



INTRODUCTION

Time Lord Ascendant is a Doctor Who Roleplaying Game adventure and is the concluding arc in the Temporal Masters campaign. As a last ditch attempt to stave the Temporal Masters' complete ascendancy over time and space, the Doctor and his companions have journeyed to the heart of their society. He is public enemy number one with his faces plastered everywhere, how will the Doctor and his companions break into the Temporal Master citadel in this climatic finale?

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

Technically located on Apalapucia, using temporal engine technology, the Temporal Master citadel is annexed off into a separate timeline keeping it hidden from the rest of the universe. It is also extremely difficult to travel to this annexation through the vortex.

Following the events of The Master Plan Apalapucia is barren, decimated by the effects of the Chen7 virus. Though annexed off in a separate parallel time stream a new society thrives. Here the Temporal Masters have carved out their own society with those surviving Apalapucians.

Unlike the Time Lords who were cloistered and avoided interfering with the established timeline, the Temporal Masters are completely engaged in maintaining a 'pure' timeline.

Located in the location of the old Two Streams facility and Broken Heart ghetto is the centre of the Temporal Master government. This citadel is also annexed off into a separate time stream. This matryoshka of time streams is home to Temporal Master operations including the Ministry of Temporal Corrections, the Matrix, the

ADVENTURES IN SPACE AND TIME

Temporal Master Victorious' Palace and the Reality Conflux. The Temporal Master Victorious knows that the Doctor will one day come as he always does.

Apalapucians

Apalapucians are cultural scavengers making them efficient at adopting other cultures technology and ideals. This worked in favour of

the Temporal Masters both from a workforce stand point and from a propaganda standpoint as Apalapucians find it easy to conform to the Doctrine.

Temporal Masters are not born but sired through biological meta-crisis. The Temporal Masters pick only the finest and brightest (and most idealistic) to be sired to become the defenders of the pure timeline.

THE REALITY CONFLUX

Housed deep in the bowels of Palace Victorious is the Reality Conflux. A device that has allowed the Temporal Masters to make numerous changes to space and time without completely tearing reality apart. Whoever controls the Reality Conflux controls the Temporal Masters.

The Reality Conflux is a plot device that can be adapted to suit individual play of the Temporal Masters campaign, ideas may include:

- The Reality Conflux is a crack in time and space devouring a star, the destruction of the 'potential' energy of the star powers Temporal Master society. The crack is also used by the Victorious to communicate with the Time Lords.
- The Reality Conflux is a 'scar' in space-time, a result of the existence of the Temporal Masters. It is the culminated time streams of every Temporal Master Victorious there was or ever will be meeting at a conflux point.
- The Reality Conflux is a philosophers stone of sorts, it is a tear in reality that allows reality to be altered. In practice this device can be used to rewrite the laws or reality. For instance, changing the speed of light or altering the laws of time.

HOW TO RUN TIMELORD ASCENDANT

The Doctor and his companions will arrive on the Temporal Master Citadel in the midst of a secret coup against the Temporal Master Victorious; One camp lead by Geminaus to overthrow Victorious, a cult that wants to instate the Doctor as the Victorious, and the Silence who can't allow another Great Time War.

This is the finale. Close up any remaining story threads. It is time for the Player Characters to spend big on their Story Points for that deus ex machina. One way or another the reign of the

Temporal Masters over time and space is coming to a close

BEGINNING THE ADVENTURE

The Doctor and his companions can arrive on the Temporal Master home world in a number of different ways.

If they approach with the Tardis they will find it extremely difficult to land simply due to the temporal engines creating a matryoshka of time streams. Landing within the citadel will be extremely difficult; at best they may arrive within the first layer. Breaking through any of the time

streams illegally will alert the Temporal Master military police.

Alternatively, if the Doctor and his companions arrive via the Matrix they will emerge from the Seventh Door deep within the walls of the Ministry of Temporal Corrections, in the Matrix simulation department.

SETTING THE SCENE

APALAPUCIA

Outside the bubble of the time streams, Apalapucia appears to be an abandoned following the Chen-7 epidemic. The city has been taken over by vegetation here and there a hand bot can be seen amongst the detritus.

