

BBC



THE ROLEPLAYING GAME
SECOND EDITION



A STITCH IN TIME



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CONTENTS

CHAPTER ONE

INTRODUCTION	4
The Adventures	4
Back and Forth in Time	6

CHAPTER TWO

HI-DE-HIDE	8
Act One: The Southern Lights	10
Act Two: First Meetings	12
Act Three: A Game of Cat and Mouse	15
Epilogue	16

CHAPTER THREE

THE MOST DANGEROUS MONSTER	18
Introduction	19
Act One: There's a Party Going On.....	20
Act Two: Into the Labyrinth	23
Act Three: Daleks. Why Did it Have to be Daleks?	25
Epilogue	27

CHAPTER FOUR

SILVER SCREAMS	28
Introduction	29
Act One: Life Imitating Art Imitating Life	30
Act Two: Out of the Frying Pan, Into the Fire.....	33
Act Three: The Plastic Straw That Breaks the Camel's Back.....	35
Epilogue	37

CHAPTER FIVE

EVERYTHING MUST GO	38
Introduction	39
Act One: The Panshopticon	41
Act Two: Closing Time.....	42
Act Three: Everything Must Go	45
Epilogue	47

CHAPTER SIX

PROTECT AND SURVIVE	48
Introduction	49
Act One: The King.....	50
Act Two: A Visitor from the Dawn of Time	52
Act Three: The Hoary Apple Tree.....	55
Epilogue	57

CHAPTER SEVEN

EMERGENCY WARD 26	58
Introduction	59
Act One: The Haunting	60
Act Two: Time After Time	61
Act Three: The Heart	64
Epilogue	67

CHAPTER EIGHT

THE GREAT SONIC CAPER	68
Introduction	69
Act One: Daylight Robbery	70
Act Two: Seize the Means of Corruption	71
Act Three: Outfoxed.....	74
Epilogue	77

CHAPTER NINE

RETURN TO SENDER	78
Introduction	79
Act One: The Monster Makers	80
Act Two: Anarchy in Empire Square	83
Act Three: Those Who Wield Power	85
Epilogue	87

CHAPTER TEN

GREEN FOR DANGER	88
Introduction	89
Act One: Is There A Doctor In The House?.....	90
Act Two: It Takes a Village.....	93
Act Three: Lean Mean Green Machine.....	96
Epilogue	97

CHAPTER ELEVEN

SAVE NHEIN	98
Introduction	99
Act One: Particles and Ptings.....	100
Act Two: The Exterminators.....	104
Act Three: To Save the World.....	107
Epilogue	109
Where do we go from here?.....	110

INDEX..... 111



CHAPTER ONE

INTRODUCTION

The Universe is in danger. On the planet Nhein a dangerous creature is poised to eradicate all life. If it succeeds, it will have the power it needs to carve a swathe of destruction across the entire Universe. It is up to you to stop it, and if you can't, no one will be able to stand against it once it has the power it needs. If Nhein falls, so falls the Universe.

So, no pressure.

This book contains a campaign for **Doctor Who: The Roleplaying Game** Second Edition that takes the players across both space and time in ten individual adventures. If you prefer, you can play each adventure separately, but together they can be used as a whole series arc campaign. The adventures can be played in pretty much any order, except for the last one, whichever way you choose to use them.

It should go without saying that this book is for the Gamemaster's eyes only. Players shouldn't read any further. Although if you are going to run these adventures individually, you might change who gets to be the Gamemaster for each adventure, so everyone has a turn at running the game.

📍 THE ADVENTURES

To give you an overview of the whole campaign, we offer a quick summary of the ten adventures. If played as a complete series, there is an item in each episode the characters must collect to defeat the villain in the series finale. We've noted those in this section so the Gamemaster has a handy reminder.

📍 Episode One: 'Hi-De-Hide'

Fairview Holiday Camp, south coast of England, Earth, present day

The characters arrive at a pleasant holiday camp just in time to see an alien spaceship crash nearby. They discover that the occupants are involved in an interplanetary war — and their presence on Earth will undoubtedly bring their enemies. The characters are all that stands between the innocent human bystanders and the two sides of a deadly galactic conflict.

Continuing element: The influence and aid of the alien Council Prisoners

📍 Episode Two: 'The Most Dangerous Monster'

The former Cazralat prison complex, future

The characters arrive at an old prison complex to discover it has been refitted as a tourist destination. However, the tourists haven't come just to see the sights, but to hunt some of the most dangerous creatures in the galaxy around the complex. Unfortunately, some of their targets may not be the prey they are expecting.

Continuing Element: Targetzone Tour Company

📍 Episode Three: 'Silver Screams'

Fun-O-Rama Pictures film studio, Burbank, California, Earth, 1932

Arriving at a famous film studio in the 1930s, the characters meet the media mogul James A. Mendelsson and his beleaguered secretary, Tani Ramsey. A meteorite interrupts their conversation and begins to have an effect on the stores of celluloid film. The studio experience very quickly becomes a deadly creature feature.

Continuing element: Four missing Merry Mallard film reels

📍 Episode Four: 'Everything Must Go'

HYNAX Gigacomplex, the third stratum of the Trox cluster, 23rd century

In the largest shopping complex in the Universe, customers are assembling for a secret market, held after closing time, for some of the most dangerous items in the Universe, for the most dangerous beings in the Universe. And, if they get what they came for, it's the Universe that will pay the price...

Continuing element: Eagle Eye 360

📍 Episode Five: 'Protect and Survive'

Battlefield, Hastings, Earth, 1066

The characters find themselves prisoners of war at one of the most famous battles in English history. But, they are not the only strange prisoners to be captured that day. They discover they have a life to save, but only if they can safely navigate a brutal and bloody battlefield.

Continuing element: Arrowhead with Silurian DNA

📍 Episode Six: 'Emergency Ward 26'

Planet Urd, unknown date

A Victorian hospital turns out to be more than it appears when the characters are separated into different time streams. Why is time behaving so strangely in this ordinary place, and how can they heal the cracks in time?

Continuing element: Siege Mode Type 26 TARDIS

📍 Episode Seven: 'The Great Sonic Caper'

Anahera, planet New Stenport, 29th century

A wealthy collector steals a vital piece of technology from the characters (a sonic screwdriver) to add to their museum collection. As the characters plan a heist to get it back, they discover the museum has been broken into before. Can they find the previous burglar, and what will they want in return for the secret of how to beat the security system?

Continuing element: Keybot

📍 Episode Eight: 'Return to Sender'

The settlement of Harmenhout, on the planet FBK-113, 57th century

Following the distress call from a kidnapped telepath, the characters discover many captured alien species held in stasis, being altered for political gain and to keep an impoverished population placated. Can the characters overthrow Lackton Orbgig and return the captured aliens to their homes?

Continuing element: One-armed Pting