of Dalek control of Sextans Alpha to the Human Empire,

7. Concession of a moment in time to the Dalek Empire,
8. A tithe to be paid to the Dalek Empire and,
9. The role of the Doctor in the temporal cold war.

The first five points were agreed on before member of the human delegation begun disappearing. The first to go missing was one of the soldiers providing security and since the time lock still stood in place the Daleks must not have killed the soldier. The remainder of the security detail begun an investigation searching their missing team mate. These members have in fact been swallowed by the planet.

Talks eventually ground to a halt when more members of the delegation began disappearing. It is a day past the expected completion date and soon the heat sinks that keep the environment liveable will explode.

GREAT AND BOUNTIFUL HUMAN EMPIRE DELEGATION

With the loss of the Andromeda galaxy and the Dalek Empires superior technology and savagery the Great and Bountiful Human Empire did not have many strong points of negotiation. The general populace are firmly against forming an alliance with the Daleks. As a result the human delegation is thoroughly against anything heinous that the Daleks may propose.

The Great and Bountiful Human Empire were torn when choosing the delegates for the conference. On one hand they wanted their best people on the job but on the other hand it was likely that they could be killed by the Daleks.

Foreign Minister Phillip Hartman

Is an ancient man, he is a veteran when it comes to dealing with difficult alien cultures, serving the Great and Bountiful Human Empire as both

ambassador and foreign minister. He has been leading the talks together with Bishop Archileo and Eileen providing expert advice.

When the planet targeted him being in his advanced age, Phillip did not have the strength to resist its pull. The security detail attempted to pull the foreign minister out but instead both were pulled under.

Father Archileo

Father Archileo is a member of the Church, a military force that gave both spiritual and practical aid. He holds the rank of Bishop and is considered an expert on Dalek psychology. Well he has survived enough encounters to be called an expert.

Father Archileo volunteered to join the delegation and lead a number of clerks to aid in security. He is one of the few that have avoided being devoured by the planets systems. He is currently being questioned by the Dalek delegation.

Eileen Drummond

Eileen Abernathy is a young professional lawyer, highly intelligent and ambitious. She beat other eager candidates for the once in a lifetime conference. This was mainly due to her familiarity with temporal physics and temporal philosophy. Eileen's role on the delegation was to ensure that temporal terminology is sound in the accords' agreements.

Eileen is one of the few human delegates to avoid being devoured. Terrified she is holed up in the human habitats hiding up on the vents.

DALEK EMPIRE DELEGATION

The Daleks won't admit it they can't afford the Great and Bountiful Human Empire assaulting them while they try to exterminate the Temporal Master threat. The Dalek Empire has superior

technology and fire power but any conflict with the Human Empire could leave them weakened enough for the Temporal Masters to finish the job.

They accepted the terms for negotiations of an alliance between the two empires against the Temporal Masters. Of course once the threat of the Temporal Masters is exterminated they would betray the humans at the most opportune moment.

WAR CONTROLLER DALEK

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	4	STRENGTH	7

SKILLS

Convince 4, Fighting 4, Knowledge (Tactics) 4, Marksman 4, Medicine 3, Subterfuge 5, Science 8, Survival 4, Technology 8

TRAIT

Armour (Major), Cyborg, Environmental, Fear Factor (4), Flight (Major), Forcefield (Major), Scan, Technically Adept, Voice of Authority, Vortex

WEAPONS & EQUIPMENT

Exterminator 4/L/L
Self-Destruct 3/6/9

STORY POINTS 6
TECH LEVEL 9

ADVENTURES IN SPACE AND TIME

War Controller Dalek

The War Controller Dalek as its name suggests is a master of strategy and war craft. The War Controller has a strong Presence and Resolve required bolstering and instructing its troops. During the talks it takes the lead in the Dalek negotiations. To a keen eye they might get the sense that it is frustrated perhaps because during the talks he cannot simply exterminate the jabbering humans.

