



INTRODUCTION

Andromeda Burns is a Doctor Who Roleplaying Game adventure written as the next major adventure in the Temporal Masters campaign. Andromeda Burns takes place on a Temporal Master gulag where dissident time travellers and prisoners of the temporal cold war are imprisoned. The gulag is only a temporary measure until the Temporal Masters are able to unleash the ancient Holographic Prison, trapping them and the rest of the Andromeda Galaxy in two dimensional space of the event horizon of the super massive black hole.

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

Holographic Prison (Artefact)

An artefact from the Dark Times of the Time Lords' past it is an immensely powerful device that traps a whole galaxy in two dimensional space. It was part of the Omega Arsenal, a collection of once forbidden weapons which were all used in the Time War by the Time Lords against the Daleks. The artefact was scavenged from a war torn system.

The Holographic Prison is a ritual artefact that resembles a tesseract; a four-dimensional cube.

ADVENTURES IN SPACE AND TIME

The ritual itself requires the presence of a super massive black hole (SMBH) at the centre of the galaxy, the ritual artefact and a sacrifice to activate the ritual that will be trapped in the prison with the rest of the galaxy. The ritual inflames the event horizon of the SMBH drawing the rest of the galaxy into its two dimensional plane.

The Holographic Prison ritual requires the presence of a black hole to be completed. If the Bernal Sphere or the artefact is moved from their orbit around the SMBH this would remove one of the main ingredients and interrupt the ritual.

Traits: Entrap (it can trap a whole galaxy on the event horizon of a black hole), Restriction (requires a black hole of sufficient size)



The Temporal Masters

As it was discovered in **The Master Plan**, the Temporal Masters are a biological meta-crisis hybrid of Time Lord and Apalapucian. The Apalapucians are cultural scavengers and were surprisingly efficient in appropriating Time Lord culture and technology.

The Temporal Masters take the place of the Andromedans that stole Time Lord Secrets from the Matrix during **The Trial of a Time Lord**.

The Temporal Masters learned much from these secrets including the location of Holographic Prison. With this knowledge the plan to destroy Andromeda was born.

The 'destruction' of the Andromeda was not just a plan to weaken the Great and Bountiful Human Empire but also act as a lure to trap the Doctor. The gulag and it's prisoners are just a distraction, there to slow the Doctor while the Holographic Prison ritual can be completed. The prisoners are simply simulacrum of the beings they represent, created by a Temporal Master made matrix.

ROADBLOCK

The presence of the faux Weeping Angels has made travelling to this specific time and place extremely difficult. Piloting a Tardis through this time distortion which will require Ingenuity + Transport (Difficult 21) roll. This roll can be made easier if using smaller time travelling device like; a Vortex Manipulator, Time Ring or Temporal Displacement Pistol.

If the galaxy disappearance is pursued earlier in the campaign this web may be used as a narratively as a temporary road block in which the Doctor and his companions would need to get their hands on a McGuffin (Vortex Manipulator or Time Ring) to break through.

HOW TO RUN ANDROMEDA BURNS

By destroying the Andromeda galaxy the Temporal Masters hoped to lure to the Doctor into this Holographic Prison before the galaxy was destroyed hoping to imprison him. If the Doctor and his companions are successful in stopping the activation of this Holographic Prison is entirely up to the Gamemaster and the Players.

If part of The Temporal Masters campaign and the Doctor has been actively resisting the Temporal Masters and successfully reversing the damage they have reaped, then stopping the Holographic Prison might tie in with the campaigns feel.

