



INTRODUCTION

Following the dawning crest of the Temporal Masters they have ruled time with an iron grip asserting their 'pure timeline'. This had resulted in swaths of time being altered or maliciously wiped from the history books.

To the lay-person the changes to their timeline go unnoticed. They only deal with the proxies supported or manipulated by the Temporal Masters.

It is only those with the ability to time travel that truly comprehend the brutal tenure of the Temporal Masters.

Another World is a supplement for the Temporal Masters campaign setting. It features adventure hooks and tips for running adventures in alternate histories within the Temporal Master campaign setting.

CHAPTER ONE: DESIGNING ALTERNATE HISTORY ADVENTURES

'Something's going on contrary to the laws of the universe; I must find out what.' The Fourth Doctor

Alternate worlds are an exploration of what 'ifs'. Where pterosaurs and zeppelins share the skies or a future where the Axis powers won the war. An alternate history is the result of time meddling; moments in history are altered by time travellers, sending ripples through time, changing the course of the timeline.

The Doctor himself is a force of change in time, arguably for the better. The Doctor is a renegade for this very reason. Instead of obeying the Time Lord policy of non-interference he set out into the universe feeling that there were evils which should be fought.

Alternate histories are extremely similar to traveling sideways through time to a parallel universe. Both deal what-ifs; the only difference being that the alternate history is the result of a change to the established timeline. These parallel worlds could have easily been the result of the timeline being altered.

WITH A DASH OF ALTERNATE HISTORY

In many adventures with the Doctor the time period in which the Doctor and his companions have journeyed become a back drop for the actual threat. It is in most cases flavour for the horror, action and character development. Ultimately, the alternate history will fall in into the backdrop as the adventure predominately features the interactions with your Player Characters. When creating your own alternate history adventure it is worth deciding if the alternate history is the integral part of the adventure or will it simply add flavour adventure?

Where the premise of an adventure is to investigate what happened to a specific time it would be beneficial to flesh out events that lead to the change in history. In this case delving into the minutiae of the divergence point in history becomes relevant as the Player Characters are investigating these very scenarios.

Alternatively, if the adventure is focused on a different genre say a murder investigation in a history where the Axis powers won World War II. The point of divergence is evident in the world and the threats present but are not the focus of the adventure. In this case take broad strokes when creating your alternate history.

THE DEVIL IS IN THE DETAILS

Do not stress the intricacies or ripple effect of one action too much. Just because Hernán Cortés is defeated by the Aztecs does not mean that the Aztec empire did not fall eventually.

Fortunately, the Temporal Masters have agents everywhere and they will grease the wheels of any history that fits their 'pure timeline'.

WHAT IF?

'You turned left. But what if you turned right? What then?' Fortune Teller

The starting point for most alternate histories is 'what if'? It is establishing the divergence point in history that defines this new history you have created. The divergence may be caused by a single incident or a collection.

FOR WANT OF A NAIL

'Only the broad strokes have been laid down. It's in the moments between the ticks of the clock where life truly thrives, where we can make a difference.' The Fifth Doctor

A tragic proverb lamenting the fall of a kingdom, it recites the causal path of a loose horseshoe. It highlights the profound effect that small changes can have profound outcomes.

The divergence may take on this theme sending ripples through time and greatly affecting the in game timeline.

A mundane action performed by Donna Noble left the Earth at the whims of aliens. Donna Noble was shown an alternate timeline where she turned right instead of left: consequently she never met the Tenth Doctor and was unable to convince him to flee after killing the Racnoss children: resulting in his death. We quickly see

the profound effect the Doctor's death has on Earth as instances where he would have intervened take its toll on the world. London is destroyed when the Titanic slams into Buckingham Palace, millions of US citizens are killed by the breeding Adipose and finally we see Britain placed under martial law with non-brits sent to labour camps (see **Turn Left_{TV}**).

IN SPITE OF A NAIL

'History is tough and most changes we can make are swallowed up in the vastness of the whole but there are certain moments, certain events that shape history to such an extent that if they're changed everything that follows must change. This is one of those moments.' **The Fifth Doctor**

The Web of Time is a fickle mistress and certain historical events are simply inevitable; ocean currents would have lead explorers to the Americas or the event may simply be a fixed point in time. No matter how hard you try to change the past sometimes elements of the future continue to occur in one shape or form.

