INTRODUCTION

With this adventure, we begin delving into the story arc of The Temporal Masters. This is a campaign idea outlined by the Alexandrian. This adventure is inspired by the milestones outlined in Alexandrian’s Temporal Masters campaign idea.

The adventure begins with the Doctor receiving an invitation to a wedding, billions of years in the future on a Vegas-like space station with a spectacular view of the Milky Way and Andromeda galaxy colliding.

The Doctor is reunited with Jenny, his genetic ancestor, a daughter. Like most wedding ceremonies this one is interrupted and the Doctor and his companions are quickly embroiled in local affairs.

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

Born into conflict, Jenny was the result of the Doctor’s DNA being used in a progenation machine. This machine artificially produces a direct descendent of the donor, the DNA is then rearranged slightly and produces a full grown adult in minutes. The machine is able to upload knowledge into the subjects mind. In the case of Jenny and her compatriots she was instantly trained to be a soldier to fight in the escalating conflict on Messaline.

With the help of the Doctor, his companions and Jenny they were able to restore peace but it
resulted in Jenny getting shot. Thinking she was dead the Doctor left Messaline, thinking once again that he was the last of Gallifrey. Little did he know, Jenny eventually regenerated and with the vigour of the Doctor, stole a rocket and left on her own adventure.

Jenny had to learn for herself about the turn of the universe and what it meant to be a Time Lord. Somewhere along her travels in the 61st century she got her hands on vortex manipulator technology giving her the ability to travel through time and space. Eventually her vortex manipulator malfunctioned and stranded her in the 4,000,000,000s. She continued adventuring while she repaired the vortex manipulator and this was where she got involved with the Librarian Militia.

**Librarian Militia**

The Librarian Militia are a group of freedom fighters that uphold the freedom of knowledge and hence the freedom of the library to obtain and facilitate said knowledge. The militia rose up in response to the Galactic Coalition’s attempts to restrict people’s access to published documentation of what they thought of as ‘dangerous’ knowledge and censored information. The Librarian Militia are a group of individuals that are organised into cells that acquire, store and distribute information.

Jenny stumbled upon the militia when looking for some publications on time vortex manipulation and became a person of interest in the eyes of the Galactic Coalition. The militia helped her out of her bind and supplied her with information on time travel tech. After witnessing firsthand the heavy handed response of the nanny-state, she joined the Librarian Militia’s cause.

In the militia Jenny was initially partnered with anarchist and historian, Cassius. Jenny armed with a TDP (temporal displacement pistol) built from the remnants of her vortex manipulator joined the Librarian Militia ranks. Eventually her and Cassius joined on with other members Swaggyguss, Withnail Gruffudd and Soldier of Fortune Xanatos.

After working together for a few years, Jenny and Cassius developed an intimate relationship. They decided to get married on the Cosmic Ballet spaceliner, which views the collision of the Milky Way and Andromeda galaxies.

**The Galactic Coalition**

The Galactic Coalition began with an alliance between galactic states. A central government was formed but not without resistance from some systems. The coalition eventually won out and began to censor information and ran propaganda campaigns to restrict violence and create a peaceful society. These good intentions eventually turned sour as freedom of thought and culture was squashed, often violently. The recent emergence of the Librarian Militia has started worrying the Galactic Coalition and the whispers of Evolan has got them worried.

Special Investigator Pho Lorn was the one to initially discover the whispers of Evolan and is certain that this is important. She received some intel about a gathering of key militia members. Well, that’s at least what she tells her superiors, she actually had a prophetic dream. She was actually the target of a psychic inception device used by a Time Enforcer attempting to break Jenny and Cassius apart, hence diverting the disappearance of Andromeda and the rise of the Temporal Masters (more on this in the *Dawn of the Temporal Masters* adventure). SI Lorn has joined the crew of the *Shotel* to act on this ‘hunch’ and crash the wedding, planning to apprehend the militia members. Once captured, they plan to interrogate the militia for someone called Evolan.
**Evolan**

Little do the Coalition know is that Evolan is actually an abbreviation for Evolutionary Language, an artificial language used to help store information in the Bibliotheca.

Evolan was developed by a number of the Librarian Militia’s top coders and linguists. An evolutionary language to code the whole Bibliotech, the depositary of all the Librarian Militia’s ‘liberated’ knowledge. At the moment it floats around as background noise only with the right ‘translation’ does the information make any sense. A book could be ‘checked out’ by an upper echelon militia member and the book could then be given to civilians. If the Galactic Coalition learnt that Evolan was a language this could be enough for the coalition to find the Bibliotech.

**CONTINUITY**

The death of Earth in the episode *The End of the World* happens in the year 5,000,000,000 (or 5.5/apple/26). This is in fact approximately a billion years after the Milky Way and Andromeda galaxies collide. Luckily, solar systems and planets are fairly far apart so it is likely Sol and Earth would have survived the collision of the two galaxies.

**BEGINNING THE ADVENTURE**

This adventure begins on Christmas day with the Doctor and his companions opening their presents. Underneath the tree is an envelope addressed to the Doctor. Inside is a small plastic card that displays the following holographic message above the card.

