



INTRODUCTION

Dawn of the Temporal Masters is an adventure that is intended to directly pick up after the events of **Something Old, Something New** and is part of the campaign arc, The Temporal Masters. The Temporal Masters is a campaign arc originally conceived by the Alexandrian.

In this adventure the player characters will take on the role of the Doctor and his companions and learn of the existence of the Temporal Masters. The Doctor and companions travel to the Neversphere, the headquarters of the Tri-galactic Time Enforcers who travel up and down the timestream to ensure that the timeline of the Bountiful Human Empire is not disrupted. They are all that stands between the Temporal Masters attacks and the humanity's timeline.

Here on the Neversphere the Doctor and his companions are embroiled in the intrigue of a

cozy mystery. A murder in the headquarters spirals out of control and it depends on the Doctor and companions to solve the mystery before murder strikes again.

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

Back on the *Cosmic Ballet*, reuniting Jenny and Cassius resulted in them having a child by the name of Donna. This moment and birth of a child was a moment of impetus. The Time Lords refer to this as a 'dawning crest'. This simple act sets in motion a chain reaction that eventually leads to the rise of the Temporal Masters. Consequently, existing everywhere and

everywhen as the change cascades through time. It was this sudden abrupt shift in space time reality that left the Doctor reeling at the conclusion of the last adventure.

Temporal Masters

The Temporal Masters share genetics with the Time Lords but do not share their history. Somewhere along the way in the cultural development they went astray. Their Doctrine is a perverse reflection of the Doctor's views on non-interference and that of the Celestial Intervention Agency to uphold the 'pure' timeline, ruthlessly crushing anyone that threatens their preferred timeline.

Resistance to the Temporal Masters has quickly been quashed either through excessive force or through temporal manipulation. In the 52nd century scores of galaxies dance to the tune of the Temporal Masters. Only two major time-faring empires remain to oppose them; the Dalek Empire and the Great and Bountiful Human Empire. Both of these powers are locked in a Cold Time War fiercely protecting their own timeline from being wiped out.

In the 52nd century the Great and Bountiful Human Empire is a political entity that spanned three galaxies; Milky Way, Andromeda and Triangulum. They were locked in a perpetual sense of readiness, not only from countless enemies to attack from anywhere but also anywhere in time. Once the threat and influence of the Temporal Masters became apparent the Bountiful Human Empire re-established the Time Agency under a new banner, the Tri-galactic Time Enforcers. They are humanities only defence against the threats the Temporal Masters place upon their timeline.

Tri-Galactic Time Enforcers

Using the Neversphere as a headquarters, Time Enforcers travel up and down humanities timestream investigating anomalies, and putting corrective measures in place, following the tenant of the previous Time Agency, 'to remain untraceable, undetectable, invisible and affect change without interfering.

One such Time Enforcer, Urszula has taken matters into her own hands. She has been investigating the origins of the Temporal Masters and has found that it all hinges on the Doctor's granddaughter, Donna. Once finding this lead she planned to sever Donna's timeline by informing the Galactic Coalition of the wedding on the Cosmic Ballet without authority from head command. She did this using a psychic inception device that delivers a strong compulsion in the form of a prophetic dream. This psychically transmitted dream transcends causality. Therefore, regardless of the timeline Special Investigator Pho Lorn would still have this dream about the wedding. Unfortunately, the Doctor's interference resulted in the dawn of the Temporal Masters. Following his interference Urszula has personally travelled to the Cosmic Ballet to bring the Doctor in.

Another Time Enforcer, Jian was sent undercover deep into Temporal Masters territory gathering intel on their movements. Unfortunately, he was discovered, consequently replaced by a Temporal Master spy. This Temporal Master agent used one of his regenerations to look like Jian. Using a chameleon arch he gained Jian's memories and gained a human anatomy. The intent of the using of the chameleon arch is to get Not-Jian into the Neversphere and once there revert back to his Temporal Master self and destroy the Tri-galactic Time Enforcer's headquarters.

