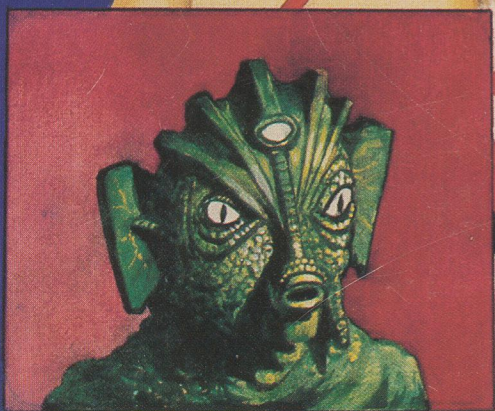


CITY OF GOLD

FOR USE WITH THE
**DOCTOR
WHO**
ROLE PLAYING GAME



FASA
CORPORATION

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INTRODUCTION

The City of Gold is an adventure for use with the **DOCTOR WHO Role Playing Game**. In this module, a Time Lord and his Companions are caught in a paradox that threatens the human race and, consequently, the existence of the entire universe. To try and head off the disaster, the Time Lord and his Companions must travel to South America in the era of the South American Conquistadors, where they will face the original inhabitants of the Earth, the Silurians. The interplay of motives among Indians, Spaniards, and the Silurians further complicates the player characters' problems. To resolve the situation, the group will need to use foresight and planning, teamwork, and an insight into their surroundings and opponents, along with the various skills of their characters.

The gamemaster should be thoroughly familiar with the rules of the **DOCTOR WHO Role Playing Game** and with the contents of this booklet before attempting to run the adventure. His task is to moderate the adventure, presenting information and directing the course of events as the situation unfolds. In essence, the gamemaster is a 'storyteller' who weaves together the background and preordained adventure encounters with the actions and decisions of the players caught up in the scenario.

A group of players takes on the roles of Time Lords or Companions. Two to six is the ideal number, but the gamemaster may include more if he desires. (It is possible for a lone player to undertake this adventure, but the plot might make that more difficult to manage.) Players need to know something of the game rules, but need not be as familiar with them as the gamemaster. They should *not* be allowed to have access to this booklet, save only for the four-page **Players' Handout** bound into it. This handout contains the information that is readily available to characters through experience or through the computer data banks of the TARDIS. It contains clues, background material, and a few red herrings that may help or hinder the group unravel the events in which they are involved.

Each player must have a character in order to play the game. The creation and use of characters is covered in the basic rules set, and so

new characters can be specifically created for use in this adventure, if desired. If this adventure is made part of an ongoing campaign, players can use characters created from previous adventures in this one as well.

Alternately, the players may use the pre-generated Time Lord and Companion characters provided in this booklet. Doing so allows a new group of players to begin play without time-consuming preparation. Moreover, pre-generated characters serve both players and gamemasters as good examples of how to mix personalities and motivations for greater enjoyment of role playing.

One of The Doctor's incarnations could easily appear in this adventure, accompanied by various old and new Companions. Although any of The Doctor's six incarnations are available, the adventure is probably best suited to the personality of the Fifth Doctor. Obviously, it may be necessary to adapt some facets of the adventure if one of The Doctors is to be the focal point of the scenario.

The players and the gamemaster will need paper, pencils or pens, and dice in order to play the game. If the gamemaster also decides to use miniature figures, detailed maps, and other such play aids, these can be useful in enhancing the quality of the game. However, the only play-aid essential to any voyager using these rules to travel through the Vortex is an abundance of imagination.



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PLOT SYNOPSIS

The Celestial Intervention Agency has asked the adventurers, a band of operatives who occasionally undertake missions for them, to look into a suspected tampering with Temporal Nexus Point Earth's history by the renegade Time Lord known as The Master. They are to travel to Venezuela during TNP Earth's 21st century, in a time when various revolutionaries were attempting to overthrow an oppressive world government. There, the CIA reports that The Master may be attempting to escalate these confrontations into a full-scale world war.

The mission is quickly sidetracked, however. As the TARDIS materializes, there is a shock to the fabric of time, a dangerous disruption that seems to have no specific point of origin. When the adventurers emerge from their TARDIS, they discover that something is badly wrong. Though they were supposed to materialize at the coordinates of a guerrilla movement's field headquarters in 21st century South America, there is no sign of habitation when they come out. A check of the TARDIS' instrument reading proves their coordinates to be correct, yet an encounter with dinosaurs in the jungle proves that something is badly wrong.

A search for clues leads to a mysterious time bubble containing a ruined city. Here, on top of a huge step pyramid, the party discovers some strange machinery, which proves to be responsible for the temporal disorder they experienced. Most disturbing of all is the discovery of an exact duplicate of the party's TARDIS. Its last time-space coordinates are set for 1543 A.D., but the spatial coordinates are set for the landing point where the party most recently landed here in Venezuela. The machinery cannot be dismantled. Protected by the time bubble, it is the core of a paradox that the adventurers can undo only by going back in time and preventing the events leading to the creation of the machinery in the first place.

Travelling to 1543 A.D. proves to be a difficult task. The mysterious time field is an outward symptom of a time loop that has evidently removed the entire human race from the timeline, save only for the bubble protecting the existence of the ruined city and the machinery evidently sustaining that field. Tricky temporal maneuvering is required to mesh with the field and enter the time loop, there to interact with the events that led to the loop's creation. Having carried out this difficult task, the party arrives in the South American jungles in a world where the time field does not exist, in the correct year.

The adventurers almost immediately encounter a band of Spanish American conquistadors on a search for El Dorado, the legendary city of gold that attracted so many greedy fortune-hunters to South America during the years after the Spanish conquest of Mexico and Peru. The Spaniards take the travellers for deserters, renegades, or perhaps foreigners in league with the local Indians, and believe that they can reveal El Dorado's location.

It is up to the players to decide their response to the conquistadors' demands for assistance. If they agree to help, they can lead the Spaniards to the city they found in the distant future, or they can cooperate by leading their captors on a false trail until a chance comes to slip away. On the other hand, they can refuse to help, and face the harsh methods of persuasion used by the fanatical Spanish leader. This is followed by a trick that seems to offer the players a chance for escape, but which is in reality a plot set in motion by the conquistadors to track the party back to the City of Gold.

In almost any case, the party is eventually ambushed by Indians led by hooded, silent figures who later reveal themselves to be the reptilian Silurians. The ensuing fight leads to the Silurian capture of at least one member of the adventuring party, and some of the Spaniards. Subsequently, the Silurians discover the TARDIS, fathom its uses, and make it the keystone of their plan to eliminate the human race and reclaim their stolen planet.

Outcast Indians from the city tell the remaining free characters of the Silurians' activities and offer their help in rescuing the captives. It will be necessary to forge an alliance between the party, these Indians, and

the conquistadors, for each group has abilities that will be needed if the city is to be penetrated. The adventure rushes to a climax as the characters enter the city to free their friends, and then must race against time to free their TARDIS from the machinery intended to wipe out humankind from *Earth's* history.

If they are successful, the machinery instead acts to place El Dorado and its contents in a permanent time loop, while the adventurers and anyone they can rescue are able to escape. Failure, of course, leads to the very situation the party discovered originally, completing the paradox. Caught in their own trap, the Silurians can no longer threaten humanity. This is only one of many Silurian colonies, however, and these age-old opponents of mankind will continue. For the moment, though, the Time Lord and his Companions in time and space can resume their interrupted wandering in time and space.



CONTENTS OF THIS BOOK

The City of Gold is an adventure with many twists and turns, with mysteries to be unravelled, and a variety of possible opponents to be met or avoided. Many events required by the plot are almost certain to take place. Although these circumstances are beyond the player characters' control, there are also a number of points where the group's decisions may dramatically influence the course of the adventure as a whole, and so have a major impact on the final outcome of the whole scenario.

The module is designed to give the gamemaster all the information needed to handle both aspects of the adventure, the fixed events as well as the variable course of action that might be followed. Interweaving these is at the heart of the gamemaster's job, and so he needs a working familiarity with the various sections of the booklet.

The Adventure sets the stage for the scenario with a fictional view of opening events in the situation. Thereafter, it describes the various events and directions the adventure may take until a conclusion is reached.

Historical Information gives the gamemaster an overview of what is happening. It discusses the various plots and subplots that are integral to the adventure, providing an overview that may help him improvise events and encounters that occur as a result of unusual approaches taken by the players. This background also helps the gamemaster understand the historical aspects of the adventure, and so do a better job of conveying a vivid role-playing atmosphere.

Next comes a fairly comprehensive **Cast of Characters**, which provides statistics, skills, and background information for a group of pre-generated player characters (a Time lord and his Companions) for groups who do not wish to spend a long time in character creation. Also included are full game statistics for a variety of NPCs encountered in the adventure.

A section of **Gamemaster's Notes** includes hints for handling various encounters and NPCs, data for gamemastering new equipment, and material relating to the game use of new skills, concepts, material, and terms introduced in this booklet.

Finally, there is **Player Hand-out**, a four-page folio bound into the center of the booklet. The gamemaster can lift it out and pass it around to the players at need. In it is information (some of it inaccurate or unnecessary) on the background of the adventure that the characters might be expected to have access to at the beginning of the scenario. For ease of play, the gamemaster might photocopy the folio, handing out relevant sections to the players as the gamemaster sees fit.



THE ADVENTURE

This section presents the various encounters and events that shape the course of *The City of Gold*, in the rough order of their occurrence. To set the overall mood of the module, a short introductory story leads off the section.

While the exact sequence of encounters and events will vary according to the decisions made by the players and the success (or failure) of their efforts, some specific situations will almost always take place regardless of what the players do. These essential elements of the story serve to move events along and to build the plot, even when players are unable to make progress through their own decisions.

These planned events begin when the CIA, Gallifrey's covert temporal intervention organization, assigns the player's group to visit TNP Earth in 2030 A.D. Their arrival at these assigned coordinates coincides with the activation of a temporal field of unknown purpose and origin. In due course, the adventurers discover a ruined city and various clues that propel them into the second part of the adventure.

