

## INTRODUCTION

The Genesis Extermination is the next major arc of the Temporal Masters campaign, following the events of The Alliance of the Daleks. The Temporal Masters is a campaign arc originally conceived by the Alexandrian.

In this adventure the player characters will play the role of the Doctor and his companions where they will travel back to when the Daleks were created and prevent any Temporal Master tampering

Not only will the Doctor and his companions need to survive the dangers of the Thousand Year War on Skaro but the Doctor must avoid affecting his own timeline. This adventure is intended to be take place directly after the events of Alliance of the Daleks but it can be easily adapted to be used in another campaign.

## SPOILERS

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

As this adventure occurs concurrently with the events that transpire during the TV serial; Genesis of the Daleks. Be warned that there will be spoilers of the serial within this adventure.

## BACKGROUND

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

The only other force in the universe tenacious enough to resist the Temporal Masters is the Dalek Empire. With the disappearance of the Andromeda galaxy and effectively losing a third of their strength, the Great Human Empire has been forced to ally with an unlikely bedfellow.

### KALED AND THAL

Both the Kaled and the Thal resemble humans (or Time Lords) at the most part. It is usually only after careful examination that they are identified as aliens. Presumably the two races had been fighting long enough to have never endeavoured to reach space or forgotten the ability to travel off planet consumed by the war.

The Kaled believe that there are no such things as extra-terrestrial life simply because Davros has told them this is the case.

Both Temporal Masters and humans would not have too difficult a time fitting in as a local as long as they do not draw attention to themselves. If they are scanned and identified as different, it is just as likely that they will be assumed to be Mutos rather than aliens.

#### *The Thousand Year War*

This was a war between two indigenous races on Skaro; the Kaled and the Thal. The exact motivations for starting the war have been forgotten throughout the years.

The use of nuclear, chemical and biological warfare was utilised by both sides of the war, devastating the planet's surface. The use of these weapons also lead to the creation of the Mutos. Once Thal or Kaled they had mutated as a consequence of the war and were exiled from

their respective people as a bid to keep their lineage pure.

This war raged for such a long time that the weapons used on the battlefield became anachronistic mixture of high tech hand mines to the use of projectile rifles and bows.

The war came to an end after Davros sold out the Kaled and exposed a weakness to the Kaled city dome. The Thal took advantage of this weakness and dropped a nuclear warhead on the Kaled dome wiping the people out. Davros, his Daleks and a select few Kaled elite survived the blast in a bunker and proposed to use the Daleks to destroy the Thal.

With the aid of the Fourth Doctor the Thal were able to trap the Davros and his Daleks underground hampering their development.

#### *Temporal Masters*

The Temporal Masters are exacting the final strokes to establish themselves as the rightful rulers of time. Their latest goal is an ambitious one, to eliminate the Daleks at their creation wiping them out throughout time, rending havoc throughout time.

This is a large scale operation that consists of a single team sent to the end of the Thousand Year War to exterminate the Daleks during their genesis while hundreds of other operatives are dispatched to perform damage control over time.

The Temporal Masters have sent two of their spies back to the last weeks of the Thousand Year War on Skaro. They are acting independently of each other with no knowledge of the other. Each agent has been tasked with the same mission; destroy the Daleks and any information pertaining to their creation while maintaining their cover and not disrupting the Fourth Doctor's timeline.

To ensure that the agents are able to change the past they are only given the basic facts pertaining to the mission including; the location of Davros' bunker, launching of the Thal's dlistronic missile and the movements of the Fourth Doctor.

The Temporal Masters sent two agents under the guise of a Chameleon Arch to Skaro. Each were sent respectively to the Kaled Dome and Thal Dome. Once these agents are back in their original form they will ensure the destruction of the Daleks from their respective dome.

## BEGINNING THE ADVENTURE

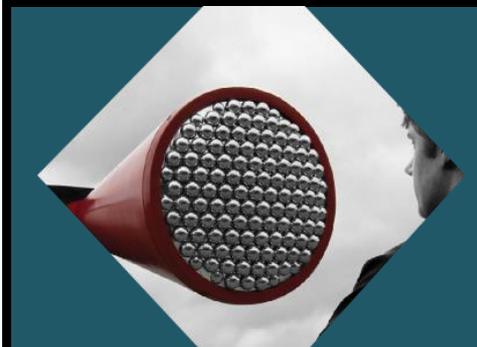
As this adventure takes place directly after the events of The Alliance of the Daleks:

- If the proceedings were successful the Doctor and his companions will be invited onto the Dalek saucer ship perhaps after the Dalek quotes the agreed terms from the Time Lock Accord.
- If the proceedings had end with either Dalek or human firing on the other then the Doctor and his companions will be taken to the saucer ship under duress.