TIMELINE

2 Days ago	Jack Harkness returns to Neversphere. Leaves contraband in Southern courtyard.
1 Days ago	Jian/Persephone returns from undercover work on the Temporal Masters home world. Gains access to Neversphere via chameleon arch. Urszula left for the <i>Cosmic Ballet</i> . Gimel becomes the acting as security chief.
10 hours ago	Gimel discovered the falsified CC footage and Urszula's unsolicited use of the vault.
3 hours ago	Persephone regains all her memories after looking at her fob watch reversing the effects of the chameleon arch. Creates a poison in the labs stashes the syringe inside her sling.
2 hours ago	Persephone rigs the tesla tower to blow by remote detonator. This would eventually make the fission core unstable and consequently bringing the Neversphere out of its own relative timeline.
Minutes ago	On the <i>Cosmic Ballet</i> the Doctor and his companions witness the Dawning Crest of the Temporal Masters.
Now	Time Enforcer, Urszula brings the Doctor and his companions to the Neversphere for questioning.
1 hour later	Urszula is reprimanded for using the psychic inception device. Her vortex manipulator is confiscated. Annoyed she heads out to the northern yard to train and cool her head.
1 hour 30 mins later	Captain Diver heads over to the archive to see Archivist Svetlana about the current shift in the timeline, handing over Urszula's vortex manipulator for scans.
1 hour 40 mins later	Captain Diver returns to her quarters.
1 hour 50 mins later	Persephone drops in on Gimel and takes note of Captain Diver's whereabouts.
1 hour 53 mins later	Persephone heads to Captain Diver's quarters and blows the tesla tower remotely, plunging the Neversphere into darkness. In the confusion Persephone poisons Captain Diver and sets her quarters on fire with the Captain's own laser pistol. Jack Harkness takes advantage of the blackout to grab the contraband from the southern yard. Urszula is the first to arrive at the arcing tesla tower from the bath house.
2 hours later	Jack has stashed the contraband. Runs into Captain Diver's body on his way to the northern yard. Gimel and Persephone arrive at the tesla tower.
2 hours 5 mins later	During quick repairs of the systems, Jack notifies every one of Captain Diver's murder.
Later	Gimel is killed inside the panopticon.

BEGINNING THE ADVENTURE

This adventure starts off where the last finished; the Andromeda Galaxy vanishing and the Doctor reeling in response to the major shift in space-time. The Doctor and companions may still be on the run from Galactic Coalition forces. The Doctor may be incapacitated by the experience left to the care of his companions.

Urszula intercepts the player characters as they approach the Tardis. A player character that has encountered vortex manipulators before will notice one on her wrist otherwise it will appear to be a leather strap to a Luddite. Her tact will change as the situation dictates; she will request that the Doctor and companions accompany her to the Neversphere for questioning regarding the temporal anomaly that just transpired. If the Doctor is incapacitated or if the Galactic Coalition is hot on their heels she will appeal to their vulnerability or urgency, promising escape. She wants them to comply without fuss.

Once they agree Urszula will open a portal with her vortex manipulator transporting themselves and the Tardis through the vortex. They will land disoriented from the vortex into the courtyard of the Neversphere.

HOW TO RUN DAWN OF THE TEMPORAL MASTER

This adventure should be run like a cozy mystery. The Doctor and companions will arrive at the Neversphere where they will get a run down about the current climate between humanity and the Temporal Masters before being put under house arrest until further notice. Both sabotage and murder will take place and it will be up to the Doctor and his companions to solve it before more people are killed.

The Doctor and companions will initially be met with distrust but will hopefully gain the trust of the Tri-galactic Time Enforcers by the end of the adventure.

SETTING THE SCENE

CHARACTERS

Urszula

Background – Urszula was born and bred in the Andromeda Galaxy and joined the Tri-galactic Time Enforcers after the threat of Temporal Masters became apparent. Like many Time Enforcers she investigates temporal anomalies that may threaten the Human Empire's timeline. The Temporal Masters destroyed the Andromeda galaxy and her timeline collapsed, effectively becoming tethered to the Neversphere.

Fed up with the reactionary approach of the Time Enforcers she decided to take matters into her own hands. She poured all her efforts into determining the origins of the Temporal Masters and stopping it happening. This eventually led her to Jenny and Cassius's daughter Donna. She stole an Inception Device from the Neversphere's vault forging CCV footage. The Psychic Inception Device is used to 'incept' ideas into people's minds that appear to the target as visions. Using this device Urszula 'incepted' the knowledge of the whereabouts of wanted criminals Jenny and Cassius hoping to split them up into Special Investigator Lorn of the Galactic Coalition.

Unfortunately, due to the Doctor's interference the Temporal Masters timeline remained intact. Her immediate goal was to occupy the Doctor while she continued to destroy the Temporal Masters timeline, taking him to the Neversphere. While she was out in the field Gimel discovered

the forged CCV footage reporting it to the Captain, leading to the discovery of Urszula and her 'requisition' of the Inception Device. Upon her return with the Doctor and companions she is reprimanded and stripped of her vortex manipulator.

URSZULA

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

SKILLS

Athletics 3, Convince 2, Craft 2, Fighting 3, Knowledge 4, Marksman 3, Medicine 2, Subterfuge 5, Survival 2, Transport 3

TRAIT

Attractive, Time Agent, Time Traveller, Vortex, Selfish

WEAPONS & EQUIPMENT

Laser Pistol 4/L/L

STORY POINTS 3

TECH LEVEL 8

During the murder - Following her reprimand with the Captain and effectively stranded on the Neversphere she went to cool off by shooting a rifle off the top of the Tesla Tower.