“You are cordially invited to the wedding of Jenny and Cassius. Please, join us for this joyous event and witness these two tie the knot on 4/sumac/13 at the Star Chapel on the *Cosmic Ballet*.”

It appears that he has been invited to a wedding but whose and how did they deliver the invite to the Tardis? Embedded in the card are space-time coordinates. It is now a simple matter for the Doctor dialling in the coordinates into the Tardis’ control console. For a bit more flair the Doctor could insert it into a slot within the console. With a pull of a lever and a wheeze of the control columns the Tardis is on its way.

**RUNNING ‘SOMETHING OLD, SOMETHING NEW’**

The intent of this adventure is to disrupt Jenny and Cassius’ wedding and separating them, having one of them captured by the Galactic Coalition.

In very Doctor Who fashion this act is aimed to split the party, separating the Doctor from his companions and allowing them to explore different areas simultaneously. From here the adventure is freeform; how the player characters tackle the adventure is up to them.

Of course the group might not get split up. This is entirely up to the players and the GM.

Either way the main goal of this adventure is to reunite everyone, particularly Jenny and Cassius. Resolving this adventure with Jenny and Cassius escaping together sows the seeds of what is to come in *The Temporal Masters* campaign. Any other victories are a bonus.

**SCENE 1 – THE COSMIC BALLET**

The *Cosmic Ballet* is a famous luxury space station specifically designed to view the collision of the Milky Way and the Andromeda galaxies. Unlike most luxury liners that journey from port to port, the *Cosmic Ballet* travels at different distances from the two galaxies to view them at
different stages of their collision. The station is an upside-down square pyramid, with engineering located at what would normally be the apex and the viewing deck located at the base. Elevators, shuttle cars and light rail systems are available to transport people across the ship.

The Tardis will materialise somewhere on the *Cosmic Ballet* exactly where is up to the GM. The ship is populated with holograms that are available to help guests around. These holograms are androgynous in shape composed of neutral colours.

**THE PROSCENIUM**

The Proscenium is the highest deck and is located at what would normally be the base of a pyramid, this design was chosen to maximise viewing the dance of the two galaxies. With a ceiling made of transparent steel, Proscenium allows guests to viewing the dance of the two galaxies in perfect clarity.

Spanning the Proscenium are parks, canals, esplanades, bars, penthouses and general romantic experiences. This deck is kept sparsely lit, set in a perpetual midnight to keep light pollution to a minimum. Transportation is not limited to just the light rail system but also gondolas and boats.

**The Star Chapel** – This is where the wedding of Jenny and Cassius will transpire. It is a cute chapel populated by only a few guests.

This quaint little chapel is built after the ancient Earth tradition. The altar lies on a balcony over a canal with a grand view of the galaxies above.

**The Flight Deck** – Protrudes slightly from the bulk of the Cosmic Ballet keeping the view unobstructed. Once the coalition’s men arrive on the Cosmic Ballet they will keep a man up on the deck with Cosmic Ballet crew.

**THE ARCOLOGY**

The Arcology deck is dedicated to accommodation, restaurants, shops, gyms and other amenities for guests and employees. Unlike the Proscenium, the Arcology is garishly lit. Adverts aimed at guests offering the best places to dine, entertain oneself or simply spend their credits.

**Fifty-First Royale Hotel** – One of the grandest hotels on the *Cosmic Ballet*, this is the where Jenny and her guests are staying for the wedding. They have used the hotel’s safety deposit boxes to store their gear while they lay low on the *Cosmic Ballet*.

It is a proud establishment and management will “protect their guest’s privacy”. Being proud also means they will avoid any embarrassment or disrepute that may threaten it. As a result any management will crumble under a bit of pressure.

**THE CONCOURSE**

When the guests are bored with the novelty of the cosmic display swirling above them, they head down to the Concours for all their gambling and entertainment needs. All across this deck are casinos with every game of chance imaginable, bars with every cocktail imaginable, plenty of theatres to watch acrobats and singers do their thing. The player characters may find it easy to lose anyone on their tail amongst all the noise, crowds and low light.
THE SUN DECK
The Sun Deck is the only place guests are able to get a healthy dose of vitamin D. Unlike most cruise ships from 21st century earth this Sun Deck is located close to Engineering closer to the fusion reactor. Excess light is filtered up from the fusion core, beamed up to reflect off of concave mirrors on the ceiling. This deck takes advantage of the light with; botanical gardens, artificial beaches, water parks and a xeno-zoo.

ENGINEERING
Down in bowels of the Cosmic Ballet is engineering. Here all the critical systems required to run the luxury space station are housed. This is where all the air and water for the spaciner is recycled. Power is supplied by a fusion reactor, essentially a miniature sun contained by powerful force fields. Excess light of the infrared red to ultra violet is redirected to be used on the Sun Deck.

Propulsion of the station is supplied by two warp drives. These allow both sub-light propulsion and faster than light travel up to warp 12.

Docks – The top of engineering houses a dock and a garage for those guests who choose to bring their own vessel along. Valets are available to park your vehicle amongst the garage for you.
This may be a perfect place for the Doctor to arrive in his Tardis.

SCENE 2 - THE WEDDING PARTY

Upon arriving the Doctor will be reunited with his genetic daughter Jenny with, “Hello Dad.” In the foyer with Jenny is a handsome older man in an aquamarine suit, his dark hair is streaked with silver. Jenny will introduce him as her colleague Withnail, who will be the celebrant for the wedding.

