



THE MASTER PLAN

INTRODUCTION

The Master Plan is a Doctor Who Roleplaying Game adventure written and is the next major arch in the Temporal Masters campaign. The Master Plan takes place on the planet of Apalapucia, a planet once visited by the Eleventh Doctor, Amy and Rory. It has been a number of weeks following the events at the Two Streams facility where the Twelfth Doctor and his companions will investigate disappearances in the infected ghetto of Broken Heart. Delving into the heart of this mystery they will expose the true origins of the Temporal Masters.

This adventure is intended for the Twelfth Doctor, his companions, and is intended for use with the Temporal Masters campaign. Though it can be easily modified for play with another Time Lord or time travelling party.

SPOILERS

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

BACKGROUND

Apalapucia

Once visited by the Eleventh Doctor, Amy and Rory, Apalapucia was once a beautiful planet until pandemic struck. That was until the Chen-7 plague struck the local populace. The fatal disease only affected species with two hearts affecting Apalapucians and Time Lords alike. With no cure the plague would kill anyone infected within a day and as a result the local populace created kindness centres. Called the Two Streams facility, these kindness centres were established utilising thousands of

simultaneous accelerated time streams which enabled the infected to live out their life within a day.

CHEN-7

The Chen-7 virus also known as the 'one day plague' because once you catch it you have one day to live. This fatal disease targets those beings with two hearts. Highly contagious and by the reaction of the Eleventh Doctor appears to be airborne.

The Eleventh Doctor recognises the name of the plague immediately, perhaps this plague was engineered during the Last Great Time War as a weapon against the Time Lords.

Player Characters that come from a race with two hearts; Time Lord, Temporal Master or Apalapucian will need to be wary when travelling on Apalapucia, especially in areas like Broken Heart. If two hearted characters are not vigilant, taking precautions by wearing hazmat suit or at least a mask, they might find that they contract the one day plague.

If a two hearted character does stumble into an infected NPC and have not taken necessary precautions have the character perform a Strength + Resolve roll. The difficulty will be dependent on what the vector of infection is; stepping out into Broken Heart for a few seconds would constitute a Normal roll but if an infected citizen is holding the character down and coughing on them would constitute a Difficult roll.

Unless they seek treatment for the virus the character will die within a day.

Weeks later Apalapucia is still wracked by the Chen-7 plague it was not until medical researchers volunteered to enter the accelerated timestreams and work on a cure

for the plague. It still took a few weeks and researchers before a preventative measure was found to slow the effects of the plague. Achieved by slowing the affected heart and slowing the spread to the second.

As Two Stream researchers continued to research a cure the Apalapucian Government was faced with a problem; now that those infected lived longer and could be mobile this posed the problem of a larger spread of the plague. As a result quarantine city, Broken Heart was established where all infected with a slowed Chen-7 live and scrape out meagre lives.

Now people living in Broken Heart have been disappearing, taken by Two Streams for an experimental procedure that has seen results in curing victims of the plague.

Donna

She had left her medical training to go on a pilgrimage to discover her family's origins. She is following the trail of her grandfather, the Doctor. On her travels she encountered an old acquaintance of her grandfather, the Master. The Master has helped Donna retrace her grandfather's footsteps taking her to places he once travelled.

Then she arrived on Apalapucia weeks after the Eleventh Doctor's visit where she contracted the 'One Day Plague' where she quickly volunteered to work on a cure for the disease while inside the Two Streams' accelerated timestream. Along with other volunteers they developed the technique to slow the onset of Chen-7. Trials had indicated that in most instances that a heart(s) transplant were effective in curing the disease. There was now a problem viable donor hearts for thousands of Apalapucians.

From accounts about Time Lord regeneration and the ability to regenerate organs and limbs

(see **The Christmas Invasion**). Donna volunteered to donate one of her hearts during her next regeneration. Exploiting the effects of the accelerated timestreams, Donna and the surgeons have been able to 'prolong' the regeneration process. Once one heart is harvested another regenerates where it can be harvested again. Rinse and repeat.

The Second Donna has spent subjective years in compressed time willingly allowing one of her hearts to be surgically removed only for it to regenerate and be removed again.

DONNA, A COMPANION

If you have been running the Temporal Masters campaign you may have run some of the side-adventures; the Riot or Fugue State. As a result you may have had one of the Player Characters play as the Doctor's granddaughter, Donna. If this is the case the events of the Master Plan comes sometime after Donna leaves the Tardis. The events that transpired her departure from the Tardis is up to the individual group.