What she knows - Doesn't know much about Jian and she doesn't talk much about his temporal placements. She thinks Jack Harkness is a rogue though the Captain seems fond of him. Most of his placements are in the 20th and 21st century. Gimel is part security, part internal

investigations. The archivist does take scans of the vortex manipulator to map changes in the timeline.

Appearance - A warm voice with slight Irish accent, cold grey eyes, pale white skin and dark loosely tied up. Currently clothed to suit the Cosmic Ballet fashion, a blend of 1950s and Venetian carnival garb.

Roleplaying Urszula - She is frustrated with the Time Enforcers and the Captain. The trouble is that she is very independent like most Time Enforcers. She is trapped, vulnerable on the Neversphere after her vortex manipulator is confiscated and without it and the Neversphere she will cease to exist.

EXPOSING URSZULA'S ROLE ON THE COSMIC BALLET

The intent of the investigation is not only to find that Jian is an imposter and a murderer but to discover that Urszula had attempted to collapse Donna's timeline. To help the players to make the connection between the Doctor, his granddaughter and the Temporal Masters. At the very least that Urszula believes that Donna is the source of the dawning crest, intrinsic to the Temporal Masters timeline.

Urszula will have the most visible motive; reprimanded for her actions, stranded on the Neversphere, her timeline collapsed.

Jack Harkness

Background - Jack has had more than a few run-ins with the Doctor. His backstory includes being a time agent, a con artist, becoming immortal, running Torchwood and saving the Earth a handful of times. He re-joined the newly

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formed Tri-Galactic Time Enforcers after Captain Diver sought him out specifically.

Just days ago Jack returned from a mission on pre WW1 France investigating a temporal anomaly. There he picked some fine wine considered contraband by Time Enforcers he smuggled it onto the Neversphere using a perception filter. Once on the Neversphere he left it in the Southern Yard.

PERCEPTION FILTER (MINOR GADGET)

A Perception Field is a low-level psychic field that convinces others to ignore, look away from or actively avoid whatever it is attached to.

Traits: Face in the Crowd, Restriction (characters with the Psychic or Psychic Training Traits are unaffected).

Story Points: 1

During the murder - Jack will be taking advantage of the base going back to pick up his contraband in the south courtyard. He will be the one that runs into the Captain's body when returning the contraband to his quarters.

What he knows - The role of the Time Enforcer is different to the Time Agent in that they operate alone more like spies than with a partner. He knows that Jian returned from his last mission injured dressed in particularly weird garb. That the Captain has been working tirelessly with the Archivist to map timeline changes due to the temporal attacks. He found the Captain dead outside her quarters, did not see an assailant or a weapon.

Appearance - Attractive, short dark hair, winning smile. It is hard to find him not wearing his greatcoat.

JACK HARKNESS

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

SKILLS

Athletics 3, Convince 5, Craft 1, Fighting 4, Knowledge 4, Marksman 4, Medicine 2, Science 4, Subterfuge 3, Survival 3, Technology 3, Transport 4

TRAIT

Attractive, Brave, Charming, Fast Healing (Special), Immortal (Special), Technically Adept, Time Agent, Time Traveller, Tough, Voice of Authority, Vortex, Amnesia

WEAPONS & EQUIPMENT

Laser Pistol 4/L/L

Vortex manipulator (Special Gadget)

STORY POINTS	3
TECH LEVEL	8

Roleplaying Jack - The Captain has offered Jack his memories taken from the Time Agency in return for his service. Jack ran Torchwood in the Doctor's name for years and has followed his leadership countless times. He still respects the Doctor and doesn't believe he is involved with Temporal Masters. The contraband he has smuggled in is fairly innocuous but does go against regulations and is a little embarrassing. He still maintains his charismatic and outwardly

flirtatious manner. Has no compunction about killing an enemy.

Jian/Persephone

Background - Jian is the result of years of training and intelligence gathering by the Great and Bountiful Human Empire and Tri-Galactic Time Enforcers to get a man inside of Temporal Master territory. Jian was a highly intelligent human, trained in what was known of the doctrine, espionage and psychic protection. He spent years with Temporal Master sympathisers before making it to their home world.

It was something as simple as referring to a weapon incorrectly that got him found out. Through very aggressive psychic interrogation everything that was Jian was extracted leaving only a husk. This information was then used to train the Temporal Masters own man, Persephone to infiltrate and destroy the Time Enforcers. The lucky Temporal Master burnt a regeneration to mimic the appearance of Jian then using a chameleon arch altered her biology to appear human and stripping her of all her memories bar those of Jian. The Temporal Masters then faked the escape of Not!Jian resulting in him getting injured and extracting himself to the Neversphere.