Jenny will ask the Doctor if he will walk her down the aisle. If the Doctor accepts, the celebrant will look relieved and invite the companions to sit in the pews while the Doctor and Jenny wait in the foyer for the ceremony to begin.

Besides the Doctor and his companions there are a few other people present at the wedding...

THE BRIDE

Jenny will be the first person the Doctor and companions will see in the foyer of the Star Chapel. She is garbed in a slim elegant silver dress, hair tied up accentuating the slim earrings dangling from her from her ears.

At first she will be confused at the presence of the Doctor (and his new face) but once it is revealed that he is in fact the Doctor she will enthusiastically greet him, bringing him into a close hug, she will ask about Donna (resulting in an awkward answer). If questioned Jenny will give the cliffnotes of her recent history:

- How she regenerated, her friends describing it as a golden breath brought her back to life. She retained her old face and is still in her second regeneration.
- She will say mention that she stole a rocket and left Messaline in search of adventure.
- Finally she will reveal that she eventually got her hands on a time-travel.
- If asked about how she met her husband she will reply with, “We met at work.” It should be pretty obvious that Jenny is not divulging the whole truth.

TIME DISPLACEMENT PISTOL (MAJOR GADGET)

Or TDP for short, this pistol was made with the remnants of a vortex manipulator. This gun seemingly makes people disappear but in fact it has the ability to send people forward or backwards in time.

It is normally used to passively take people out of combat by dumping them a few minutes into the future. It can also be used to send aid into the past.

Its only restriction is that it anchors the target to that location in space making it appear that the target teleports through time not space.

The pistol also requires the marksman skill to hit the target.

Tech Level: 8

Traits: Teleport, Restriction (Marksman skill), Restriction (Teleport through time not space)

Story Points: 2

She will finally ask the Doctor one last favour, to walk her down the aisle. If the Doctor says yes she will invite the rest of his companions to take a seat in the chapel.
**DESCRIPTION**
A flash clone made from the Tenth Doctor’s DNA her personality distinctly resembles the Tenth Doctor’s. Exuberant, flamboyant, cheerful she is quick to throw herself into action without safety or harness.

Being born from a progenation machine impregnated her with the skills to be soldier. As a result she is highly proficient athlete, marksman and tactician. The Doctor did leave a lasting impression on her and the only gun she uses these days is her Time Displacement Pistol. This pistol currently resides in a safety deposit box at the Fifty-First Royale Hotel during the wedding ceremony.

Within the Librarian Militia, Jenny is a librarian, she along with her partner and husband-to-be Cassius, they retrieved tomes of knowledge and store them for anyone to use. She believes her work to be important and explicitly trusts her compatriots. She will not easily give away information about Evolan or the militia to any entities not in the know.

**AWARENESS** 5  **PRESENT** 4
**COORDINATION** 4  **RESOLVE** 4
**INGENUITY** 3  **STRENGTH** 5

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

**TREAT**
Adversary (The Galactic Coalition), Attractive, Brave, Impulsive, Obligation (Librarian Militia), Quick Reflexes, Run for your Life!, Time Lord

**WEAPONS & EQUIPMENT**
Temporal Displacement Pistol (Major Gadget)

**STORY POINTS** 8  **TECH LEVEL** 8

**THE GROOM**
Cassius is a member of the Librarian Militia. He is a human of Neo-roman stock with a strong nose, dark wavy hair and an olive complexion. He is standing at the alter waiting for the ceremony, looking at a time piece repeatedly and conversing nervously with the guests.

An anarchist, he became a member of the militia after he discovered that aspects of history had been rewritten to favour the Galactic Coalition’s agenda. He was approached by the militia when he wrote a paper after he wrote a dissertation on one of his findings.
CASSIUS

**Awareness** 3  **Presence** 4
**Coordination** 3  **Resolve** 3
**Ingenuity** 4  **Strength** 3

**Skills**
- Convince 3, Fighting 2, Knowledge 5, Science 3, Subterfuge 2, Technology 2, Transport 2

**Trait**
- Adversary (The Galactic Coalition), Brave, Charming, Face in the Crowd, Obligation (Librarian Militia), Tough

**Weapons & Equipment**

**Story Points** 12  **Tech Level** 8

**Description**
Cassius is an anarchist and advocates self-governed societies, opposing the hierarchical organisation of the Galactic Coalition. Naturally he supports the actions of Librarian Militia and being part of the organisation is his raison d’être. Bringing his two passions; history and personal freedoms.

He is passionate and can often be construed as hot blooded though his passion can also be construed as charming. Of Neo-roman stock his face blends into the crowd.

They would later become partners working for the militia. Together they moved into a more active acquisitions role, finding and acquiring rare uncensored tomes. As a result, they became acquainted with Evolan.

**One Shot Player Characters**

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

In this adventure players can take the role of Cassius trying to reunite with Jenny. Just provide your player with motivations for Cassius and some background.

**The Guests**

Withnail will ask the companions if they are with the bride or groom before seating them appropriately. As the companions are lead to their seats they will notice two other guests sitting on the groom side, who regard them as they enter.