HUMAN RESOURCES DALEK

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

SKILLS

Convince 4, Fighting 4, Marksman 4, Medicine 3, Subterfuge 5, Science 9, Survival 4, Technology 9

TRAIT

Armour (Major), Bio-chemical Engineer, Cyborg, Environmental, Fear Factor (4), Flight (Major), Forcefield (Major), Scan, Technically Adept, Vortex

WEAPONS & EQUIPMENT

Exterminator 4/L/L
Self-Destruct 3/6/9

STORY POINTS 6
TECH LEVEL 9

Human Resources Dalek

The Human Resources Dalek is literally into human resources, it is in charge of sourcing

humans and then turning them into suitable slave labour or cannon fodder. It is here both as a tactic to unnerve the human delegates and to discuss the finer details on some of their negotiation points.

THE TIME LOCK

It was decided that a time lock would be placed over the proceedings to stop interference from time travellers. Time locks had been used during the Last Great Time War so that events could not be accessed via the time vortex, effectively locking the events in time. When negotiating the location to hold the talks it fell on the Great and Bountiful Human Empire to sort out the time lock.

Together with the Human Empire's and the Tri-galactic Time Enforcer's resources a time lock specifically designed for the proceedings was developed. The time lock allowed things to enter the time lock (not via the time vortex) but not leave until the talks were completed. Another clause was built into the time lock's logic circuits in the event that the Daleks attacked the delegation that the time lock would disengage and allow the rest to escape.

Entering the time lock essentially binds those entering to the agreements of the clauses placed on the time lock itself.

From the inside of the time lock zone observers inside can see out of the time lock but observers outside the time lock will simply see a black dome as no light can escape the dome. This also makes living inside the time lock uncomfortable as it acts as a greenhouse, placing a safe limit to how long the human delegation can stay within the time lock.

NOMDOR

Nomdor is a strange little planet orbiting a Class M star located just outside of 53rd Century Dalek Territory. The planet contains a viable atmosphere and its surface is shrouded by a strange electromagnetic clouds. The electromagnetic clouds act as protection from prying scanners, this is the reason the Daleks chose the planet. The surface itself is oddly smooth without any defining geography besides a single crater on the western hemisphere. Anyone trained in celestial bodies will be surprised to find that that small planet's gravity is actually quite high, being close to Earth norm.

Nomdor is actually an artificial planet created back during the Dark Times and consequently forgotten over millennia. The planet is actually an interstellar recycling plant, reducing any waste to constituent elements.

The electromagnetic clouds are actually sophisticated scanners determining the composition of the waste to be recycled. The soil of the planet is sophisticated nanotechnology that breaks down the waste. This was why the surface is devoid of any formations or constructs because it would be broken down. The crater itself is the drive that would normally propel the planet through space. Much of the recycled material is stored in the core while enough of an atmosphere is maintained to allow the electromagnetic cloud to disperse around the globe.



SMART DIRT

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

SKILLS

Athletics 3, Craft 6, Fighting 4

TRAIT

Networked, Robot, Slow, Weakness (Minor) (Forcefields)

STORY POINTS

3

DESCRIPTION

Comprised of trillions of nanoscopic robots. These are Networked directly to the electromagnetic clouds that span the planet, receiving the information on what is to be broken down and processed. As a result the smart dirt is slow to react.

The electromagnetic clouds are unable to penetrate forcefields. Resulting in the smart dirt not reacting to those with personal forcefields.

The smart dirt attacks using its Strength and Athletics/Fight to pull objects into the ground and deconstruct them more efficiently. If the smart dirt succeeds with a Fantastic result it immediately submerges the target. Mind you they can still be saved but they will need to be saved by their friends while they hold their breath.