After the scan to get onto the Neversphere, being treated for his injuries and questioning, Not!Jian looked at the chameleon arch resetting her biology back to a Temporal Master and regaining her memories. From there she was to carry out her orders to destroy the Neversphere crippling the Time Enforcers. That was until the Doctor showed up. The Temporal Masters have explicit orders not to touch the Doctor's timeline.

During the murder - Murdering the Captain, stashing the murder weapon then headed to the tesla tower.

What she knows - Having both Jian's and her own memories, she is familiar with both Temporal Master and Time Enforcer procedure, and is familiar with the Neverphere's systems. She knows that the Doctor is not to be trifled with not to mention a no go zone. She is also aware of Urszula receiving a reprimand from Captain Diver.

CHAMELEON ARCH

The chameleon arch allows a Time Lord or Temporal master to completely and often painfully rewrite their entire biological makeup to look like another race. They then become completely indistinguishable from the being they are attempting to imitate. In addition to physical changes their minds are also altered so that they no longer recall their previous only the life of those they choose to imitate. The final act is to store the personality, memories and bio-data of the Temporal Master is then stored inside a compact device often a fob watch. When the device is opened by its owner it returns them back to their previous state.

The device that the essence of the Temporal Master is stored in is glowing with artron energy and those with the Psychic trait may find themselves attracted to the device. If they touch it and pass an Ingenuity + Resolve test at Difficulty 15, they will receive flashes of insight into the identity of its owner. For every Level of Success, the Psychic will receive an important fact in a cryptic mental message.

Appearance - Persephone through the use of one of her regenerations adopted the appearance of Jian; a man of medium athletic build with calculating almond eyes. She maintains her arm in a sling to maintain her cover as injured agent.

PERSEPHONE

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

SKILLS

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

TRAIT

Adversary (Time Enforcers), Explosive Regeneration, Face in the Crowd, Feel the Turn of the Universe, Indomitable, Obligation (Temporal Masters' Doctrine), Tailored Regeneration, Technically Adept, Time Lord (Temporal Master), Vortex

WEAPONS & EQUIPMENT

Vortex manipulator (Special Gadget)

STORY POINTS	5
TECH LEVEL	10

Roleplaying Jian/Persphone – If asked to scan his/her biology again she will deflect the question avoiding it at any cost. Persephone maintains her cover as the high functioning Jian but once this is blown her attitude shifts. She is disgusted and angered that she has to deal with those unworthy to manage time. She has no compunctions about killing anyone on the Neversphere, except the Doctor. The Doctor is a large figurehead of the Temporal Masters society and is confused by his manner. She still believes in the Temporal Masters cause but cannot touch the Doctor in

fear that it may collapse their timeline. So instead she plans to kill everyone else one by one.

Captain Diver

Background - There is a rumour circulating through the Time Enforcer ranks that Captain Diver is from the future and has already lived through the Cold Time War. Captain Diver was simply the successor of the Neversphere which she inherited from her father; ex-time agent and scientist. Her access to the Neversphere and vortex manipulator awarded her firsthand knowledge of the changes occurring to the timeline bringing this to the attention of the Great and Bountiful Human Empire.

When the Tri-Galactic Time Enforcers were established by the Human Empire she worked as an enforcer. It was not until the Time Enforcers timeline was directly attacked that she offered up the Neversphere as HQ. She quickly became the leader of the over worked task force.

During the murder – Is murdered outside her quarters.

What she knows – She is one of the few that would remember a timeline that had not been tampered with. She has been studying the impacts of timelines collapsing and she has found one damning fact about it all. That the Doctor is intrinsically linked with human, dalek and Temporal Master history. Destroying him could lead to assured mutual destruction of each timeline. She is also aware of Urszula's own meddling with time and her unsolicited use of the psychic inception device. Captain Diver also has intimate knowledge of the Neversphere and its systems.

Appearance – Just shy of average height, she is a grizzled veteran of the Cold Time War. Her dark hair is lined with grey and is kept short. Her

most prominent feature is the eye patch covering her left eye.

CAPTAIN DIVER

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

SKILLS
Athletics 3, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Medicine 2, Subterfuge 3, Survival 3, Technology 3, Transport 3

TRAIT
By the Book, Brave, Voice of Authority, Experienced, Indomitable,

WEAPONS & EQUIPMENT
Laser Pistol 4/L/L
Vortex manipulator (Special Gadget)

STORY POINTS 3
TECH LEVEL 8

Roleplaying - Captain Diver is weary yet persistent, she can't stand pleasantries, every day she loses contact with another enforcer and a timeline alters or collapses.

Ood Gimel

Background - Gimel is a post slavery Ood working in internal affairs. He was recruited by the Time Enforcers after coming out of deep cover investigating corruption within the Great and Bountiful Human Empires' own law

informant agency. He is currently rostered with the boring task of minding the panopticon, a job that simply involves processing incoming agents and minding the surveillance around the Neversphere.