On Martha Jones's first foray into the past she says to the Doctor, "It's like in the films. You step on a butterfly; you change the future of the human race" (See **Shakespeare's Code_{TV}**). Time travel would be exceptionally dangerous if every small action could result in major change to the timeline.

The Third Doctor is thrust into a parallel universe where Great Britain is a Republic under a Fascist regime, the British Royal Family having been executed. In this universe the doomed Inferno Project far more advanced due to the use of labour camps. Though this universe has changed so dramatically following past events it still has an analogue of each of those from UNIT in N-space (see **Inferno_{TV}**).

Fixed points in time are events that were set in stone; they have to happen. Both the Time Lords and the Daleks knew the grave consequences of interfering with one. River Song interfered with a fixed point in time it resulted in creating an alternate history where all history occurred at once. Just because an event is fixed in time does not mean it cannot be manipulated to a fashion as seen with the Doctor's death (see **The Wedding of River Song_{TV}**).

BRING IT TO THE PRESENT

It's great to analyse and experience all the changes occur after the divergent incident the real fun begins when we see what the present looks like.

The Doctor's companions have encountered the Temporal Masters and their attacks on time; they return home to find that things are no longer as they seem.

Having the characters simply arrive in the present and experiencing the affects first is not only fun but is also easy as the divergence does not need to be so fleshed out and to a point can be hand waved.

BRING IT TO THE FUTURE

Bringing a divergent history to the future is a bit trickier, especially since we don't know the future.

One way to approach this is to establish the future and then change it. This may occur throughout the course of the game or alternatively take a well-established alien from the lore and turn them on their head.

Take Pete's world Cybermen: they are little more than intelligible, cybernetic, zombies. They have the simple drive to expand and optimize the Cybermen less so than the cold hard logicians devoid of emotions (see **The Age of Steel_{TV}**).

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Perhaps due to a divergent history the Cybermen are designed to be happy and introducing a little hedonism. They seek higher pleasures, like intellectual and cultures above those base pleasures; converting humans only to boost their one population.

CHAPTER TWO: THE DOCTOR, COMPANIONS AND TEMPORAL MASTERS

I originally wrote this campaign with the intention of using the Twelfth Doctor, following the events of **Dark Water/Death in Heaven**_{TV}. Following the revelation of Gallifrey he gives Clara some space before embarking on his next adventure.

Ideally any Doctor following the tenth would best suit this campaign. It is during the Tenth Doctor's tenure that his daughter, Jenny was born.

WAR ALL THE TIME

It has been centuries since the Doctor lived through the confusion and utter hopelessness of the Last Great Time War. The Eighth Doctor was reluctant to join the war and it took the Doctor centuries to come to terms with his own involvement.

The Doctor may be reluctant to once again involve himself in a brutal temporal war. Continuing to travel through time, only becoming involved after the established timeline is unrecognizable.

Alternatively, the Doctor following his last inaction may involve himself sooner hoping to end the temporal madness.

RIPPLES IN THE TIME STREAM

Altering the timeline can have serious repercussions, especially for one as well travelled as the Doctor. Some changes will make ripples while others will create waves. On Trenzalore in the **Name of the Doctor**_{TV} the Great Intelligence attempts to rewrite the Doctor's history. This manifests physically in the Doctor causing him great pain and immobilising him.

Other changes to the time may not have such an effect on the Doctor as the Turn of the Universe settles at a slightly different rotation. He may begin to remember events differently as the changes cascade through time as seen in **Waters of Mars**_{TV}. The result of a galaxy disappearing could result in far more memories and experiences changes resulting in a barrage of inconsistent memories and may overwhelm the Doctor impairing his judgement.

ALTERNATE DOCTORS

The Temporal Masters rewriting of time to the pure timeline is going to result in some casualties. One casualty may be the Doctor's own timeline, perhaps it has been affected to a point that the Doctor as we know him is no longer. This may mean he never attains his 13th regeneration, he does not die in past regenerations or his regenerations take on a completely different route.