Events will conspire to cause the party to journey back in time to the year 1541 A.D. Here, the adventurers become involved with Spaniards, who will do their best to persuade, coerce, or trick the characters into revealing the location of El Dorado, which is actually the ruined city they discovered in their landing in the future. Although several courses of action are possible, most lead ultimately to the capture of one or more of the group, and the TARDIS itself, by Silurians and their Indian servants, while a group of outcast Indians contacts the ones who managed to escape.

In the end, the party will have a chance to enter the city and confront the Silurians, working to avert the activation of the Silurian time-loop mechanism. The defeat of the Silurian plot depends entirely upon the wise use of previous opportunities and encounters.



INTRODUCTORY STORY

Droval, leader of the Triad that governed the community of Antolsta, gazed one last time across the lush valley. Above the dense green foliage, the swollen shape of the rogue planet hung menacingly. Although the scientists predicted that the intruder would devastate the planet, the Silurians had their Shelters to protect them. When the planet was again capable of supporting life, the suspended animation chambers would release the sleepers, their pets, their domesticated animals, and all the other living things stored below the planet's surface so that they could reclaim the world and rebuild their civilization. All across the planet, other triads were organizing other communities for the great sleep. All was in readiness, yet Droval felt a nagging doubt. What if something went wrong?

He turned to the old scientist Visthar, still engrossed in his readings and measurements of the approaching worldlet. "Will we truly see our world again?" Droval asked, his voice level and emotionless.

"Of course, Droval," the scientist replied, peering through the three-lensed sighting apparatus. "It has all been calculated. Though our atmosphere will be torn away, it will replenish itself once more, and the increasing air density will trigger our revival. It is calculated, yes. All that remains is to finish the preparations." Visthar noted some measurements, then looked up at the rogue thoughtfully. "If we could have finished the Visualizer, of course it would have been better."

"How so?" Droval asked sharply. He did not like the thought that any of the preparations were less than perfect.

"It will not change our chances of survival," the elder Silurian said. "But with the Visualizer, we could have traced the genetic heritage of any species into the past or future. Had we completed a working model, we might have been able to determine just when the planet's recovery would begin, and so have been more precise in our activation of the reawakening process. Air pressure triggers might not be as efficient as some methods. With the Visualizer, we would be on the verge of controlling time itself, capable of looking into the past or future at will."

The Triad leader made a curt gesture. "I do not like machines," he said flatly. "They should be left to our undersea cousins."

"Machines will save us when our planet is plunged in chaos."

Droval reluctantly signed consent. "If your machines work as you say, Visthar."

Droval awoke from a dream of darkness and endless suffocation to find both sensations equally strong in wakefulness. The feeling of disorientation was terrible. With his third eye, Droval examined the dark cave through the clear lid of his hibernation chamber, seeing the jumbled containers and the collapsed masonry in the room. Visthar had said there might be earthquakes when the rogue planet passed, but it had seemed in his dream that this earthquake had just happened. Could the revival mechanism have been triggered too early?

He pushed open the door of his chamber, and awkwardly stretched cramped muscles. Suddenly, his attention was caught by a wavering light, a flickering that grew closer and brighter. There were sounds, too, a clattering and a chatter of some unknown language. His telepathic sense registered that none of his people were near, save for sleepers who had not yet revived. There was something wrong, alien, in the presences he detected, something that reminded him of the mammalian vermin he had once hunted in the fields to save his crops from destruction. At the memory, Droval's nose wrinkled in distaste.



Despite the mind-touch, he was totally unprepared for the sight that greeted him when a torch was thrust through a hole at the far end of the cavern. Face and upper torso illuminated in the uneven light, the creature carrying the torch was repulsive. It had but two eyes, set on a narrow face that was a disgusting parody of a Silurian's. The coloring was not grey-green, but a sickening brownish-pink, and the creature's head and body were furred. It really was a mammal, but a mammal that walked, talked, and used tools to make ornaments and clothing, just as a Silurian might. From where had this beast come?

Droval made a sound of disgust and repugnance, while the ape-thing chattered and gesticulated in fright and dropped the torch. It did not run far before the Silurian's organic energy beam cut it down. The Triad leader bent over the body, examining the clothing and crude weapons it wore. Whatever these things were, they were unspeakably primitive and barbaric, and their presence could not be tolerated on the planet of the Silurians.

Grimly, Droval set about reviving his fellows. Whatever it was and from wherever it came, this mammalian vermin would have to be exterminated. Perhaps Visthar would have some useful ideas on the problem.



WHERE HAVE ALL THE HUMANS GONE?

In this section, the time travellers first stumble across the mysterious happenings that draw them into the gamemaster's web. It is important that he lead them into the adventure without revealing just what they are getting into. As far as any of the player characters know, the adventure on which they are embarking concerns the Master, 21st-century dictators, and South American guerrillas. To begin with, they should be focused on these problems and these problems alone.

TROUBLE IN SIGHT

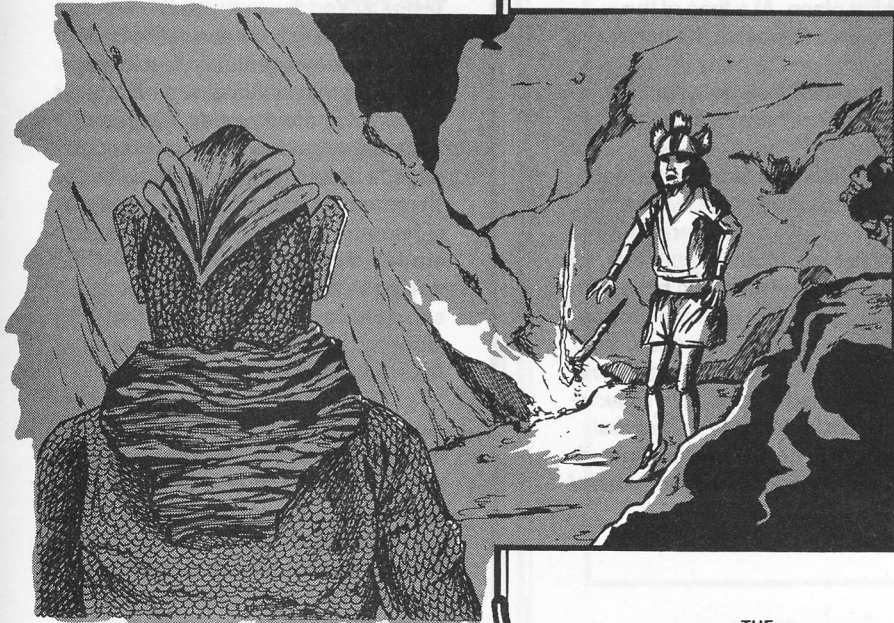
Once more, the Celestial Intervention Agency had reached out and touched the Time Lord and his Companions, turning their carefree interstellar and intertemporal wanderings into another rescue mission of the fate of time. Though the Time Lord vowed once again to shut down the Recall Circuit, and his Companions ranted and raved about the CIA and its dirty tricks, in the end, they had to take the

mission. As someone pointed out, they could accept and know what they were getting into for a change, or they could watch helplessly while the Time Lords overrode the TARDIS controls and sent them blindly into danger. By taking the first path, they would at least know when and how often to keep their heads down.

The adventurers received their orders from Lord Vadrestotolodur, a pompous Time Lord who was more politician than CIA Coordinator. Gallifreyan gossip said he was a shoo-in for the post of Chancellor now that acting President Flavia realized that The Doctor would not take up his duties like a responsible adult. With Vadrestotolodur trying to make a few extra points with the leadership of the CIA, it looked as if he had chosen the adventurers to help him make the score.

His brief verbal orders were accompanied by a lengthy file containing reports that The Master was at work again. The sinister renegade had been tracked to 21st-century Earth, and was supposed to be hatching a new scheme to alter the flow of history and carve himself a personal empire. Ordinarily, The Doctor would have been the ideal choice for the task of stopping him, but The Doctor's current incarnation was behaving so outlandishly that no CIA coordinator (especially the self-important Vadrestotolodur) was willing to call on him.

The years between 2030 and 2050 A.D. were a time of great confusion and turmoil on *Earth*, following the collapse of the World Zone Organization. The organization had originally been formed to coordinate resources and economic functions between regions, but had become a true world government through the genius of a man named Salamander. The Second Doctor had foiled Salamander's scheme to become a world-wide dictator, and creatures he had appointed to coordinate the Zones were displaced in the ensuing years by popular uprisings and the WZO's own housecleaning efforts. For a time, however, a successor might have emerged to maintain Salamander's grip. The most likely candidate was Vasquez, who controlled the South American Zone, but he was brought down by a freedom-fighter named Ramirez, the 'Second Bolivar'. Ramirez' campaigns in Venezuela, Peru, and Brazil were



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crucial to reestablishing freedom in the wake of Salamander's tyranny.

If The Master tampered with the actions of Ramirez and his people, it was possible that he might use Vasquez to create a new empire. The CIA was ordering the adventurers to investigate Ramirez for evidence of temporal intervention by The Master. Entering the scene in 2035, they would quietly keep watch for any appearance of the renegade. If he interfered with history, they must do whatever possible to stop him. The briefing contains coordinates for the large mining project above the Orinoco River Valley where Ramirez was based, along with the additional and very extensive information on what to look for during their investigation. Finally, there is a warning to be especially careful, for The Master is a dangerous foe.

MEETING WITH A DINOSAUR

The central column of the TARDIS control console wheezed uncertainly as the temporal vehicle completed its materialization at the assigned coordinates. Seconds later, there was a strange discontinuity in the even flow of time, as if someone had crumpled up and tossed aside the whole fabric of the universe. The TARDIS, though stationary and fully materialized, bucked wildly for a few seconds, making all the human Companions on board grow dizzy and disoriented. Each must make a MNT roll at Difficulty Level V to avoid blacking out for several minutes. Those who do lose consciousness will reawaken totally disoriented and suffering from a peculiar form of amnesia that blanks out their entire history prior to joining the TARDIS. This will pass after several minutes, however.

