

FUGUE STATE

INTRODUCTION

Fugue State is a Doctor Who Roleplaying adventure written as a standalone adventure that can easily be integrated into an ongoing campaign. This adventure takes place in 1915 Providence Rhode Island and features famous horror author HP Lovecraft. This adventure begins with a temporal anomaly and is perfect for a time travelling or even time agency adventures.

Inspired by the works of HP Lovecraft, **Fugue State** deals with some of the themes seen throughout Lovecraft's work in particular; forbidden knowledge and inherited guilt.

SPOILERS

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

BACKGROUND FOR THE GAMEMASTER

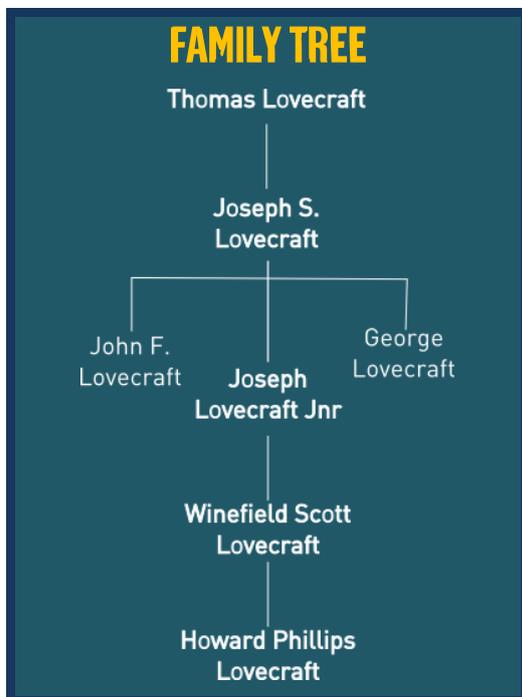
Thomas Lovecraft would be the last of that name to possess Minister Hall after financial troubles forced him to sell the 'family seat'. With his wife deceased, his son and grandchildren emigrating to Rochester, USA. He was forced to swallow his pride and take residence within the town of Newton Abbot, Devonshire.

It was in his new place of residence that Thomas came in contact with what could only be described as a being. He was roused one night after nights of the same willowy tune. Livid he followed the sound and found that it came from

beneath his floor in the cellar. Taking a candle he descended the steps to find that the music came from the opposite end of the basement. Approaching the opposite side of the cellar he found that the dark shadows did not subside as he approached the darkness.

This was Thomas' first encounter with the extra-dimensional being named Fugue. Over time Fugue indoctrinated Thomas with the intention of using him to create a vessel so that he could travel within this dimension. Unfortunately, Thomas was frail and rapidly aging so Fugue gave him the ability to travel through time by switching minds with his genetic ancestors.

Fugue gave Thomas the means to create the vessel, contained with an artefact, a book. This book was sent to Thomas' son and passed down from generation to generation allowing Thomas to transport into the future and slowly build this vessel over time.



Joseph S Lovecraft and sons

Joseph S Lovecraft and sons were the first stage of Thomas's plan to create the vessel for Fugue. He sent the artefact to his son Joseph in Rochester, New York. Thomas possessed Joseph and his sons at different times and set the groundwork for creating the vessel that would allow Fugue to explore our dimension. A vessel would take the form of a human but it's skeletal-musculature, senses and brain would make it superior to a human.

Thomas's son and grandsons resisted, when they slowly realised what they were involved in, they attempted to destroy the vessel, the lab growing it and the knowledge pertaining to its creation. Unfortunately for them, remnants of the vessel survived.

Winfield Scott Lovecraft

HP Lovecraft's father was a travelling salesman dealing in precious metals. Thomas possessed Winfield and moved the remnants of the last vessel project to Providence, Rhode Island and picking up the project.

Upon realisation of what had transpired in Rochester, Thomas possessed Winfield Scott Lovecraft to investigate what had happened and retrieved what remained. He used the biochemical expertise he learnt from Fugue to regrow what remained into what appeared to be a healthy human baby, indoctrinating it and building in a safe word to disable the vessel.