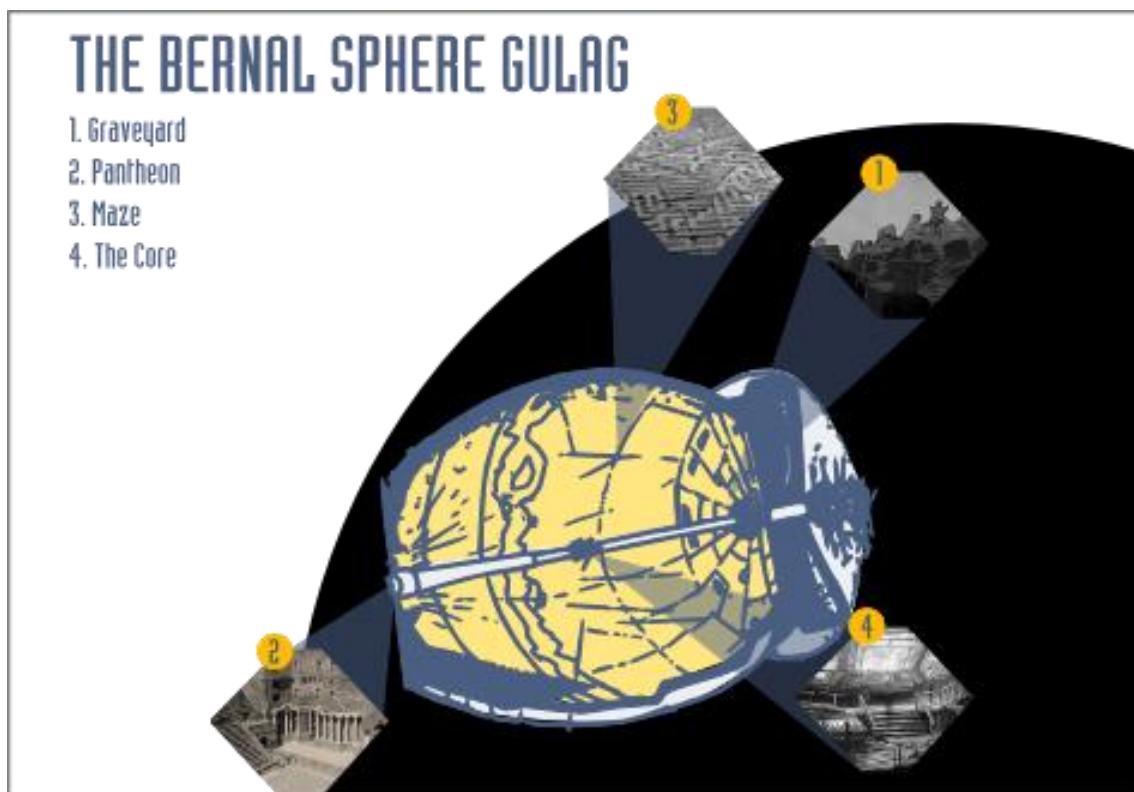
But if the Doctor has been losing these skirmishes with the Temporal Masters throughout the campaign being trapped in this prison may serve the campaign better. This of course does not mean he will remain imprisoned for long finding a way out.

BEGINNING THE ADVENTURE

This adventure like any episode of Doctor Who may start with a short vignette with the Players. This may simply involve searching through time for the instance that Andromeda disappeared.

If the preceding adventure was **Black Hole Bluff** then the information obtained from the Information Archaeologist aids the Doctor with the time-space coordinates leading directing the Tardis to when Andromeda disappeared.

Following the vignette the Doctor and his companions arrive on the Temporal Master gulag hurtling through space.



SCENE 1 – ORANGE IS THE NEW BLACK

THE BERNAL SPHERE

1. Graveyard

At opposite poles are the start and end of the maze. The start is a graveyard filled with the deceased prisoners' graves used as a predestination trap (use terminology from Continuum). There is a simple message written in psychic paper 'Escape death get to the door at the north pole'.

2. Pantheon

In the centre of what appears to be a pantheon is a door. This is the Temporal Masters version of the Seventh Door that allows physical entrance into the Matrix.

3. Maze

Made up of a self-sustaining alien hedge the maze takes up the largest portion of the Bernal Sphere. Like the patches on a football the interior of the sphere alternates between the pentagonal windows and hexagonal patches of hedge maze.

PRISONERS

The prisoners on the gulag consist of time criminals, cold time war POWs, and others deemed too dangerous for the state. Well, that's at least what they think. They are in fact simulacrum generated from memories and data from the Temporal Masters version of the matrix. Placed on this gulag to slow down the Doctor to trap him. When talking to the humans if their past is brought into question a Ingenuity + Sense (Normal 12) will notice that they have trouble remembering how they got here. Pressing the matter further the Doctor and companions may learn that they only

remember their past up to when they last saw the Doctor and his companions.

MATRIX SIMULCRUM

All of the runners and the Weeping Angels in the maze are a product of information kept in the Temporal Masters' Matrix. This should be treated as a major clue leading to the realisation that the Doctor is in a trap designed for his nature. It is imperative that this clue is addressed often with little hints the Doctor and his companions can question. Some suggestions include:

- Runners have gaps in their memories
- Some runners simply should not exist due to severing of timelines
- Inspecting the runners none of them have any presence of atron energy, the radiation accumulated from time travel
- Peculiar instances during death or injury especially with electricity

The prisoners are a motley crew coming from a number of races, eras and timelines. They have arranged themselves into gangs and have carved out territory for themselves on each of the islands.