**Swaggypuss**

A humanoid with the appearance of a calico cat sits off in the second row of pews dressed in a black dress. She is in fact a Catkind, born Charity (but don’t call her that she hates it) she joined the Librarian Militia after a few misdemeanours (hacking banks nothing serious). From human standards you guess that she is in her teens dressed in a black dress, wearing a number of piercings. This is Swaggypuss, a hack-tivist for the Librarian Militia. She deals in forging identities and hacking skills to the militia. She is a bit of a loner supporting an image of a rebellious teen. During operations she often provides counterfeit credentials, intel and eyes.
on the job. She has been heavily involved in the coding of the Evolan project.

**SWAGGYPUSS**

<table>
<thead>
<tr>
<th>AWARENESS</th>
<th>3</th>
<th>PRESENCE</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>COORDINATION</td>
<td>3</td>
<td>RESOLVE</td>
<td>3</td>
</tr>
<tr>
<td>INGENUITY</td>
<td>4</td>
<td>STRENGTH</td>
<td>2</td>
</tr>
</tbody>
</table>

**SKILLS**

Athletics 2, Convince 1, Fighting 1, Knowledge 2, Science 1, Subterfuge 2, Technology 5, Transport 1

**trait**

Alien, Alien Appearance, Natural Weapons, Obligation (Librarian Militia), Technically Adept

**Story Points**

3

**Tech Level**

8

**DESCRIPTION**

She is a task orientated person and is easily absorbed by her work. She finds it hard to hide the fact that she is a human sized cat. Being a Catkind she is armed with claws and can add +2 to close combat attacks.

**Soldier of Fortune Xanatos**

Also sitting on the groom’s side of the chapel is a humanoid garbed in a black robe, its face covered by a mask. This alien goes by Soldier of Fortune Xanatos. A Vatspawn, it comes from a planet that breeds through cloning, occupation assigned at birth. Xanatos was hired by the Librarian Militia to provide combat support on missions. Though he is only with the militia for monetary reasons it has known Cassius for a number of years and considers him a friend, in fact he bears the rings for the wedding.

Soldier of Fortune Xanatos considers itself a professional working for the militia for years but due to his position has not been informed of Evolan (even if it was it would never sell out).

**SOLDIER OF FORTUNE XANATOS**

<table>
<thead>
<tr>
<th>AWARENESS</th>
<th>3</th>
<th>PRESENCE</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>COORDINATION</td>
<td>4</td>
<td>RESOLVE</td>
<td>5</td>
</tr>
<tr>
<td>INGENUITY</td>
<td>3</td>
<td>STRENGTH</td>
<td>5</td>
</tr>
</tbody>
</table>

**SKILLS**

Athletics 3, Fighting 4, Marksman 5, Medicine 2, Subterfuge 3, Survival 3, Technology 3, Transport 3

**trait**

Alien, Alien Appearance, Code of Conduct (Honours a Contract), Indomitable Will, Tough

**Story Points**

2

**Tech Level**

8

**DESCRIPTION**

Xanatos is literally a born and breed soldier, with an iron will and crack shot aim. Its alien appearance is all but hidden by the black mask and cloak it wears. He has a strict code of honour relating to his contracts seeing every job through.

**Withnail Gruffudd**

The garishly dressed human male filling the role of celebrant for the wedding is Withnail Gruffud.
Once an actor he joined the Librarian Militia after his character from a famous holo-drama was censored out of existence. His ego wounded he joined the militia as a spy and con man. Utilising his talents as an actor and the holographic overlay he is able to adopt almost any role. The newest member of the group Withnail has not been exposed to any information about Evolan but under torture will give up everything else he has on the Librarian Militia.

### Withnail Gruffudd

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Awareness</td>
<td>3</td>
</tr>
<tr>
<td>Presence</td>
<td>5</td>
</tr>
<tr>
<td>Coordination</td>
<td>4</td>
</tr>
<tr>
<td>Resolve</td>
<td>2</td>
</tr>
<tr>
<td>Ingenuity</td>
<td>3</td>
</tr>
<tr>
<td>Strength</td>
<td>3</td>
</tr>
</tbody>
</table>

**Skills**
- Athletics 2, Convince 4, Marksman 1, Subterfuge 4, Technology 2, Transport 1

**Trait**
- Attractive, Charming, Eccentric (melodramatic), Screamer!

**Story Points** 3

**Tech Level** 8

**Description**
Withnail is awfully amiable, further exposure to him reveals that he is boastful and self-centred. He has a delicate ego which is easily manipulated. An exceptional actor, Withnail’s resolve will quickly break under gunfire.

---

**Scene 3 – Wedding Crashers**

Once everyone has arrived and the bride is ready to walk down the aisle, Withnail will invite all the guests to be seated. A futuristic impression of the wedding march plays throughout the chapel and the groom seems to straighten up. This is when things go wrong...

**Speak Now Or Forever Hold Your Peace**

Moments before the doors of the foyer were to open and show the bride a number of amour clad Galactic Coalition shock troopers and teleport via transmat into the chapel and the foyer with a bright blue flash. A Resolve + Awareness (Hard 18) roll will be required to overcome the surprise of the attack if the player character fails they receive a -2 penalty on the first round.