Exploring alternate histories is also an opportunity to explore alternate Doctors, allowing the Players Characters to play a Doctor of their own creation or simply a different regeneration of the Doctor!

The Doctor Who expanded universe has afforded us a couple examples of alternate Doctors.



The Shalka Doctor

'I only come to this planet for the wine and the total eclipses, and I do love a nice old fashioned invasion.' The Shalka Doctor

An alternate Doctor in his Ninth life, first seen in **Scream of the Shalka**_{TV}. In this reality the events of the Time War ended in a very different outcome. The Time Lords have something on the Doctor and as a result he is tasked on dangerous missions in their stead.

He is a melancholy man that is quick to anger, haunted by something from his past. He vehemently opposes the notion of having any new companions, keeping an android version of the Master in his Tardis as both reminder and companion.

He maintains a detached air, the android Master hints that it was due to the untimely end of a previous companion. Though he maintains this façade the Shalka Doctor still preserves life.

He is also an aesthete; appreciates art, likes fine cuisine and expensive brandy. Definitely enjoys a tipple. He craves social company, yet is rude and standoffish.

Head to [The Dark Dimension](#) for more on this Doctor.

The Sympathy for the Devil Doctor

Following his struggle with the War Lords the Time Lords sentenced the Doctor into a forced regeneration and exiled him to 20th century earth.

Instead of being sent to exile in the 70s the Doctor is sent to 1997. His late arrival on earth resulted in the UNIT project failing see **Sympathy for the Devil**_{BF}.

This Doctor realises that he has left much chaos in his wake and is desperate to make amends. Going to the lengths of becoming a reluctant leader and attempting to nip war in the bud.

SYMPATHY FOR THE DEVIL DOCTOR

PERSONALITY

Known as the ‘cunning coward’, he would say that he is just cautious. He was known to just as easily to sidle with his enemies as his friends. This may be due to the Doctor seeing the best in his adversaries and encourages them to mend their ways. He is also somewhat snarky and sarcastic.

GOALS

To nip war in the bud.

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



SKILLS

Athletics 1, Convince 4, Craft 1, Fighting 1, Knowledge 4, Marksman 0, Medicine 2 (Venusian Acupressure 2), Subterfuge 5, Survival 1, Science 5, Technology 4, Transport 3

TRAIT

- Adversary:** lots and lots
- Amnesia (Minor):** unravelling of reality has left the Doctor’s memories unreliable
- Boffin:** can create gadgets
- Code of Conduct:** abhors violence and upholds life
- Eccentric (Minor):** his sarcasm has a habit of offending those he meets
- Feel the Turn of the Universe**
- Gadget**
- Technically Adept:** +2 to Technology
- Time Lord (Experienced x2)**
- Time Traveller (All)**
- Voice of Authority:** +2 bonus to Presence and Convince rolls
- Vortex:** +2 to pilot a time machine

WEAPONS & EQUIPMENT

Sonic Screwdriver

STORY POINTS

8

TECH LEVEL

10

ALTERNATE HISTORY TARDIS

Which Tardis that will be used in play is largely dependent of which Doctor stars in the Temporal Masters campaign. Refer to **Doctor Who Roleplaying Game_{c7}** or relevant sourcebook for the appropriate Tardis stats. The following are considerations to be made in

the event that the established timeline is greatly altered.

Paradox Machine

When the Andromeda Galaxy disappears from the sky and the Doctor is overwhelmed by the cascading effect this has on the web of time; as a

precaution he may find it prudent to turn on the Tardis' into a Paradox Machine functions (see **Sound of the Drums/Last of the Time Lords_{TV}** also **Tenth Doctor Sourcebook_{C7}**). This will protect those psychically linked to the Tardis against paradoxes; particularly against changes to their personal timeline.

Activation of the Paradox Machine affects the 'old girl' in a peculiar way; the console room takes on a crimson tinge and the cloister bells begin to ring constantly. The chiming of the cloister bells and the ominous crimson glow grows steadily worse as the paradoxes amass.