The Master

The Master is a renegade Time Lord, originally a friend and long an opponent of the Doctor. He escaped from the pocket of time and space that the Time Lords now inhabit. Still suffering from the symptom of his last resurrection the Master was beside himself when he encountered the First Donna. Quickly he hatched a plan.

He introduced himself as one of the Doctor's oldest friends and gave Donna what she wanted, information about her grandfather. This included information on the Time Lords, regeneration and some of the tricks involved. The Master gained her trust taking her to places he had previously

adventured, eventually leading her to Apalapucia where she was infected by Chen-7.

Once the Second Donna volunteered to donate her organs, the Master was elated he would soon have a number of Time Lord organs inside the citizens of Apalapucia. He already failed once trying to create a 'master' race but now he could use his own regeneration to create another via meta crisis.

Apalapucian Government and Two Streams

Due to the continued burden of the Chen-7 plague the Apalapucian Government has been struggling to maintain the Two Streams facility. The discovery of the stop-gap measure for treating the plague was met with some relief but the government was then faced with the problem of housing those that now carry the plague but are now living longer than a day. The solution was Broken heart, an existing section of the city that was quickly converted into a quarantine zone for those with the plague to live until a cure was discovered.

A cure did not come quickly and Broken Heart was quickly filled with those infected. This placed tremendous pressure on the government and once the transplant solution was proposed they jumped at it. Without going through a proper trial period the transplants were performed in secret using Handbots to secure those in Broken Heart for surgery.

HOW TO RUN THE MASTER PLAN

The Master Plan is the origin story of the Temporal Masters and how the Doctor's granddaughter is intricately linked.

The adventure begins with following up another temporal anomaly before the intrigue of the disappearing infected Apalapucians eventually lead to the Master's latest conspiracy. The Master Plan also plays as a counterpoint to

ADVENTURES IN SPACE AND TIME

Genesis of Extermination and the choice to end the Temporal Masters at their own birth.

BEGINNING THE ADVENTURE

How this adventure begins is heavily dependent on how the last adventure concluded and is up to the discretion of the GM and Player Characters. Wherever the Doctor and his companions may be they are contacted by the Tri-galactic Time Enforcers; via messenger, telegram, wanted ad or shorthand on a painting. The message will be simple 'defector'.

Journeying to Tri-galactic Time Enforcer's Neversphere (see **Dawn of the Temporal Masters**) the Doctor and his companions will see a peculiar sight in the south courtyard. Restrained in a Hannibal-like fashion and encased in a person size specimen jar is a woman of human appearance, in her 50s with greying-blond hair. The Doctor and his companions should recognise her as Jenny, the Doctor's daughter albeit years older.

'Hello father,' she will say, her voice muffled by the muzzle and the giant specimen jar.

SCENE 1 – INTRODUCTION

JENNY'S STORY

When Donna first left on her pilgrimage, Jenny and Cassius reluctantly allowed her independence. After all she is not unlike her parents.

That was until Jenny started noticing things changing. Even with very limited time travelling experience Jenny began noticing changes around her; facts and events that didn't line up or remembering two simultaneous events. All she could gather was

that timey wimey business was the likely culprit.

JENNY



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

SKILLS

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

TRAIT

Attractive, Brave, Impulsive, Obligation (Family), Quick Reflexes, Run for your Life!, Time Lord, Tough

STORY POINTS	6
TECH LEVEL	9

The last correspondence from Donna was a letter from a place called Apalapucia, stating that she was dying and she was sorry that she would never get a chance to say goodbye properly. It was not until she attempted to head to the Great and Bountiful Human Empire's sphere of influence that she discovered that there were forces working against her to make the journey. This was the influence of the Temporal Masters, who had constant surveillance on her and her husband. The two of

them managed to capture their assailant but he disappeared from time, leaving Jenny a vague memory of the Temporal Master agent.

With the agent gone she travelled to human controlled space where she was arrested by the Bi-galactic Time Enforcers where scans proved she had a Temporal Master-like biology. She was immediately moved to the Neversphere.