Apalapucia Nova

Closed within the first time stream layer is the new world of Apalapucia. Here we see a mirror of the post-apocalyptic Apalapucia outside the parallel time stream, prosperous, the architecture to be described as Apalapucian Futurism but is still a patchwork of inspiration from across the universe. Temporal Master propaganda can be seen everywhere, here and there Temporal Master military police can be seen patrolling the streets.

The Time Stream Citadel

In the second layer time stream obscured from Apalapucia Nova is the Temporal Master Citadel. This is Temporal Master governmental HQ. The architecture here is composed of grand, spacious edifices.

THE TIME STREAM CITADEL

Within a matryoshka of time streams resides the Temporal Master Citadel, this is the heart of Temporal Master governance and operations. The area is divided by the Road of Temporal

Ministries, with the Ministry of Temporal Corrections located in the north in Nonax Square and the Victorious Palace, Home and Foreign Ministry located in the south within the Mortax Fortress walls.

The Road of Temporal Ministries

Also known as Decimax March is a wide road starting with a Temporal Master monument and ends at the monument of the Doctor. Either sides of the road are dedicated to Temporal Master culture; performing arts centre, gallery of modern art.

The northern part of the road is dominated by a monument in the named Arch of Celestial Service. It is an archway that branches across the road, each of the columns of the arc are Temporal Masters holding up the top of the universe which is in fact a depiction of the universe. Written across the top of the arch are the words 'Avail Avert Ameliorate.'

The monument of the Doctor is of peculiar design, cast in psychic-bronze which allows the observer to see the Doctor in the face they are familiar with. If the observer is familiar with more than one face of the Doctor they will notice a strange effect where the bronze statue appears to morph into his other regenerations as they move around the statue.

The Ministry of Temporal Corrections

Is a hexagonal shaped obelisk that stretches up seven storeys, overlooking Nonax Square. This building is headquarters for all temporal correction activities including; Matrix simulations, precognition analysts, sleeper deployment et al.

To support their operations the HQ houses a number of time travelling technologies including time rings, and time scoops. A whole section is dedicated to the upkeep of chameleon arcs or

sleeper agents throughout time. A prison is also maintained in the HQ to house people of interest waiting for interrogation.

Ela Ran can also be found working within the walls of the Ministry of Temporal Corrections.

Temporal Engine

The Temporal Engines allow multiple timelines to exist simultaneously. The Temporal Engine sustaining the time stream citadel is located just north of the Mortax Fortress. The temporal engine is hidden under an artistic façade.

Home Ministry

Located within the Mortax Fortress walls, the Home Ministry is tasked with the local governing of Apalapucia. This includes local police and secret police, culture, education, health, propaganda, etc. The large austere red stone is where Temporal Masters tasked with local governance do their day to day.

Foreign Ministry

The Foreign Ministry is also located within the Mortax Fortress grounds, these Temporal

Masters are tasked with maintaining Temporal Master relations through space in time. Be it through fear by maintaining the Temporal Master myth or even sometimes through cooperation.

Their main responsibility is to support The Temporal Master Navy and its deployment.

Chief of War Geminaus can be found here.

Victorious Palace

Victorious Palace is a collection of pearlescent tower and spires located on the top of the hill giving spectacular views of the citadel. It is the official resident and the principal workplace of the Temporal Master Victorious. Victorious is supported by security and other chief staff.

The Temporal Master Victorious can be normally found in two places; deep in the bowels of the palace with the Reality Conflux or within her office which is a 'war' room of sorts with holographic maps of both the universe and of history. Their companion will either be at their side or somewhere else within the palace.



CHARACTERS

Ela Ran

Ela Ran first met the Doctor on Apalapucia inside the walls of Brokenheart, a quarantine zone to keep those with the Chen7 virus (see **The Master Plan**). She was one of thousands whose life would change forever. Sired, she became a Temporal Master.

During the reign of the Temporal Masters she climbed the ranks within the Ministry of Temporal Corrections though due to her random regenerations she never rose to the rank of sleeper agent. Instead she worked closely with the Simulator (see **Another World**) and the Matrix.