The possessed Winfield returned to Providence with the infant-like vessel and upon arriving he deposited it at the local orphanage St Mary's Home for Children. There the nun in charge named the vessel Eva and the infant vessel grew up imitating and learning how to be human.

The excessive consciousness switching between Thomas and Winfield left Winfield unhinged resulting in his admission into Butler Hospital (1893) where he would later die (1898).

Howard Phillip Lovecraft

Following the death of Winfield Scott Lovecraft, there were a few times that Thomas possessed HP Lovecraft to check up on Eva's progress. This resulted in Howard having what would be attributed to night terrors and sleep paralysis.

Now the year is 1915 and Thomas had possessed Howard to put the last steps into place before allowing Fugue to be contained within Eva. He occupied his body for a month and Howard had occupied his. Upon returning to his own body Howard displayed distress and spoke of his encounter. Thought to be becoming mad like his father he is sent to Butler Hospital a psychiatric hospital in Providence.

BEGINNING THE ADVENTURE

This adventure begins with the temporal anomaly created by Thomas Lovecraft travelling through time to inhabit his ancestor HP Lovecraft. As a result the adventure could start in one of two ways:

- The player characters could by members of the Time Agency become aware of the anomaly, travelling to 1915 Providence Rhode Island to investigate.
- The player characters could simply be travelling through the time vortex and snagged on the anomaly ripping it out of the vortex.

When Thomas Lovecraft switches consciousness with one of his ancestors there is a great temporal rift that is extremely difficult for those travelling through the vortex to traverse. As a result, most time travellers will find it easiest to

travel just before or after the event occurs. Bearing this in mind they find themselves deposited on the Angell Street, Providence, Rhode Island on the 4th March 1915.

THE TEMPORAL MASTERS CAMPAIGN

If this adventure is being tied into a **Temporal Masters** campaign it is best played after **The Riot** where the Tardis is ripped out of the vortex due to the temporal anomaly.

This can be another side adventure that features the Doctor, his companions and his granddaughter Donna. The events during **The Riot** are an unintentional lesson on when to let history take its course but **Fugue State** is an instance where an outside force threatens the web of time.

SCENE 1 – PROVIDENCE. WHAT CHEER?

258 ANGELL STREET

A fine rain descend from the sky almost like mist, the player characters attention is drawn to a duplex house where a lanky man is escorted into horse drawn coach before it bounces down the street passing the player characters. As the coach passes by with an Awareness + Ingenuity (Normal) roll will catch a glimpse the word Butler Hospital written on the side, a Fantastic success will get a good look at the man that was escorted into the coach. The man is pale, long in face and has a beak-like nose. Player characters who succeed a Ingenuity + Knowledge (Literature)(Normal) will recognise this to be Howard Phillips Lovecraft, the famous gothic horror author.

Those with some sort of temporal anomaly scanner like the 'timey-wimey detector' (**Tenth**

Doctor Sourcebook pg 154) can detect that a trace signal of temporal radiation can be detected from the coach. A middle aged woman can be seen watching the coach roll away from the protection of the porch of the duplex. The duplex in question is 258 Angell Street is the home of HP Lovecraft, his mother and two aunts.

The woman is none other than Sarah Susan Phillips Lovecraft, HP Lovecraft's mother. She has just sent her only son to Butler Hospital for psychiatric evaluation after particularly odd behaviour over the last month. Approaching the woman should be handled delicately, bear in mind she has just sent her son to a psychiatric hospital and her late husband also suffered a similar psychotic break.

Sarah Susan Philips Lovecraft

Description - There is definitely family resemblance between Sarah Susan and her son Howard. They both share the prominent chin and beak-like nose though her features are overall more delicate.

What she knows - For the past month Howard has been acting suspiciously he was leaving the house more often than he normally would, she even caught him leaving the house once late at night. She simply assumed that her shy boy had finally found himself a girl. She only noticed something was wrong yesterday, when Howard became hysterical talking about becoming an old man, travelling back to England and other nonsense. He was particularly disturbed by the date saying that he was gone for a month.

Her husband, Winfield Scott Lovecraft had similar hallucinations talking about losing control of his body and monster in the

darkness. Winfield had spent the remainder of his life at Butler Hospital before dying.