BI-GALACTIC TIME ENFORCERS' STORY

The Bi-galactic Time Enforcers once the Tri-galactic Time Enforcers until the Andromeda Galaxy disappeared, current status is dependent on how the previous adventures (see adventure **Alliance of the Daleks** and **The Genesis Extermination**) have been resolved and should be flavoured accordingly to each game. Perhaps they are a rogue team after the Daleks were wiped out or due to the Alliance are better equipped than ever.

The Time Enforcers picked Jenny up when she came through intergalactic customs where scans showed she had two hearts. After being brought to the Neversphere she said she will only speak with the Doctor.

SCENE 2 – ARRIVING AT APALAPUCIA

Once known as the second best tourist destination in the universe known as the cultural scavengers of the universe. But now the one day plague has all but cleared all tourists and Alapulicians. The well-manicured gardens are now empty and cafes display signs 'closed until further notice'. Those venturing outside wear face masks.

Allow the Doctor to perform an Ingenuity + Transport (Hard 18) roll to pilot the Tardis, on a Fantastic Failure the Tardis will land within the walls of Broken Heart otherwise the Tardis will land on the streets of Apalapucia.

BROKEN HEART

When a treatment that would slow the effects of the one-day plague was discovered would not stop the infected being a carrier of the plague. To stop the spread of Chen-7 via thousands vectors that now lived longer than a day, the Apalapucian Government walled off a part of the city that the infected could live until a proper cure was discovered or until they finally died.

This walled city would be dubbed Broken Heart and was quickly filled to capacity with those infected with Chen-7. The wall that surrounds ghetto is an ugly concrete mar on the number two intergalactic tourist destination. Surrounding the wall is a number of checkpoints that allow access in and out. Normally only those with one heart are permitted into Broken Heart and after a chemical shower, out of it. Those with two hearts that enter Broken heart will not be allowed to leave.

Inside, the walled city of Broken Heart the streets are surprisingly empty, waste is simply left in piles or burning in skips. If there are any locals on the street the quickly scamper. This is not to be unexpected since locals have been going missing. If the player characters linger in the streets they will hear a whisper from a nearby apartment, "Quick in here." The face of a pre-teen girl can be seen through the crack of the door.

ELA RAN

Those few citizens remaining within the walls of Broken Heart are reluctant to talk about topics there is one more than willing to help those new to the walled city. A young entrepreneur by the name of Ela Ran. She is a twelve year old Apalapucian that for a small fee would normally show newbies around town. With few visitors to the city she will give this piece of information to you for free. "Stay off the streets."

If pressed or paid she will tell you of the disappearances. Citizens inside Broken Heart are going missing throughout the city and never return. She has seen mysterious white robots taking people away via transmat.

INVESTIGATION

The Player Characters may take it upon themselves to investigate the claims made by their young tour guide. Locals are not too keen to divulge if they have been abducted and will require Presence + Convince. If successful they will find these disappearances are far more common.

Anecdotal evidence suggests that those abducted were tranquilised by white faceless androids. They appear to transmat into Broken Heart, tranquilise their prey before transmat out.

ABDUCTED

If the Player Characters journey out into Broken Heart at night or go out in pursuit of these white faceless androids using Ela Ran as bait they will find themselves surrounded by a troop of Handbots. They will indiscriminately attempt to tranquilise anyone that stands in their way. Normally they would simply use their hands to tranquilise their prey but can also administer the tranquilliser using darts. The Handbots will take whomever they have tranquilised with them to the Red Waterfall timestream within the Two Streams facility and prep them for surgery.

For more on the Handbots or their stat block please see The Eleventh Doctor Sourcebook.

If any of the Player Characters are able to disable one of the Handbots with an appropriate roll they can determine that they are able to determine that they are owned by a company called Two Streams.

SCENE 3 – TWO STREAMS

The Two Streams facility was originally established as a means of kindness for those dying of a terminal illness like Chen-7. It is a vast white complex that housed temporal engines that could create tangential time streams with accelerated time. This allowed those with the one-day plague to live the rest of their lives in a day. When the Doctor last visited Apalapucia there were about 40,000 time streams running at once.

The 'two streams' of the facility signify the two time streams running within the facility; Green Anchor and Red Waterfall.