During the murder - Is in the panopticon when the power goes out losing footage throughout the Neversphere. Moments before the blackout he was visited by Jian.

OOD GIMEL

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

SKILLS
Athletics 2, Craft 3, Fighting 2, Knowledge 2, Marksman 4, Medicine 2, Subterfuge 3, Survival 3, Technology 3, Transport 2

TRAIT
Alien, Alien Appearance, Psychic, Telepathy

WEAPONS & EQUIPMENT
Laser Pistol 4/L/L
Vortex manipulator (Special Gadget)
Vocaliser

STORY POINTS 3
TECH LEVEL 8

What he knows - He found out that Urszula had forged video footage to smuggle a device from the vault. He has knowledge of the systems and has the ability to read minds. He also saw

Urszula being reprimanded by Captain Diver over CCTV. If questioned about Jian/Persephone he will mention that when he returned from his mission that he took particular notice of a fob watch but scans revealed it was nothing...

Appearance – Gimel is a tentacle faced Ood dressed in a plague doctor suit.

Roleplaying Gimel– He is used to being called a snitch, the niceness encountered with other Ood has be ground down after years of investigating corruption. Working the panopticon is tedious and boring and Gimel wants to get back to the real work.

Archivist Svetlana

Background – Her role on the Neversphere as archivist is to archive reports, manage reference library (ranging from scrolls to micro phish) and to map the changes in the timeline. This final chore is achieved by analysing data from Time Enforcer vortex manipulators. It is a tough gig especially since she is not awarded much and some of the reference material perpetually becomes irrelevant or relevant depending on tampering with the timeline.

During the murder – The Archivist was in her library/archive when the murder and blackout occur.

What she knows – She is a trained historian and in information theory. Though she spends most of her time on the Neversphere working on cataloguing, Archivist Svetlana has also been assisting Captain Diver and her dissemination of the changes to the timeline.

Appearance – A woman in her 50s she keeps her white hair tied back in a loose bun. Half-

moon spectacles rest on the tip of her nose and a collection of bracelets on each wrist.

Roleplaying Archivist Svetlana - Most politely described as a stern librarian, she outwardly seems annoyed when disturbed during work. She maintains a slight eastern European accent.

ARCHIVIST SVETLANA

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

SKILLS
 Convince 3, Craft 2, Knowledge 5, Marksman 4, Medicine 1, Science 4, Subterfuge 3, Technology 3

TRAIT
 Photographic Memory, Screamer!
 Technically Adept

WEAPONS & EQUIPMENT

STORY POINTS 3

TECH LEVEL 8

THE NEVERSPHERE

The Neversphere is a castle that was never built, a floating rock in the void. It is a Space in Dimension Relative of Time (SIDROT), maintained by the very delicate black hole collider in the core of the rock. The Neversphere serves as a base for the Tri-Galactic Time Enforcers. Particularly convenient because it maintains its own timeline allowing agents and information that 'never was' to exits (just as long as they are tethered to the Neversphere via their time vortex manipulators).

1. Main Gate/Medical

Large oaken doors were once the only entrance to the castle but now are sealed as they lead to nowhere. Instead the main gate is one entrance that joins the southern yard to the western portion of the castle.

In the adjoining room is an emergency room of sorts with reclining beds, gurneys and various medical scanners littering the room. A plastic soft cleanroom sits in one corner for invasive procedures. Meds are kept off in an impervious glass cabinet.

2. Cells

Just through the main gate and medical are a number of old iron wrought prison cells. These are used in the instances that they actually have suspects in custody. There is no extra security besides surveillance and the cells themselves. In the circumstance that prisoners are dangerous they are simply sedated.

3. Office Space

The office space dedicated to the Time Enforcer's performing their investigation prior to deployment and filling in their reports. Most Time Enforcers share and rotate desks as they come and go. On one wall is a memorial of all the Enforcers that have been lost one way or another during the Cold Time War.

Captain Diver has her own office that looks out into the miasma surrounding the Neversphere. Most of the items in her office pertain to field reports of Enforcers.

4. Armoury

The other entrance to the castle from the southern yard is through the iron reinforced doors of the armoury. The armoury itself contains weapons from each of humanities ages

from laser swords to flintlock pistols, and armour too.

5. Vault

Once the keep of the castle, this six storey tower was converted into a vault where all the restricted and sensitive material is stored. The vault is magnetically sealed requiring a security code to access the vault itself and further clearances to access each floor. The security clearance requirements increase as one ascends the central staircase up the tower with the most sensitive equipment at the top.

6. Quarters

These two floors are dedicated to sleeping quarters for the Time Enforcers when they are on base. Those who spend most of their time on the Neversphere have their own rooms and have made them more homely.