How to role play Sarah - Like the Lovecraft line, the Phillips name dates back to English heritage. She is a tough woman, a single mother and proud.

SCENE 2 – CHECKING IN

BUTLER HOSPITAL

Sitting on 114 acres along the Seekonk River the Butler Hospital is only a 20 minute walk from HP Lovecraft's home. The hospital is completely dedicated to treating and caring for psychiatric patients accommodating; men, women and children. The hospital grounds consist of 12 buildings display a mix of Tudor and Gothic styles red/brown brick accentuated with white mouldings.

The player characters can see nurses walking between the buildings attending to their duties. Visitors will be directed to Centre House the original hospital building built in 1847. Howard will be housed here until he has been assessed by the psychiatric doctors. This building will also hold records on past patients like Winfield Scott Lovecraft.

HOWARD PHILLIPS LOVECRAFT

Gaining access to Howard will be the toughest part. They may convince the nurse on duty that they are a doctor or family and will be escorted up to Howard's room. Alternatively, they attempt to sneak their way up.

Upon, meeting HP Lovecraft he will be particularly nervous clenching his jaw clenching his hands. If coaxed successfully he will tell his tale of the last month.

"I woke up one morning and found myself inside a queer bedroom inside an even queerer house. I drew the curtains and found a foreign town those outside conversed in a strong British accent, this was the first indication that this must surely be a dream. I was sluggish moving around a dull pain hummed through my bones. It was not until I walked past a mirror that I noticed, at first I thought it was simply a framed picture, but I looked into the mirror to find myself in a body that was not my own. I was in the body of an elderly man.

I stumbled down the stairs to find a stocked pantry but it was not until I tried to leave the house that I heard it. Music faint at first, like flutes playing the same motif over and over again with slight variation And I found myself content to stay within the house.

It must have been days before I started to search the house for any indication of where I might be. It was a letter that was delivered that gave me the clue that I was in fact in England, in Newton Devonshire. Then it made sense I was inside the body of my great-great-grandfather who had once owned title land in the area.

Keeping time was as slippery as grasping water in your hands. The food began to rot in the pantry and I went to leave to find more palatable food when I heard the flute again. I followed the melody this time leading to the cellar with lantern in hand I ventured to trace the sound. A peculiar darkness lingered in one of the corners of the cellar. The light of the lantern simply terminated in the inky blackness the tune slowly grew steadily violent. The light on the lantern extinguished I, shocked I scrambled up the stairs to find hours had passed. I tried once more for the door this time with conviction but this time the melody reached a crescendo and a violent gust knocked me down. Every time I ventured for the door I would be battered away.

Exhausted and panting I woke, from the dream to find that a month had passed without my recollection. My mother thought me crazed and contacted the hospital. She fears that I may be mad like my father."

HOWARD PHILLIP LOVECRAFT



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

SKILLS

Athletics 1, Convince 2, Craft 3, Fighting 1, Knowledge 4, Science 3, Technology 2

TRAIT

Animal Empathy (Cats), Eccentric (Recluse)

WEAPONS & EQUIPMENT

Thing

STORY POINTS 8

TECH LEVEL 4

Background – Born to Winfield Scott Lovecraft and Sarah Susan Phillips Lovecraft in Providence, Howard grew up primarily by his mother, aunts, and maternal grandfather after the death of his father, Winfield Scott. Howard was a bookish child particularly enamoured by chemistry and astronomy. He was a sickly child and often suffered from night terrors and sleep paralysis, and even suffered from a nervous breakdown preceding his high school graduation. All these instances were brought on by Thomas Lovecraft's intrusions. Following high school, Howard became reclusive, making few friends and writing poetry from the safety of his home.

What he knows – Howard is proud of his English ancestry and is familiar with their names and origin.

He knows nothing of what he did while possessed by Thomas Lovecraft but he can recall details of his stay in the house of his dreams.

Appearance – He is a young man with a pale complexion and a long face.

How to role play Howard – Though well-spoken, with little social interaction, Howard is awkward. Following his last 'exchange' with Thomas Lovecraft, he has left him particularly dishevelled.