- Green Anchor is the regular time stream, it where family and friends can visit the infected as they live out the remainder of their life. They do this through time glass that looks like a large magnifying glass that link the time streams (see **The Eleventh Doctor Sourcebook** for more on the time glass).
- Red Waterfall represents the accelerated time stream that the infected live out their lifetime within a day. Here they are able to go to hologram rooms to keep themselves occupied, effectively giving them the ability to travel anywhere through alternate reality.
- A third ad-hoc time stream has been established labelled Amber Oasis this time stream is not as accelerated as the Red Waterfall and only a few months pass in a day.

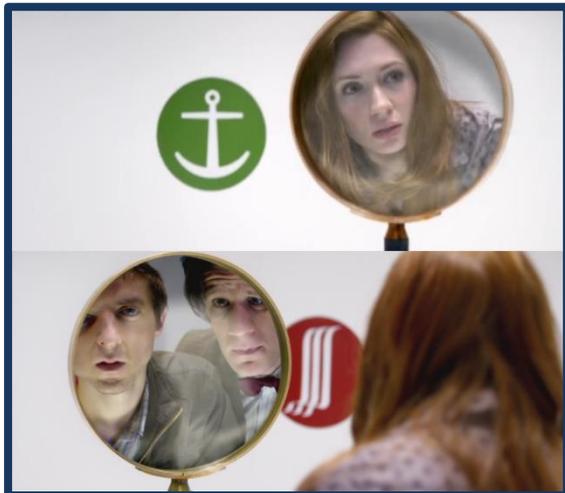
Both streams are home are manned by Hand Bots that administer medication to the patients and welcome visitors.

Following the Doctor's last visit each day saw tens of thousands of Apalapucians fall to the Chen-7 virus each day. Eventually the Apalapucian Government along with Two Streams figured they had to tackle the problem so they sought volunteers to enter the accelerated timeline to work on a cure before tens of thousands more would fall to the plague. One volunteer would be Donna when she contracted the plague.

Due to the discovery of the treatment that slows the effects of Chen-7 the Two Streams facility is currently supporting far fewer patients in accelerated time streams.

INVESTIGATING THE FACILITY

Anyone entering the Two Streams facility will initially be treated as a visitor and will be restricted to the sterile visitor areas. If the Player Characters want to explore further they will either need to coerce or sneak in. Any characters outside within restricted areas will be asked to leave before being tranquilised by a Hand Bot.



RED WATERFALL

Within one of the few Red Waterfall time streams is the mid-regeneration Donna, she is having one of her hearts surgically removed then the regeneration energy repairs the damage before another one is removed. The player characters can use the magnifying glass to discover this ghastly truth or more dangerously enter the Red Waterfall. The operation is performed by one of three surgeons who are aided by more Hand Bots.

At a surgical table lies a young woman who appears to be in her late twenties a curtain blocks your view of what the surgeon's hands inside his patient. The Surgeon pulls out the woman's heart and places it in a container held by one of the alabaster Handbots. As the Handbot seals the container the cavity begins to glow, radiating light all too familiar to a Time Lord. Though she looks different this is Donna on the surgical table.

Donna cannot be talked to until the effects of the anaesthesia wears off. Though they can attempt to talk to the surgeon after the surgery is complete. The surgeon will protest any interruption and if will ask the Handbots to remove those who do not heed his protests.

At first it may appear that Donna has been taken against her will, the Apalapucians taking advantage of her regenerative abilities. Once she comes to she will tell the Doctor or her mother that it was her choice to give up her hearts and use it as a cure for the Chen-7 virus. She is stubborn and will not leave the Red Waterfall until her job is done.

ADVENTURES IN SPACE AND TIME

AMBER OASIS

This is a new third time stream was established that is accelerated but not to the extent of the Red Waterfall. This time stream is labelled a quick scribble of an amber oasis.

The heart transplants are all performed within an isolated time stream within the Red Stream this time stream less condensed. If they gain access to these secure locations the Player Characters will see that these hearts are being transplanted into Apalapucians. Compared to the single operation occurring inside the Red Waterfall time stream there are about dozens occurring simultaneously within this second Red Waterfall time stream. All patients appear to be abducted residents of Broken Heart.

GREEN ANCHOR

Up in the boardroom of the Green Anchor time stream of the Two Streams facility are representatives of the Apalapucian Government, Two Stream chairman and the Master. They are overseeing the rapid treatment of the Chen-7 virus.

he brash decision to allow this extreme treatment to its citizens was made after the loss of tens of thousands Alapucians a day with no reprieve in sight. Instead of using Two Streams as a kindness facility the Government proposed it be used to find a treatment.