TIMELINE

3 months ago	The first of the human envoys were sent to parlay with the Daleks.
11 days ago	The habitats and equipment required to house the delegates were set up on the planet of Nomdor.
9 days ago	The Great and Bountiful Human Empire and Dalek Empire delegates enter the time lock on Nomdor and begin the Time Lock Accord talks.
5 days ago	The first person from the human delegations is swallowed by the planet creating a commotion but when the rest of the detail arrived at the scene there was nothing. The talks continue but delegates a paranoid of Dalek betrayal.
4 days ago	More of the human delegation is swallowed by the planet including Foreign Minister Phillip Hartman. This time it is witnessed by other members of the delegation. The talks cease while those remaining delegation discuss their options.
2 days ago	Confronts the Dalek delegation about their hand in the disappearances. The Dalek delegation capture Bishop Archelio and threaten him, urging him to complete the talks on his own.
1 and half day ago	Bishop Archelio refuses to negotiate and the Daleks go out in search for other survivors inside the time lock.
1 day ago	The accord was expected to be signed and agreed upon by this date (even with delays in the talks). The heat sinks within the time lock would be nearing capacity and will explode if untreated.
Minutes ago	Liz 10 sends out an emergency call to the Bi-Galactic Time Enforcers for their help with the time lock.
Now	The Doctor and his companions arrive on the bridge of the Starbreaker on the Tardis.
1 hour later	The Doctor, his companions and the landing party touch down on Nomdor.
1 day later	Without attention the heat sinks will begin to overload unable to absorb latent heat and electromagnetic radiation.

BEGINNING THE ADVENTURE

Alliance of the Daleks begins with the Doctor being notified by the crew of the Starbreaker, a Church vessel that is currently in orbit around the planet Nomdor. This message may come via the Tardis or alternatively the message could come through to the Tri-galactic Time Enforcers. This will obviously depend on where the Doctor and his companions are, when the call comes.

The call will be a static video message from Elizabeth Tenth from the Starbreaker, "Request immediate aid from the Time Enforcers. Require temporal extraction of the Time Lock Accord delegates." The message repeats. The long lived Liz 10 once curly dark hair is now a cloud of silver, she appears to be on the deck of a starship and those with keen eyes will notice a Dalek saucer ship floating in the viewport in the background of the video message. Embedded in the message are space-time coordinates.

HOW TO RUN ALLIANCE OF THE DALEKS

Alliance of the Daleks is a straight forward adventure where the Doctor and his companions are sent down to Nomdor to discover what has happened to the delegates within the time lock. The adventures in three part; landing on Nomdor, investigating the situation inside the time lock, and finally must aid in negotiations.

Inspiration for this adventure is drawn from Doctor Who serials as the Trial of the Time Lord and the Zygon Inversion. These all include a blend of negotiation, mystery and action.

The intent of this adventure is to get the player character directly involved in the affairs of 53rd century humanity. The outcome of the talks will affect the tenuous alliance between the Great and Bountiful Human Empire and the Dalek Empire.

SCENE 1 – THE STARBREAKER

In typical obnoxious fashion the Tardis materialises on the flight deck of the Starbreaker immediately after Liz 10 hits send on the message. All those present on the deck familiar with the Time Lord recognises the Tardis. Those on the flight deck either draw their service pistols or loosen them from the holsters prepared for a firefight. The general sense is fairly anxious on the bridge this is a combination of the Daleks waiting in the orbit and no word from the delegation.

Upon proving his identity Liz 10 will order the officers on deck to relax.

DOCTOR'S RECEPTION

From what little intelligence that has been gathered about the Temporal Masters, there is evidence that they revere him in some way. Their ideology is called the Doctrine and in the Dawn of the Temporal Masters adventure the character Jian had seen statues erected of the Doctor. Those in the know like the Daleks or higher ups in the Human Empire will be extremely wary of the Doctor uncertain of his involvement.

Having said that people from the Doctor's past and that have experienced him firsthand will be quicker to trust that Doctor is not one of the Temporal Masters.

Given an opportunity Liz 10 will explain the situation; that they are currently in orbit along with the Dalek saucer ship waiting for the Dalek/Human conference to come to a close. The only problem is that the delegation is overdue. The time lock was to disengage only after the proposed talks had come to a close or if either party attacked the other. Liz 10 explains that the time lock only allows things to enter not to exit

so it acts as a greenhouse. To offset this effect heat sinks have been installed to stop heat levels getting dangerously high. It has been agreed on between the Starbreaker and the Dalek ship that they will each send a team to enter the time lock and either resolve the cause of the impasse or complete the accord themselves.

Liz 10 will insist that the Doctor take some of the Church's clerics/soldiers to ground but he may decline the offer to take soldiers (as the Twelfth Doctor would). If this is the case Liz 10 may insist that she join the party. The Doctor also has the option of taking a shuttle to the surface or taking his Tardis.