Maintaining of the paradoxes requires power, the Doctor claimed he could maintain the paradox of two Amy-s if he 'jettisoned the karaoke bar' (see **The Girl Who Waited_{TV}**). If this was not simply a lie the Doctor could disable Tardis functions or convert the matter of rooms in the Tardis into energy: maintaining the paradox. From a gaming perspective this might mean that the Doctor and his companions may need to sacrifice Tardis functionality to maintain a paradox.

If for any reason the Paradox Machine were to be deactivated, all those affected by an altered timeline will cease to exist.



Temporal Refugees

If there is war there are bound to be refugees. The cold time war is no exception, victims who have had their timeline terminated or drastically altered. For time travellers this means a desperately trying to maintain a semblance of their past before it is completely erased. For those unenlightened to time travel their lives simply change without a clue.

Fortunately, the Doctor has activated the paradox Machine. The Tardis becomes an ark of sorts for temporal refugees whose timelines have been wiped out.

$$E=MC^2$$

To power the Paradox Machine the Doctor needed to convert the energy used by periphery systems or by deleting rooms within the Tardis, converting their mass into energy (see **The Girl Who Waited_{TV}**). To maintain the paradox of two Amy's requires conversion of a karaoke room into energy, this would output approximately 90 trillion kilojoules per kilogram of mass. This is a tremendous amount of energy to maintain one paradox let alone multiple paradoxes.

Presumably as the Tardis fills up with temporal refugees, it's interior will presumably shrink to maintain the collection of individual paradoxes. From a narrative and mechanical perspective there will eventually be a point where the Tardis will not be able to accommodate any further temporal refugees.

This may create an interesting moral quandary where the Doctor and companions have to make a decision between mean turning away temporal refugees or sacrificing functionality of the Tardis.

COMPANIONS

It is rare to find the Doctor travelling alone, his companions keep him decent. Companions could be travelling with the Doctor for a number of reasons in this era of temporal uncertainty.

The Adventurous Carer: They care so the Doctor doesn't have to. Due to changes to the established timeline this could include past, present or new adventurous companions.

The Temporal Refugee: Following an attack on their personal timeline this companion is reliant on the Doctor to maintain their existence. This may be friend or foe; tethered to the Doctor and his Tardis through necessity.

The Hardlined Investigator: The companion may be a member of the Tri-galactic Time Enforcers or some other agency. They want to get to the bottom of who these Temporal Masters are and how they can stop them. Alternatively the companions could be a Temporal Master Sleeper unaware of what they are.

La Famiglia: The Temporal Masters are progenitors of the Doctor; as a result the Doctor may track down anyone genetically related to him. This could include; partners, direct relatives, flesh clones or alternate versions of himself.

The Good/Evil Flip: Time has been thoroughly altered, leading to the Doctor's companions becoming evil and his enemies good. Alternatively, the Doctor's enemies have decided to put their differences aside to stop the Temporal Masters. At least for the mean time...

ANOTHER LIFETIME

Time is a mess and the Doctor has been maintaining his own existence and that of his companions with the Paradox Machine. Unfortunately, the Tardis cannot maintain the paradoxes any longer and the Doctor's companions cease to exist.

But there is still a chance, exposure to the vortex gives the companion chance to remember their experiences from a terminated timeline (see [The Big Bang_{TV}](#)).

Companions who ran with the Doctor in a different lifetime may take the trait [Another Lifetime](#) see [The Eleventh Doctor Sourcebook_{C7}](#) for more details.

ROTATING CAST

As the Doctor journeys through the fractured temporal landscape he picks up temporal refugees. These could include; notable persons from history, ex-companions, temporal agents or even enemies of the Doctor.

Having a Tardis full of potential companions is particularly helpful in an open game that may see players coming and going.



CHAPTER THREE: THE TEMPORAL MASTERS

The Temporal Masters are a product of the Doctor's progenitor and the Masters' own tampering. A decision made by the Doctor became one of impetus, called the Dawning Crest by the Time Lords. The Temporal Masters' existed everywhere and everywhen following that moment.

The Temporal Masters have a vision for a 'pure timeline'. Any deviation from this timeline is ruthlessly crushed.

The Temporal Masters preferred method of war via proxy; shaping civilisations or simply providing them the means to win their war for them.