Master is within the operation stream.

Within an observation room constantly checking the 'window' into both of the Red Waterfall time streams is the acting Apalapucian Prime Minister Mornataurea and chief surgeon of the Two Streams facility Lomenthorian. In one portal they can observe the surgical removal of Donna's hearts and the other displays dozens of heart transplants.

An Awareness + Ingenuity (Normal) will notice a figure in a haz-mat suit that seems to be monitoring the multiple surgeries. The Doctor with a Fantastic result will notice that this is the Master. The same Awareness + Ingenuity (Normal) will also notice that when the surgery is completed a golden glow seals the chest cavity together.

Mornataureo

After the Apalapucian Prime Minister contracted the Chen-7 virus Mornataureo was appointed as the acting leader during the Chen-7 outbreak. The portly man seems exhausted, the weight of tens of thousands of Apalapucians are heavy on his shoulders. He is resigned to taking these extreme measures just to end the death toll.

Lomenthoria

It was Lomenthoria the Surgeon Director that first approached by the Master. An alien that had encountered the Chen-7 virus before. It was the master that suggested using the Two Streams facility for research. Lorenthoria is pragmatic and clinical, she refers to Donna as 'Donor X'. She is confident that 'Donor X's anomaly will last long enough for them to complete the transplants on infected Apalapucians, expecting the procedures to be completed in the next couple of hours.

THE SECOND DONNA

PERSONALITY

The Second Donna is both stubborn and rebellious she is set on curing those infected Apalapucians even if it means donating her heart over and over again. Her last lifetime was unfortunately spent with other doctors within the Red Waterfall time stream looking for a cure so she often has trouble adjusting to new people and situations.

GOALS

Find a cure for Chen-7 and prove herself.

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



SKILLS

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

TRAIT

Attractive: New face but she still makes an impression on people.

Brave: +2 to Resolve when Donna is scared.

Cloistered: Donna had spent her last lifetime within the confines of the Red Waterfall time stream and has trouble dealing with new people gaining -2 in social situations.

Code of Conduct [Hippocratic Oath]: Trained in medicine she takes the oath seriously, she will help the injured and do no harm.

Doctorate: +2 to Biology and Chemistry.

Feel the Turn of the Universe: At the cost of a story point Donna gets +2 to getting a feeling of what's amiss.

Indomitable: Stubborn Donna receives a +4 to rolls to be dissuaded and to resist psychic intrusion.

Run for Your Life! Awards +2 to athletics when fleeing.

Scion of Gallifrey: A human/gallifreyan hybrid her mind has the potential to become a Time Lord all she needs is the right push.

Vortex: Though it has not completely awakened yet she has the potential to become a Time Lord.

WEAPONS & EQUIPMENT

Bio-scanner (Minor Gadget; Trait: Scan, Story Points: 1)

STORY POINTS

10

TECH LEVEL

7

SCENE 4 - THE MASTER'S PLAN

Once the Master met Donna his Plan was simple; corrupt the Doctor's progenitor. How he would achieve did not become immediately apparent. That was until he and Donna travelled to Apalapucia.

He schemed once again to create his 'master' race but through different means; by exploiting biological meta-crisis.

STEP 1

'A Time Lord's body is a miracle. Even a dead one. There are whole empires out there who'd rip this world apart for just one cell.' River Song

Time Lord organs are highly prized throughout the universe, likely for their regenerative abilities. A Time Lord is able to regenerate limbs (see **The Christmas Invasion**) and assumedly organs.

The temporal engines used in the Two Streams facility gave the Master the ability to use just one regeneration to maximise the amount of organs harvested from one source. Instead of risking his own skin he would manipulate Donna into volunteering for the role, willingly giving up her hearts.

STEP 2

'The human race was always your favourite, Doctor. But now, there is no human race. There is only... the Master race!' The Master

To recreate his 'master' race the Master needed suitable stock to create it. Unfortunately humans are not good stock to create Time Lord hybrids as their brains are not compatible (see **Brain of Morbius**).

Fortunately Apalapucians have similar biology to Time-Lords.

The Doctor and his companions enter at this stage of the Master's Plan where Time Lord hearts are being transplanted into infected and desperate Apalapucian citizens.