Weeping Angels

The Weeping Angels are also prisoners of the temporal gulag. The intent was for the angels to create their own farm where they harvest the potential energy of the prisoners running the maze by trapping them and wasting their life in the maze by constantly sending them back in to the beginning. There they are constantly reminded by their aged or dead selves.

See **The Doctor Who Roleplaying Game Core Rulebook** for further information on the Weeping Angels.

BLAST FROM THE PAST

This is an opportunity to revisit some of the allies and enemies the Doctor has encountered during The Temporal Masters campaign; Daleks, Tri-galactic Time Enforcers, the Master, an adult Ela Ran from **The Master Plan** or even Thomas Lovecraft from adventure **Fugue State**.

Maze Runners

Composed of a mix of humans, Daleks and other aliens they are subjugated to run the maze while being hunted by Weeping Angels becoming their temporal foodstuff.

Unknown to the runners is that they are all manifestations of from the Temporal Masters' Matrix.

ARRIVAL

Due to the presence of the faux Weeping Angels the Doctor will find landing on the Miracle Dome challenging. After a bumpy ride the Doctor's Tardis will materialise within the Forgotten Forest within Meat Bag territory. The sound of the wheezing Tardis has attracted some sleepless and paranoid runners armed with improvised weapons will pop out from ambush positions once they Doctor and his companions emerge from the Tardis.

Upon arrival a humming will start a keen eye may notice that the SMBH is slowly getting larger. The humming will only begin when the Doctor arrives with his Tardis, this could even be pointed out by Master or runners.

A familiar voice will eventually tell the ambushers to 'stand down' before emerging from the perpetual twilight. The leader of the rag tag team of temporal prisoners may be a friendly face that welcomes the sight of the Doctor, or a dreaded foe who warily regards him.

The Doctor and his companions will find themselves in a hedge maze through the brambles of the hedge maze they can see that they are inside an Bernal Sphere. From their position they can see both poles of the sphere, they can see that the sphere is a patchwork of maze and glass that allows them a view of the SMBH.

SCENE 2 – RUNNING THE MAZE

THE DANGERS

The maze is large but straight forward to navigate what makes it extraordinarily difficult is that there maze is populated with Weeping Angels who send them straight back to the beginning, repeatedly. The maze also has limited resources like food and water, along the correct path numerous tents and food stockpiles can be found.

Getting Separated

The biggest danger that the Weeping Angels pose is separating the Doctor and his companions where they may encounter a dead or an advance aged version of themselves.

Daleks

Roaming the maze trying to find the exit are Daleks, extremely annoyed Daleks. Like all Daleks if they can find worth in something they will enslave it otherwise they will terminate it.

Be they the remaining Daleks of a severed timeline or Daleks once part of a Human-Dalek

coalition, representative of the top brass within the Dalek Empire are also imprisoned.

The Daleks have a great advantage over the Weeping Angels, they don't blink.

Refer to **Alliance of the Daleks** or **Doctor Who Roleplaying Game** for Dalek templates.

If the Daleks come from a severed timeline will take on a fossilised, stone-like look. This also weakens the Dalek, use the Stone Dalek template from the **Eleventh Doctor Sourcebook**.

NAVIGATION

Survival is the most relevant skill when navigating the maze; this roll can be bolstered with other relevant techniques and devices. This may include crafting a map, using technology, stealth to avoid danger or athletics to climb the hedge walls. Traits can also be a boon when navigating the maze especially Sense of Direction and Keen Senses.

Navigating the maze is less of a crawl and more of a challenge to overcome with a number of rolls. The navigator elects where they would like to go and make their roll with the following results.

Yes and – Find location and find something beneficial

Yes – Find location

Yes but – Find location but run into a complication

No but – Get lost but find something beneficial

No – Get lost

No and – Get lost and run into a complication

Flying

Any of the runners will be able to tell you that a Dalek attempted to fly the distance to the Colosseum but it appeared to be hit by a strong electrical field. At the centre of the sphere is another habitat it is currently surrounded by an energy shield. This is what fried the Dalek.