Meanwhile, the group is making other disconcerting discoveries. Although the TARDIS was supposed to materialize disguised as a storage shed filled with explosives, a look on the viewscreen or a trip outside reveals nothing but jungle. Yet, the coordinates of the control console match precisely those that were given in the CIA briefing. According to the TARDIS, the party is exactly where it should be. Of course, the navigation system could be faulty (not unknown for Gallifreyan time capsules), but test runs of the entire TARDIS control system make it clear that the problem is not internal.

Moreover, there are indications of a time field in operation within a few miles of the group's current location. The instrument readings pick it up as almost an echo of the TARDIS dematerialization circuit, except that it cannot be an echo when their machine is fully materialized. It may occur to someone (Difficulty Level III for a roll against MNT) that the field might be a creation of The Master or some other temporal marauder. The group decides to investigate.

If the party travels on foot, a Field Detector can home in on the the source of the disturbance. Leaving the TARDIS, they must hack their way through seemingly impenetrable jungle that lacks any sign of human habitation. There is no hint that this region is the supposed base of operation for the famous mobile columns of Strike Force Ramirez.

The gamemaster should describe the journey carefully. There is the heavy, muggy heat, thick jungle vegetation that seems to defy their efforts to push through, the buzzing of insects, and the distant sounds of the Orinoco's rushing waters. As they travel (on a journey that takes several hours of hard marching to complete), the gamemaster can roll dice, as if for a random Encounter Table, at appropriate intervals. In reality, there is no such table. These dice rolls will merely disguise the planned nature of events now taking place. At a time of the gamemaster's choosing, he can spring an encounter on the party that, if properly handled, will be a startling revelation of just how badly wrong things are.

The encounter is with a ten-foot long dinosaur whose massive set of jaws are filled with sharp carnivore teeth. Weighing about 220 pounds, it is agile, quick, and mean. The horns above his small eyes give the beast a sinister, dangerous appearance, and its forelimbs are powerful. A Skill Roll against a character's rating in *Paleontology* (Difficulty Level IV) will reveal this creature to be a *Herrerosaurus*. If offered a description or sensor scan of

the dinosaur, the TARDIS computer could make a similar identification. Game stats for the beast are given in the **Background** chapter.

Presumably, the party will find a way to kill, drive off, or elude their prehistoric attacker. The dinosaur is neither terribly bright nor particularly persistent in hunting them. The encounter is not intended to be lethal. Rather, its purpose is to scare the players and to raise the key question: what is a dinosaur from the late Triassic period doing in Venezuela in 2035 A.D.?

To show that this encounter was no fluke, the gamemaster may provide additional clues such as the discovery of fresh tracks made by a fairly large reptile at the banks of a stream, or the sound of a weird hunting call off in the distance. Make clear to the players' group that each such discovery hints at different animals. The sounds bear no resemblance to the noises made by the *Herrerosaurus*, for example, and the tracks are shaped quite unlike the feet of the big carnivore. Any computer analysis or identification by a character with skill in *Paleontology* should stress the fact that identifiable traces indicate that these are all late Triassic saurians. This is an important clue of things to come.

THE CITY

Following the trace of the time field, the party eventually reaches a strange jungle clearing. A perfect circle ten kilometers across, it is free of all jungle vegetation. At the clearing's edge, a flickering, glowing force field shimmers. Visible through it are signs of human habitation, the first encountered since the party left their TARDIS. A ruined city of stone buildings surrounding a huge pyramid, the architecture is reminiscent of Mayan, Aztec, and Incan forms.

If analyzed, the force field will be identified as the time field the party has been tracking. The Time Lord(s) in the party can announce with considerable authority that the force field is completely impervious, as only a being attuned to the time field generator could interact with it. The gamemaster should then find a way to prove this judgement wrong by having one of the characters pass through the field without difficulty, either on purpose or by accident. Played with proper tongue-in-cheek style, such a scene can be very effective.



The whole party can cross the time field freely, as can whatever they wear or carry. Anything not in contact with one of the characters cannot cross the field, however. For example, a K-9 unit could not pass through independently, but could be carried through without difficulty. This, too, is an important clue of things to come.

The exact center of the time field is five kilometers from its perimeter, and seems to be centered on the large step pyramid at the heart of the ruined city. There is no guarantee that the adventurers will make straight for this point, of course. The gamemaster should use the map and city description in the **Background** chapter to describe various buildings that might be investigated. Bear in mind, however, that these buildings are ruined and empty. Everything in the city is perfectly consistent with the fact that it has been lifeless and abandoned for 500 years or more.

AT THE PYRAMID

If and when the characters finally reach the pyramid, they will find that it towers above the center of the city. They will have to climb to the top of this 175-foot tall structure to learn anything significant, as there are no visible entrances at or near ground level.

On reaching the top of the pyramid, the adventurers will be startled to discover an array of sophisticated machinery. The flat apex of the pyramid is covered by an antenna-like grid of metal strips, obviously not of Indian origin. This gridwork seems to be built right through the walls of a small building that would have been a temple in Indian cultures.

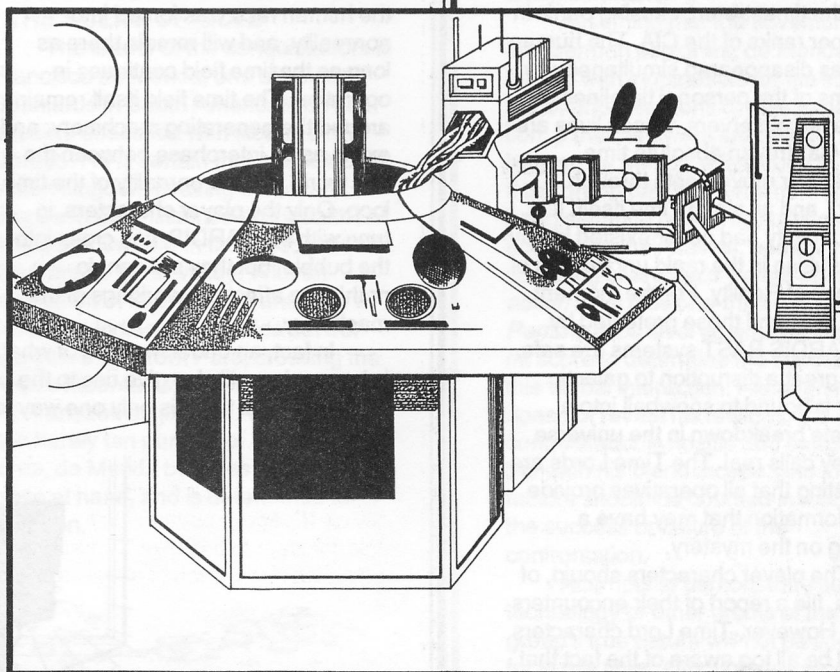
Entering this structure, the adventurers are in for a major surprise. Standing in the midst of the chamber is a familiar shape, that of the group's own TARDIS, which they have left behind several kilometers away in the jungle.

The TARDIS door is open, and a heavy conduit runs from the inside of the machine to a bank of alien-looking machinery, which in turn is tied into the metal grid that extends outside. The equipment is now in operation with power seeming to come from a second cable leading through a square opening in the floor of the temple and into the heart of the pyramid. Examination of the opening reveals that its interior has partially collapsed over the years, and so cannot be reached.

The players' group cannot readily understand the machinery. It also proves impossible to touch. Anyone reaching for it finds that any amount of force exerted to approach it is met with an equal repulsion force. A Skill Roll against a character's rating in *Force Field Technology* (at Difficulty Level III) reveals that this is a defensive system unrelated to the time field, meaning that there is no way to get at the system as long as the field is operating. The force field evidently protects not only the machinery, but also the conduits, cables, and other related systems. On close examination, even the grid network proves to be protected. Player characters will find that they are actually walking about a centimeter above the surface of the pyramid, and thus never quite come in contact with the grid. (They may detect this disconcerting phenomenon before they discover the protection accorded to the mechanisms.)

Also connected to the mechanism is a strange, coffin-shaped container of some plastic-like substance. It is not quite transparent, but rather translucent. Within it is a human figure, perfectly still, as if asleep or dead. Again, the player characters cannot reach the coffin.

Entering the TARDIS, the adventurers can see that the cable coming in from outside is tied into the central control console. They can reach neither the cable nor the controls, as they are similarly protected by the defensive field. Otherwise, the TARDIS looks much as it did when they left it in the jungle. The players group will notice that instrumentation, a TARDIS Remote Computer Link, a K-9 unit, or a homing device clearly reads the direction and distance to the TARDIS to be precisely where they left it. Even though this is plainly their TARDIS, it does not register as such. If characters examine control settings (which can be done without touching them), they will discover one significant change. The last-entered set of destination coordinates shows that this TARDIS landed at precisely the spatial location of the group's landing (the vanished mining camp site), but the temporal coordinates are years different. In fact, according to the control settings, this TARDIS was placed in the pyramid (but was moved overland, not piloted) in the year 1543 A.D.



THE TARDIS MYSTERY

Made one after another, these discoveries pose many key questions. Even more arise when the characters realize that, although their TARDIS is sitting on top of an Indian pyramid in a ruined city, it is almost simultaneously exactly where they left it earlier. The gamemaster should make sure that the group discovers this fact, rather than becoming convinced that they are stranded.

Returning to their original TARDIS, the characters have time to reflect on the anomalies uncovered. Some of the saurian clues may become evident again, but the jungle trek should not prove particularly dangerous. So far, the characters have a mystery to solve, but no other major crises to worry about in the 21st century, and the gamemaster would be wise to keep the group from getting too deeply entangled in the situation just now.

On reaching the TARDIS, the adventurers find an additional problem to spur them on. The CIA has transmitted a message into the TARDIS computer, demanding priority response by all operatives. Apparently, reports have come flooding in from all along the timestream, causing panic in the upper ranks of the CIA. The human race has disappeared simultaneously (in terms of the personal timelines of Gallifreyan observers, whose lives are tied to Gallifreyan absolute time, despite their movements through history), and all along Time itself. It is as if humanity had never existed in any era, resulting in the rapid unravelling of the fabric of Reality. For the moment, Time Lords and those protected by their TARDIS PAST systems are safe, but so great a disruption to galactic history is bound to snowball into a complete breakdown in the universe Gallifrey calls real. The Time Lords are requesting that all operatives provide any information that may have a bearing on the mystery.