STEP 3

'Shhhh! Instantaneous biological meta-crisis! I grew... out of you. Still, could be worse...' Meta-crisis Doctor

The final step in creating his 'master' race, the Master will need to initialise biological meta-crisis. Where a Time Lord focuses excess regenerative energy into a biological vessel healing themselves and creating biological Time Lord hybrids (see **Journey's End**). This is the genesis of the Temporal Masters.

The Master has manipulated events in such a way that the only way to completely cure the Apalapucians is for Donna to channel regenerative energy into her hearts within the infected Apalapucians using the Masters and her DNA. Creating Time Lord - Apalapucian meta-crisis hybrids.

If for any reason Donna is unwilling to do this the Master will instead attempt to perform the meta-crisis himself. Attempting to channel his regenerative energy into the Apalapucians via Donna.

But first he must get Donna into the same time stream as himself so he'll need to sync them up by jury-rigging up the temporal engines.

ALL OR NOTHING

The Master is intent on crushing the Doctor and creating a race in his own image. One that would rival the Time Lords grasp on time. The GM should burn every last Story Point on achieving his goal and creating this Time Lord hybrid.

THE MASTER

The Master in this adventure was imagined to be John Simm's Master, escaped from Gallifrey's hiding spot at the end of space and time. The stats for this Master can be found in **The Tenth Doctor Sourcebook**.

There is no reason this could not be a Michelle Gomez's Missy. She could even be a past or future version of this Missy. Perhaps the Master tailored his next regeneration to Missy to aid his escape of Gallifrey?

Time is also in serious flux and this could be a new regeneration of the Master the GM wishes.

ACCORDING TO THE PLAN

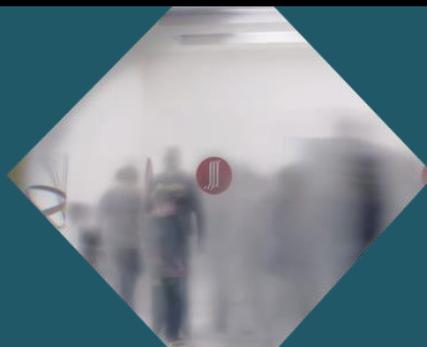
If the Master is successful in his plan a wave of regenerative energy spreads out to every Apalapucian patient within this Red Waterfall time stream. The patients writhe as the biological meta-crisis alters their biology, the Master cackles as he watches this all transpire.

It is now a perfect time for the Master to gloat, introducing the Doctor to his great-grandchildren. 'I guess this makes us family,' he says with a pat on the back.

As the Proto Temporal Masters rise from their cots they will initially be confused but their

disorientation will abate with their newfound Time Lord-like intellect. From the Master will attempt to sway this new race into rising up against the former government that imprisoned them, abducted and performed invasive surgery on them.

PROTO TEMPORAL MASTER



AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 2, Convince 2, Knowledge 6, Marksman 2, Medicine 4, Science 4, Technology 4, Transport 3

TRAIT

Boffin, Brave, Eccentric (Personality Confusion), Indomitable, Impulsive, Time Lord, Vortex

STORY POINTS	5
TECH LEVEL	7

Unless stopped, the incensed Proto Temporal Masters begin to mobilise taking control of the Two Streams facility. Taking control of advanced technology like the temporal engines, transmat and an army of Handbots. They will use these tools round up those in government and

eradicate them and anyone that stands in their way.

MELDING OF MINDS

'Because it's in your head. And if it's in your head, it's in mine.' Donna Noble

One effect of instantaneous biological meta-crisis is that the resulting meta-crisis hybrid receives knowledge and personality traits both from the DNA donor and regeneration energy donor. Another effect is that the DNA donor also receives the knowledge from the regeneration energy donor.

This would mean that not only would the Proto Temporal Masters have traits and knowledge from both the Master and Donna, but Donna may very well have infected the Master with her own good nature or vice-versa.

This could present the Doctor and his companions may be able to appeal to the Proto Temporal Masters' Donna-isms just like the Master will be appealing to their Master-isms.

These same Donna-isms could infect the Master with the terrible illness of a conscience. Play this up, becoming of two minds wanting to be rid of these... feelings.

The flip side is that Donna has been infected with all of the Master's knowledge and experience. This could begin simply with her being as brilliant as the Master but insidious corrupt her with Master's own madness.