Queen Elizabeth the Tenth¹

Background – The tenth queen to share the name Elizabeth, she prefers to be called Liz 10. She was the queen regent of Great Britain and Ireland when Earth was devastated by solar flares in the 29th Century.

Due to technological interference she lived and reigned for over 2 centuries. Recently with the rise of Temporal Masters she has joined the efforts to bring the threat to an end. She is now leading the Church in overseeing the proceedings of the Time Lock Accords on Nomdor.

What she knows – Liz 10 is familiar with the delegates that are currently on the ground within the time lock. She is also familiar with the lead up preparations of the proceedings.

Roleplaying Liz 10 – She is a brave and sceptical ruler. She is pragmatic.

¹ For Liz 10's stat box see the Beast Below in **The Eleventh Doctor Sourcebook**.

SCENE 2 – DOWN ON NOMDOR

Depending on the mode of transport the landing party decides to take they land at a safe distance away from the delegation and the time lock. Of course the Tardis will not be able to materialise inside the time lock as that location will now be cut off from access to the vortex. A Coordination + Transport [Normal 12] should be made to determine how close the landing party are able to land the craft to the time lock zone (This becomes relevant when the party needs to make a quick escape to the time lock).

The surface of this planet is eerie; there are no natural geographical landmarks so the dirt plains stretch out to the horizon. The clouds seen from orbit is present no the ground hugging it like mist. There is a fresh breeze of about 30 km/hr blows from the north. Anyone with a Ingenuity + Science [Normal 12] should find the landscape disconcerting, especially since there is wind and the soil is loose like sand, one would expect sand dunes to have formed at the very least.

THE DALEK LANDING PARTY

Once the Doctor and his companions hit the surface, the Daleks will send their landing party to ground via gravity beam. The Dalek ground party consists of a single Dalek and what appears to be human. It takes a considerably keen eye to notice otherwise, that they are in fact a Dalek puppet.

As the Doctor and his companions converse with the Dalek landing party, a cloud of that odd electromagnetic mist envelops the two parties. An Ingenuity + Awareness (Hard 18) roll will reveal that the sand seems to be agitated as if it is bouncing due to seismic activity around the two parties. A Fantastic result will reveal that the ground is not doing this around everyone but the Dalek.

DALEK PUPPET

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

SKILLS

Athletics 3, Fighting 3, Marksman 3, Subterfuge 5, Survival 3, Technology 2, Transport 2

TRAIT

Alien Appearance, Cyborg, Enslaved, Fear Factor (1), Networked, Shapeshift (Minor)

WEAPONS & EQUIPMENT

Exterminator 4/L/L

STORY POINTS 3

TECH LEVEL 8

DESCRIPTION

Once human they have been unwittingly been devoured from the inside by the Dalek nanogene. Outwardly they look and act like normal humans but once activated a Dalek eyestalk protrudes from their forehead and exterminator from their hand. The Dalek controlling the puppet can see out of this eyestalk.

It's hard to tell if the Daleks have sent the puppet in a twisted attempt to empathise with the human delegates with a human face or to simply insult them.

An instance later the ground beneath one of the humanoids present begins getting pulled into the ground. The ground surrounding the two parties become less firm and takes the texture of sand, closer to the individual being swallowed it is more like quicksand.

The players are faced with a decision; either save the poor individual or run? Even if the characters run they find that the effect follows them, albeit at a slowly.

Whether the player characters decide to run back to the Tardis or towards the time lock, is entirely up to the player characters.

SCENE 3 – TIME LOCK ZONE

Moving through the veil of the time lock will earn the party a moment of reprieve from the smart dirt swallowing them up. This moment allows them to quickly get their bearings before the ground beneath them starts to loosen once again.

The first thing the landing party will notice upon entering the time lock zone is that it is uncomfortably hot and the electromagnetic mist is far thicker inside the time lock zone than outside. The three habitats can barely be made out through the haze. Approaching the habitats, an Ingenuity + Awareness (Tricky 15) roll will reveal that the habitats appear to be sinking and even seem to have eroded even though they are new.