The player characters should, of course, file a report of their encounters so far. However, Time Lord characters should be all too aware of the fact that it may take a long time — years, even — before Gallifrey will react to the crisis in a coherent fashion. After all, any estimate of the process of the temporal breakdown puts the actual collapse of reality a century or two away, as the effects of the crisis ripple outward

toward Gallifrey from TNP Earth. Thus, the CIA and the High Council may well take their time in wading through the reports.

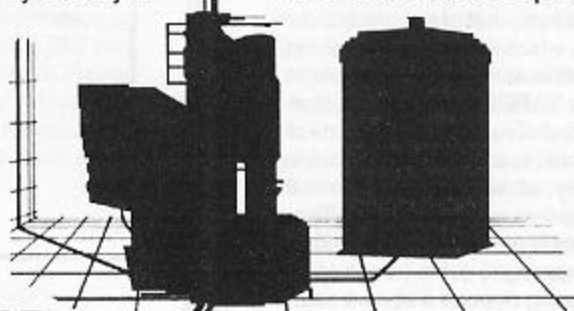
Long before Reality collapses, the absence of the human race will have an immediate and very disturbing effect. Despite the protection of the TARDIS, human Companions are likely to cease existing. The TARDIS PAST system confers a grace period, but the characters will become aware of the potential problem through a successful roll against their skill rating in *Temporal Science* at Difficulty Level III. It may not matter much to the High Council, but it does to the player characters on the spot. If a spur is needed to take action, this should be it.

A character making a Skill Roll against his rating in *Temporal Science* at Difficulty Level V should be able to piece together the nature of the crisis. In essence, a most unusual time loop has been set up, encompassing neither a place nor a specific thing, but the entire human race. An unknown science (which must have an excellent grounding in biogenetics), combined with the time field generated by the TARDIS, has somehow exterminated all traces of a particular genetic combination from existence. At precisely the same 'moment' throughout time, the human race was forced into nonreality, and will remain there as long as the time field continues in operation. The time field itself remains around the generating machinery, and exists as an interphase between the real world and the unreality of the time loop. Only the player characters, in tune with the TARDIS, can cross into the bubble, but they still can do nothing to affect the workings of the machinery.

In fact, an understanding of what is happening will also give rise to the realization that there is only one way to

correct what has happened. The group must create a deliberate paradox by finding a way to undo the situation before it happened. This, in turn, requires a tricky bit of temporal piloting. The TARDIS will have to travel into the time-looped universe and back in time to the first establishment of the time field — sometime in or after 1543 A.D. From there, the group will attempt to alter the events that led to the creation of the time field. It is a course full of dangers, particularly as it was evidently a trip to that time and place that allowed the TARDIS to be used for the creation of the time field in the first place. Although failure seems pre-ordained, the adventurers must make the attempt.

It may occur to the player characters to attempt to 'trick' the paradox by resolutely refusing to go back in time. Unfortunately, this will not work. The resonance of the time field is affecting the TARDIS navigational system. Indeed, the only navigational coordinates the TARDIS can now accept (without a Difficulty Level VII *Temporal Vehicle Operation* skill reprogramming task for each trip attempted) are those found in the pyramid TARDIS. The adventurers could, of course, choose simply to sit and wait in the jungles in 2035 A.D., but this would condemn the humans aboard to nonexistence and the Time Lords to a lonely exile. Presumably, an attempt to pilot the TARDIS elsewhere might be successful, but this only postpones the inevitable. (It is absolutely necessary to force the group's hand. Orders from the CIA can end any inactivity, but the gamemaster should use this only as a last resort. It is far more advisable to engage them by way of their own curiosity and determination to solve the problem.



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FORWARD TO THE PAST

In this section, the adventurers begin to learn the answers to the riddles posed previously. Following one of several possible paths, the party will eventually be able to learn everything they need to know in order to actually achieve their goal and stop the Silurians from wiping out humanity.

BACK IN TIME

Although the TARDIS does not want to accept any coordinates except those recorded on its pyramid-bound counterpart, it is not that easy for the party to get there. A Difficulty Level V task using *Temporal Vehicle Operation* skill is needed to penetrate the time loop and reach the alternate timeline to which human history has now been relegated. Failure will land the TARDIS at the correct coordinates, but in the universe where the time loop has eliminated humankind.

This will be apparent because any landing at a point outside the time loop will pick up the presence of the time field. When successful, the group will arrive in a jungle setting identical to the one they have just left, but no time field will be detected.

Once inside the time loop and at the correct coordinates, getting out is even harder (Difficulty Level VII) than was getting in. Although the time field is undetectable, it interferes with temporal movement. In effect, the TARDIS and its occupants are no longer in the Prime Reality at all, but rather with humanity in an alternate universe. Travelling between universes, especially against the pull of the TARDIS navigational resonance, is an extremely difficult and chancy process. Barring some extremely talented work, the adventurers are now on their own.

On the other hand, human characters are no longer in danger of disappearing. That fear, at least, can now be put to rest.

JUNGLE ENCOUNTER

When the TARDIS has materialized in the time loop, the view outside is again of jungle. Only the navigational coordinates and the absence of a detectable time field will tell the characters that they have reached their destination. As nothing further can be done by staying inside the TARDIS, the party will have to disembark in order to proceed.

The jungle does not differ appreciably from the trackless wilderness of the 21st century, except that the characters encounter no sign of roaming dinosaurs. This small consolation is quickly offset by another equally hazardous encounter, this time with humans.

The event occurs near the banks of the Orinoco River, where the jungle thins out somewhat. Moving purposefully toward the city, the characters are suddenly surrounded by a large party of armed and armored men, as well as some Indians in loincloths and carrying bows or blowguns as weapons. These are conquistadors. Accompanied by their native Indian allies, the Spanish conquerors are hot on the trail of gold. The adventurers have fallen into an ambush set by the Spanish, and figure prominently in their plans.

THE SCENT OF GOLD

The leader of the conquistadors is Francisco de Merida, one of several Spaniards in South America who has become obsessed with stories of El Dorado. He is certain that a fabulous Indian kingdom rivaling the Incan Empire in magnificence and wealth exists somewhere in the lands around the Orinoco River valley. With an expedition of 600 soldiers and over a thousand Indians, de Merida set out two years ago from Peru, crossing the Andes Mountains, and descending into the Venezuelan jungles. Though he has barely ten percent of his original force, de Merida believes El Dorado is close at hand, and is determined to press on.



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Having spotted the adventurers, some of his scouts have been tracking their movements for several miles. De Merida has decided that the player characters must be Europeans, the only reasonable interpretation of their presence here. He further believes they are members of some rival foreign expedition, probably German, which is also operating in the area. Finally, de Merida thinks that the group may know the location of El Dorado. He wants that information, and is prepared to do almost anything in order to get it.

The ambush he stages takes the player characters completely by surprise. Before they realize what has happened, they are completely surrounded. The conquistadors lead them back to the Spanish camp, about two miles upstream from the ambush site, where they meet de Merida in person. Also present at the meeting are Cristobal de Perez, de Merida's young protege and second in command; Doña Linda, a young Indian woman who serves as de Merida's translator and expert on Indians in the area; and Father Roberto, a missionary accompanying the expedition. The priest is openly hostile. The others are guarded and inscrutable.

Assuming that the adventurers are German explorers, de Merida begins with inquiries about the size, route, and intentions of their expedition. If their answers are totally honest, de Merida will not be satisfied. If the group tells him what he wants to hear, spinning out some fictitious account of their travels, use the speaking character's *Verbal Interaction* level plus one-third his *Public Performance* level against de Merida's *INT* score to determine the success of this verbal interaction. Although he does not reveal his feelings, the conquistador is hostile and belligerent beneath his bland facade, and these factors should be counted in modifying the success or failure of the confrontation.

Attempts to demonstrate superior technology or other proofs of the group's true nature will not be successful at this time. Although de Merida by himself might eventually accept the truth of their story, he is heavily influenced by the fanaticism of Father Roberto. The Jesuit missionary assumes that anything out of the ordinary is a sign of witchcraft. Certain that the adventurers are Protestant

Germans, he believes their heresies put them in league with Satan. Demonstration of a K-9 unit or a sonic screwdriver will only strengthen this attitude, and de Merida will tend to believe the priest's interpretations.

The gamemaster can spin out the questioning as long as he likes. In the end, though, de Merida shifts from questions to demands. He is convinced the adventurers know something of El Dorado. So small a party must surely be part of a larger expedition searching for the city of gold. If they do not already know where the city is, they must at least have clues, and de Merida wants to know everything.

This presents the adventurers with a choice. As the city they are searching for would certainly pass for El Dorado, it would be easy enough to share their knowledge of it with de Merida. The results of such a decision are discussed in the section entitled **Cooperation**. Consult the same section if the players group decides to feign cooperation by attempting to lead the Spaniards on a false trail in hope of making good their escape.

Refusing to cooperate or continuing to deny knowledge of the City of Gold should lead to the **Resistance** section, which deals with the consequences of stubbornness.

The Adventure Flow-Chart provided in the **Gamemaster's Notes** chapter may be of use to keep track of the web of possible actions and results that follow the players' group's initial set of decisions.

COOPERATION

The adventurers can decide to cooperate with the conquistadors at almost anytime. This choice will allow them to move about freely, as opposed to being trussed up and perhaps tortured. If they are contemplating escape, the players group may see temporary cooperation (or the illusion of it) as the best way to carry out their plans. Finally, it may occur to one of the player characters that being part of a heavily-armed (for 16th-century Venezuela) column of Spanish soldiers is a considerably safer way of approaching the unknown risks of their destination than the alternative of skulking about on their own. If the gamemaster has a pipeline into the group, or simply wants to be helpful, he may also point out some of the advantages of cooperation.