By way of gravity beam the Doctor and his companions will be transported onto the dalek saucer ship. There they will meet a peculiar looking Dalek, it appears to be like any other Dalek save for its eye-stalk. Instead of having the tell-tale single glowing eye at the end of the stalk. This Dalek's eye stalk ends in a cone consisting of many smaller eyes giving it the appearance of the multifaceted eye of a fly.

'Doctor, you will save us', it demands. 'You remember our creation, you were there Doctor. You will enter the time corridor and save the timeline of the Daleks. If you do not save us then your precious humans will likely fall to the Temporal Masters too.'

## BUG EYE DALEK



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	2	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	7

### SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 6

### TRAIT

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

### WEAPONS & EQUIPMENT

Exterminator 4/L/L

Self-Destruct 3/6/9

### STORY POINTS

6

### TECH LEVEL

9

### DESCRIPTION

The multifaceted eye of this Dalek not only sees into the present but also several other possible presents. It is also complex probability simulator that can determine outcomes of time which may appear to be foresight.

## HOW TO RUN THE GENESIS EXTERMINATION

The Genesis of the Extermination will give the Doctor another opportunity to stop the creation of the Dalek. He will be faced with the decision of either allowing the Daleks to be destroyed by Temporal Masters weakening the newly established Human-Dalek alliance or save the Daleks allowing the destruction of billions.

This adventure will detail the timeline relating to the Fourth Doctor and his interference with the creation of the Daleks. It will also describe the major players in the events and the Temporal Masters' plan to destroy the Daleks at creation.

There will also be suggestions on where the Twelfth Doctor and his companions will directly cross the Fourth Doctors' timeline and key events that may be of interest to the GM.

## 1 - ADVENTURE LAYOUT

### LAND ON SKARO

Taking the time corridor will land the Doctor and his companions in the middle of the battle scarred Skaro wasteland. From a narrative perspective this could also coincide with the Fourth Doctor and his companions arrival in the wasteland. This will certainly require avoiding Mutos, enemy soldiers and landmines.

Alternatively, if the Doctor convinces the Daleks to allow him to use his Tardis how they approach Skaro is completely dependent on how well the Doctor pilots the Tardis. Disastrous outcomes will land them in dangerous areas while Fantastic results would place them exactly where they want to be.

## FINDING THE SLEEPERS

Finding the Temporal Master sleeper agents will be the toughest part of the mission and will likely have to address the following aspects:

- Detecting the presence of a Temporal Master may prove difficult especially if one is trying to do this undetected. This could be achieved by using some technological scanning device. Temporal Masters do have two hearts and being time travellers should emit traces of artron radiation.
- Gaining access to the either of the domes or the bunker will also require some effort. Being captured is an easy ticket into the domes but getting into the bunker will require greater subterfuge.

## STOPPING THE SLEEPERS

Once the Temporal Master sleeper agents have been identified it is now simply a matter of stopping them from severing the Dalek timeline. The Doctor and his companions could approach this differently:

- They could adopt a direct method and remove the sleeper agent from the equation, be it by killing them or capturing them.
- Alternatively they may take a more subtle approach. Countering all the sleepers' changes or just making their job difficult.

## TYING UP LOOSE ENDS

Having two opposing factions vying for control over this particular event in history is likely to result in other timelines be affected. Namely, the Doctor and his companions. The player characters may have interrupted events as they

should have played out perhaps separating the Fourth Doctor and his companions when they should be together. Instances like this would simply reuniting the group would help set things back in motion. Other interference may not be so easy to put back on track.

Dealing with the Temporal Master sleeper agents is a different matter; any agent left to roam the wastelands of Skaro still threatens the Dalek timeline and would need to be dealt with. Captured agents would normally be erased from the timeline to stop secrets falling into the wrong hands.

## ESCAPING SKARO

Once the player characters have succeeded or failed in their mission to save the Daleks (or simply allowed them to be destroyed) they will then need to escape from Skaro and return to their time. This will depend immensely on how the player characters play out the scenario.