REACHING THE PANTHEON

The end point of the maze this area resembles a circular amphitheatre that drops down to where the Pantheon itself sits. Inside the white columns of the temple the Seventh Door, a physical entrance to the Temporal Masters Matrix.

The Pantheon and surrounding depression are Weeping Angels. It was one thing avoiding them in the twilight of the maze but entering the dark temple will be the real test.

If the Doctor and his companions survive long enough they will see a free standing door way in the temple it is open letting out a light from inside. This is the Seventh Door and it allows one to physically enter the Matrix.

THE SEVENTH DOOR

The Seventh Door is a physical gateway straight into the Matrix, straight into the Temporal Masters storehouse of knowledge.

The Temporal Masters have upgraded this door to allow those stored in the within the Matrix to leave it.

A Technology + Ingenuity (Hard 18) or appropriate roll will recognise it as the Seventh Door and will notice that it has been upgraded with conduits streaming out of it. If time warrants further investigation successful rolls

will reveal that this door is what maintains the runners out in the maze.

SENT TO THE GRAVEYARD

If the Doctor or his companions are unlucky enough to be sent here they may find ancient versions of themselves, at the last breaths. Seeing their future self makes the event unavoidable trapping them in their fate.

Here the Doctor or his companions will run into the Master.

The Master

'Don't you find it interesting that all the prisoners running the maze on this gulag are time travellers, yet none of them radiate atron energy?'

This is a simulacrum of the Master following the events of **The Master Plan** but be wary this imitator is just as cunning and dangerous as the real thing. He has taken a companion and maintains his territory with a mix of bravado and ingenious traps. He is actually quite proud of his master race and gloats that no prison can hold him.

The Master suspects that he and the other prisoners are not exactly who they seem. The Master simulacrum aims to ensure his own existence.

He has been working on a device, a makeshift transmat device cobbled together from dalek parts and other tech. It only needs a power source, some atron radiation form a time traveller should do it.

GAINING ACCESS TO THE CORE

There are a number of ways to gain access to the core a number of options can be hinted to the Players Characters, some ideas include:

- Disengaging the shield and flying up or alternatively also disabling the gravity and floating up to the core.
- Use the Masters' transmat but this will mean either bargaining with the Master or taking it from him.
- Along the equator of Bernal sphere are narrow diamond filament tethers that hole the core in the centre.
- Tardis their way up which is made difficult with the presence of the Weeping Angels.

SCENE 3 – THE HOLOGRAPHIC PRISON

Within the core of the Bernal Sphere is the control room of the installation. It is covered in monitor and view ports lined up to see the both the interior of the installation and the SMBH outside. It is here that the Holographic Prison artefact is currently charging ready to detonate.

When the Doctor and his companions arrive in control room the humming is reaching a cadence and the artefact appears it will detonate at any second.

When the Doctor and his companions arrive in control room the humming is reaching a cadence and the artefact. Outside through the viewports and displays in the control room show that the SMBH is steadily looming as if it is getting closer. An Ingenuity + Science [Hard 18] or an Ingenuity + Transport [Normal 15] will reveal that the station is not getting closer to the black hole but the black hole or at least its event horizon is getting exponentially larger.

In the centre of the control room sits the Holographic Prison at first glance it appears that this ancient box is shifting and moving. A Ingenuity + Science or Ingenuity + Knowledge

(Hard 18) will realise that the box is actually stationary and that the shifting is only caused by vertigo. As this is a 4-dimensional box, a tesseract. A closer look reveals that the inner workings is an insane shifting clockwork system inside. It is also this device that the humming is originating from but it is not heard with ones ears but is heard in their mind.

Overseeing the Bernal Sphere from within the control room is a lone humanoid this is Anubis the Temporal Master who has sacrificed himself to trap the Doctor.

The Anubis

Was the Temporal Master tasked with the honour of trapping the Doctor forever within the event horizon of a SMBH. He was chosen from a number of candidates with specialised training with ancient Time Lord technology and counter-Doctor measures.

Dressed in the Temporal Masters leather garb, he is pale and keeps his head shaved. Without access to time travel he is armed only with his wit, training and weapons.

Depending on how much time remains on establishing the Holographic Prison, the Anubis will bide his time getting the Doctor to talk or alternatively evil villain monologue to waste further time.

Alternatively, if the Doctor and companions jump straight into action he too will take up defence of the artefact. He will use his combat skills to slow their attempts to deactivate the artefact.