Each of the shock troopers are armed with a tagging rifle, which tags a target for an immediate transmat to a holding cell back on the Galactic Coalition ship, Shotel. An Awareness + Technology/ Markman/ Knowledge (Difficult 21) roll to notice that the rifle is not lethal.

Four of these shock troopers teleport into the chapel, another three into the foyer. The Galactic Coalition don’t know exactly which of the people attending the wedding are with the Librarian Militia. Therefore the shock troopers have been ordered to bring in everyone. The shock troopers have their orders and since they play By the Book they will not be easy to convince otherwise. Once they teleport in they immediately begin ‘tagging’ anyone in the chapel.

Other shock troops have teleported into strategic areas around the chapel to pursue anyone that escapes the ambush. The troopers will give chase and attempt to tag any suspects.
TAGGING RIFLE (MAJOR GADGET)
The tagging rifle fires out a small tracking device that sends a signal to a transmat device so that the target can be immediately extracted. Making them the perfect addition to the Galactic Coalition’s shock troopers arsenal.

Traits: Teleport, Restriction (requires the marksman skill to use)

Story Points: 2

GALACTIC COALITION SHOCK TROOPER

<table>
<thead>
<tr>
<th>Trait</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Awareness</td>
<td>3</td>
</tr>
<tr>
<td>Presence</td>
<td>3</td>
</tr>
<tr>
<td>Coordination</td>
<td>4</td>
</tr>
<tr>
<td>Resolve</td>
<td>4</td>
</tr>
<tr>
<td>Ingenuity</td>
<td>3</td>
</tr>
<tr>
<td>Strength</td>
<td>4</td>
</tr>
</tbody>
</table>

Skills:
- Athletics 3, Fighting 3, Knowledge, Marksman 3, Subterfuge 2, Survival 2

Trait:
- Brave, Obligation (Galactic Coalition), Quick Reflexes, Tough, By the Book

Weapons & Equipment:
- Shock Armour: 8 armour points
- Tagging Rifle (Major Gadget)
- Earpod (Minor gadget) Pg 87 The Tenth Doctor Sourcebook

Story Points: 3

Description:
These highly trained Galactic Coalition soldiers are specialised in extracting targets alive. They play things By the books and are difficult to sway from their given orders gaining a +2 to a Ingenuity + Resolve roll to try and Convince them otherwise.

RECEPTION

The intent of this scene is to split Jenny and Cassius up and the player characters.

Attendees of the wedding will react in different during the shock troopers ambush. None of the Librarian Militia are equipped with any of their gear, having locked it up in a safety deposit box for the ceremony.

- Jenny will either run or talk but unless a something profound stops it from happening she will be tagged and captured by the Galactic Coalition separating her from Cassius.

- Cassius will try to get to the foyer and help Jenny by any means. Once he finds the situation hopeless and she has been tagged he will escape to plan a breakout.

- Soldier of Fortune Xanatos will flip the pew into a makeshift barricade and try and slow the troopers before attempting a hasty retreat.

- Withnail Gruffudd will freak out and will need coaxing to do anything. Shocked and in the wide open he is an easy target, the celebrant will be immediately tagged.

- SwaggyPuss might be caught by surprise but will spring into action trying to find a way out.

How the Doctor and his companions react to the ambush is entirely up to the player characters:

- Does the Doctor simply talk to the shock troopers? Does he allow himself to get captured? Does he try to miraculously escape the situation?

- Do the companions attempt to escape into the proscenium? Do they help Cassius and Soldier of Fortune Xanatos
neutralise the shock troopers? Is their attempt fruitless, resulting in capture?

SAFE HOUSE
Following the ambush the members of the Library militia will have a few questions outstanding; what do the coalition want and who ratted them out? Cassius and the other militia members will instantly be suspicious of the Doctor’s companions but the first thing the militia does is to find a safe house.

If the player characters chose to stick with the militia once in a safe place they will be interrogated by the remaining members. Swaggypuss will perform a Coalition wide search for anyone with the companion’s faces. Revealing nonchalantly, “No records, they’re spooks.” While Cassius will emotionally interrogate the player characters. If the player characters convince the militia members that they are clueless they may become allies. If not they become hostages to be bargained later.

While the members of the militia are playing it safe, the coalition has sent forces to the bridge and combing through security footage. They will eventually find which hotel the militia members are staying at and they have also found where the Doctor and companions have left the Tardis. They have subsequently left a squad of troopers staking out the Fifty-First Royale Hotel, Tardis and docking bay.

Before making any move on the Galactic Coalition they will need their gear. All of their equipment is currently locked up in a safety deposit box in the hotel. The safety deposit boxes are located in the centre of the hotel locked away in a dead-lock vault breaking into such a vault would be nigh impossible but access can be gained through other means. Then each box is locked with a personalised key forging a copy is very difficult requiring Ingenuity + Craft [Very Difficult 23] roll. All this information will be known by the militia members as they deposited the items themselves to the vault. Make sure to allow the player characters to come up with a plan.

Inside their safety deposit box includes; the Temporal Displacement Pistol, two laser pistols, an engineer’s mate and datapad (Doctor Who Adventures in Space and Time). There will also be a Shimmer and EMP bomb (The Tenth Doctor Sourcebook).

