

BBC



DOCTOR WHO

ROLEPLAYING GAME



ALL OF TIME AND SPACE
VOLUME I



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INTRODUCTION

*'SO ALL OF TIME AND ALL OF SPACE IS SITTING OUT THERE.
A BIG BLUE BOX.
PLEASE DON'T EVEN ARGUE!'*

The Doctor is not a good man. He's not a bad man. He's not a hero. He's definitely not a president nor an officer. What he is is an idiot with a box and a screwdriver. Passing through. Helping out. Learning. He doesn't need an army, because he's got his companions, and together they have the most extraordinary adventures.

All of Time and Space contains four such adventures for the **Doctor Who Roleplaying Game**:

GHOST ENGINES

A prison ship from the far future has crashed in Earth's past and its cargo – a tyrannical psychic vampire named Zoroth, along with a gang of bat-like monsters – has been unwittingly freed beneath Victorian London.

NORTHERN KNIGHTS

Elizabethan England is ravaged by a mysterious plague spread by silver rats – Cybermats! The Cybermen have formed a secret alliance with a rebellious noble and the soul of England and Scotland are at stake!

THE TOMB OF CLEOPATRA

An archaeological dig in modern-day Egypt has uncovered the fabled Tomb of Cleopatra, once thought lost to the sands of time. But if this is an ancient tomb, how come there's the severed head of a Cyberman buried inside it?

SCHRÖDINGER'S EXPEDITION

Orbiting the planet Pilatedes is a vast, abandoned space station known as Anomaly IV. How did it get there and what was it for – and, more importantly, what's inside? Nobody's set foot on it for a long time – until now, when two expeditions from parallel dimensions set out to discover its secrets.

ABOUT THE ADVENTURES

The adventures in this book are all designed to be used with pretty much any group of characters, whether that's the Doctor and Clara, your own Time Lord and their companions, Professor Song and her team or even Kate Stewart and UNIT. They all start in the present day, but from there swiftly head into the past or the future, so assume that your characters at least have access to some means of time travel – so River might have to use that Vortex Manipulator of hers, or Osgood might have to get one of the devices in the Black Archive to work.

POW

GHOST ENGINES



Sample file

GHOST ENGINES



A prison ship from the far future has crashed into Earth's past and its cargo – a tyrannical psychic vampire named Zoroth, along with a gang of bat-like monsters – has been unwittingly freed beneath Victorian London. The ship's warden and gaoler, a psychic alien named Peqod, managed to survive the crash too and is preventing Zoroth from escaping the past. But Zoroth wants his revenge, and with the help of a Victorian engineer named Sir Arnold Heath is building a gigantic time trap to capture Peqod so that he might return to have his revenge on the future.

Now, the railways of England have been turned to a darker purpose and strange ghost trains stalk the landscape, searching for Peqod. But, as the net closes in and the time trap prepares to spring, unwitting time travellers are ensnared instead...

ADVENTURE SYNOPSIS

The characters find themselves transported to 1889 after exploring a disused railway tunnel in Marnock in the present day, meeting up with some old Victorian companions who are also investigating strange events on the railways of England. The tunnels seem to be where the trouble started, so the characters start poking around there but while investigating, they're attacked by Kith, and helped

by the Conciliator... and then they see the strangest train imaginable.

That weird train bears the livery of the Great Encompassing Railway, so they will inevitably look into that company's background. One trail of clues leads to the mansion of Sir Arnold Heath, and the secrets concealed in his cellars. Another trail leads to tunnels like the one at Marnock, where there's been a string of mysterious disappearances. Finally, the characters find the secret heart of the Great Encompassing Railway – the Ghost Engine – and meet the escaped prisoner Zoroth, who tries to paint himself as the good guy and his gaoler Peqod as the villain. Whether duped or not, it's all aboard the Hunting Train for a showdown on the tracks!

THREATS

There are longer write-ups of each of these characters later in the scenario, but to summarise:

Zoroth: Megalomaniac alien renegade Conciliator who wants to recapture Peqod and return to wreak havoc in the far future. His ability to time travel was removed as part of his punishment, so he needs to recapture Peqod to return to the distant future. He's pretending to be a good guy and has fooled Sir Arnold.

He possesses the bodies of various train workers to pose as Sir Arnold's business partner.

Sir Arnold Heath: Well-meaning but deluded engineer. He's become rich and powerful thanks to Zoroth's influence, and is convinced that he must catch the 'Monster' that Zoroth seeks to balance the books. Catching the monster will justify his undeserved good fortune. Play him as... well, he's basically Bertie Wooster trying to be Captain Ahab.

The Steamborgs: Former railway workers, soldiers or dockworkers kidnapped by Zoroth and upgraded with cybernetic parts. Some are grateful to Heath for 'healing' them; others work under duress and are virtual prisoners. Zoroth can possess any of them as replacement bodies for himself. The Steamborgs are a secret army – their existence is not common knowledge by any means. Stats for the Steamborgs can be found on pg. 23.