There are two forms of cooperation the adventurers might decide to adopt. One is honest and above-board: the characters can lead the conquistadors to the city, using the route they followed originally when they were in the 21st century. The party will be placed at the head of the column, on foot, closely guarded by several Spanish soldiers with sharp swords and no qualms about using them. An occasional goad or prod from these soldiers will make the trip even more uncomfortable than normal. De Merida will be in his place further back in the column, but Perez and Father Roberto are both close at hand throughout the march. Should the guards start to get too rough, Perez will intervene. The priest seems primarily concerned with making sure the prisoners do not use any diabolical arts to escape or strike down their captors.

If the player characters adopt this course of action, the march will ultimately end in a crisis, as described in the **Ambush** section.

The adventurers' other option is to lead the Spaniards on a wild goose chase, hoping to use it as a chance to escape. They might, for example, try to backtrack the TARDIS, where they could find safe refuge behind the impervious doors of the time capsule. Following a false trail, however, has its own fair share of risks. Sooner or later, de Merida will become impatient, and this will put the adventurers in jeopardy.

Whether the players' group is leading the soldiers to the city or not, the gamemaster should roll one die at the end of each hour. When the cumulative total is greater than 20, de Merida loses his patience and halts the column. At this point, he will demand that the adventurers give him a detailed map of the route they plan to take and an estimate of how much longer it will take to get there. If they comply accurately, de Merida will accept their word.

If the map the adventurers produce fails to match the terrain they encounter, if they refuse to cooperate for any reason, or should they lead the conquistadors to the small clearing where they left the TARDIS, trouble results. In the latter case, the group will be shocked to discover that their TARDIS is gone. Drag marks and the signs of many footprints lead in the direction of the city.

In any of these cases, the Spaniard's reaction to attempted deception will not be pleasant. The next situation arising from this chain of events is discussed in the **Pressure** section.



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RESISTANCE

The only alternative to cooperation is resistance to de Merida. Refusing to help him find the city or stubbornly claiming ignorance of El Dorado can be very hazardous to the health of the player characters. Depending on their individual personalities, however, they may have good reason to resist. The Spanish reputation for rapacity and ruthless violence, the fact that history records no discovery of El Dorado, or a simple unwillingness to work with the rude ruffians could all be good reasons to keep silent. Another is the desire to avoid complicating an already uncertain situation. Letting the conquistadors find the city can only make matters more chaotic at a time when the adventurers have enough to worry about. Again, the gamemaster may wish to find a way to interject these arguments into the players' deliberations, if he feels they should consider this side of the coin.

The decision to refuse de Merida is not irrevocable. At many different points, the opportunity will arise for one or more characters to change their minds and cooperate. As above, this leads to the **Cooperation** section.

If the adventurers do not change their minds right away, the Spaniards will confine them to a tent near the center of the conquistador camps, with armed guards posted outside. After a few hours, a single sentry will replace the guards. The player characters may wish to make an escape attempt when darkness falls. If they have made no attempt by dawn of the next morning, Doña Linda will slip into the tent and offer to help them escape, saying she has overheard de Merida and Father Roberto discussing plans to torture and execute the prisoners.

If the adventurers do decide to try to escape, the section entitled **Escape?** discusses the ensuing events. It is possible, however, that the adventurers will not try to get away, perhaps because they suspect a trap. If so, they will remain in the tent until the next day, when they will face more active forms of persuasion. These are discussed in the section entitled **Pressure**.

PRESSURE

If the adventurers continue to resist de Merida, he will simply bring more pressure to bear on them. If they refuse to cooperate with the conquistadors but do not escape, if they cooperate but then seem to be leading the Spaniards falsely, or if they escape and are later recaptured, the pressure will take an unpleasant form.

To start with, de Merida will threaten the group. He says Father Roberto is eager to make the heretics see the light, and that he will let the Jesuit have his way unless they start coming up with the information he wants. If this fails, and the adventurers remain firmly resistant, de Merida will pick one of them as an example to the others. Some traditional Inquisition torture is likely to follow. Should the adventurers still refuse to cooperate, de Merida will execute the first victim. The players will probably not let matters go this far, however. If they do, de Merida will cheerfully go on to a second victim.

Perez, his lieutenant, *does* have qualms about de Merida's methods and so does the Indian translator Doña Linda. As the first victim is being tortured, they will find a chance to urge an escape attempt and offer to help. If this happens, go to the section entitled **Escape?**

If the adventurers have already staged an escape attempt with the help of these NPCs but have been recaptured, the NPCs will not be in a position to help again. The gamemaster should make very clear de Merida's willingness to kill to get his own way, and should encourage the players to behave with a proper degree of compassion for one another. In similar circumstances, The Doctor would never let a Companion die.



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ESCAPE?

There may be several opportunities for the player characters to escape from the Spaniards. (None are possible if the party decides to cooperate, however, as the Spaniards will watch them closely while on the march.) De Merida is crafty enough to expect an escape attempt, and so he will not stop them. Instead, he plans to let them get away, but has scouts prepared to follow the party. In this way, the conquistador hopes the group will lead him to the city of gold without fear of treachery or deception.

In escaping, the characters and any NPCs who aid them have two basic choices. They can resume their interrupted trek to the city, in which case the Spaniards follow cautiously at a distance. If this happens, the adventurers will come near the city, but then be caught up in the events described in **Ambush**.

If, on the other hand, the adventurers do not head for the city, de Merida will follow them for a time, but his people will surround and recapture the party as soon as it becomes evident that they are not heading for a particular destination. If the adventurers double back to where they left the TARDIS, they will find it gone. Footprints and drag marks seem to show that it was carried by a large party of bearers back toward the city.

It is now up to the gamemaster to determine de Merida's patience in the pursuit. If the group wanders aimlessly, the Spaniards can step back in to get the adventure moving again. As long as the player characters' activities are purposeful, however, the Spanish will remain in the background.

A character making a Saving Roll against his INT score at a Difficulty Level of IV will realize that the party is being followed. Each character should get one attempt per hour. The first time it happens, the gamemaster tells the player only that he has a feeling someone is watching. Thereafter, the Difficulty Level is decreased to III if the player makes a special effort to stay alert. A successful roll will allow the player character to notice particular clues, such as the sun glinting off metal armor or the clatter of a branch against a helmet. A third successful roll will allow the character to actually sight several different pursuers in the course of the hour in question, thus definitely giving the game away. What actions, if any, the adventurers take in response are up to the players.

AMBUSH

En route to the city, the adventurers (and the Spaniards) are once again caught in an ambush at the point shown on the Gamemaster's Map (see **Gamemaster's Notes**).

This time, their assailants attack completely without warning. A hail of arrows and darts erupts from the jungle on either side of the trail. Player characters should each roll 2D6, with an 11 or 12 indicating a character was hit. The gamemaster can allow NPCs to be hit as he desires, but important characters such as Perez or de Merida will, at worst, be wounded only lightly in the attack. Player characters should be hit by blowgun darts rather than arrows. These darts are smeared with a quick-acting drug that causes 5 points of temporary damage per round for five combat rounds after the hit. This may cause characters to pass out. Although they recover after 30 minutes, the ambush will be over by then. If possible, the gamemaster should see to it that Indian blowdart guns put one or more player characters (including a Time Lord, but not the entire players' group), plus both Perez and Father Roberto, out of commission in the course of the ensuing fight.

The conquistadors deploy quickly to meet the attack, bringing their firepower to bear on the attackers. They could easily wipe out the Indians, who follow their sneak attack by a charge into the open, except that the Indians are not alone. Moving among the almost naked savages are several enigmatic figures swathed in black robes. Just as the Spaniards prepare a volley of arquebus fire, these strange figures strike first. After red beams shoot from the folds of the strangers' hooded cowls, several Spaniards fall dead or dying. A few shots are fired in return, and one of the mysterious attackers staggers backward. The hood falls away, revealing the scaly, three-eyed countenance of a Silurian.

The reptile-man's comrades keep up their devastating attack, and the Spaniards cannot hold against them. Shaking off the paralyzing terror he feels at encountering such a totally unexpected attack, de Merida somehow orders a retreat. The Silurians and their Indian allies are left with possession of the field of battle.

This whole fight takes only a few minutes from start to finish, and player characters will have little chance to

play an active part in things. They should be given a chance to make decisions, but the gamemaster should deliberately make the pace of the encounter too fast to allow a quick response. He can judge the chance of success of individual acts, such as breaking free of the Spanish column, rescuing a fallen comrade, or trying to attack a specific Indian or Silurian foe, but these actions will have no bearing on the outcome of the skirmish. A character who fails to break and run (either into the jungle or back with the Spaniards) before the encounter is over will find himself surrounded by Indians and Silurians, and will surely be captured.

At least one of the adventurers should be fairly near the edge of the jungle as the fight breaks out. At the height of the fighting, this character will suddenly feel a pair of sharp jabs in the back of his neck. He has been hit twice by drug-soaked thorns, and takes 10 points of temporary damage per round for five rounds. Before he passes out, the player character may be able to spin around and try to fight as several Indians close in on him. Some of his attackers wield additional darts in their hands, and can use them if the player character is particularly tough. In reality, he has no chance of escape.

The character who succumbs to this attack should proceed to the **Into the Fire** section. Any characters who escape with the Spaniards or who escape on their own will be **Outside the City**. Characters who have been captured or who were hit by darts in the fight (including Perez and Father Roberto) will be involved in the next section titled **The Captives**.

INTO THE FIRE

The Indians will surprise and capture one of the player characters (or more, at the gamemaster's option) in an action separate from the main fighting after the Silurians spring their trap. This ambush within an ambush has not been staged at the behest of the Silurians, but by a group of Indian outcasts who are waging a fight for freedom against the Silurians and their supporters in the city. They are led by the son of the city's king, Prince Virarocho.

When the groggy captive recovers his senses, he finds himself in a ruined building within sight of the walls of El Dorado. There are a number of armed Indians around, one of whom calls for the Prince as soon as the adventurer stirs. Virarocho quickly appears and kneels beside the prone character.