SCENE 4 – THE SHotel
The Galactic Coalition space vessel the Shotel gets its name from the circular blade, designed to reach around the shields of enemies to attack vital organs. Like the shotel blade, the space vessel is fitted with a sophisticated transmat device that is able to bypass force fields and shields to teleport troopers to strategic locations on enemy ships.

The ship is currently sitting in the shadow of the Cosmic Ballet. It arrived after intelligence received a tip off that wanted members of the Librarian Militia were going to be having an extended stay on the Cosmic Ballet.

The crew is predominately made up of troopers, engineers and pilots. All are trained in combat to a degree. Galactic Coalition uniforms are standard on the ship though these uniforms range from casual wear to engineering coveralls and from blue navy officer uniforms to adaptive camo service armour.

THE BRIG
This is where any ‘tagged’ for extraction will end up, each will be holed up in their own containment cell to await questioning. Each cell is a 4x4 foot that does not allow the prisoner the
ability to lie flat. All sides of the cell consist of solid plasma walls, painful to the touch. The design is to keep prisoners uncomfortable and prepare them for questioning. Subverting the locks to these cells while inside would require an Ingenuity + Subterfuge/Technology (Very Difficult 24) roll. The cells are monitored but only 2 stand guard over the prisoners.

**Interrogation rooms** – The interrogation rooms are very utilitarian, sparse, metal table and chairs fashioned to the floor. A black hemisphere is set in the ceiling. An Awareness + Technology (Hard 18) will reveal this to be a recording device capable to recording more than just audio and visual but heart rate and other automatic functions.

**ENGINEERING**

Is home of the transmat engine allowing the *Shotel* to teleport people on and off the Galactic Coalition ship. Vast amounts of energy and precision are required to run the transmat engine. The area is cramped and poses a very real radioactive risk.

The transmat can be manually operated here in engineering as well as from the flight deck. Without the appropriate controls using the transmat from engineering to teleport individuals requires an Ingenuity + Technology (Difficult 21) roll. Alternatively the transmat could also be disabled.

**FLIGHT DECK**

The viewport at the fore shows the *Cosmic Ballet* and the colliding galaxies in all their splendour. At the viewport sit the flight controls for the *Shotel*. A raised catwalk leads aft of the flight controls. Along either side of the catwalk are terminal dedicated to weapons targeting, communications, and other operations. The controls for the ship are found at the fore of the flight deck. Captain Harth can be found here barking out orders. The laser cannons of the *Shotel* cause the following damage 10/20/30.

It is from the deck that the *Shotel* coordinates teleporting soldier, prisoners and the like using the transmat. Officers man the terminals that allow the precise targeting of the transmat. The controls also use a psychic helmet to teleport one person off or onto the *Cosmic Ballet* requires at least a Resolve + Technology (Hard 18) roll.

**LANDING BAY**

The landing bay is where the *Shotel’s* fighters are housed when they are not out shooting the coalition’s enemies. The fighters are painted black with standard saucer design. They are controlled through the use of psychic helmets the make the fighters easier to pilot than conventional control stick configurations. Due to the psychic helmet configuration any tricky manoeuvre to pilot the fighter requires a Resolve + Transport roll (instead of Coordination).

### GALACTIC COALITION FIGHTER

- **Armour:** 9
- **Hit Capacity:** 18
- **Damage:** 9/18/27
THE HOLD

The Shotel and its crew require food, weapons, and other supplies while on extended deployment. This is the purpose of the hold, located above the landing bay it is split into two sections, one starboard the other port. There are two freight elevators in the landing bay that service the hold. The starboard hold is the primary hold and has a quartermaster that assigns everything from weapons to food for the cafeteria to the rest of the ship.

QUARTERS

Where the crew spend their time when they are not on duty. Most of the crew are on a hot bed rotation with 2 crew members sharing the same room containing a bunk. Recreational areas provided give crew members an opportunity to wind down. These passageways are busy with crew moving from cafeteria to their quarters and coming off their shifts. There are also crew sleeping in their quarters.

Lorn’s Quarters – Positioned in the upper deck Lorn’s quarters are lightly larger than the other crew and only house her. Her quarters are divided into two halves; a dedicated office space and living space. You notice that the office area is starting to encroach on the living space. The PCs can search the room with Awareness + Ingenuity increase difficulty up one difficulty for each; a quick search and a clean search. On a success they find notes (on smart plastic) on the Librarian Militia and a peculiar note detailing a hunch about a wedding on the Cosmic Ballet with members present. This hunch seems to suggest that SI Lorn had dreamt of the encounter.
**HUMANS IN THE FAR, FAR FUTURE**

In the billions of years after the 21st century humanity has spread throughout the universe. Human civilisations have risen and fallen. What it means to be human has changed over several times. As is stated by Lady Cassandra.∆17 in *End of the World* in *The Tenth Doctors Sourcebook*, that she considers herself as the last ‘pure’ human with ancestry dating back to Earth. Due to interbreeding, genetic manipulation and even mutation, humans can look significantly different from their ancestors.

**SPECIAL INVESTIGATOR PHO LORN**

Easily identified by her white hair and red eyes she is humanoid garbed in an almost military-like power suit. She will be present as the prisoners are teleported into the brig on the *Shotel*. She will order the guards present to scan the prisoners for weapons and such and removing them as necessary.