HABITATION

The time lock encompasses three habitats; one housing the Dalek delegation, one the Human delegation and one habitat is the conference hall. The habitats are arranged in a way similar to the Korean Joint Security Area, in the way that the conference hall is divided in half. This imaginary line divides the time lock zone into human and Dalek halves. Placed around the time lock zone are the heat sinks absorbing latent heat and energy and supplying power to the habitats.

Human Habitat

Each habitat is fitted with living quarters, recreation areas, security and communications station. The habitats are designed to withstand conditions from the vacuum of space to the arctic tundra. Each communication station is

fitted with a transmat pad that can be used when the time lock releases.

Eileen has trapped herself within the safe confines of the human habitat. She has sealed the doors and armed herself with a laser rifle.

Dalek Habitat

This habitat is much like the human's but much more sparse with more ramps. The consoles in the habitat are design to suit the plunger-like appendage of the Dalek. Unlike the human accommodation, this habitat has no amenities as the Daleks do not require them.

Conference Hall

The conference hall is divided into two halves by a force field that is intended to protect both parties from each other.

In the centre of the conference hall is the time lock device. Specially engineered for the talks it acts as the focal point for the time lock and records the outcomes of the proceedings. Supplied with a simple AI, the device watches over the whole time lock zone and ensures that none of the terms of the talks are breached. The Time Lock Accord itself is etched with a laser to a crystalline phonography cylinder suspended with some unknown force.

The Daleks have jury-rigged the force field in the conference hall to trap Bishop Archileo attempting to coax him into continuing the talks in lieu of the delegation going missing.

HEAT SINKS

Dotted around the habitats are the heat sinks. These devices are used to absorb all the excess heat and electromagnetic radiation that gets trapped within the time lock allowing the dome to remain liveable. These devices are hooked to the habitats for power though there is still substantial residual that is stored in fuel cells.

Approaching the heat sinks reveals that the fuel cells are near capacity absorbing less and less energy from within the time lock. It is a matter of time that these fuel cells overload. Turning them off would buy the delegation some extra time but the heat inside will still reach deathly heat levels.

Another problem the heat sinks face is the nano-dirt. It has already begun consuming the platforms they are mounted on and have begun consuming cables like mice. If left unattended this may also lead to catastrophic overload.

RUNNING INTO HUMAN RESOURCES DALEK

Patrolling the area and searching for any other remnants of the human delegation is the Human Resources Dalek. It was sent by the War Controller Dalek to find any remaining delegates

and to bring them to the main hall to complete the talks.

It is likely that on its patrol, the Human Resources Dalek will come across the party. It will demand that everyone present attend the talks in the main hall, punctuating its terms with threats. Of course it cannot directly harm those in the delegation and will either fire at their feet or even fire upon the heat sinks as a threat.

Every second any non-Dalek spends is a second closer to the nano-dirt activating and swallowing someone.

DALEK MOTIVATIONS

Dalek psychology is dependent on one thing and one thing only; how valuable something is to the Dalek Empire. A Dalek will easily exterminate a threat but will still make a slave of a prisoner. A single Dalek will willingly sacrifice itself for the rest of the Empire, its life is only as important as the Dalek race and the mission that furthers its stronghold. As a consequence they are extremely mission focused and pragmatic.

These talks of alliance with the Great and Bountiful Human Empire furthers their mission of survival against the Temporal Masters. War Controller Dalek and Human Resources Dalek are both focused on the task of signing the accords and ensuring that the Dalek Empire gets the best deal. When the humans refuse to negotiate they find another way to bring negotiations to a successful close.

The Dalek and puppet sent to the ground base are interested in making it to the time lock zone and ensuring that the talks can be completed.

REGAINING TRUST

The quickest way to begin talks again is by re-establishing trust with the Daleks (well as much as you can trust a Dalek). The easiest way would be to prove that the Daleks are not responsible for the disappearances. The player characters could investigate the strange occurrences and discover that the dirt and clouds are in fact programmed to kill. Proving that the Daleks did not intend this is another matter.

SCENE 4 – TALKS RENEWED

With tensions high, the delegation has returned to the main hall to continue the talks. There remain four negotiation points that must be covered before the Time Lock Accord can be officially signed.