Following the genesis of Proto Temporal Master, Donna will be crushed finally coming to the realisation that she has been used by the Master. Spending a lifetime within the Red Waterfall time stream researching a cure for Chen-7 and a portion of another lifetime under

the knife donating her organs has taken a toll on her and her mental stability finally cracks (reduce her Willpower Attribute to 0). She could fall into a semi-catatonic state or simply lash out at anyone.

SCENE 5 – PLAN B

The events in this adventure mirror those that occur in **The Genesis Extermination** but this time the Doctor and his companions have an opportunity to stop the Temporal Masters at their birth. How the Doctor and his companions choose to deal with the Proto Temporal Masters is up to them. Do they simply destroy them? Or redeem them?

DESTRUCTION

Destroying thousands of hyper-intelligent, like minded Proto Temporal Masters will not be an easy task but not impossible.

Chen-7

The Chen-7 Virus could be altered to specifically target the Proto Temporal Masters, perhaps a similar DNA chain. Creating a weaponised version of the virus would require a number of steps; finding a suitable sample, gaining access to vital equipment and consumables, creating the virus and delivering the weaponized virus. The Difficulty in bio-engineering the virus increases one difficulty without suitable equipment, consumables and even viable sample of the virus.

Temporal Engines

The temporal engines used by the Two Stream facility could be a useful weapon to use against the Proto Temporal Masters. Creating separate time streams and accelerating or decelerating them to cripple the Proto Temporal Masters.

REDEMPTION

This is the moral route an attempt to redeem these first Temporal Masters and attempt to set them on the right path.

The King is Dead Long Live the Queen

These Proto Temporal Masters are a blend of the Master and Donna. The Master has been able to appeal to their inner Master and has placed himself as their leader. If their patriarch the Master could be displaced and a more favourable matriarch like Donna introduced there may be a chance to steer this new race into the right direction.

The problem with this route is that Donna has been demoralised by recent events and her mental health will need to be treated.

Liberty

Proto Temporal Masters' minds are mixture of the Master and Donna but buried beneath there are the individual personality traits of each individual Apalapucian. The Doctor and his companions will simply have to remind thousands of Proto Temporal Masters of their own personalities.

If Ela Ran was one of the people abducted from Broken Heart and is now a Temporal Master it may be prudent to use a familiar face to engage with her. The once spirited girl is now displays similar mannerisms to the Master which may include; sadistic, vain, impulsive.

Awakening the Proto Temporal Masters might be effective in causing chaos but might not stop the Temporal Masters becoming what they become.

SCENE 7 – FINALE

Destroying the Temporal Masters will create a paradox in its own right, without knowledge of the Temporal Masters in the first place how could the Doctor and his companions stop them? The fabric of reality is already precariously thin and this paradox may break it.

TERMINATION

This is the heavy ending with the Player Characters essentially creating genocide.

If it appears that the Player Characters are intent on destroying the Proto Temporal Masters at their birth. Treat this as a grand finale of the Temporal Masters campaign. Be sure to include explosions, deus ex machine (for that Russel T. Davies feel) or predestination (for a Steven Moffat feel).

The Master will resist to the bitter end. Donna will not stand idly by while this new race is wiped out. Ensure a moral showdown between within the party.

COMPROMISE

This is ending is a weary parting of ways, where Donna will shoulder the responsibility of the new Temporal Master race.

With some help with the Doctor and his companions the Master can be unseated as the Temporal Master's patriarch.

From a narrative perspective it might be interesting to have the Temporal Masters dissolve into anarchy and only through instating Donna as their Matriarch will they calm. The Master will oppose any efforts to unseat him.

If the Doctor and companions are successful in defeating the Master what will they do with him?

UTTER FAILURE

The Doctor and companions are unable to stop the Master from manipulating the Temporal Masters. In this ending the Doctor and his companions are out manoeuvred by the Master.

This ending might entail not simply result in the creation of Temporal Masters but it may also result in; the Master taking control over Apalapucian governance, the Master subverting Donna or even leading to a death of a character.

Nonetheless, the player characters will be beaten and they will have to escape to fight

another day. This will require escaping the Masters and his Temporal Masters clutches resulting in a chase, sabotage or even sacrifice.

This route should not be taken lightly and should include player buy-in, perhaps the Doctor realised that destroying the Temporal Masters here will simply cause a paradox and let the Master win this time. In any case reward the players for this failure with a gadget or extra Story Points for the next adventure.

Adventure written by Martin Tegelj

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

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