She is a Special Investigator for the Galactic Coalition, currently investigating the illegal misconduct of the Librarian Militia. After receiving a tip-off about a number of high profile members attending a wedding on the *Cosmic Ballet*. For her investigation she was able to requisition the use of shock troopers and the ship *Shotel* begrudgingly provided by Captain H.L. Harth. Using the ship and its resources she planned to capture these members and interrogate them about Evolan. She has heard the name used by the Librarian Militia in her investigations and hopes to glean some information from these high profile members.

She is a career woman and regards the Librarian Militia as a worthy foe. She believes that she is doing the right thing upholding the laws of the Galactic Coalition, that the laws and the consequent censoring of available media and knowledge, protects the citizens.

---

**SPECIAL INVESTIGATOR PHO LORN**

**Awareness** 4  **Presence** 4

**Coordination** 3  **Resolve** 3

**Ingenuity** 4  **Strength** 2

**Skills**
- Athletics 3, Convince 3, Fighting 2
- Knowledge (Criminology) 4
- Marksman 3, Medicine 2, Science 2, Technology 2

**Trait**
- Alien Appearance, Brave, Psychic Training, Obligation (Galactic Coalition), Voice of Authority

**Weapons & Equipment**
- Laser Pistol 4/L/L
- Earpod (minor gadget)  Pg 87 *The Tenth Doctor Sourcebook*

**Story Points** 6  **Tech Level** 8

**Description**
Special Investigator Lorn was trained at the Galactic Coalition Academy as a criminologist dealing with special crimes. She has received basic psychic training to withstand psychic intrusion. For the last year she has been tasked with investigating the Librarian Militia. An intelligent, outspoken woman she often finds herself butts heads with Captain Harth.
and abrasive person. He feels he was strong armed by his superiors to ‘babysit’ SI Lorn on her ‘folly’ but non-the-less tolerates her presence. His attitude towards the Librarian Militia is simply to eradicate them before they grow out of hand. He will quickly become agitated about the presence of the Librarian Militia and is comfortable taking extreme measures to dispose of them.

SCENE 5 – RUN AWAY BRIDE

Assuming Jenny has been captured by Galactic Coalition forces, her and anyone else captured will find themselves in individual glowing cells within the brig of the Shotel. Outside the cells stand two armed Galactic Coalition guards dressed in navy blue uniforms and a woman with striking red pupils and white hair. She instructs the guards to perform body scans on the prisoners for any weapons.

‘Under Galactic Coalition Act 492, you have been detained under suspicion of colluding with a terrorist organisation. You will be detained for questioning until further notice. Anything you do, say or think will be used as evidence,’ says the woman with the red eyes. The prisoners will have an opening to ask questions, the celebrant will be mumbling his innocence. The woman with the red eyes, Special Investigator Pho Lorn will not give out unnecessary without some convincing.

Once the player characters have an opportunity to ask some questions, SI Lorn’s hand will go to her ear and she will turn away from the cells. It appears she has received a call over her communicator. ‘Very well, shut down all exits off the vessel,’ she said with a furrowed brow. She then ordered the guards to prepare the prisoners for interrogation. With that SI Lorn will leave the brig for the flight deck.
THE INTERROGATION

As SI Lorn leaves, the guards prepare to take the prisoners in for interrogation. One at a time, each prisoner will be asked to place their hands through the solid plasma cage. The guard will place bracelets on each of their wrist. Anyone with Awareness + Technology [Tricky 15] will realise these metallic bracelets can be magnetically coupled together to restrain prisoners. With a remote key the guards activate the bracelets and their wrists are bound. A player character may try and swipe a 'key' from the guards, this would ideally require a Coordination + Subterfuge roll opposed the guards Awareness + Ingenuity (use the shock trooper stats). Once restrained, the prisoner will be escorted to an interrogation room. There the bracelet will magnetically adhere to the metallic table and they will wait until SI Lorn returns.

When SI Lorn enters the interrogation room a perceptive eye [Awareness + Ingenuity] will notice that SI Lorn is concealing frustration. She places a piece of smart plastic on the table. She has just returned from a thorough grilling from Captain HL Harth. She uses traditional interrogation methods as Captain Harth has given her a deadline and needs information quickly and enhanced interrogation techniques can take days to get results [an Ingenuity + Knowledge (Hard 18) will reveal this titbit to the player].

SI Lorn will enter the room with a leaf of smart plastic under her arm. She will toss it in front of the character, just out of reach of their cuffed hands. She will begin her interrogation using the file and dossier approach, attempting to shock the character with how much they know.

If this method doesn’t work she will revert to the futility approach, where she will try to convince the player that it is futile to resist against the Galactic Coalition. If this doesn’t work she will finally resort to threatening their friends indirectly, by saying that Captain Harth has no compunctions killing their friends and the she is the only one that can help them out.

SOCIAL CONFLICT

The interrogation is not just an opportunity for SI Lorn to glean information from the player characters but also an opportunity for the player characters to do the same. They just have to go about it the right way.