WINFIELD SCOTT LOVECRAFT REPORT

The medical report on Winfield Scott Lovecraft will reveal; "Mr Lovecraft has been suffering from multiple accounts of amnesia and confusion, especially when told by colleagues or family that he was somewhere without any recollection. What is more concerning are the dreams, he tells that he is trapped in another

body, the body of an old man trapped with a monster. His personality changes from stoic and logical to erratic and desperate, screaming that a monster grows beneath our very feet which will consume us. He has been moved to the Weld Home for his own safety."

SCENE 3 – EYE AROUND PROVIDENCE

Providence by the time of the 20th century boasted some of the largest manufacturing plants in this side of the country. The wide streets are busy regardless of the fine drizzle of rain.

Asking around about Howard reveals that those who know the name will often dismiss him as a weird recluse that lives with his mother. Others have seen him out and about recently with a 'girl'. The girl in question is Eva, once an orphan she now works and lives in Providence. She currently lives in a women's boarding house.

THE BOARDING HOUSE

Is a boarding house run by Lee, who and she runs a very strict house. The women who live there need to abide by a strict curfew and men are not allowed upstairs in the women's rooms. Convincing Lee to allow to head up to Eva's room will be easier if they are female.

Eva's room is located up on the third floor and is a corner room that has a window that faces the streets below. The room itself is very utilitarian, decorated with mirrors. Her only other possessions are piles of books, newspapers, and magazines.

EVA

Background – Eva is the product of Thomas Lovecraft's bio-engineering through the instruction of the extra-terrestrial being, Fugue. She was initially being grown in Rochester, New York, before Thomas's grandson attempted to destroy the abomination they had unintentionally

created. It was Winfield Scott Lovecraft that saved the remanent of the Eva project and restored them leaving what looked like a human child to be raised at the St Mary's Home for Children in Providence.

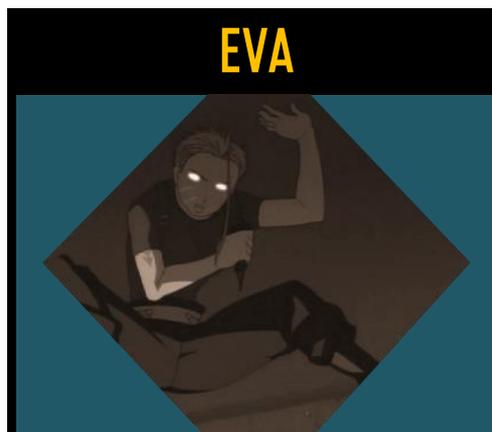
He has been designed to imitate and observe humans around her to aid Fugues own understanding of the world and humanity. During the growing process she had been indoctrinated to revere the being Fugue and her role in his ascension.

The last month she has been working alongside a possessed Howard Phillips Lovecraft to set the final stages into motion.

What she knows – She is aware that Thomas is a servant of Fugue and that he can possess different forms. She knows little of what is required to completely bring Fugue to this world.

Appearance – Eva is average in appearance, not attractive nor ugly, dressing conservatively in neutral colours. She has the appearance of a human in her mid-twenties. Although she appears to be human a deeper look into her physiology a keen eye may notice that her skeletal-musculature is more robust and her brain is folded far more than a humans giving it more surface area.

Her alieness is only seen when she re-aligns her musculature, she appears to be a four legged predator in the skin of a human. The normal human skin is stretched at odd angles. She is adept at grappling and will constrict her victim to unconsciousness or even death.



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| AWARENESS | 4 | PRESENCE | 3 |
| COORDINATION | 4 | RESOLVE | 4 |
| INGENUITY | 5 | STRENGTH | 5 |

SKILLS
 Athletics 4, Convince 2, Fighting 4, Knowledge 3, Marksman 1, Medicine 1, Subterfuge 3, Survival 2, Technology 2

TRAIT
 Climbing (Minor), Face in the Crowd, Keen Senses (Major). Natural Weapons (Constrict), Obligation (Fugue), Weakness (Trigger Phrase: Immobilise)

WEAPONS & EQUIPMENT
 Constrict 4/9/13

STORY POINTS 3-6

TECH LEVEL 4

Roleplaying Eva – Growing up at the orphanage she was different to the other children smarter and almost colder, this was simply because she was still adapting to her new role, now as an adult she fits in perfectly with the humans

surrounding her. She will play up the story that her and Howard are intimate.