- If they are successful in stopping the Temporal Masters mission to destroy the Daleks the Doctor and his companions simply need to return to the wastelands and escape back through the time corridor back to the Dalek saucer ship.
- Alternatively, if the Daleks are destroyed at their birth they will be trapped on Skaro with only the time ring to get them out. Reprogramming such a device would be incredibly difficult and could impact the Doctors timeline.

Of course if the Doctor managed to convince the Daleks to use his Tardis the Doctor and companions could use it.

## 2 - SETTING THE SCENE

### MOVERS AND SHAKERS ON SKARO

#### *The Fourth Doctor*

The Fourth Doctor was intercepted while travelling by a Time Lord. He is given a time-ring and instructed to stop the creation of the Daleks to avert a future where the Daleks would hold dominion. He is told that he will be given access to his Tardis once this mission was completed. The Fourth Doctor finds himself and his companions; Sarah Jane Smith and Harry Sullivan already on the war-torn planet of Skaro.

The Fourth Doctor is confronted with the dilemma of if he has the right to destroy the Daleks at their creation. During his time of Skaro he was imprisoned by Davros and forced to reveal the future of the Daleks. Eventually he witnessed the end of thousand year war with the genocide of the Kaled race and debates morality with Davros, the creator of the Daleks.

The Thal forces use explosives to seal the Daleks in the bunker where they were created. While the Fourth Doctor did not stop the Daleks, he does believe he has hindered their development for perhaps a thousand years and was thus successful in his mission.

#### *Sarah Jane Smith*

Strong-willed, confident and determined, Sarah-Jane Smith was an investigative journalist who travelled with the Doctor in his third and fourth incarnations. She held the honour of being one of the few people the Doctor considered one of his best friends. In the first half of this adventure she is separated from the rest of her companions, not only witnessing Davros testing the exterminator weapon but is also forced to work on the Thal's missile which would be fired at the Kaled dome.

### *Harry Sullivan*

Surgeon-Lieutenant Harry Sullivan works for UNIT and is assigned by the Brigadier to treat the newly-regenerated Doctor. He inadvertently joined the Doctor on his travels and longs to return to the relative normalcy of military life, where he is respected for his contributions. While on Skaro Harry accompanies the Fourth Doctor for the majority.

### *Sevrin*

Sevrin is a Muto living in the wasteland that helped Sarah-Jane from other Mutos. They were both captured by Thal soldiers and forced to load distronic material onto the missile. After his escape Sevrin aided the Fourth Doctor, his companions and Bettan in resisting the Daleks.

### *Bettan*

Bettan is a young Thal soldier that became acquainted with the Fourth Doctor following the Thal destroying the Kaled Dome. When the Daleks came to attack the Thal dome her life was saved by the Doctor. Following the Dalek attack she would gather other Thal soldiers to mount an assault on the bunker. They would use explosives to seal the Daleks in the bunker 'indefinitely'.

### *Davros*

Davros was considered by the Kaleds to be their greatest scientist (at least in latest history) and was the head of the Kaled Scientific Elite. The creation of the Daleks was

an attempt to bring the thousand year war to a close. The Thal-Kaled war left him a depraved and insane megalomaniac. He became tyrannical and ruthless, tolerating no opposition to his will and dismissing fairness and democracy as "the creeds of cowards".

Davros imprisoned the Fourth Doctor, using a lie detector to force him to reveal the details of the Daleks' future defeats, so that he could learn from them and so his create creations, the Daleks, could avoid them (The Fourth Doctor would later destroy this recording). Davros refused to listen to the Doctor when he begged him to instead make the Daleks peaceful creatures of good, rather than the evil exterminators they would become.

The Daleks were created from mutated Kaled housed in the robotic housing of the Mark III travel machine. They were programmed that he himself had given them: to exterminate all those who were not pure Dalek. His hubris led to his own death at the hands of his creations in the Kaled bunker.

### *Scientific Elite*

The scientific elite were a group of scientist dedicated to improving the chances of Kaled victory through scientific advancement. These scientist worked directly beneath Davros within his underground bunker where the Daleks were developed.

These men and women are easily identified by their sterile white uniforms. Though they had been involved in some heinous experimentation many of the scientists were disgusted by the idea of the Dalek, mutated Kaleds beyond recognition and stripped of all morality.