Ela Ran is part of a sect that believes that the Doctor is the rightful leader of the Temporal Masters. Especially since the Doctrine they follow is based on his very exploits.

Like in her youth Ela Ran is enterprising and sneaky. She will help the Doctor in any way as long as he promises to become the new Victorious.

Geminaus

Before he was sired Geminaus was a young budding architect but following the events that led to the creation of the Temporal Masters he later became an officer in the Temporal Navy.

An ambitious man he climbed the ranks and eventually found himself as Chief of War. Disillusioned with the Victorious' vision of the pure timeline Geminaus has created his own conspiracy to unseat the Victorious and crown himself. He has even gone to the lengths of planting his future incarnation as the Home Minister crossing his own timeline.

The Doctor is a crease in his plan but he will try to best utilise him; as a hostage or an ally it does not matter.

ELA RAN



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	2

SKILLS
Athletics 2, Convince 1, Knowledge 4, Marksman 2, Science 3, Subterfuge 3, Technology 3, Transport 2.

TRAIT
Brave, Code of Conduct (The Doctrine), Obligation (Cult of the Doctor), Obsession (Pure timeline), Scavenger, Random Regenerator, Run for Your Life! Temporal Master

EQUIPMENT & WEAPONS

STORY POINTS	3
TECH LEVEL	10

GEMINAUS



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	7	STRENGTH	3

SKILLS

Athletics 3, Convince 6, Fighting 3, Knowledge 4, Marksman 3, Medicine 2, Science 4, Subterfuge 4, Survival 2, Technology 4, Transport 4 .

TRAIT

Code of Conduct (The Doctrine), Dark Secret (Duplicated*), Explosive Regeneration, Indomitable, Obsession (Pure timeline), Scavenger, Tailored Regeneration, Temporal Master, Tough

EQUIPMENT & WEAPONS

Staser Pistol 6/L/L (living)
2/5/7 (inanimate)

STORY POINTS 8

TECH LEVEL 10

*Geminaus and his future incarnation within the Home Ministry share the same Story Point Pool.

Sonja

Sonja was a war correspondent present in the early 21st century. An IED would have been her death had it not been for the Victorious. She would become the Victorious' companion.

An intrepid traveller and respectable journalist she is not beyond asking the hard questions. Before she was swept away from her impending death she had already been on a number of tours into war torn countries. She considers her adventure with the Victorious to not unlike her previous tours; fraught with dangers and authoritarian intrigue. Sonja is a good listener and observer. She is frank and will push the hard question.

SONJA



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

SKILLS

Athletics 2, Convince 3, Craft 3, Knowledge 3, Medicine 1, Subterfuge 2, Survival 3, Transport 3

TRAIT

Empathic, Face in the Crowd, Insatiable Curiosity, Resourceful Pockets, Sense of Direction

EQUIPMENT & WEAPONS

Camera, Dictaphone

STORY POINTS 6

TECH LEVEL 5

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Her opinion of the Victorious is largely dependent on who it is:

- If it is the Master. Sonja sees him as a crazed despot struggling with the duality of doing good but achieving it at a horrendous cost
- If it is Donna. Sonja has an odd respect for her as she juggles ruling her people and ensures a peaceful universe by playing the monster.

TEMPORAL MASTER VICTORIOUS

Whoever lead the Proto Temporal Masters during the events of The Master Plan will have become the Temporal Master Victorious, shaping their society in the confines of their own time stream.

The Master

The Master has been struggling with their identity the effects of the biological meta-crisis has left them with a little bit of empathy from Donna. As a result they feel something they haven't before; guilt. To console this guilt he began to play the hero, mobilizer and guiding the Temporal Masters attempting to do 'good' en masse by purifying the timeline.

The Master may beg the Doctor for guidance or even to relieve him of the burden. The Master's

current companion Sonja was brought along not only as an impartial means to record his endeavours but also to confirm what he was doing was good.