Unfortunately, the Temporal Masters are not the only ones with the ability to time travel. As a result they have thousands of Temporal Masters agents embedded throughout time and space.

MAINTAINING THE PURE TIMELINE

From an untrained eye it appears that the Temporal Masters are maliciously altering the course of time but there is a method to their madness. They strive to ensure that the 'pure timeline' comes to pass. The universe is constantly being over written disturbing the timelines of anyone that dares stand in their path. The Temporal Masters do not leave behind war torn landscapes but a multitude of alternate histories in their wake.

To avoid creating fixed points in time by knowing the outcome of any specific event the Temporal Masters exercise a strict flow down of orders. Information is gathered from intelligence or from simulations which are given to the Temporal Master Victorious and their officers

which are then distributed to agents on a need to know basis.

NEW TRAIT: TEMPORAL MASTERS (SPECIAL)



The Temporal Masters are the new rulers of time. Driven to maintain the pure timeline they are a threat to reality.

Somewhat like the Time Lords the Temporal Masters are sired through biological meta-crisis, binding the biology of Time Lord and Apalapucian. Combining the brilliance of the Time Lord and versatility of the Apalapucian.

Effect: This Special Trait costs 2 Character Points and 4 Story Points. Just like Time Lords, Temporal Masters are made, sired and versed in the Doctrine.

Through this process they receive the Feel the Turn of the Universe and Vortex Traits and gain 2 levels of the Ingenuity Attribute. They receive Code of Conduct (The Doctrine) and Obsession (Pure timeline) and Scavenger.

Due to their origins they gain they share many physical attributes with the Time Lords including two hearts and enhanced respiratory system. They also have the ability to regenerate but this can be used as a weapon, see **New Trait: Explosive Regeneration**.

TEMPORAL MASTER VICTORIOUS

The Temporal Master Victorious is a title assigned to the Commander-in-chief of the Temporal Masters. The Temporal Master Victorious is the architect of the pure timeline, burdened with all the collected timeline knowledge and responsible for deciding on the necessary changes required to achieve the pure timeline.

The Temporal Master Victorious is not elected. Every generation is one more removed from the true intent of the Doctor and consequently the Doctrine. The Temporal Master Victorious remains in this role until their final regeneration is exhausted. As all Temporal Masters are sired through biological meta-crisis, Victorious is normally the closest relative to the Doctor/Master.

Not only does Victorious have unrestricted access to all information pertaining to the timeline they also have unrestricted access to powerful artefacts.

Much like the Doctor, the Temporal Master Victorious takes a companion who provides council and protects them.

MINISTRY OF TEMPORAL CORRECTIONS

The Simulationist

The Simulationist and their team head temporal intelligence. This information is fed directly to the Temporal Master Victorious and their offices.

The Simulationist does what their title implies; they run simulations through the Matrix. They themselves are the gate keeper of the Seventh Door and the Matrix. They make alterations within a Matrix simulation to a timeline and witness the outcome. This gives the Temporal

Masters a remarkable edge when pruning the timeline.



Sleeper Agents

The MoTC utilises a considerable amount of espionage during their operations. None are so elaborate as the Temporal Master Sleepers.

A target is plucked from their time line where their memories are used in conjunction with a Chameleon Arch to alter their biology and mind to that of the victim. Using, one of their regenerations they assume the targets visage (see trait Tailored Regeneration, The Time Travellers CompanionC7). Through this process they effectively become the target.

Once they truly believe they are the target the Sleeper is then reinserted into the targets life, assuming their identity perfectly. Eventually the spell of the Chameleon Arch is broken and the Sleeper is free to accomplish their orders.

Handlers

These agents of the MoTC are sent to observe those timelines considered to be conquered. There the Handlers observe the progress of the timeline and report on any deviations from the pure timeline.

Handlers often are employed to watch certain 'high risk' targets. These mainly include companions of the Doctor and those people with fixed points in time. They watch these high risk target in case they deviate from their allocated area of influence. The handlers are authorised to take actions to stop any unwanted deviation. This is normally handled with serendipitous acts, steering the target back on track. But sometimes more drastic measures are needed and orders are filtered down from the top.