The Prince apologizes for attacking the character, saying he knows the character is no friend of the Serpent Demons or their dupes. Virarocho explains further that he needs information, and only the strange-clad visitors from beyond the sea can provide it. Capture was Virarocho's only hope to talk, as he fears the other strangers, the Bearded Men, almost as much as the Serpent Demons.

The Prince goes on to explain that he and his followers are not allies of the Serpent Demons. If questioned, he will share what he knows with his captive. Many months ago (exactly how long is vague), a terrible earthquake ravaged the city. Following the quake,



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the city's High Priest of the Sun had discovered a strange opening in the city's great pyramid. With a handful of followers, the priest descended beneath the Earth. There, in a huge underground cavern, he discovered the sleeping-place of the Serpent Demons. One was awake, and the priest mistook the Demon for the snake-god who had given knowledge to the people's first king at the dawn of time. Offering worship, the high priest became the tool by which the Demons emerged from the heart of the Earth to destroy the city's life and bring down a reign of darkness.

Virarocho grows increasingly impassioned as he describes how the Serpent Demons imposed their will on his people. Both the High Priest and his father, the King, were completely dominated by their new Gods. They fooled Virarocho, too, for a time. The Serpent Demons demanded sacrifice, but that was to be expected. The sacrifices were taken to a chamber on top of the pyramid, where an elderly-looking Demon spent hours in some arcane magic before the sacrificial victim died. This was not at all like the quick death of a stone knife in the chest, the people's traditional form of sacred sacrifice.

What was most disturbing was that the new Gods made the people of the city toil underground, digging under the mountains for strange rocks. They brought all other work, even the tending of the fields, to a stop so that every able-bodied man in the city could be kept digging almost constantly. Instead of providing for their worshipers, these Gods kept them in servitude.

What finally made the situation intolerable was something Virarocho learned by accident. The pyramid temple was taboo to all but the Serpent Demons, the High Priest, and the Royal Family, and even these few men were discouraged from visiting without being summoned. Nevertheless, Virarocho had gone up to offer a plumed, especially fine, multi-hued cape to the Gods. Arriving at the pyramid's summit, the Prince heard two of the Serpent Demons conversing, and shrank back into the shadows to listen further. The leader of the Serpent Demons and the elderly one who accepted the sacrifices were arguing. The leader wished to wipe out all the people in the city right away. The other was in favor of allowing them to survive as 'useful animals' for a time, but promised that when something he called the Machine was ready, not only these

people but all others in the entire world would be destroyed. Only the Demons would remain. The old Demon needed more rocks and more sacrificial victims to complete his work, but promised success soon. At length, the leader agreed to wait.

Realizing that these were no Gods but evil Demons out to destroy everything, Virarocho tried to warn the city's leaders, but his father and the High Priest refused to listen. He succeeded in winning over a few discontented followers, but they were forced to take refuge outside the city and remain in hiding as word of their 'heresy' spread.

The Prince has sources of information inside the city, and sometimes slips in to learn what the Serpent Demons are doing. Until recently, the old Demon had been unable to solve some problem related to his 'machine'. Then, scouts had come in reporting the approach of the Bearded Strangers from one direction, and the arrival of an even odder, but much smaller band of newcomers from another. The Demons sent out a party, which later returned to the city with a mysterious object that could only be the adventurers' TARDIS. This evidently pleased the old Demon enormously. The object was said to belong to the smaller group of Strangers. Later, the Serpent Demons ordered the city's warriors to lie in wait for the approaching Strangers and to take several of them prisoner, if possible.

Virarocho believes the captive character may understand what is happening. He wants to know why the Serpent Demons are interested in the Strangers and their even stranger object, and he wants to learn how to rid his land of their evil presence. The Prince will do anything to get the knowledge he needs to thwart them.

Though the player character has no clearer idea of the truth of the matter than the Indian prince, he has no choice to make. The options and opportunities opening up after this encounter with Virarocho's people are discussed in detail in the section entitled **Outside The City**.



THE CITY OF GOLD

The following sections take the characters into the city and toward the final confrontation with the Silurians. As in the preceding part of the scenario, the player characters' decisions will play an important part in shaping the exact course of events (see the adventure flow chart in **Gamemaster's Notes**). Only a few members of the party will experience some of the events described below. Other events will not take place at all if the players' decisions do not encompass the particular approach or situation involved.

THE CAPTIVES

Characters captured or knocked out during the ambush by the Silurians and their allies will be taken into the city and imprisoned in a small chamber inside the pyramid. This chamber is located just under the temple area, which the Silurians have converted into a lab and workshop for their genetic time-loop machinery. If characters who are not knocked out are among the captives, they will find to their surprise that the TARDIS is now located here.

Their cell is a featureless square room made of close-fitting stone blocks. It is only about one-and-a-half meters square, with a rather low ceiling. There are no windows, but the Silurians have furnished the group with chemical lightsticks that produce a dim glow when shaken violently. There are several flat-topped wooden chests on which to sit. The facings and bindings of these chests are done in pure gold, and each one is locked. The door of the cell is concealed, but cleverly designed to open easily, despite the fact that it is an immense block of stone identical to those that form the walls. The door operates by a lever system located outside. If it can be opened from within the chamber, no method for doing so is apparent. Very small air holes keep the room stuffy, but far from sealed.

If unlocked, the wooden chests prove to contain gold artifacts, mostly statues or ceremonial tools. There is a ten percent chance that a chest will

also hold 1D6 golden daggers, suitable for use as weapons, which the Silurians have simply overlooked. The Indians working with the Silurians are too much in awe of these 'Gods' to call their attention to the daggers.

In proper *DOCTOR WHO* tradition, their captors will not search the adventurers too carefully. They will confiscate any obviously displayed weapons or anything the character might use to an escape or to attack a guard but the Silurians are not particularly concerned about 'ape primitives' escaping from the chamber. If the player characters are in the habit of carrying around demat guns, nova triggers, or other gear that would make an escape too easy, the gamemaster can change that. The object is to reward ingenuity, not to allow the infiltration of a full-fledged arsenal into the hub of the Silurian base.

The adventurers will probably start hatching escape plans early on, but the gamemaster should try to keep them off-balance until they know more of what they are up against. He should introduce the next section, **The Silurian Plot**, to the captives as quickly as possible.

THE SILURIAN PLOT

Soon after the captives are all awake and aware, the leader of the Silurians and his chief scientist arrive to question them. They completely ignore Perez and Father Roberto, who are also imprisoned in the cell. The Silurians recognize by the latters' clothing that these are humans almost as primitive as the Indians. The adventurers, on the other hand, arouse great interest. (If, for some reason, the adventurers are dressed in conquistador garb, the gamemaster can invent some other plausible way to single out the characters, if necessary. The Silurian's genetic tracer can certainly track down even the most trifling variation between humans of different centuries, and so will quickly spot the Gallifreyans. (A Gallifreyan among the captives is highly recommended.)

Droval, the Silurian leader, is typically unemotional in his words. He tells the prisoners that he is aware that they are time travellers. Their vehicle betrayed them, and the scientist Visthar was able to track it down with one of his machines. (Even the cold Silurian voice betrays a hint of distaste at the word. Droval hates machines, but is willing to tolerate them to achieve his goal.)

The discovery of the TARDIS and its arrival in the city have made possible the completion of his band of revived refugees, grand design. The time is at hand when the Silurian race will rid their planet of the upstart, ape-descended creatures who have infested it, so that they may reemerge and take back their rightful lands. The TARDIS vehicle has the temporal displacement focusing agents Visthar needs, equipment that might otherwise have taken several years to perfect and set in motion.

Droval is impatient to be done with the work. Though Visthar could fathom the secrets of the TARDIS with careful study, the Silurians want to speed things along with the help of the vehicle's operators.

The Silurian scheme is a simple, and, they feel, humane plan. Visthar's research prior to the retreat into hibernation had led him to a means of tracing the genetic heritage of any living creature backward or forward through Time. It was thus possible for Visthar to follow the evolutionary history of any species to any point in Time. Modifications to this concept gave the scientist an understanding of the nature of Time and temporal science, leading to the discovery of the principle of the time loop.

Time travel remained out of the Silurians' grasp, and so creating a normal time loop around the Earth was out of the question. However, Visthar's genetic tracing technology suggested the idea of time-looping all members of a given species back to their earliest origins and forward to the farthest future, all at once. This would remove mankind to a timeline completely separate from the Prime Reality. Although it would destroy all trace of mankind's usurpation of Earth, there would be no bloodshed, warfare, or death. The machinery, save only for the focusing device, is ready. The TARDIS is the key to it all.

Droval offers the captives their lives and freedom to go where they will on the new Earth in exchange for their help in hooking up the TARDIS. Visthar has a way of isolating the characters from the effect of the time loop, so that even the humans in the party will survive. From what he has seen of humanity, he rather suspects that individual fears and desires will prompt the player characters to cooperate. Even if he is aware that Time Lords are not human, he will see no reason why they should not support his position.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

By Droval's way of thinking, the Silurians deserve to inherit the *Earth*, and should not be denied their destiny.

It is hardly likely that the adventurers would agree to willingly cooperate with Droval. If they do, the universe will be totally disrupted and the destructive ripples will ultimately spread as far as Gallifrey (which survives today in part because of the efforts of humans working with Time Lords). Life in Silurian reality would be pleasant, pastoral, but ultimately a dead end.

Nor can the player characters dupe the Silurians with fake promises of cooperation. Droval, like many of his race, is possessed of a telepathic faculty that unerringly distinguishes any hint of treachery, though this can only come into play when he is able to bring his third eye into focus on the subject.

Thus are the adventurers left with a choice between trying to escape and attempting to reason with Droval (assuming they have ruled out the idea of cooperation). An escape attempt is handled according to the description in the section entitled **Breakout**. For persuasive reasoning, consult instead the section entitled **Persuasion**. If the players' group does nothing at all, see the section called **Pyramid of Death**.