THE DOCTOR AND DIPLOMACY

Throughout all his travels, the Doctor has generally taken a diplomatic approach to handling conflict. He would prefer a battle of wit and bruised ego over battle of swords and loss of life.

The Doctor has been involved in some major historical moments in human history, electing to take the back seat while he allowed the parties to come to a conclusion albeit with some help. Most recently he has been overseen both human and Zygon negotiations as well as negotiations to spare the moon.

Having said this, the Daleks are the Doctor's sworn enemy and watching the tenacious humans make an alliance with the Daleks must be a challenge.

THE COVERED NEGOTIATIONS POINTS

Prior to the arrival of the Doctor and his companions the Dalek and Human delegation

had reached an agreement on five points. These points were considered simple and were well defined before coming to the conference.

Immediate Ceasefire

It was decided that upon signing the Time Lock Accord that 53rd century Dalek and Human forces would suspend conflict with each other. This included temporal agents tampering in either Human or Dalek timeline.

Establishing the Timeline

This point of discussion took some time only due to the time required to discuss both Dalek and Human timeline to establish a base from where the two empires could defend or retain. Establishing the timeline meant that neither force could actively disrupt the flow of time for the other.

Trade and Intelligence

During this portion of the talks the Dalek and Human delegates discussed avenues in which they would be able to trade in both intelligence and in manners of trade.

Banning Dalek Nanogene

During these discussions the Human delegates attempted to ban a number of Dalek super weapons from use during the Cold Time War. The Daleks were particularly enraged during these talks. In the end they only agreed to cease the use of the Dalek nanogene.

THE REMAINING NEGOTIATIONS POINTS

Before delegates began disappearing there remained four topics to be discussed and agreed upon by the conference. These topics were planned to be discussed over a few days but now the reassembled delegates will have to come to an agreement in a few hours. Time is an issue and compromises will need to be made. These topics can be addressed in any order the delegates see fit.

Concession of Sextan Alpha

Sextans A is a dwarf galaxy and is in the Local Group. A major shift in the human time line saw the disappearance of Andromeda galaxy as a result the Great and Bountiful Human Empire expanded out to some of the other dwarf galaxies in the Local Group galaxy cluster. Unfortunately, the Dalek Empire has also colonized portions of the dwarf galaxy leading to conflict.

The humans want concessions in the form of the Dalek Empire withdrawing from the dwarf galaxy from outposts allowing the Great and Bountiful Human Empire ability to expand through the dwarf galaxy.

The Daleks will begrudgingly trade the galaxy for the concessions they want at worst they will agree to rent the space they occupy for a price.

Concessions in Time

In the future the Dalek Empire plan to make a strategic move to gain temporal superiority. To achieve this they have asked for a concession over a small span of time when no time traveller may travel within a light cone of the Dalek timeline. This is bold move for the Daleks especially with their future in flux.

The human delegates are wary of the Daleks and any plan they may have for this concession.

The Dalek delegation will push both for the tithe and of the time concession though they will concede the tithe for the time concession.

Paying Tithe

Accepting the terms of the cease fire between the Dalek Empire and the Great and Bountiful Human Empire has removed an avenue of easy slaves for the Dalek workforce. As a result the Dalek Empire proposes that the humans supply them with their dead so that they can utilise them as slave labour.

The human delegation is firmly against delivering their dead to the Daleks.

The Dalek delegation will push both for the tithe and of the time concession though they will concede the tithe for the time concession.

Matter of the Doctor

The Doctor has proven that he is intrinsically linked with the timelines of both Humanity and Daleks. Both human and Dalek have witnessed his capabilities as well. On one hand the Doctor could be a danger to either race but on the other hand he is frightfully resourceful and could prove to be an asset.

Locking the Doctor away would be the safest option but the likelihood of his escape is high. Which would likely leave him upset.

The safer option is to appeal to his humanity and seek his aid.

Bear in mind that if the Daleks ever found out that the Temporal Masters are the direct progenitors of the Doctor they may attempt to wipe him from the face of time.

CONDUCTING THE NEGOTIATIONS

There are essentially two ways the negotiations could be conducted:

- Simply roleplay the negotiations bearing in mind the stance of each party.
- The negotiation could be handled similar to combat where rolls decide who wins an argument.