THE TEMPORAL NAVY

The Temporal Masters primarily resolve most of time and spaces problems through proxies or espionage. Sometimes the Temporal Masters need to throw their weight around by protecting a vassal state or maintaining the peace between two waring states.

The naval fleet is composed of stealthy star ships armed with temporal engines and other mega weapons. The navy maintained a bogey-man presence; a force that would simply appear quash any uprising then disappear. A typical naval vessel would be manned with a relatively small crew of 100 Temporal Masters.

TIME TRAVEL

Surprisingly compared to the Time Lords, the Temporal Masters' own means of time travel could be regarded as primitive. They prefer to use devices similar to time rings, time corridors and time scoops (see **The Time Travellers Companion**_{C7}) to transport their agents through time and space rather than Tardises. The Temporal Master Victorious would say that the use of this simpler technology exerts a degree of control over the Temporal Master agents resulting in fewer renegades. Though it may simply be due to the Temporal Masters not having scavenged a working Tardis.

NEW TRAIT: EXPLOSIVE REGENERATION (SPECIAL)



They also have the ability to regenerate, though the totalitarian Temporal Masters have weaponised the process. They have the ability to use the regeneration energy to explode taking out their enemies.

When the Temporal Master is about it to die and regenerate, they may choose to 'detonate' the regenerative energy causing 10/20/30 to the area around the Temporal Master. This is the *Explosive Regeneration (Special)* trait and it can be taken by any Temporal Master.

NEW TRAIT: SCAVENGER (MINOR)

From adopting art, to scavenging technology; Apalapucians are cultural scavengers. They are remarkable at grokking, appropriating and using foreign technology.

Effects: This trait allows one to spend a Story Point to interact with a piece of technology outside their Tech Level without incurring a penalty.

THE DOCTRINE

'Avail, Avert, Ameliorate'

The Doctrine is the text central to the Temporal Masters ideology. The text outlines the exploits

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and responsibility of the Doctor whom they share a genetic link with. The Doctrine outlines the ultimate goal a temporal master can set for the universe. In the Doctrine a temporal master is more of a state of being than a race.

The Doctrine defines that there are evils in the universe that should be fought and without intervention all the skies of all the worlds might just turn dark. It is up to those who have achieved temporal mastery that have earned the authority to protect time and space.

This has lead the Temporal Masters to protect the pure timeline, a sequence of history that

without further interference has a net benefit for all of time and space. They believe that other time travellers are self-interested and do not understand the whole picture.

The view of the Doctor from the Doctrine differs from Temporal Masters to Temporal Master. Some view him as a villain for shirking his responsibilities; others view him as a sage. Regardless of their views the Temporal Masters know that he is not to be trifled with because not only is he a formidable opponent but is intrinsically linked to the Temporal Masters' own timeline.

TRICKS OF THE TRADE

The greatest tool that a Temporal Master has is their intellect and cunning. It is far more effective to manipulate people through deception and local authorities rather than outright interference. Unfortunately, Temporal Master agents are forced to use temporal exploits to their advantage. These exploits cost Story Points to complete.

Chekhov-ing

The agent requires an item or small piece of information. Say they require a gun they simply plan to later travel back in time to plant the gun in a location where they can easily find it in the present. **Story Points 2**

Serendipity

The agent had the foresight to plan events at a time that benefits them by knowing of future events. For instance the agent plans to combat robots with full knowledge of a future solar flare, from an outsiders perspective this may appear to be serendipity working in the agents favour. Mechanically the character declares that a certain event happens, this may give other characters a boon or alternatively disadvantage them. **Story Points 2-4**

Spoiling

The agent reveals something about the targets future attempting to create a fixed point in time, making them a slave to their own destiny. For example the agent reveals to the target a mangled helmet revealing that they are crushed and killed in the near future.