BREAKOUT

Escape from the cell will be a most difficult undertaking. The gamemaster should provide reasonable opportunities but allow the players to evolve their own ideas on how to get away. For instance, their meals are brought twice each day by Indians (supervised by a single Silurian guard), and this might offer the adventurers a way to trick or force their way out. Their own concealed weapons or the daggers in the treasure chests may also give them the means to implement a plan. If the party has made previous attempts to escape, security will have been increased and any weapons used taken away. Obviously, it is unlikely that trying the same trick again would be any more successful. The Silurians will grow wary if the group's attempts to escape are too obvious or persistent.

The two Spanish captives pose another problem for the players' group. Perez is likely to cooperate fully, but Father Roberto has had more shocks than his superstition-filled, narrowly paranoid mind can handle. He may be paralyzed with fear, or could accidentally betray or otherwise spoil the

group's plan at a critical moment. At this juncture, the gamemaster can decide how to use the priest in a manner best calculated to increase tension and confusion for all concerned. Good role playing is crucial, which means the Spaniards must be included in events.

If the adventurers do make good an escape, they will find themselves in Visthar's improved laboratory/machine shop atop the pyramid. Once again, they have some choices to make. They can try to steal the TARDIS and escape, or escape out of the city on foot to rejoin their friends outside. Alternatively, they can attempt to sabotage the Silurian machine. Finally, the party might try to find the Silurian leader and attempt to negotiate with him.

Escape through the city is discussed in the sections **In the City** (for moving about the streets) and **Back to Square One** (for what happens when the group wins free). For negotiations, see the section entitled **Persuasion**. Handle any attempt to hijack the TARDIS or sabotage the Silurian Machine according to **The Silurian Machine**.

Note that to leave the pyramid, adventurers will have to go out by way of the Machine's resting place and past the TARDIS, no matter what they do. The chamber should be conveniently vacant when they first escape. As the section on the Machine describes, it will not remain that way for long.

BACK TO SQUARE ONE

If the adventurers choose to escape from the city, they must make their way from the central pyramid to the walls. **In the City** regulates their chances of encountering various hazards along the way.

Reaching the outer walls, the players' group must use a gate to get outside or they must go over one of the walls. Another means of escape is by way of Lake Parima, either swimming or stealing a boat. Each alternative has its own hazards.

The gates are guarded by Indian warriors; at any given time, there will be 3D6 warriors present. Unless very cleverly disguised, the adventurers are not likely to get by these guards without a fight. On a roll of 9 or better on 2D6, a Silurian will be present at the gate as well. If so, on a roll of 7 or more on 2D6, the Silurian is accompanied by a pet Herrerosaurus. The only disguise likely to fool the Indian guards are the hooded robes worn by the Silurians. A Silurian will detect this impersonation immediately, but the Indians will not question anyone so disguised.

Going over the wall requires that each character make a Difficulty Level VI Interaction roll using STR. A character can substitute *Climbing* skill for STR if he desires. He will need a rope (which means characters will have to announce their intentions to find one so that the gamemaster can then provide a suitable means). As each character climbs over the wall, roll 2D6. On a roll of 10 or better, a warrior notices the party, attacks immediately, and sends out a cry for help. Each combat round thereafter, roll 1D6 for the number of additional warriors. Each roll of 1 brings a Silurian instead of an Indian. If the characters have taken special precautions, such as a night escape or a secluded spot for the attempt, the 10 or better roll simply means that there is a chance of discovery. The Indians get to make a reaction roll using INT, with the difficulty of the task depending upon the gamemaster's assessment of the conditions, the precautions taken, the skills of the group, and so forth.

Should the group escape by water, the situation is similar to that of climbing over a wall, but the adventurers will have to steal a boat from the edge of the lake or use *Swimming* skill. From the time he enters the water, it will take a character a number of combat rounds equal to 35 minus his *Swimming* score (not skill level) to get out of sight of the city guards. Roll for discovery once per round. If discovered, the characters may be attacked with bows, blowdart guns, or the Silurian third eye. Using the boat, the time required to get out of reach of the city is 35 minus the average STR score (not attribute level) of all persons on board. No special skill is required to handle a rowboat or canoe in this fashion.

If they do get outside the city, the player characters will find it easy to locate the conquistador camp. There is

a 10+ chance, rolled once per hour, that they will be discovered first by Virarocho's scouts, who will lead the characters to Virarocho.

Once outside, however, the question of what to do next must be decided. See *Outside the City* for their options.

OUTSIDE THE CITY

Characters who finish the ambush encounter still outside the city or who escape from the city after being held captive must decide what steps to take next. If some of the adventurers remain in Silurian hands, it is obviously advisable to try to rescue them. More important, once the characters know that the TARDIS is inside the city, they realize that they must get inside in order to stop the Silurians, prevent the time-loop, and retrieve their vehicle. All signs point rather firmly to gaining entrance to the city.

Characters could, of course, simply walk up to a gate and ask flippanantly to see the lizard in charge. This would certainly get anyone who tries it inside the walls of the city. Such a character becomes a captive (see *The Captives*), which means he would have to escape before any real action could be taken. Other attempts, no matter how clever, to gain direct entrance at a gate are likely to result in the same outcome, unless the gamemaster judges a particularly clever attempt deserving of a reward.

Characters who have met Virarocho's group will realize that the outcast Prince can offer advice and assistance in getting into the city. If the group succeeds in enlisting Virarocho's aid, the chances of getting

into the city without being discovered are vastly increased. If approached, Virarocho will be in a position to point up a severe flaw in the plan, however. His secret entrances to the city are all far from the pyramid, which increases the chances that the Silurians will discover and capture the infiltrators.

A smart player will realize that a diversion is needed. The Prince does not have enough people to significantly distract the warriors and the Silurians within the city. The Spaniards, however, do, and so the adventurers should try to recruit both outcast and Spanish assistance. Recruiting only the Spaniards gives the Silurians a chance to easily carve up the adventurers outside the city. Only by using the Prince's secret entrances and forging cooperation between the adventurers, the conquistadors, and Virarocho's Indian followers is there a good chance for success. See *Winning Friends And Influencing People* below for recruiting help from various sources.

WINNING FRIENDS AND INFLUENCING PEOPLE

Recruiting assistance from NPCs depends completely for success on *Verbal Interaction* with the leaders of the two NPC groups, Virarocho for the Indians and de Merida for the Spaniards. The gamemaster should use the usual procedures for encounters of this type, judging how specific aspects of the situation will modify the outcome. Thus, the actual skill used to determine success in the interaction may vary. *Negotiation/Diplomacy* should usually be used, but under special circumstances, other types of skills might come into

play instead. Base this on the approach the players choose and what reasonable skills they can bring to bear on the problem.

The approach taken may also give a direct modifier to the final roll against the target number. For instance, an appeal to de Merida's cupidity and greed should grant a sizable and favorable modification. Establish such modifiers on a case by case basis, using the character descriptions as a guide to each individual's motivations. Originality, cleverness, and good role playing should all be rewarded as well.

Convincing Virarocho to cooperate is a Level III task. Persuading de Merida takes a Level IV effort. In either case, a major setback will strain the alliance considerably, requiring a second effort one level harder than the previous one for every setback. If a setback increases the level from Level VII, the NPC is so suspicious that he refuses to cooperate further and becomes actively hostile. Just what this means to the scenario is up to the gamemaster to decide in light of the current situation.

Persuasion attempts are resolved separately for each of the two leaders, and of course require direct contact between the persuading character and his intended target.

GETTING INSIDE

Once characters have decided to get into the city, they must put their plans into motion. In the absence of Virarocho's aid or a decision to go straight to one of the gates and surrender, characters could attempt the wall or lake approaches discussed previously in *Back To Square One*. If they attempt a diversion to cover the operation, such as having conquistadors attack the city wall, there will be 2D6 combat rounds from the time the attack starts during which the Silurians can take no action of any kind against the infiltrators. This can make going over the wall or through the lake much easier. Unfortunately, it will also result in the virtual annihilation of the diversionary force. The Silurians have no need to take prisoners at this time, and will not treat the attackers gently. Indeed, de Merida will make it very clear that he is not willing to face the Silurians again in an open fight, and will certainly lose confidence in his new-found allies who suggest the notion.



The far superior alternative is to follow Virarocha and his men through a secret passageway that debouches inside the city. This route avoids all possibility of detection. Once the infiltrators emerge inside a large stone storage building near the edge of the lake, they can try to reach the pyramid. If they have the aid of a diversionary attack by the Spaniards, their chances of making it are excellent. See the section entitled **In The City** for details on resolving this phase of the operation, no matter how entrance is gained or who is helping the party.

IN THE CITY

Anytime characters attempt to move about the city, there is a chance they will be noticed. This is true both in an escape out of the city or an infiltration into its very heart.

The city map may be used to regulate movement through the city, on the 15-minute per round turn scale. Movement can only be made between the squares connected by the streets, which may limit progress significantly (unless the map shows that streets lead into an open plaza area).

Each turn, there is a chance of an encounter taking place. The basic chance for an encounter is 6+ on two dice, with several important die modifiers. Add 1 to this dice roll per each square entered by the group after the first. Add 3 if the group enters any plaza squares in the course of the move. Subtract 1 if the group is evading, and subtract 1 if the party is being supported by any sort of diversion outside the walls, or by an inside diversion created by anyone other than the Spaniards. If the conquistadors are inside the city to create a diversion, subtract 6.

If an encounter is to take place, make one roll for each character using Interaction between *Surveillance* Skill and a Difficulty Level of IV. Successful *Surveillance* allows the character to spot the danger before it actually happens, giving the players' group a chance to avoid the encounter. Roll on the Random Encounter table provided in the **Game-master's Notes** chapter to determine the nature of the encounter.

Characters who attempt to avoid an encounter have a choice. If they choose to take cover, they do not move on the next round, but use *Concealment* skill against a comparatively low Difficulty Level. If they decide to move on, they will use

Stealth skill against a considerably higher Difficulty Level. Successfully making this Interaction Roll allows the characters to avoid the encounter, but failure means the encounter takes place immediately. Exact Difficulty Levels are given in the Random Encounter descriptions in the **Game-master's Notes**.

The gamemaster should spell out encounters in as much detail as the current situation warrants. With skillful description and a flexible imagination, he can repeat the same encounter result several times without the players becoming aware of the repetition. Resolve encounters according to the actions of the players and the most reasonable reactions by the NPCs involved.