The interrogation can be handled through social conflict where temporary damage is done to each other’s Resolve until it is zero. Social attacks generally made with Ingenuity + Convince when using wit or Presence + Convince when trying to charm or coax something. One normally uses Resolve + Convince to resist being persuaded by an argument. Ingenuity + Awareness can also be used to detect lies and emotional nuances.

A loss of a point of Resolve represents being caught in a lie or stumbling over your words revealing a little something. When the questioned party reaches zero Resolve they crumbled under the pressure or they accidentally reveal the truth. When SI Lorn’s resolve reaches zero she realises that she has lost control of the interrogation and leaves the room.

Her aim is to confirm their connection with the Librarian Milita and then find out what they know about Evolan. The Galactic Coalition has only heard whispers about Evolan through Librarian Militia prisoners.

ESCALATION

Captain Harth does not appreciate SI Lorn on his vessel using his men and resources. He only entertains her presence because of orders up
the command chain. He believes that the Librarian Militia simply breeds descent and simply eradicating these them is the quickest way to bring the people back in line. If the Librarian Militia and player characters on the Cosmic Ballet evade the shock troopers for too long or kill a trooper he will order his troopers to take lethal force. He will also commit more troopers to kill the existing suspected Librarian Militia still on the Cosmic Ballet.

RESOLUTION

The goal of this adventure is to outsmart the Galactic Coalition forces, reunite the Doctor with his companions and Jenny and Cassius (and of course any remaining Librarian Militia members). There is any number of directions that the player characters may take. The following ideas are simply some possible avenues.

Utilising Transmats

Both the Cosmic Ballet and the Shotel have their own transmat. The Cosmic Ballet’s is an emergency transmat use to evacuate guests in the case of emergency and is accessible on the flight deck. The emergency transmat will need to be hotwired to allow individual teleporting.

The Shotel on the other hand has a more sophisticated transmat which can be controlled via the flight deck or tweaked to be used from engineering.

The player characters may opt to teleport everyone off of either ship, or just a select few people. Teleporting more people using a transmat requires greater skill and power.

Hijacking the Shotel or Cosmic Ballet

Either space vessel could be commandeered to aid the escape of the Librarian Militia. Piloting either space vessel requires a Coordination + Transport (Difficult 21), this roll can be made easier with assistance.

Galactic Coalition force will not take kindly to either course of action. Captain Harth may even fire upon the Cosmic Ballet.

Hijack a fighter or other vessel

Smaller vessels can also be stolen from within the Cosmic Ballet and Shotel. The Galactic Coalition will not allow any approaching vessels to get too close to the Shotel without authorisation. Alternatively if a fighter is stolen from the landing bay of the Shotel the coalition will become suspicious if the flight was not authorised, if the pilots identity cannot be confirmed then the fighter will be blown out of space.

Time Displacement Pistol Jiggery-Pockery

If the Doctor gets his hands on the Time Displacement Pistol he may decide to do some tinkering with the TDP. Upgrading it to send the Jenny and company back in time before Galactic Coalition arrived (Ingenuity + Technology [Very Difficult 24]). He may even further upgrade the device to allow them to travel through space as well (Ingenuity + Technology [Improbable 27]). Remember add the Vortex trait to the roll.

Special Investigator Lorn

SI Lorn wants the player characters and Librarian Militia alive to question them regarding Evolan and the militia. If handled delicately she may be convinced to go behind Captain Harth’s back to help get them alive.
SCENE 6 – JUST MARRIED

Once Jenny and Cassius are reunited they may not be much time for pleasantries (depending on if the Galactic Coalition is handled). They may have a few precious minutes for an impromptu ceremony reading their vows, exchange rings and a kiss. Jenny will embrace her father in one final hug albeit an awkward one before departing.

If there is no time then will simply part ways, thanking the Doctor and companions, promising to send a postcard from the honeymoon.

DAWN OF THE TEMPORAL MASTERS

Upon the departure of Jenny and Cassius, when the Doctor and companions arrive at the Tardis they will find an envelope from Jenny and Cassius. The letter details their married life and running from their struggle against the coalition. At the end of the letter it says, “We have taken some time off fighting the good fight to raise our daughter Donna. She has a sense of adventure like her grandfather.” Also enclosed in the envelope is a photo of Jenny and Cassius holding a toddler with a shock of blonde hair.

As the Doctor reads the letter a feeling of dread builds slowly through his ability to Feel the Turn of the Universe. Possibilities cascading through his mind. His attention is drawn upwards towards Andromeda and Milky Way but only finds the Milky Way floating in space, the Andromeda galaxy gone...

The feeling the Doctor is having is the result of what the Time Lords call a dawning crest, an event that cascades through time and space. He sees that time lines that were all but fixed were now in flux. He hasn’t felt anything like this since the peak of the Last Great Time War. The experience could even leave the Doctor in shock leaving him under the protection of his companions. The adventure ending with them bewildered with an unresponsive Doctor.

Adventure written by Martin Tegelj

Part of the Temporal Masters campaign created by Justin Alexander [http://thealexandrian.net/]

V1.0 Published January 2016


BBC, DOCTOR WHO, TARDIS and DALEKS are trademarks of the British Broadcasting Corporation All material belongs to its authors

Special thanks to Ant, Ben and Tyson for playtesting.