She regards Fugue with reverence, her deeds all part of a holy mission to bring a god to life. Eva treats Thomas like a priest with access to the word of god. She will not let anything get in the way of the will of Fugue.

ST MARY'S HOME FOR CHILDREN

A large red brick building the orphanage is run by a homely nun, she was around when Eva was first brought in but that was nearly 25 years ago. She says she does not remember the girl but an Awareness + Ingenuity (Tricky 15) roll will reveal her to be lying. The night Eva was delivered to the orphanage it was by Winfield Scott Lovecraft who had begged her not to reveal who brought her in. Convincing her requires a Presence + Convince (Tricky 15) roll. The records in the home do not reveal who brought Eva in but simply the date 5 Feb 1893 (just prior to Winfield being committed to butler Hospital). She describes the younger Eva as a sharp and taciturn, appearing to be more mature than the other children around her.

HOWARD PHILLIPS LOVECRAFT HOME

The player characters may decide to investigate HP Lovecraft's household. The greatest challenge would be gaining access to the property. This may entail convincing Sarah Phillips Lovecraft to inspect Howard's room, coercing her or even breaking into the house.

The house itself is well furnished two storey house. The interior of the building is all rouge carpets upon wooden floors and is reasonably furnished.

Howard's room is located upstairs on the second floor. The room itself is lined by bookshelf on one side, windows on the other

and a bed and chest of drawers is tucked away behind the door. In the centre of the room is a writing desk laden with paper and a rocking chair. Searching the room for anything 'suspicious' an Awareness + Ingenuity (Normal 12)(scale difficulty depending on how thoroughly, quickly or what type of lighting the search is being made) will reveal an ominous tome tucked behind the some book on the bottom shelf

This tome is a psychically imbued book giving instruction on how to create a vessel for Fugue to inhabit. The tome itself is leather bound book damaged by fire, inside the text is written by hand and even though the pages are damaged the player character seems to know what the missing words should be.

THE SIMULCRUM (MAJOR GADGET)

This artefact was create with the aid of Fugue, it is psychically imbued with untold biochemical knowledge. Reading the tome not only gives instruction but also grants some of Fugue's expertise for a small amount of time. Giving inspiration on how to best carry out the method using local instrumentation. This sort of psychic intrusion wears at ones resolve. Some have been driven mad while others have become faithful servants.

Traits: Biochemical Genius, Boffin, Skill (Science (Biochem)) +4, Restriction (Must be read), Restriction (Reduce Resolve by 1)

SCENE 4 – NEWTON ABBOT, 1820

Since we are dealing with time travellers it is extremely likely that HP Lovecraft's tale of being transported back in time will inspire the player characters to travel back to the time to where HP Lovecraft went. Doing so will require a Ingenuity + Technology (Hard 18) roll.

THE HOUSE

The house that Thomas Lovecraft currently resides, sits across from a three storey workhouse. His house is the centre of three flats that all share their walls.