## THAL/KALED SOLDIER



<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	2	<b>STRENGTH</b>	3

### SKILLS

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

### TRAIT

By the Book (Minor Bad), Sharpshooter (Minor Good), Obligation (Minor Bad), Prejudice (Major Bad)

### WEAPONS & EQUIPMENT

Automatic rifle 4/8/L

Gas mask

**STORY POINTS** 6

**TECH LEVEL** 5

### DESCRIPTION

These trained soldiers are very young but they are extremely loyal to their respective race and fittingly loath the other.

### *Ronson*

Senior researcher Ronson was a Kaled scientist who worked in the bunker beneath the Kaled dome and was a member of the Scientific Elite working with Davros. He was the first to discover that the Fourth Doctor and Harry were aliens to their world and notified Davros gaining them a reprieve from execution. He aided the Doctor and Harry to escape their cell to talk to Kaled officials. He was later executed by Davros and his Daleks.

### *Military Elite*

Due to the war effort stretching a thousand years has meant that both the soldiers and generals are exceptionally young.

### *Gharman*

Gharman was one of the Kaled guards serving under Davros in his bunker. He eventually discovered that Davros' Dalek were a twisted image of the Kaled and rebelled against him. He would be exterminated by Davros and his Daleks.

### *Nyder*

Nyder was a lieutenant in the Kaled Military Elite, he was ruthlessly loyal to Davros obeying his orders without question. He was had a cunning and tricked members of the Scientific Elite, revealing their treachery. He would be killed by the Daleks when they turned against Davros.

**THE TEMPORAL MASTER SLEEPER AGENTS**

*Thal Dome Sleeper*

This Sleeper agent is focussing their efforts on altering the missile the Thal have developed into a bunker buster and redirecting it at Davros' bunker.

If successful this will mean the destruction of those Daleks in the bunker, unfortunately there are three Daleks that have been sent to assault the Thal Dome and must be dispatched.

If the dystronic missile fails to kill all the Daleks and Davros they will need to ensure their destruction by other means. This may include mobilising the Thal soldiers or better preparing them for the Dalek assault on the Thal dome.

*Kaled Dome Sleeper*

This sleeper began their time within the Kaled dome city, quickly working their way through the military elite. Their goal is to gain access to the bunker and find a way to either to destroy the Daleks and any information pertaining to them or to subvert the Dalek introducing an inherent weakness that could be exploited.

This sleeper faces the challenge of gaining access to the bunker as well as to the gaining access to the Daleks. It may be a case of the stealing one of the movers and shakers' identity.

Their plan is far more subtle, they will throw support in with Gharman and the other conspirers in an attempt to subvert the Dalek mutant, attempt to introduce fatal flaws to the Dalek design or as a last ditch attempt outright destroy the remaining Daleks once the Thal seal the bunker. This agent will also ensure

the death of Davros so that the knowledge of the creation of the Dalek can be lost for good.

**TEMPORAL MASTER SLEEPER AGENT**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	7	<b>STRENGTH</b>	3

**SKILLS**

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

**TRAIT**

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

**WEAPONS & EQUIPMENT**

Captule (Major Gadget)

TDP MKII

<b>STORY POINTS</b>	5
<b>TECH LEVEL</b>	10

*Time Agent Techniques*

The Temporal Masters are far more aggressive with their use of time travel. When it comes down to the crunch the Temporal Master agent will use their full time travel abilities. These are not too dissimilar to the tricks that the Eleventh Doctor used in the episode **The Big Bang**. They

will use their TDP MKII in any way to give themselves an advantage.

- They can use the device to teleport themselves a small span of time into the future/past avoiding combat (costs Story Point 1).
- They can plant red herrings amongst their plans to send the investigating characters on the wrong track (costs 1 Story Point).
- They may leave some information or a handy tool in a safe location that can be

used by the agent in the present (costs 2 Story Points).

- They can attempt to bring a piece of information from the targets future (or fake the information) to attempt to trap them in their own destiny (costs Story Points 4).
- They can send an older self to aid them in combat or to get themselves out of a bind (costs 5 Story Points).

## CAPTULE (MAJOR GADGET)



The capture capsule or Captule is a gadget that miniaturises a target and places them inside the Captule where they can be kept prisoner. The prisoner can then be monitored by the captor. Only one prisoner can be kept inside the Captule at a time.

Temporal Master sleeper agents use these devices to capture troublesome locals keeping them quiet. With the local out of the picture they can regenerate into their appearance while keeping them alive to question them later.