THE ANUBIS



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

SKILLS

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

TRAIT

Experienced, Explosive Regeneration, Feel the Turn of the Universe, Obligation (Temporal Masters), Quick Reflexes, Technically Adept, Time Lord (Temporal Master), Vortex

EQUIPMENT & WEAPONS

- Quicksilver Tool (Special Gadget)
- Key of Victorious (Major Gadget)

STORY POINTS	8
TECH LEVEL	10

QUICKSILVER TOOL (SPECIAL GADGET)

This tool can transform into any hand held tool or weapon. In a second it can shift from a lock pick, to a whip, next a shield. It is versatile and deadly.

Traits: Shapeshift (Major), Special (When the tool Shapeshifts it adopts a relevant trait)

Story Points: 2

THE KEY OF VICTORIOUS (MAJOR GADGET)

Not unlike the Key of Rassilon, the Key of Victorious is a key that opens the Seventh Door allowing physical entrance into the Matrix. This special key is also able to conjure simulacrum from within the Matrix or banish them with a wave.

Traits: Open/Close, Teleport, Restriction (Only opens the Seventh Door and teleports only those stored within the Matrix)

Story Points: 2

STOPPING THE COLLAPSE

The Anubis and his wives is not the only thing standing in the way of the Doctor and his companions shutting down the Holographic Prison. Weeping Angels or the Master may follow our protagonists to the core causing havoc in the control room.

The Anubis may have also protected the artefact with a force field or other traps.

Stopping the Holographic Prison is a problem in its own right, it is ancient Time Lord technology (TL 11) and even the Doctor himself finds himself at a disadvantage. Interacting with the artefact incurs a -2 penalty (for each level of TL difference).

Alternatively with enough energy and ingenuity the Holographic Prison could be destroyed but this may not reverse the effect of the artefact...

AND FAILING

In the event that Doctor and his companions are unable to deactivate the artefact before the Andromeda galaxy was reduced to a two dimensional plane. The event horizon of the SMBH will crash over the Bernal Sphere and the rest of the Andromeda galaxy like a giant flaming tsunami. What may seem like an eternity only took seconds.

Gathering themselves the Doctor and his companions may notice that the SMBH is gone and that the Holographic Prison artefact is now a regular cube; not a tesseract.

ESCAPING THE PRISON

Just because the Doctor has been imprisoned onto an event horizon but that does not mean he won't come up with a way to escape.

Via Matrix

Using the Seventh Door the Doctor and his companions try to escape the Holographic Prison via the Matrix. Hopefully this is not the only door into the Matrix and they can emerge elsewhere...

Ending Their Paradox

If the Doctor and his companions' timeline have been severed at some stage during the campaign; the Doctor may opt to stop the Tardis from maintaining their paradox; hoping that their alternate selves retain some memory of the events, gaining the Another Lifetime trait (see **The Eleventh Doctor Sourcebook**).

Ancestral Time Travel

If the Doctor and his companions have in the past encountered Thomas Lovecraft and he is

one of the runners inside the Bernal Sphere they may be crazy enough to seek his help. Thomas Lovecraft gained the uncanny ability to exchange his mind with one of his future or past ancestors.

If the Doctor or his companions are callous enough they may wish to use this method to escape the Holographic Prison, effectively stranding their ancestor in a foreign body within an alien environment.

AND SUCCEEDING

If he is stopped, Anubis will take out his displeasure on the Doctor and will even attempt to kill the Doctor and his companions in retaliation. The event horizon will begin to recede to its original location and the rising hum inside everyone's head abates.

As his final act the Anubis will attempt to destroy the Key of Victorious, sealing the Seventh Door and banishing the Matrix created simulacrum.

Adventure written by Martin Tegelj

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

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FINALE

Andromeda Burns will either end with the Doctor and his companions having been trapped by the Holographic Prison or after having stopped it. Either way the end of this adventure should be handled as a springboard to propel the campaign forward; be it further investigating these Temporal Masters or taking final steps in stopping them.

- If this is just the beginning of the investigation give the Doctor and his companions a hook for the next adventure.
- If the Doctor and his companions decide to sever their timeline, there should be a great deal of tension as they may never exist again, fading into nonexistence or turning to stone before crumbling as the Doctor ends the paradox that the Tardis had been maintaining.
- If the Doctor and his companions make the journey through the Matrix in hopes of escaping the Holographic Prison or simply to get to the Temporal Masters' home planet should end with a leap.