The Kith: Nasty anarchistic space bats living in the tunnels. Stats for the Kith can be found on pg. 12.

The Conciliators: Far-future authoritarian psychic space police. They can travel through space and time, possess victims and generally act like scary space ghosts.

Conciliator Peqod: The Conciliator tasked with bringing Zoroth and the Kith to their exile. He's currently on the run, but unable to escape because Zoroth has turned the railways into a giant trap. He's currently possessing the body of Simon Fitzhugh.

THE GREAT ENCOMPASSING RAILWAYS COMPANY

The "Great Compass" is a new railway company, less than a decade old in 1889, but in those years it has grown at an astounding rate. Its trains are faster than its competitors, and its railways smoother and more direct. The owner and founder of the company is an engineer and newly minted Knight of the Realm named Sir Arnold Heath. The newspapers acclaim him as a genius, one of the architects of the Empire's golden age, the scandal sheets call him the most eligible bachelor in London, and no one – no one who matters, anyway – looks into the strange circumstances of his company or the plight of his workforce.

The clue is in the name of his company. Sir Arnold may bluster that the name speaks of his ambition, "to gird this whole blessed island in a ring of swift railways", but that's not quite it. Ten years ago, Sir

Arnold was just a junior engineer working on a new railway tunnel. The digging team found a strange metal object buried in the Sussex hillside. That broken thing – the crashed remains of a prison ship – was the foundation of Heath's success.

Zoom out. Millions of years in the future, the Constant of Harmony rules a thousand star systems. It's a glorious star empire, home to hundreds of different races including trillions of humans. Conciliators enforce peace and justice within the Constant of Harmony. These psychic entities are the mailed fist of Harmony. They can phase in and out of the Time Vortex, appearing when and where they are needed to protect Harmony. They possess any convenient bodies, turning them into enforcers of justice. The Constant does not kill unnecessarily, though. Dissidents and criminals are punished by temporal exile. The Conciliators capture these criminals and bring them back in time to the distant past of the universe, exiling them on deserted worlds.

One such ship carried a prisoner called Zoroth. By the standards of the Constant of Harmony, Zoroth was a monster and a deviant, determined to wreak anarchy and suffering across the stars. Zoroth was a renegade Conciliator, a psychic monster capable of leaping from host to host. His escort on this voyage to exile was the Conciliator who captured him: Conciliator Peqod.

Their ship crashed on Earth. Peqod ejected before it landed, taking with him the control console for the ship. He intended to signal for help, but before the Conciliator could make contact with the far future, Heath's engineers freed Zoroth from the prison ship.

Zoroth wants revenge on the Constant of Harmony, but for that he needs a time machine. He built the Great Encompassing Railway to capture the Conciliator. The engines and the railway tracks are components of a vast machine that stops the Conciliator from escaping. To convince Heath to





help him, Zoroth lied and claimed that the Conciliator was actually the prisoner, while Zoroth himself was the gaoler.

Now, using Heath as his agent, Zoroth has established an extradimensional base under London, staffed by kidnapped prisoners. His goal is to find the Conciliator and get the control codes for the Conciliator Ship. He has 'Hunting Trains' staffed by steam-powered cyborgs that wander the tunnels, looking for the missing Conciliator.

Also on board the ship was a gang of vicious monsters, the Kith. They escaped into the countryside, and now hunt the Conciliator too.

1. ARRIVAL

The adventure opens in the modern day. The characters have learnt that people – children, mainly – are going missing near an old railway tunnel. Tragic, yes, but not normally the concern of time travellers, UNIT, Torchwood or whoever they might be. Except that a witness reported a young boy named Simon vanishing into thin air. Suitably intrigued, the characters arrive at the old Marnock Spur tunnel to investigate. It's an old disused Victorian railway tunnel that runs through a hillside; the old bricks are marked with graffiti and stained by soot. Looking around, there's no sign of anything unusual. If a character scans using an appropriate Gadget, then an Ingenuity + Technology

roll (Difficulty 9) picks up the following (you can also use this as an opportunity to explain the basic die mechanic if you're using this adventure as an introduction to the game).

- There's a lingering energy signature in the rails here.
- There's some sort of circuitry in the brickwork. Very old, very advanced...

...and then there's a flare of blue light, and a ghostly wind howls down the tunnel, as the Ghost Engines thunder into life. The characters fall unconscious as they're dragged back in time.