**Tech Level:** 8

**Traits:** Miniaturise, Teleport, Restriction (Touch).

**Story Points:** 2

## TEMPORAL DISPLACEMENT PISTOL MKII (MAJOR GADGET)

Built into the hand of the Temporal Master agent the TDP MKII performs the same function as Jenny's original Temporal Displacement Pistol (see **Something Old, Something New**). That is to send the target a short distance into the past or future without displacement in space. The Temporal Master simply needs to cock their hands into a pistol shape and 'shoot' the desired target.

There is no actual device, the Temporal Masters could not allow such technology to fall in the hands of anyone but themselves. The 'device' is simply a mnemonic tool that logs the time/location probability density coordinates of the target and later use this information to open up the vortex at that exact location creating the impression that they are firing from the fingers.

**Tech Level:** 9

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

**Story Points:** 2



## LOCATIONS

### *Thal Dome*

The Thal city is protected by a large protective dome that stretches over the entirety of the city. The domed city is home to both the Thal government, citizenry as well as the military. The distronic missile has been built within the safety of the dome a hatch in the dome opens up to allow the missile to launch from inside.

### *Kaled Dome*

Much like the Thal Dome the Kaled Dome stretches over the city protecting it. The Kaled Dome is also home to government, citizenry as well as the military. This dome has been reinforced with a material that would normally be impervious to missile strike (that is until Davros weakens the material using some chemical). Surrounding much of the dome are trenches stretching out to the wastelands.

### *Davros' Bunker*

A few kilometres out from the Kaled Dome is Davros' bunker. This is the underground base of operations for Davros' experiments. The bunker houses many of the handpicked Scientific Elite that aid in Davros' experimentation. It is also home to the Dalek incubation chambers which mutates Kaled into their mutant successors.

The bunker can be accessed via guarded entrance, a tunnel leading from the Kaled Dome or through a ventilation shaft in a cave where Davros has left his other experiments.

### *Wastelands*

Stretching between the two domes are the wastelands. A result of the war the wastelands are barren landscape pocked with artillery fire and ruins. It is a hazardous place barbed wire, landmines, chemical and radioactive waste litter the battlefield and it is home to the Mutos.

### TIMELINE

The Fourth Doctor, Sarah-Jane and Harry head towards the Kaled dome after the Doctor encountered the Timelord.

The Fourth Doctor are captured by Kaled soldiers and taken to the Kaled dome. Sarah-Jane is thought to be dead and is left in the wasteland by the soldiers.

Davros tests the Dalek exterminator out in the wastelands and Sarah-Jane witnesses it.

The Doctor and Harry temporarily escape into the wasteland before getting recaptured and being sent to the bunker. Sarah-Jane is captured by Mutos but are then captured by Thal troops to work as slaves including Sevrin.

The Doctor and Harry are discovered to be aliens by Ronson and the time ring is confiscated. Davros shows off the Mark III travel machine and plans to execute Harry and the Doctor but they receive a stay of execution.

The Doctor and Harry escape the bunker with the help of Ronson. They gained audience with Kaled government officials and convinced them to stop Davros and learned of the Thal plan to fire a missile at the Kaled Dome. Meanwhile Davros builds 20 more Daleks. Sarah-Jane and other slaves are forced to move distronic explosives into a missile in the Thal dome.

Sarah-Jane, Sevrin and the other slaves mount an escape. Attempting to climb out the top of the Thal dome by climbing the missile scaffolding.

Davros has a secret meeting with the Thal leaders and offers them the compound that would weaken the Kaled dome allowing their missile to destroy the city. The Doctor and Harry find Sarah-Jane.

The Thal launch their missile and destroy the Kaled dome leaving Davros' bunker untouched.

Davros unleashes his Dalek on the Thal population.

The Doctor convinces the Bettan to gather the remaining Thal and to assault Davros in his bunker.

The Doctor, Sarah and Harry return to the bunker to get the time ring back.

The three are captured and the Doctor is interrogated while Sarah-Jane and Harry are tortured, the Doctor reveals all the Dalek's future defeats.

Kaled military and scientific elite turn on Davros. The Daleks kill the traitors. The Thal forces converge on the bunker with explosives.

The Dalek incubation chamber is destroyed and the Daleks are trapped inside the bunker. The Daleks turn on Davros. The Doctor and companions use the time ring and leave Skaro.