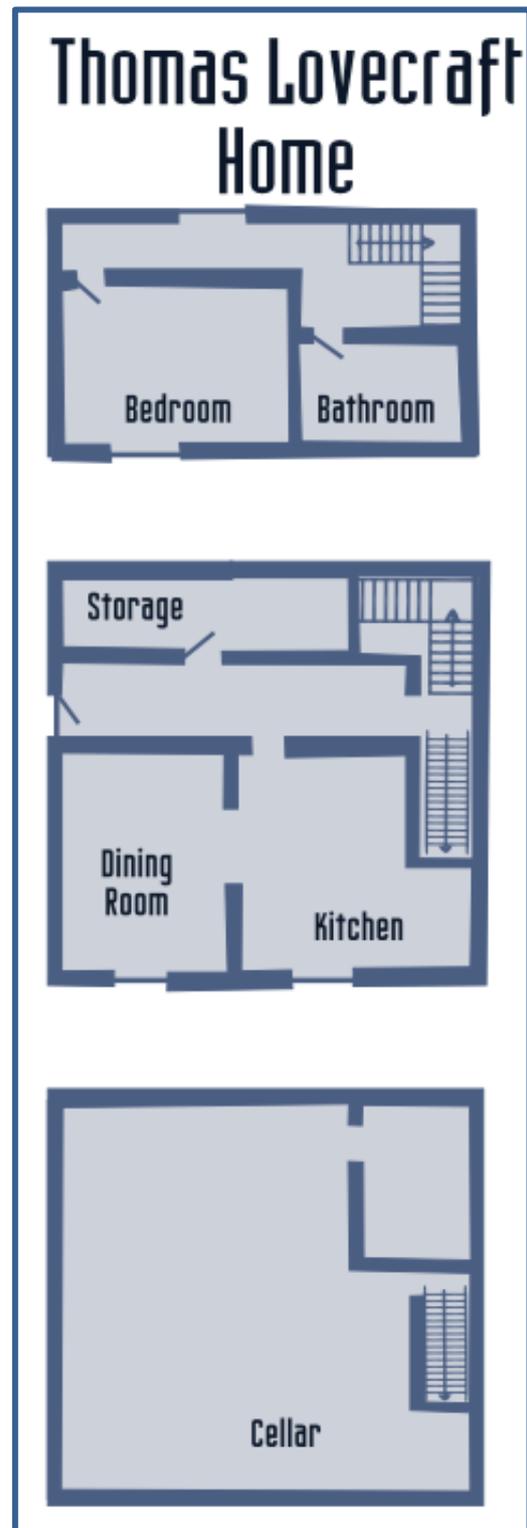
If the player characters knock on the door before entering, no one will answer the door. Looking through the ground floor window may notice the frail humanoid silhouette.

The interior of the house has the distinct odour of dust, mould and spoilt food. The windows are grimy and let very little light in. Heirlooms and dot the house, lingering memories of the Lovecraft lineage.

THOMAS LOVECRAFT

Background - Once holding his family seat of Minster Hall in Newton Abbot Devonshire. He lived a life of privilege but that all changed once Thomas was forced to sell his title and land in 1823 due to financial difficulties. As a result he moved to a single flat within the township of Newton Abbot.

The extra-terrestrial being he would later name Fugue literally popped into existence and took advantage of Thomas. Psychically it tested Thomas. Eventually giving him the means to Mind Exchange through time with any of his blood relatives and the means to aid his new partner and bringing it into this world.



What he knows – Thomas does not know what Fugue is or where it came from. All he knows is this being is vastly more powerful than himself and if he allies himself with it he may be able to get out of the squalor which is now his life. All the biochemical knowledge supplied to him to create the vessel has been granted to him by Fugue and stored in a tome.

Appearance – He is a man well into his eighties with thin white hair. Though he has lost some of his mass at his advanced age, Thomas is still a rotund man after years of decadence.

Roleplaying Thomas – Thomas regards Fugue with a mixture of fear and reverence. He is a selfish man and will only consider what is best for himself. At this point in time he believes that this mysterious being Fugue will be able to award him youth and fortune and will do what it takes to help it achieve its goals.

TEMPORAL ANOMALY

A temporal anomaly is created whenever Thomas Lovecraft transports his mind through time. The two minds out making decisions outside of their timelines creates a flux in time resulting in the anomaly.

The anomaly makes it particularly difficult to travel to and a difficult modifier should be added to any transport roll within a time when two minds are switched.

A Disastrous result will put the Tardis into danger leaving it in the presence of Fugue. Leaving the Tardis to its whims as the player characters explore the house.

Even when the two minds return to the old bodies a trace of temporal radiation will remain which can be used to track them.

THOMAS LOVECRAFT



| | | | |
|---------------------|---|-----------------|---|
| AWARENESS | 3 | PRESENCE | 4 |
| COORDINATION | 2 | RESOLVE | 4 |
| INGENUITY | 5 | STRENGTH | 1 |

SKILLS

Athletics 1, Convince 2, Craft 3, Knowledge 4, Science 3, Technology 2

TRAIT

Mind Exchange (Restriction: Only Blood Relative), Psychic, Selfish, Time Traveller (18th/20th Century)