Captain Diver's quarters can be found here. Sprawled across her room are countless notes and which can only be described as a crazy wall. Upon closer inspection there is evidence of the Doctor's involvement throughout history.

7. Workshop

Large enough to house a lorry, with state of the art tools, and spare parts, the workshop is a boffin's dream. Here in the workshop is a working generator and the necessary spare parts to repair the tesla tower.

8. Access to Core

Once a cistern, it now provides access directly to the core of the Neversphere via a ladder set into the stone circumference. Down in the depths are the guts of the Neversphere; fission power to the tesla tower, water and air recycling, and the black hole collider. The black hole collider suspends miniature black holes in a perpetual

state of decay (not unlike the eye of harmony), casting a bubble around the Neversphere giving its own timeline relative to the universe.

9. Archive

A two storey cottage out in the northern yard serves as a repository of reference material and past cases of the Time Enforcers. The cottage is packed to the ceilings with books, floppy discs, brass canisters housing scrolls, micro phish and all manner of reference material, not to mention the devices needed to read some of them.

10. Tesla Tower

This five storey tower has been converted into a tesla tower which supplies the whole Neversphere with its power. It does this wirelessly by inducing a current in devices on the Neversphere, a conduit is run from the underground in the core where the power is produced in the fission core.

11. Bathhouse

A cosy little bathhouse that has existed since the founding of the castle, once serving knights training in the northern yard it now serves the Time Enforcers.

12. Laboratory

The laboratory is decked out with all the Time Enforcers chemical, biology and forensic needs but the instrumentation is a bit out of date (by 52nd century standards). Ventilated workstations, glassware, centrifuge and chemical storage areas little are just few of the things available in this room.

13. Morgue

Along one wall is a cold chamber which can hold up to 6 bodies. A stainless steel

examination table rests in the centre of the room with steel benches lining the other walls, tools of the trade rest in cabinets above these benches.

14. Panopticon

Looking out over the southern yard this room is dedicated solely to surveying the Neverphere's entire surveillance network. The room is cramped with monitor and screens taking up much of the room. The room also houses the controls for the bio-scanner used on incoming persons in the southern yard.

15. Wardrobe

This wood panelled room is stocked to the brim with period clothes through the ages to support the Time Enforcers and their ability to blend into any given time. The room has a distinct smell of camphor and dust.

16. Auditorium/Cafeteria

Once the great banquet hall of the castle it is now used as a cafeteria and impromptu auditorium. The ornate hall is sparsely furnished with a few rows of tables and a cooking station.

Southern Yard

This cobblestoned yard is designated for all incoming Time Enforcers to enter and leave the Neversphere. Both the northern and southern walkways look down upon yard. Access to the castle can be reached via the main gate an armoury.

Northern Yard

The northern yard is a training yard and has a sparse manicured garden. The northern yard is home to the tesla tower, the archive and access to the core of the Neversphere via the cistern.

THE NEVERSPHERE

- 1. Main Gate/medical
- 2. Cells
- 3. Office Space
- 4. Armoury
- 5. Vault
- 6. Quarters
- 7. Workshop
- 8. Access to core
- 9. Archive
- 10. Tesla tower
- 11. Bath house
- 12. Laboratory
- 13. Morgue
- 14. Panopticon
- 15. Wardrobe
- 16. Auditorium/Cafeteria



SCENE 1 – LANDING ON THE NEVERSPHERE

Departing the time vortex the Doctor and his companions are dumped unceremoniously onto the paved courtyard (though particular nimble characters may land on their feet). Disorientated an Awareness + Ingenuity (Tricky 15) reveals that they are located in the courtyard of a castle, lit by modern lights, high walls surround you but it is the sky you notice most, a black shifting miasma. The Tardis sits off to the side of the courtyard cloaked in what appears to be blue energy.

A second later Urszula emerges from the time vortex managing to retain her dignity. A spotlight shines on you as the portal closes.

“Who goes there?” an almost computerised voice demands.

“Time Enforcer Urszula, 51st century,” the strange woman states to the voice before asking the Doctor and his companions to state their names and time of origin. Urszula attempts to ferret the Doctor and companions towards the gate but the gate remains closed. “Come on Gimel, I’ve got persons of interest here that need to get processed!” she shouts, annoyed.

“You know the procedure, everyone needs to be scanned before coming in.” With an angry sigh Urszula motions with her hand for the Doctor and the companions to stand in the spotlight where they are all scanned Urszula included. The full scan takes around a minute but seems to linger over the Doctor. “Are you crazy? You have an unrestrained Tempster with you. Give me one good reason I shouldn’t fry the lot of you?”

BIO-SCANNER (MINOR GADGET)

The scanner in the courtyard is used to take a total biological and technology scan of the target adding a +3 to scan the biometrics of a person. Used to ensure the identity of the target and any other hazards that may be accidentally introduced to the Neversphere. The scanner is also equipped with a disintegration beam to dispose of any threats (L/L/L).