## DALEKANIAM

The Kaled were unconcerned about the Thal's missile because Davros had reinforced their dome with an unnamed material. Could this material be the same used on the Dalek travel machine casing, dalekanium?

Dalekanium makes the Dalek impervious to most laser and projectile fire.

Davros gives the Thal a chemical formula that will weaken the dome. If the Kaled dome and Dalek's casing are made from the same material this chemical formula could be used to weaken the Dalek's casings.

## 3 - SCENE INTERGRATION

To emulate the Twelfth Doctor and his companions running around during events of the Genesis of the Daleks, it is best to involve the characters in local affairs as soon as possible even throwing them into scenes straight from the episode. I have picked a number of cool scenes where the player characters could interact with the Fourth Doctor, his companions and other characters.

### THE KALED WAR ROOM

After being captured by Kaled forces in the trenches surrounding the Kaled dome the Fourth Doctor and Harry are brought to the Kaled dome war room to be interrogated. Here the Fourth Doctor gives away his personal effects and gets a good look at the war map. Harry and the Doctor manage to escape and takes one of the officers hostage before escaping to the wasteland.

### *Involving the Player Characters*

This is a perfect opportunity for the player characters to be captured and gaining entrance to the Kaled dome. It also is a perfect opportunity for players to shadow the Fourth Doctor as he does gain access to the Daleks.

### *Complications*

Though he presents himself as a buffoon at times the Fourth Doctor is anything but. The player characters will need to be very wary when it comes to hiding their true identity. This goes double for the Twelfth Doctor and interacting within his own timeline.

### SLAVE LABOUR

On the flip side if the player characters spend a prolonged time in the wasteland or Thal dome they may find themselves captured by the Thal instead and used as slave labour. The player characters will join Sarah-Jane and Sevrin in loading distronic material onto the missile which will eventually be used on the Kaled dome.

### *Involving the Player Characters*

This is a perfect opportunity for the player characters to get inside the Thal dome albeit in a cell. It places them very close to the distronic missile which one of the Temporal Master sleepers will be altering for their own purposes.

### *Complications*

Carting the distronic material could lead result in distronic toxemia which can sap the strength of the player character. The Temporal Master sleeper is aware of Sarah-Jane's involvement on Skaro but another odd looking humanoid might raise suspicion.

## THE MISSILE COUNTDOWN

It is minutes before the launch of the dystronic missile, Sarah-Jane, Sevrin and the remainder of the slaves have been left at the launch site to be roasted by the exhaust of the missile. The Fourth Doctor saves SJ and the other slaves before attempting to stop the launch from the ground. He is unfortunately stopped by one of the silver suited engineers by way of electrical shock.

### *Involving the Player Characters*

If the player characters have been captured they will likely find themselves here or if they have found out the Thal sleeper agent's agenda they may have tracked them here to the missile and need to stop the launch.

### *Complications*

The rocket exhaust is likely to roast anyone still in the vicinity of the launch. The Temporal Master sleeper has to make a last minute change to the telemetry systems so that the missile hits the bunker rather than the Kaled dome.

## THE OLIVE BRANCH

After Kaled officials decide to shut down Davros's Dalek project, Davros contacts the Thal government and offers them peace by providing them information on how to subvert the Kaled dome's defences in exchange for a place for his scientists in the new world. This is simply a ploy for Davros to destroy his Kaled enemies, he would later send Daleks to the Thal dome to exterminate those living there.

The Thal officials, once the missile is ready will fire it at the Kaled dome with the Fourth Doctor watching on in horror.

### *Involving the Player Characters*

Their involvement will hinge greatly upon what the sleeper agents have put in place to destroy the Daleks.

### *Complications*

The Thal officials are under heavy guard and the Davros is protected by his Daleks. If the player characters are not trusted by the Thal they may have a hard time convincing them of anything.

## COUP D'ÉTAT

Gharman has rallied many of the surviving Scientific and Military elite to overthrow Davros and his evil plans. Davros has asked them to do the democratic thing and make a vote. This is simply a ploy for him to gather all his enemies in one place before exterminating his enemies. The Doctor and his companions sneak away to find the time ring before the Daleks enter the proceedings and kill those opposing Davros.

### *Involving the Player Characters*

They may have been rooted out during the coup and stand with Gharman and his people keeping their eyes open for any other sleeper agents.

### *Complications*

This area will be soon flooded with Daleks, not to mention is slowly being riddled with explosives by the remaining Thal soldiers.