The agent can also learn things about their own future hoping to fix their own immediate destiny

This temporal exploit can also be used as a bluff using Convince and Presence rather than spending Story Points. **Story Points 3-4**

Duplicating

As a risky and desperate measure the agent may plan to send a future version of themselves to help them in the present. This is especially dangerous during a conflict especially if a paradox were to occur. **Story Points 4**

CHAPTER FOUR: ADVENTURES

SIMULATION HYPOTHESIS

'How often must I tell you? We're not dealing with reality!' The Sixth Doctor

Following the events of that transpired on the Bernal Sphere (see **Andromeda Burns_{TM}**) the Doctor and his companions have taken a leap of faith stepping through the Seventh Door. This door provides a physical gateway into the Temporal Masters' version of the Matrix. Passing through the portal the Doctor and his companions find themselves in the midst of a simulation being run by the Temporal Masters.

The Temporal Masters are currently running a simulation involving the defeat of Hernán Cortés and his alliance at the hands of the Aztec Empire. The Temporal Masters are trying to determine the effect of the loss of gold would have on the Hapsburgs war against the Ottomans.

The simulation begins at Tenochtitlan in 1520. Tenochtitlan was the Aztec capital and was believed to be one of the largest cities in the world at the time. This is days after Alvarado ordered the massacre at the festival of Tóxcatl, killing hundreds of unarmed nobles and warriors. After angering the remainder of the Aztec population, Alvarado and Spanish conquistadors have holed themselves up in the palace enclave with the imprisoned emperor, Moctezuma.

Cortés has returned after receiving word of Alvarado's predicament. He aims to either smooth the situation out or at least retrieve the Aztec gold.

The Simulationist is the Temporal Master charged with running the simulation in the Matrix. The Simulationist wants to see the effect

Cortés' defeat will have on history. In this simulation the Temporal Masters introduce an alien into the mix. The Aztecs see this alien as a Herald of Huitzilopochtli; here to aid the Aztecs to crush the Spaniards. This is not the first time this has happened, see **The Aztecs_{TV}**.

The Simulationist entered the Matrix from the Temporal Masters' home world via another Seventh Door. All the Doctor and his companions need to do to escape the simulation is to make it to this door.

If you're killed in the Matrix, you die.



Antagonists: Aztecs, Hernán Cortés and the Spanish and Tlaxcalan forces, the Simulationist, Huitzilopochtli Herald

Action Scenes: Crossing Lake Texcoco with Cortés and his men, surviving conflict between the Spaniards and Aztecs, a mental conflict between the characters and the Simulationist.

Problems: Trying to find a way through the Temporal Masters Matrix without raising the suspicions of the Simulationist.

Further Complications: The Temporal Masters become aware of the Doctor turning the simulation against himself and his companions. The simulation is reset by the Simulationist as the outcome he desired did not occur.

WAKING DREAM

'When you wake up, you'll have a mum and dad, and you won't even remember me. Well, you'll remember me a little. I'll be a story in your head.' The Eleventh Doctor

Back in the present, people go about their daily lives when they begin to have memories of events that never happened. In a world that is similar but vastly different. Memories of an eccentric man, travelling through time and combatting the Temporal Masters.

At some stage the Doctor and his companions' timelines have been affected so drastically by Temporal Master interference that they have diverged. Their original timeline may have been maintained through the Tardis Paradox Machine but for whatever reason the paradox has collapsed, leaving them with only vague memories of their past lives and their adventures with the Doctor.

The Temporal Masters tampering with human history has left these companions in an alternate version of their present. The tampering has also resulted in the Doctor's own timeline being severed resulting in an alternate version of the Doctor that the companions knew in their vague memories. The only constant is the Doctor's Tardis and its familiar blue police box façade.

Each of the Doctor's 'companions' has their own Temporal Master handler watching their moves, ensuring they never make contact with the Doctor. He can never find out about what may have been.

At first the Handlers may simply hinder the companions. But as the companions become more persistent their Handlers may take direct action against the companions.



Antagonists: The Alternate Doctor, Temporal Master, local authorities.

Action Scenes: Shaking their Temporal Master handlers, using skills obtained from a terminated timeline.

Problems: The companion's Temporal Master handlers' interference will become rapidly less subtle. Tracking down this 'Doctor' and convincing that this reality is not what it should be.

Further Complications: The Doctor is chasing down some existential threat and now he needs help...

Adventure written by Martin Tegelj

Part of the Temporal Masters campaign created by [Justin Alexander](#).

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