Donna

Donna felt that she and the Proto Temporal Masters had a responsibility to take action against those threats instead of remaining inactive like their Time Lord ancestors. Donna is weary, managing a fluctuating timeline solo has been a great burden. To ensure that she herself is not cloistered she takes the time to visit the worlds and timelines she will alter. Taking the time to understand the cultures she will alter. This makes her one of the oldest of the Temporal Masters as well.

She welcomes her grandfather when he arrives seeking his console and company. She is greatly aware that though not every choice she makes is 'good' she often compromises for the good of the collective.

Donna looks to Sonja as a friend and a pillar of sanity.

TEMPORAL MASTER VICTORIOUS: THE FIFTH DONNA

PERSONALITY

Her position isolates her from much of the rest of the Temporal Masters, if not for her companion Sonja her position as Temporal Master Victorious may have turned her into the monster she fears, the Master.

GOALS

To serve the Temporal Masters and save time/space.

AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	3
INGENUITY	7	STRENGTH	4



SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 6
Marksman 2, Medicine 5, Science 5, Technology 5,
Transport 3

TRAIT

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

Biochemical Genius: May create biological and chemical 'gadgets'. Using science instead of Technology for jiggery pokery.

Brave: +2 to Resolve when Donna is scared.

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.

Eccentric: Though she looks stoic a battle rages inside her head which sometimes bursts forth, she loses a lot of sleep.

Experienced: Donna has not been idle during her reign as the Temporal Master Victorious.

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.

Obligation (Temporal Masters): She was tasked to guide her people.

Obsession (Perfectionist)

Quick Reflexes

Temporal Master

Temporal Master - Experienced (4): This is Donna's fifth form and with it comes experience.

Voice of Authority: She is the voice of the Temporal Masters

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

WEAPONS & EQUIPMENT

Temporal Displacement Pistol (Major Gadget),
Armour (reduce damage by 2)

STORY POINTS

8

TECH LEVEL

10

FACTIONS

Keeping the Temporal Masters from tearing themselves apart is a difficult task for the Victorious. The Citadel is a pressure cooker of deceit and political double crossing. Some factions are motivated by power while others are motivated by philosophy.

Cult of the Doctor

The members of the Cult of the Doctor are true believers of the Doctrine’s teachings.

The Doctrine defines that there are evils in the universe that should be fought and without intervention all the skies of all the worlds might just turn dark. It is up to those who have achieved temporal mastery that have earned the authority to protect time and space.

The Cult of the Doctor believes that the Doctor will return and should take the mantle of Temporal Master Victorious because the Doctrine and its teachings come from the Doctor’s own experiences.

Ela Ran will be the characters guide into this sect. The cult will help the Doctor in any way in becoming the new Victorious.

Geminaus Conspiracy

Geminaus has accrued support in with high ranking Temporal Master officials in overthrowing the current Victorious and instating himself.

He has gone to the lengths of sending his future incarnation of himself into the present to pose as the Home Minister. Now he controls both the military and the military police located on Apalapucia.

He will help the characters dispose of the current Victorious but will betray them and take the crown himself.

MILITARY POLICE



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

SKILLS

Athletics 4, Fighting 4, Marksman 4, Medicine 2, Subterfuge 3, Survival 3, Technology 2.

TRAIT

Brave, Code of Conduct (The Doctrine), Run for your Life! Scavenger, Temporal Master

EQUIPMENT & WEAPONS

Staser Rifle 6/L/L (living)
3/6/9 (inanimate)

STORY POINTS 3
TECH LEVEL 10

The Silence

The Silence is concerned with only one thing; stopping the Time Lords returning and restarting the Last Great Time War.

The Silent are concerned that the Temporal Masters will encourage the return of the Time Lords sparking a new Great Time War.

Inept with technology the Silent normally coerce others to do their technological bidding. The Silent will help the Doctor and his companions in any way to stop the Temporal Masters. For more on the Silence see the **Eleventh Doctor Sourcebook**.

THE SILENT

The Silent most interesting ability is that a person needs to maintain line of sight of them to remember them. As, soon as one looks away they forget.

This makes the Silent an exceptional ally if attempting to infiltrate the Temporal Master Citadel.

ACT 1: THE ARRIVAL

This Act is where the Doctor and his companions get an opportunity to get a lay of the land and meet some of the important players acting against the Temporal Master Victorious.