The ideal scenario would be blending of the two:

- First initiative would need to be decided. Since it is likely everyone will be talking, initiative would first go to those with Quick Reflexes and then descend through those with highest Presence.
- The 'Attacker' makes their argument. Depending on the type of argument ie rational (Ingenuity + Convince) or bargaining (Presence + Convince) dictates the Attribute and Skill used.
- The 'Defender' makes their rebuttal, attempting to regain their position. They use a suitable Attribute and Skill set to do this.
- Once the rolls have been determined both parties roleplay their arguments knowing what the outcome is.
- For every level of difference in Success between the 'Attacker' and 'Defender' the loser loses that many temporary points in Resolve or Presence. When someone loses all their Resolve or Presence they have lost face or concede to the demands. These Attributes refresh at the end of all the talks. It is imperative that both player characters

and Daleks concede some points to try and win those later.

DEBATE-TLE

Liz 10 takes the first opportunity to talk during the debate covering the first of the last topics to be covered, concessions of Sextans A.

Liz 10 begins with stating some facts about the history of the dwarf galaxy Sextans A and its relation to the Great and Bountiful Human Empire. She is forming a rational argument and uses Ingenuity (4) + Convince (4) for her roll (6), resulting in a 14.

The War Controller Dalek does not want to be swayed by this argument and forms a rebuttal using Ingenuity (4) + Resolve (6) for its roll (3), resulting in a 13.

Without adding any Story Points into the mix, Liz 10 has won favour with the argument. *She begins her argument stating that the Great and Bountiful Human Empire had colonised a number of systems in the Sextan A dwarf galaxy scores of years before the Daleks. Arguing that their overall claim over the whole dwarf galaxy is greater than the Dalek's.*

The War Controller Dalek elects to lose a point out of its Presence for losing and offers its less effective rebuttal. *It argues that the Great and Bountiful Human Empire's efforts of colonial imperialism are not very different to Dalek's conquering. Saying that their claims of Sextans A are just as legitimate.*

This argument is over and it is now the War Controller Dalek's turn to attack with its own argument.

SCENE 5 – CLOSING CEREMONY

How this Alliance of the Daleks concludes depends on how negotiations are concluded. Primarily there are two outcomes; if they were achieved with or without bloodshed.

PEACEFUL RESOLUTION

If the Time Lock Accords are finalised and signed by both delegations in a relatively peaceful manner, the time lock sphere will be lifted. This releases residual heat and any build-up of the electromagnetic clouds. Communications will be enabled once again and both Dalek and human may talk to their respective ships.

The Doctor and his companions will have a moment of reprieve as the Daleks communicate with their saucer. Eventually the Dalek delegation will approach the Doctor and demand that they join them on the Dalek saucer ship.

TERMS OF THE TIME LOCK ACCORD

For future adventures dealing with this newly formed alliance it might worth noting the terms of the Time Lock Accord and what was determined in your adventure. These points could be used in future adventures adding complications to the mix.

EXTERMINATE

If the talks end due to attacks on behalf of the human or Dalek delegation the time lock

deactivate, human and Dalek delegates alike will send a message confirming that the talks were not successful. At this point the Dalek ship will fire on the Starbreaker destroying it. A fire fight may even ensue on the ground.

The Doctor and his companions will have a moment of reprieve as the Daleks communicate with their saucer. Eventually the Dalek delegation will approach the Doctor and demand that they join them on the Dalek saucer ship.

The Daleks will still demand that the Doctor and his companions join them but this time it will be under duress.

ROAD TO EXTERMINATION

The intent of this adventure is to get the player character directly involved in the affairs of 53rd century humanity. The outcome of the talks will affect the tenuous alliance between the Great and Bountiful Human Empire and the Dalek Empire. In the next adventure, **The Genesis Extermination** the Doctor and his companions are faced with a difficult choice that may result in undoing their hard work.

No matter the outcome of the Time Lock Accord the Daleks have use of the Doctor and will gravity beam him and his companions straight off Nomdor onto the Dalek saucer ship awaiting in orbit.

ADVENTURES IN SPACE AND TIME

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Part of the Temporal Masters campaign created by Justin Alexander (<http://thealexandrian.net/>)

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