## 4 - GENESIS CONCLUSION

The outcome of this adventure has a monumental effect on the campaign setting.

### DESTRUCTION OF THE DALEKS

The destruction of the Dalek timeline is the most devastating on the campaign world.

The time corridor no longer exists because the Daleks don't. The Doctor's timeline is intrinsically linked with the Dalek's and their departure will dramatically affect his timeline. Fortunately the Tardis will act as a paradox machine maintaining the Doctor in his current form.

Unfortunately, this does not mean that Doctor is unharmed. Just like when the Andromeda galaxy disappeared he is rocked by the turn of the universe repositioning itself.

The change to his timeline could be so abrupt that it is severed. Effectively making him a Dark Echo (see **The Sixth Doctor Sourcebook**) and creating an alternate Doctor. This alternate Doctor could be any regeneration following the Fourth Doctor or a regeneration lost in annuls of time.

#### *Further Adventures*

The destruction of the Dalek timeline has in turn severed the Doctor's own timeline. The only thing that maintains the paradox of two separate Doctor timelines is the Tardis. The Twelfth Doctor is trying to run damage control, trying to find when the Andromeda galaxy disappeared and has come to the January 1st 2000. The human timeline has been affected in a way that in Y2K bug was not properly prepared for and now the world economies crumble and celebrations are turning into riots. A bounty has been placed on the Twelfth Doctor's rogue Tardis and has piqued the

interest of the Nth Doctor the lone survivor of the Last Great Time War looking for remnants of the Time Lords. To make matters worse bounty hunters were the ones responsible for the Y2K bug getting out of hand in hopes of luring this Twelfth Doctor to Earth.

### NO SUCH THING

What happens to the Last Great Time War when the Daleks are erased from time?

The final events of the Time War saw the destruction of the Daleks and Gallifrey was time locked to ensure that these events could not be reached via the time vortex. Wiping the Daleks out of existence would effectively stop the Last Great Time War from happening, effectively saving Gallifrey.

Consider for a moment that the destruction/disappearance of Gallifrey was a fixed moment in time and was always going to transpire in one way or another. This allows for another race (perhaps the Sontarans or even the Kaleds with Mark III travel machine technology) to take up the mantle the Daleks have now left open.

The Fourth Doctor considers that the Dalek's must provide something good, even if it is to simply to join unlikely allies in a common cause. If the Dalek's were to never exist would there be a threat great enough to unite unlikely bedfellows? Perhaps the Time Lords could fill this gap resulting in the Last Great Time War.

### DALEKS SURVIVE

Maintaining the Dalek timeline has the smallest impact on the timeline. The Temporal Masters had planted agents throughout the Dalek timeline poised to make any alterations required to ensure the Daleks destruction and that the

Temporal Masters' timeline would not be affected. These agents will be in a position to weaken the Dalek timeline but not able to completely eliminate them. This future Dalek Empire may even consist of completely different looking Dalek.

The good news about this outcome is that the Daleks exist in the future and can open a time corridor and return to the 51<sup>st</sup> century.

### *Further Adventures*

Returning through the time corridor left by the Daleks the Twelfth Doctor finds himself not on the deck of the Dalek saucer ship but high on an alpine ski resort dressed in a one piece suit. There seems to be others at this ski resort of varying races dressed in very similar one piece suits each embroidered with an animal. Everyone is referred to by their animal instead of their name. The resort is obviously not what it seems, it is predominantly inhabited by spies. These are

either prisoners who are subtly being extracted for information or spies planted to glean information from them. At the centre of this is the Bug Eye Dalek, it knows that the Doctor knows something about the Temporal Masters that he is not letting on about and it is going to try its very best to find out what it is. Who can the Doctor trust in this resort and how will he escape without his tools of the trade?

### **CLOSING STATEMENT**

No matter the outcome it will likely have an impact on the remainder of the campaign world. It may be wise to consider the consequent timeline and the personal timelines. Even though the Doctor and his companions are tethered to the Tardis, it may be a helpful exercise to determine how the outcome affects their own personal timelines. Following adventures in this campaign may need some minor alterations to fit your own campaign world.

Adventure written by Martin Tegelj

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

V1.0 Published June 2016

Doctor Who: Adventures in Time and Space RPG (Doctor Who Roleplaying Game) owned by Cubicle 7 Entertainment Ltd. 2013

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

BBC is the owner of the Genesis of the Daleks image used in the banner