STORY POINTS 6

FUGUE

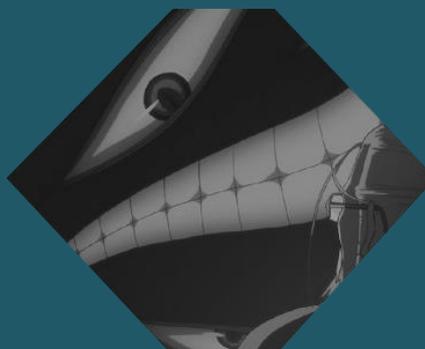
DESCRIPTION

Nicknamed Fugue by Thomas Lovecraft due to pipe-like music that drifts though the air when it projects its psychic will. Fugue is an extra-dimensional vagabond not unlike the Doctor.

Fugue originates from a dimension vastly different from our own, its actions seem chaotic but this is simply due to its home being completely alien to ours.

Fugue appears to consider life malleable, shaping it and growing it for its own use. It does not consider consciousness and brains to be linked. It has enabling Thomas to transport his mind through time and do Fugue's bidding.

Fugue intends to create a vessel for its mind to occupy, enabling it to travel and interact with our dimension.



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|---------------------|---|-----------------|---|
| AWARENESS | 4 | PRESENCE | 3 |
| COORDINATION | - | RESOLVE | 6 |
| INGENUITY | 7 | STRENGTH | - |

SKILLS

Convince 3, Knowledge 5, Science 7, Technology 2

TRAIT

Alien:

Alien Appearance (Major): An extra-dimensional being its form simply appears to be tendrils of darkness stretching out into our world.

Biochemical Genius: It is able to grow remarkable gadgets. Living creatures that can serve as everyday technology.

Fear Factor (1): Staring into the darkness that Fugue occupies is the blackest black, unnerving to most +2 to actively scare them.

Hypnosis (Special): Is able to possess beings controlling their body.

Immortal (Minor): Fugue is unable to be killed by natural causes.

Incorporeal (Special): Fugue does not have a physical form and cannot be affected by physical attacks. Presumably, energy weapons or exotic dimension-bending weapons could still affect it.

Psychic: Is powerful psychic.

Telekinesis: One of the only means by which Fugue can interact with our world in his incorporeal form.

WEAPONS & EQUIPMENT

STORY POINTS
TECH LEVEL

8
12*

*This is to reflect that the technology he creates is alien to anyone in this universe.

ADVENTURES IN SPACE AND TIME

FUGUE

Opportunistically, Fugue slipped through a tear in reality slipping partially into our dimension. Like the Doctor it is a vagabond of sorts travelling through dimensions. Unfortunately it is unable to physically enter our dimension and is limited simply psychic manipulation; telepathy, mind control and telekinesis.

As a result it revealed itself to Thomas Lovecraft, using him to gauge an idea of this world and to do his bidding. Unfortunately, is unable to possess the minds of humans and must make a suitable vessel for it to inhabit. As a result he gave Thomas Lovecraft the ability to trade minds with his genetic ancestors and instructions to grow such a vessel.

When the player characters first enter the house Fugue will experiment with them. Subtly attempting to dissuade them from entering, making them hallucinate or attempt to turn one against the other. The idea is to give the small house a sense of creepiness, perhaps make the corridor appear longer or have a character see something from their childhood or something they fear as they search the house. The whole time all the spookiness is happening there is a faint tune whistling away.

INTERACTING WITH FUGUE

Fugue will be unable to communicate in the normal fashion as it simply does not understand language so it communicates by telepathically sharing memories and experiences.

Communicating in this way is not easy as Fugue does not perceive things as we do. At best this leaves its explanations are vague and cryptic but at their worst leave one reeling in fear.

Seeing through these hallucinations and resist Fugue's psychic intrusions will require a ingenuity + Resolve (18 Hard) roll.

If the player characters attack/acost Thomas or descend to the basement Fugue's psychic intrusions become aggressive; kicking up wind or flinging characters around.

SCENE 5 – COMPLICATIONS

SYMPTOMS OF THE ANOMALY

Time travel can be tricky, especially when a time anomalies are acting like a pot holes in the vortex. There may be other parties that have been dumped in Providence willingly or unwillingly.

These may be aliens that are attracted to temporal disturbances like the Reapers, Vortisaurs or even Weeping Angels.