Traits: Scan, Zap (Major).

Story Points: 1

Urszula will insist to see the Captain.

It will only be a minute or two before the large gates on the opposite side of the courtyard open up revealing a grizzled older woman with an eye patch covering one eye (this is the Captain), one hand hovers over a pistol holstered at her hip. A successful Awareness + Ingenuity (Normal 12) will notice three other figures assembling on the south walkway including a familiar face to the Doctor, Jack Harkness.

For a split second looking upon the Doctor the Captain is taken aback but instantly regains her composure. “Detective, explain why you have not only brought a Temporal Master here?” Emphasizing the general area. “But the face of the Temporal Masters’ doctrine?”

If given a moment to speak Urszula will answer, “They are intrinsically linked to the dawning of the Temporal Masters. They were at the eye of the storm, the anomaly scanner is going wild. So, I brought them here for questioning.”

This scene is an opportunity for the Doctor or companions to plead their case. Dropping the Doctor’s name will pique Jack’s interest and if convinced he will vouch for them (giving them a

mechanical bonus to Convince). The group will need to gain the trust of the Captain or at least give her reasonable doubt that they are not here to harm anyone.

Depending on how successful the Doctor and companions are at this, they will either be placed in a cell or placed under house arrest. This is an opportunity for the characters to become slightly familiar with the Neversphere.

- The worst case scenario is that they are locked inside the cells with a short visit from Captain Diver and/or Jack.
- The best case scenario is a guided tour with Jack who will eventually offer them something to eat at the cafeteria.

SCENE 2 – DEATH ON THE NEVERSPHERE

At some point during 'night' on Neversphere (there is no sun to dictate night and day just the 24 hour cycle they maintain) all power will be lost on the station. The Neversphere will be plunged it into darkness, all the security cameras will go out, the energy field cast over the Tardis and powered locks will become inactive. If the Doctor and companions are locked in a cell this is a perfect opportunity for them to escape, this would require a Coordination + Subterfuge (Hard 17) to pick the old fashioned lock. If the Doctor and his companions are near a window that has a view towards the northern yard they will Awareness + Ingenuity (Normal 12) notice that there seems to be lightning flashing consistently from the northern yard.

Upon arriving at the northern yard the Doctor and his companions will see that the tesla tower is arcing uncontrollably. Already, on the scene; Urszula hair wet and appears to have quickly

changed and Archivist Svetlana standing outside the archive. If they head straight to the northern yard Gimel will arrive about the same time as them with Jian/Persephone close behind.

If the Doctor and his companions dally before reaching the tesla tower and they are located anywhere near the quarters they may hear some laser shots Awareness + Ingenuity (Hard 15). This is Jian/Persephone destroying the notes Captain Diver had made in her quarters using Diver's own service pistol.

If the Doctor and companions decide to check out the noise they will find the body of Captain Diver in the hallway near her quarters. A minute later Jack Harkness will stumble upon the characters and Captain Diver's body.

SABOTAGE

Someone with technical experience with the Neversphere Archivist Svetlana will state that the tower needs to be shut down to prevent serious damage to the archive...oh and the castle. Approaching the tower is highly dangerous with electricity arcs grounding all over the place. The power supply would best be cut-off straight from the fusion core down the cistern into the centre of the Neversphere.

The climb down into the core of the Neversphere is normally a fairly easy climb using the ladder but can become a daunting exercise as the cistern is deep and performing the climb could be stressful difficult (say carrying heavy tools or a fear of heights). Disengaging the conduit to the tesla tower requires Ingenuity + Technology (Hard 15) but instruction, help and the proper tools can make this roll easier.

The Neversphere's castle cannot be powered by the tesla tower until it has been successfully repaired which will take some time. There is a generator available in the workshop that could power specific systems in the castle.

Alternatively, power cables could be run out of the Tardis to power systems close by.

INVESTIGATION

Tesla Tower

The tesla tower is a marriage between masonry of the castle and 52nd century tech. If anyone goes inside to investigate the tower or goes in to fix the problem may make the following rolls; Awareness + Ingenuity (Normal 12) will notice a large scorch mark along one of the fuse boards and Awareness + Technology (Hard 15) will notice that the whole board has short circuited and so have the redundancies (a fantastic success on either will notice remnants of melted wire and other shrapnel on the ground).

Further investigation into these melted wires and shrapnel will reveal that they are not part of the original assembly, in fact coming from parts found in the workshop and leads the character to believe sabotage.

The Body

Investigating the body will reveal that Captain Diver was delivered a poison via syringe into her carotid artery. This maybe successfully found by a great medical related roll or the roll can be aided through scanning equipment (morgue, medical or even the bio-scanner). After a little while the puncture wound from the syringe will become more noticeable and a toxicology report will reveal that poison was used.