LANDFALL

Depending on how the Doctor and his companions arrive within the limits of the Temporal Master home town. Arrival with the Tardis or any other time travelling device will create temporal signature. This will certainly notify the Temporal Master military police who will investigate in force, detaining the device and anyone in the vicinity.

If the Doctor and his companions arrive via the Matrix they will be deposited right in the middle of the Ministry of Temporal Corrections. It is the headquarters for the most experienced and skilled of the Temporal Masters; those that actually travel through time to affect changes

and the ones that simulate those changes and communicate them to the Temporal Master Victorious. It will be a challenging task to sneak out of the building without raising any suspicion.

GETTING CAPTURED

Getting captured is not the end of the world; in fact it will score you some Story Points. If the Doctor is recognised or reveals himself the military police will be of two minds; on one hand the Doctor is the progenitor of their kind and any harm to him could result in damage to their timeline but he has been actively working against the Temporal Masters. Their best course of action will be to bring him in and notify their superiors.

If the Doctor was captured by the military police he will be taken to the Ministry of Temporal Corrections where he will be spotted by Ela Ran before being met by Geminaus.

If the Doctor was captured within the walls of the Ministry of Temporal Corrections he may have an opportunity to speak with Ela Ran before Geminaus finds out.

SPLITTING UP

It is not uncommon for the Doctor and his companions to get split up and this doesn't have to be the exception. The companions may have hidden within the Tardis, using it as a Trojan horse of sorts to enter the Temporal Master Citadel. Within the walls of the Ministry of Temporal Corrections the companions may escape; ferreted away by Ela Ran or a Silent.

This gives the opportunity for the companions to put their own plans into motion or pursue their own motivations independent of the Doctor.

SEEING THE VICTORIOUS

For the Doctor seeing the Victorious is as easy as extending an invitation to them. If detained by Geminaus the Victorious will come in person and

escort the Doctor to the Palace Victorious. Here in the palace the Doctor and his companions will be treated as guests but the companions are warned not to leave their rooms as the palace is not as safe as it sounds.

This is the Doctor and his companions chance to get a tour of the palace and ask any questions. It is also an opportunity for the Victorious to show their true emotions to the Doctor and his companions.

Along the tour may take the Doctor and his companions past a restricted area in which the Reality Conflux resides or perhaps inside the Victorious' own chambers has a view of the Reality Conflux along with what can only be described as a holographic crazy wall of alternate timelines.

PLANNING

Once their current situation is apparent to them allow the Player Characters to devise their plan and communicate these plans to whomever they choose.

FORESHADOWED

The whole Temporal Master campaign has been building up until this point. It is important not to forget what has happened to get you to this point.

Did the Doctor prevent the Neversphere's destruction? Was the Doctor able to establish an alliance between the Dalek Empire and the Great and Bountiful Human Empire? Did the Doctor allow the destruction of Daleks at their genesis? Did the Doctor or his companions attempt to destroy the Proto Temporal Masters? Was the Doctor able to prevent the 'destruction' of the Andromeda galaxy?

How these stories may influence how the Temporal Masters perceive the Doctor; as a

powerful enemy or at best an annoyance. The Doctor and his companion's actions throughout the campaign can be used against them or monuments of the Temporal Master's accomplishments may embellish the Road of Ministries.

The Player Characters will likely draw from technology or elements or allies from previous adventures. This is great, encourage this! Especially during the planning phase but don't make getting these things easy.

ACT 2: THE COUP

In this act the Player Characters will put all their plans into motion. Of course they will have some difficulties putting their plans in action as other movers and shakers

GEMINAUS' GAMBIT

With the power of both the Home and Foreign Ministry behind him, Geminaus will make a push for the palace using both the military police and soldiers of the temporal navy to storm the grounds.

Publically, Geminaus will renounce the Temporal Master Victorious using any excuse from fraternising with the enemy to simply lacking the faculties to lead them to the pure timeline.

The future regeneration of Geminaus posing as the Home Minister may even attempt to gain access to the Victorious and attempt to assassinate them.