Tales of strange creatures lurk during the night are circulating throughout Providence and disappearances are becoming more frequent.

These creatures are also tracking down the temporal anomaly signature, slowly closing in on HP Lovecraft.

TIME DUEL THOMAS

Compared to the Doctor, Thomas Lovecraft has barely scratched the surface of time travel. This does not mean that he is not dangerous; he is an intelligent man and is willing to take risks with time.

Thomas Lovecraft can spend Story Points to say...leave a weapon within the walls of a certain psychiatric hospital to be retrieved at the opportune moment.

Thomas has more blood ancestors that he can call on than those mentioned in this adventure.

He's kept a few in reserves, strictly to act as a handler for Eva if anything goes wrong.

In desperation Thomas will be playing hard and fast with time and there is a chance that he may create a paradox resulting in a tear in reality...

FUGUE HITCH-HIKING

Fugue is unable to inhabit human brains but what if he encountered a Time Lord or had access to the soul of a Tardis? Would it result in a violent battle of the mind? Would Fugue work slowly and insidiously to subvert their mind? Or even wait, bide it's time for the perfect opportunity to pounce?

SCENE 6 – TWO BECOME ONE

The end goal for Fugue is to find a suitable body to inhabit, one with the neural capacity to contain its consciousness. Unfortunately, humans don't cut it.

THE RITUAL

It has been Fugue's intention to create its own vessel, one that has learnt a thing or two about this strange new world. Eva is this vessel, when the walls of reality were weakened once again a ritual was to be performed joining Eva and Fugue.

The ritual requires a mantra-like chant performed by Eva. This acts like a mental signal beacon for Fugue to lock on to as well as prepping the mind about to receive its new tenant.

If the ritual is completed, and Fugue and Eva have become one they will both share their traits. Together they adopt Eva's physical traits and the skills she has learnt through her life and Fugue's mental and psychic abilities. A blend of their best and worst traits; including Eva's trigger phrase that puts her to sleep.

For the ritual to be completely effective, Fugue will need to be in the rough vicinity in space and time.

Weakening the Veil

Weakening the veil of reality so that Fugue may pass between the two dimensions like in Thomas's house is one strategy. The easiest way for Thomas to achieve this is to create a paradox. Thinning reality will allow Fugue to punch through and meld with Eva.

Conduit

If Thomas fails to thin the veil of reality Thomas can instead use his connection with Howard to create a direct link to 1915.

Like high current running through a thin wire, using Thomas's connection with his ancestor Howard to deliver Fugue into 1915 will destroy their minds rendering them burnt out husks.

EXTRA DIMENSIONAL CUSTOMS

Stopping Fugue from completely entering our dimension and how they achieve it is entirely up to the player characters:

- The player characters may attempt to remove Eva or Thomas from the picture trying to convince either of them to resist Fugue or if negotiations fail, remove them physically.
- The player characters could attempt to repair the tear in reality and destroy any remaining eldritch information.
- If Fugue and Eva do merge and it is up to player characters to stop them. Their best bet is to attack Eva's own physical weaknesses. Investigating the work Thomas did in the bodies of his ancestors.

ADVENTURES IN SPACE AND TIME

- If the situation is extremely dire the players could attempt to trap Fugue in a time or place where they will unlikely cause any further trouble.

FUTURE ADVENTURES

- It is the 21st century and a bioengineering firm has uncovered the Simulacrum has been uncovered. The Simulacrum has allowed them to develop advances well before their time but it has left scores of scientists mad and it is not long until Fugue gets another opportunity at a life in our dimension.
- Eva was not the only project Joseph S Lovecraft and his sons were working on when they attempted to destroy them

with fire. One such specimen has been breeding under the streets of Rochester, New York reaching tremendous numbers. Their tunnelling threatens to collapse the entire town.

- Fugue took advantage of the Doctor's sonic screwdriver's connection with the Tardis and sent a fragment of its consciousness into the Tardis systems. During one of their trips on the Tardis that fragment of Fugue consciousness overtook the Tardis and shaped the craft into its own image. The Doctor and his companions must survive the quickly shifting halls of the Tardis.

Adventure written by Martin Tegelj

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

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