FOUND BY FRIENDS

Switch to Victorian England, where you have the perfect opportunity to introduce characters from that era into your game – Jenny, Strax and Madame Vastra, Jago and Litefoot, even Jackson Lake and Rosita – either played by the other players or as NPCs. For the purposes of the rest of this adventure, we'll assume they're the Paternoster Gang. They've been hired to investigate a monster sighting in the underground – some sort of monstrous bat-like thing attacked a passenger train, and the police are baffled. They just picked up a burst of temporal radiation. Following the energy leads them to a construction site owned by the Great Encompassing Company, where they find the unconscious forms of the time travellers. Hopefully, they recognise at least one of the characters.

As Vastra, Jenny and Strax approach, they see a small glowing humanoid figure vanish into thin air. This was the Conciliator in the body of Simon, who moved the Doctor and the other travellers away from the tunnel where they arrived, in case the Kith got them while they were unconscious.

The Paternoster Gang will suggest that it's probably best to get the time travellers to safety where they can recover (time travel without a capsule *hurts*). Vastra's home isn't far away by carriage.

The adventure proper begins with the time-shifted characters waking up at 13 Paternoster Row. The characters have no idea how they got here – the last thing any of them remember is walking through the tunnel.

Looking outside, the characters can tell they're in 19th century London – some of them might even have been here before. Give the characters a chance to introduce themselves and compare notes.

VICTORIAN LONDON

Take a moment to describe the sights and sounds of Victorian London. It's 1889 – Queen Victoria's on the throne, Robert Cecil's the Prime Minister, the British army is fighting a war in the Sudan, and there's a big strike on the docks, which in September will be a victory for the unions when the dockers' pay is increased.

Steam trains thunder through the capital, but the characters will probably get from place to place by walking or by hiring a horse-drawn hackney cab – or by the London Underground, which by 1889 had more than forty stations along several unconnected lines, with trains drawn by smaller steam locomotives.

Madame Vastra has a large wardrobe of clothes and is quite wealthy, so the characters can outfit themselves in period clothing (top hats are cool).

2. INVESTIGATING THE RAILWAY

Everything seems to point to the railway tunnels. The characters can either head back to Marnock, or the tunnels near where they were found, or the tunnel where the bat-like monster was seen – they're all different places, but they each lead to the same scene. The characters leave the hustle and bustle of the busy London streets behind them, and head into the tunnels.

Exploring the dark tunnels, they encounter a one-armed watchman named Bert. He toddles into view with his flickering lantern held high. The characters can either sneak past Bert (Coordination + Subterfuge, Difficulty 9) or talk to him (Presence + Convince to get him talking, Difficulty of between 9 and 15 depending on roleplaying).



BERT THE WATCHMAN

Playing Bert:

- You're a former railway engineer, but you lost your arm when a boiler exploded. Now, you patrol the tunnels, to stop vagrants and thieves from getting in.
- You've seen strange things down here, but that might be a combination of smoke inhalation and gin. If they weren't hallucinations, they were ghostly trains made of blue fire, with the grim faces of the dead staring out of the windows, or tremendous black bats with glowing eyes, or little men who laugh and call him names. Bert's something of an unreliable witness – the first two are genuine encounters with the Hunting Train and the Kith, but the last one is mostly whiskey.
- You're smarter than you seem, when you're not sozzled.
- Fold one arm behind your back when playing Bert.

Questioning Bert:

- No one's allowed down here! It's dangerous. You could get run over by a train in the dark.
- The trains aren't the only danger. Thieves and gypsies and foreigners and... other things.
- Bert works for the Great Encompassing Railway. They're a new company, bound for great things. He's a huge admirer of Mr Heath, the founder of the company. He's an engineer to recall the works of Brunel or Stephenson. Charitable, too – why, he holds dinners for those injured and maimed through their work!

ALIEN TECH

Once the characters get past Bert, or convince him to show them where he saw the strange things, they end up in a tunnel like the one at Marnock in the 21st century. There's a 30-foot-long section of tunnel wall that was recently recovered in new brickwork, with the logo of the Encompassing Railway emblazoned upon it. Looking around, there's a second stretch of identical brickwork another 200 feet down the tracks.

Scanning (with a Sonic Screwdriver or some other home-made Gadget) reveals the presence of more high-tech circuitry behind the bricks. Removing the bricks reveals the circuits. Examining them reveals:

- They're very advanced technology. Well, actually, they're a really low-tech example of very advanced technology. Looks like someone got stranded here in this barbaric wilderness and strung together a telephone out of tin cans and string. Or, more accurately, a Dimensional Shunt out of iron and bronze.
- It's a Dimensional Shunt. On its own, it does nothing, but if you were standing here when a burst of Hyperyon particles passed through, then whomp! Boom! You'd be shunted. It could teleport you in space or time, or even sideways into a pocket dimension. Or, you know, disintegrate you. It all depends on the particle's energy level when it hits the shunt.
- That could have been what happened to Simon. Well, hopefully not the disintegration part.
- You need a lot of power to generate Hyperyon particles. It's not easy at all.