SILENCE MUST FALL

The Silent are here to stop any chance of the Time Lords re-emerging, even if this means the destruction of the Temporal Masters. The Silent will use their abilities to become gremlins of sorts. From an observers perspective it appears

to be simply sabotage or mysterious deaths without any sign of culprit.

CULT OF THE DOCTOR MOBILIZE

The members of the Cult of the Doctor have one mission and it is to convince the him to take the mantle of Victorious. Theirs is a campaign of resistance; publically announcing the return of the Doctor and imploring the current Victorious to step down. They will actively resist the Geminaus' coup. They will keep their actions fairly non-violent or using temporal manipulation but their numbers are few.

VICTORIOUS ASSASSINATION

A theme that came up often with the Twelfth Doctor was that he was a general that would send his companions off to die. Missy even went to the extremes of giving the Doctor his own army.

At one point during the second act the Victorious might be assassinated. This would leave a power vacuum begging to be filled.

ACT 3: FINALE

This is the part of the adventure where the Doctor and his companions have faced everything that stands in their way to complete their plan. This is the part of the adventure where any outstanding questions from the adventure and the campaign should be answered.

There are a number of tropes and styles that have been employed by various writers. One or more of these may be used during this finale.

DEUS EX MACHINA

Common throughout the Doctor genre is the Deus ex Machina; when a new event, ability or power not previously established in the setting resolves a seemingly unsolvable situation.

After opening the heart of the Tardis Rose is empowered by the energies of the time vortex, giving her ability to telepathically pilot the Tardis, kill the Daleks and resurrect Jack Harkness (see **The Parting of Ways**).

The Deus ex Machina could be power a Companion through the Reality Conflux, through exposure to multiple alternate histories, or even exploit the Matrix to create an army of their own. The Deus ex Machina is easily coupled with the other tropes. Just remember if the Player Characters opt for such a story shattering make sure that it costs them in Story Points.

RESET BUTTON

This a common resolution method in Doctor Who, the reset button does exactly as one would imagine; it resets the world/universe to the status quo.

The Eleventh Doctor uses the Pandorica to launch himself into the exploding Tardis to reset the universe, restoring Rory to flesh and giving Amy back her family (see **The Big Bang**).

This trope can be played out in a number of ways but most of them would require some sort of time-whimey manipulation to reset the universe to a point when the Temporal Masters did not exist or through the use of a De-mat Gun.

POWER OF BELIEF

Is the idea that if one's belief is strong enough or that there are enough people believe it physically changes the established universe. In the Doctor Who universe this trope is made possible with some futuristic technology or miracle.

With the help of the Master's Archangel Satellite Network, Martha uses the people of Earth's belief of the Doctor to restore him to his former youth (see **the Last of the Time Lords**).

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A Matrix and Key of Victorious (see **Andromeda Burns**) could be used to exploit this trope or alternatively those with the trait Another Lifetime could use their belief to summon some skill from a past life.

HEROIC SACRIFICE

If a Player Character does not have enough Story Points to pull off their grand finale, they may opt to sacrifice their character for the greater good. If Story Points can be used to save a Player Character from death, the opposite can be done to score those necessary Story Points. If a character decides to heroically sacrifice them to stop the Temporal Masters they will be awarded 5 Story Points and the opportunity heroically narrate how they accomplish their heroic act.

- Perhaps the Doctor was left with no choice but to allow his granddaughter Donna to be wiped from the timeline, breaking him, how will this affect the Doctor?
- Perhaps his companions chose to wipe the Temporal Masters from the universe, how will the Doctor react following his companion's genocide, will his companions be able to return to their previous lives?
- What state is the universe in following the events of Time Lord Ascendant? Did the Time Lords emerge from their hiding place at the end of time sparking a new great time war? Has the timeline been left in flux with the established timeline unable to reach a point of equilibrium?

AFTERMATH

Is a final short scene that recounts where the Doctor and his companions are able to get a sense of what they have become. These scenes may even spark motivation for a new campaign.

Adventure written by Martin Tegelj

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

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BBC is the owner of the Twelfth Doctor's tell-tale eyebrows