Searching the Vicinity

Inside of Captain Diver's quarters can be found a pistol that with further investigation turns out to be Diver's which has been wiped of prints. Captain Diver's workspace within her quarters is smouldering. Concentrated pitting

suggests that it was fired upon by laser fire destroying a majority of the work. Ingenuity + Craft (Hard 15) could piece the work together enough to reveal that she was working on intersecting timelines between the Doctor, humanity, Temporal Masters and daleks. Her conclusions seem to suggest that the destruction of the Doctor timeline will destroy them all. .

One of the windows in the hall is not latched from the inside and going out to the window may reveal the syringe sitting in a gutter. Further investigating the syringe will reveal that it is similar to the ones found in the medical bay and the poison could be easily formulated in the labs.

Questioning

Once the problem with the tesla tower is settled and the murder discovered it will be a perfect time to begin questioning the other Time Enforcers.

In fact, it is very likely that the Time Enforcers themselves will have their own questions for the Doctor and his companions.

Security footage

Once power is established security footage can be viewed from the panopticon and used to corroborate suspect's stories.

SCENE 3 - ESCALATION

THE SECOND MURDER

When the murderer has an opportunity to kill Gimel, she will take it. She will make it look as much as an accident as possible, perhaps blowing up the generator or disintegrating him using the bio-scanner. How and where Gimel is killed is completely up to where and what is

available to Jian/Persephone at the time. The reason Persephone has targeted Gimel next due to his psychic ability which could expose her.

ATTEMPTED MURDER

Following Gimel's murder there may come a time when one of the Doctor's companions is attacked by Jian/Persephone. The idea of this attack is to both impress the danger of allowing the murderer free reign of the Neversphere and to give characters an opportunity to spot the murderer in action. This may especially be helpful if player characters are struggling to find the culprit.

Persephone will target the companion with either psychic ability that takes particular notice of her fob watch otherwise she will target nosiest of the companions.

BIOLOGY OF THE TEMPORAL MASTERS

Temporal Master biology is near identical to that of a Gallifreyan. They have two hearts, complex respiratory and neural network, and resilience. Most importantly they appear human.

Just like Time Lords, Temporal Masters are made, sired and versed in the Doctrine. This process gives them the Feel the Turn of the Universe and Vortex traits, giving them the ability to travel and navigate through time.

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

When the Temporal Master is about 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.

THE REVEAL

Like all good cozy mysteries there has to be a reveal. There are at least ways this could be handled:

Summation Summary – A classic murder mystery always has a summation summary. All the suspects are gathered into one place and the investigators go through all the suspects revealing their motives until they finally reveal the killer...

Setting a Trap – Alternatively, the Doctor and his companions may lay a trap to capture the accused maybe even alerting the other Time Enforcers. This is definitely the most logical way to handle the situation.

Either way once Persephone is exposed as the killer she will attempt to shift blame back onto the Doctor and companions. If this strategy fails or she is forced to take a bio-scan she will flee and the chase will begin. If cornered she will provoke a lethal attack that will result in an explosive regeneration (choosing an appropriate appearance). With nothing left to lose, Persephone will finally revert back to her personality; cold and spiteful of the Time Enforcers.

As a last ditch attempt to complete the mission she plans to flee to the core of the Neversphere and cripple the black hole collider. In the end she will not be taken in alive.

SCENE 4 – RESOLUTION

TRI-GALACTIC TIME ENFORCER RELATIONS

The black hole collider is destroyed

This will deal a brutal blow to the Tri-galactic Time Enforcers and the Human Empire; a strategic base will have been lost, those Time Enforcers that have collapsed timelines will cease to exist, turning into a stone Never Were, and the entire wealth of knowledge will be lost. The Doctor may have an opportunity to save Urszula and she may become the first of the Tardis' refugees of time. The Doctor and his companions will have gained some trust with the enforcers after exposing Persephone as the murderer and Temporal Master.

Persephone is stopped

Finding and stopping Persephone will obviously also save the Neversphere. The Doctor and his companions will gain the trust

of the Tri-galactic Time Enforcers and receive a new ally trait. They also will have a say on who will become the next Captain of the Time Enforcers.

WHAT NEXT?

There are still some unanswered questions floating around that may lead to another adventure:

- Where did these Temporal Masters come from? Keep adventuring.
- What happened to the Andromeda Galaxy? They could head straight there with the Tardis.
- What are the origins of Donna, the Doctor's granddaughter? Use the photo/letter to track her or Jenny down.

Wherever they choose to go the Doctor and his companions enter the Tardis and set coordinates for their next adventure.

Adventure written by Martin Tegelj

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

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<http://sketchupireland.blogspot.com.au/2013/03/cork-city-plays-host-to-san-fransisco.html> is home to the image of Blackrock Castle used in the banner