Anytime the characters attempt to pass through a gate or otherwise leave the city (except by way of Virarocha's secret passage), resolve events as directed in the section entitled **Back to Square One**. When the group attempts to reach the central pyramid, resolve the action by using the section titled **Pyramid of Death**.

Each group of characters going its separate way suffers and resolves encounters separately. When rolls for *Surveillance*, *Concealment*, or *Stealth* are necessary, each character in a group makes a roll. It takes only one successful *Surveillance* roll to put everyone on guard, but success at the other rolls is strictly on an individual basis. Moreover, if one character is caught after failing one of these rolls, every other character is required to make a second roll to avoid the increased attention the first capture(s) will attract. If any characters fail the second roll, they are captured also, but the remaining characters do not have to make additional rolls.

PYRAMID OF DEATH

Ultimately, characters infiltrating the city will need to reach the pyramid, whether their plan is to rescue their comrades or to sabotage the Silurian machine.

The pyramid stands alone in a wide plaza, with no other structures nearby. Three of its faces are sheer, virtually unclimbable stonework. A long series of steps leads up the fourth side. Not far from the base of these stairs is an irregular hole in the ground, which leads down to the Silurian lair. The gamemaster should discourage attempts to visit this underground chamber, starting with enough Silurian traffic to make the passage unwise. If that fails, have one or two *Herreros* guarding the passage a short way down the sloping tunnel. Unless the gamemaster is prepared to map out the caverns and determine possible encounters and situations related to them, he should not let players become sidetracked down here.

To climb the pyramid, resolve a series of combat rounds. In each round, characters expend AP on movement and other activities as desired, after which a Random Encounter roll (with modifiers as discussed previously, including the modifier for being in a plaza) is resolved. Characters cannot spot or avoid an encounter once they start climbing. Any encounter involving enemies appearing from one side or another is ignored completely; others are implemented normally.

Reaching the temple at the top of the pyramid costs a cumulative 6D6 AP on movement. This is done at stair-climbing rates, and always straight ahead. ENO considerations are as per usual.

If Virarocha (only) is with the party or was specifically consulted about the layout of the pyramid before the operation began, he knows of a secret passage halfway up the stairs. After the player's group has spent 30 AP, they can use 6 more to open this passage and move inside. No further encounters are then rolled, and the characters can ascend directly through the pyramid to the top level without danger of discovery (though they will not know this). The passage goes by the treasure chamber where the Silurian captives are held, the only place where guards are posted. By coming up this way, the adventurers can rescue the prisoners before reaching the temple area and their final confrontation with the Silurians.

When characters do enter the temple, see the section entitled **The Silurian Machine** for details on the likely outcome.





LAST CHANCE FOR PEACE

In this final phase of the adventure, the characters come face to face with the Silurian menace. There are various methods by which they can stave off disaster, but all of them ultimately come together in a single climax that resolves the adventure as a whole.

THE SILURIAN MACHINE

Whenever the adventurers enter the temple at the top of the pyramid, they will see that it is dominated by the Silurian machine. Looking much as it did in the ruins in the 21st century, the machine consists of three main parts: a control console, a coffin-like structure, and the group's TARDIS. A power cable snakes off down the steps past the treasure room where the group was confined. As the machine is not yet powered up, no protective fields yet exist to prevent tampering.

When the players' group first enters the temple during the final stages of the adventure, it is empty of people and Silurians, but not for long. Droval and Visthar are, in fact, inside the TARDIS, where the Silurian scientist has managed to discover the linkups necessary to tie his Machine to the temporal focusing powers of the Gallifreyan capsule. If the adventurers try to enter the TARDIS, they will encounter the two Silurians. If they attempt to inspect or sabotage the controls, the Silurians will hear them and come out. Adventurers who wait in hiding to see what happens next will see the two Silurians emerge, and can watch as Visthar manipulates several controls that light up a bank of lights on the control console, but have no other visible effects. In the event of a direct confrontation between the group and the Silurians, the reptile-men will automatically have the drop on the characters with their third eye. As prisoners, the player characters will be forced to watch as the machine is powered up, and, Droval says, "The moment of Destiny is at hand."

COUNTDOWN

Whether they watch from under cover or are prisoners, the adventurers will be in a position to see two more Silurians enter the temple with an Indian between them. The Indian is placed inside the coffin-like device, and the Machine will use his genetic makeup to determine what related creatures should be targeted by the time loop. Strapped securely in place, the Indian is completely imprisoned as the 'coffin's' lid is lowered in place. Droval now gives the order to Visthar: "Commence the loop, that we can be rid of these mammalian vermin."

Visthar looks up from the controls. "It will take about five minutes to reach operating potential. Then the effect will begin."

At this point, the adventurers face a final, crucial decision. They cannot allow matters to continue further, and so they must shut down the machine. The choice is between attempting to convince Droval NOT to take this ultimate step, either through persuasion or force. Though each route will have essentially the same consequences, in the long run, this choice has an important influence over the personal outcome for each individual player. (See **Rewards and Punishments** in the **Gamemaster's Notes** chapter.) Players should make their decisions without being allowed to consult with one another. Of course, any are free to follow the lead of others.

If they make an attempt at negotiation, go to the following **Persuasion** section. Should none of the characters wish to negotiate, then violence is their only recourse. With Droval, Visthar, and two other Silurians present in the chamber, however, an unaided attempt at stopping the Silurians is risky indeed. If the group wishes to initiate action despite the risks, resolve the combat per the usual rules. If, on the other hand, they delay, the game-master should consult the section **Fate Takes A Hand**.

PERSUASION

An attempt to reason with Droval is very much in the tradition of *DOC-TOR WHO*, and would be realistic role playing on the part of any Gallifreyan and even some humans. Though he dislikes humanity, Droval is not completely beyond the reach of reason, and will at least listen to a plea for peace.

In order to negotiate successfully with Droval, the players' group must offer him a legitimate deal that is good for the entire Silurian race. He wants his people to survive and prosper, and this concern for his race as a whole far outweighs any personal considerations. Given a promise that his people could be revived and yet not have to fight humanity for living space and resources, the Silurian would likely agree not to tamper with the time-stream.

The basic problem with such a promise is what implications it might have for history. Obviously, the Prime Reality says that the Silurians never came into their own, and humanity came along to make Earth the crucial Nexus Point that it is. To suddenly change history by admitting the Silurians into the world as humanity's co-rulers of Earth would be nearly as drastic a change as eliminating mankind altogether. Droval's telepathic faculty will spot this flaw in the persuasion process as he picks up impressions from the brains of the adventurers. The player characters will then need a counterargument.

The obvious solution is to persuade the Silurians to give up their claim to Earth and emigrate to some uninhabited planet. The CIA can certainly make such an arrangement. One TARDIS can hold the hibernating Silurians from a dozen shelters, transporting them to settle in any time or place. The Silurian will most probably reply contemptuously that humanity should be the ones to emigrate, as the Silurians had Earth first. Nevertheless, a smart player can come up with reasons the Silurians might find a new world advantageous, such as Earth's position as a target for Daleks, Rutans, and Sontarans, or the changes in the climate that have made it far less suitable for the Silurian race over the past 200 million years.

Unless the players frame their persuasion attempts along similar lines, Droval will reject any attempt out of hand. If the offer is indeed viable, use the **Confrontation** process to pit **Negotiation/Diplomacy** skill against



a Difficulty Level of V. The target number thus created must be rolled to convince Droval to turn off the machine. The gamemaster should apply modifiers to this target, based on how persuasive he feels the players' arguments have been. This is strictly a gamemaster judgement call.

If the attempt fails, there is really no recourse but violence. Unfortunately, success will be short-lived. In either case, go to the section entitled **Fate Takes A Hand**.

FATE TAKES A HAND

Eventually, all paths narrow down to this one point. Whether the characters try to reason or fight, whether Droval backs down or pushes on, fate will override the actions of the players and force a final climax.

Actually, the actions of players may precipitate some of the actions here. A character who uses negotiation to mask his own attempt to sabotage the efforts of the Silurian will bring these talks, successful or not, to an abrupt end. Even if that does not happen, a distraction will occur at just the right moment (or just the wrong moment) to throw the little temple into complete chaos. This distraction is the sudden attack on the pyramid temple by conquistadors, including (if they are not already inside) de Merida, Perez, Doña Linda, and Father Roberto, plus a handful of common soldiers. They burst into the temple, killing the two Silurian guards before anyone can react. Instinctively, Droval uses his third eye to kill de Merida, and Visthar locks in controls at the console that will keep the machine on and isolate it in a tamper-proof force field. A glow surrounds the console, coffin, and power cord, and slowly expands toward the TARDIS.

A fight can continue according to the usual rules. Most of the conquistadors, though, break away and flee the death of their leader. Perez and Doña Linda will not run, however. Meanwhile, any character with a *Temporal Science* Level of IV or more will realize that there is only one recourse left now that the machine is running and isolated. A skillful operator can turn the time loop against itself by wrenching the TARDIS free of its connections, a difficult task requiring a high level of skill. See the section entitled **Time Loop**.

TIME LOOP

Freeing the TARDIS is a Difficulty Level VI task using *Temporal Vehicle Operation* skill. One attempt is allowed for every AP expended, and so the gamemaster should keep a running tally of the passing time up to full activation of the time loop. The TARDIS can break free only by dematerializing, and the Time Lord at the controls knows that anyone outside the vehicle will be lost when the field goes on. (It is hoped that he will think to warn his Companions and allies of this fact.)

If the TARDIS breaks free, the crucial focusing mechanism is lost, and the Silurian machine runs wild. Rather than looping all of humanity, the machine will create a local time loop effect that engulfs most of the mountain valley where the city stands. All in it – conquistadors, Indians, and Silurians, including those still in hibernation – are condemned to the non-reality of the loop.

Mankind has been saved, but at a tremendous cost, as the fictional epilogue to this adventure reveals.

THE THRILL OF VICTORY, THE AGONY OF OBLIVION

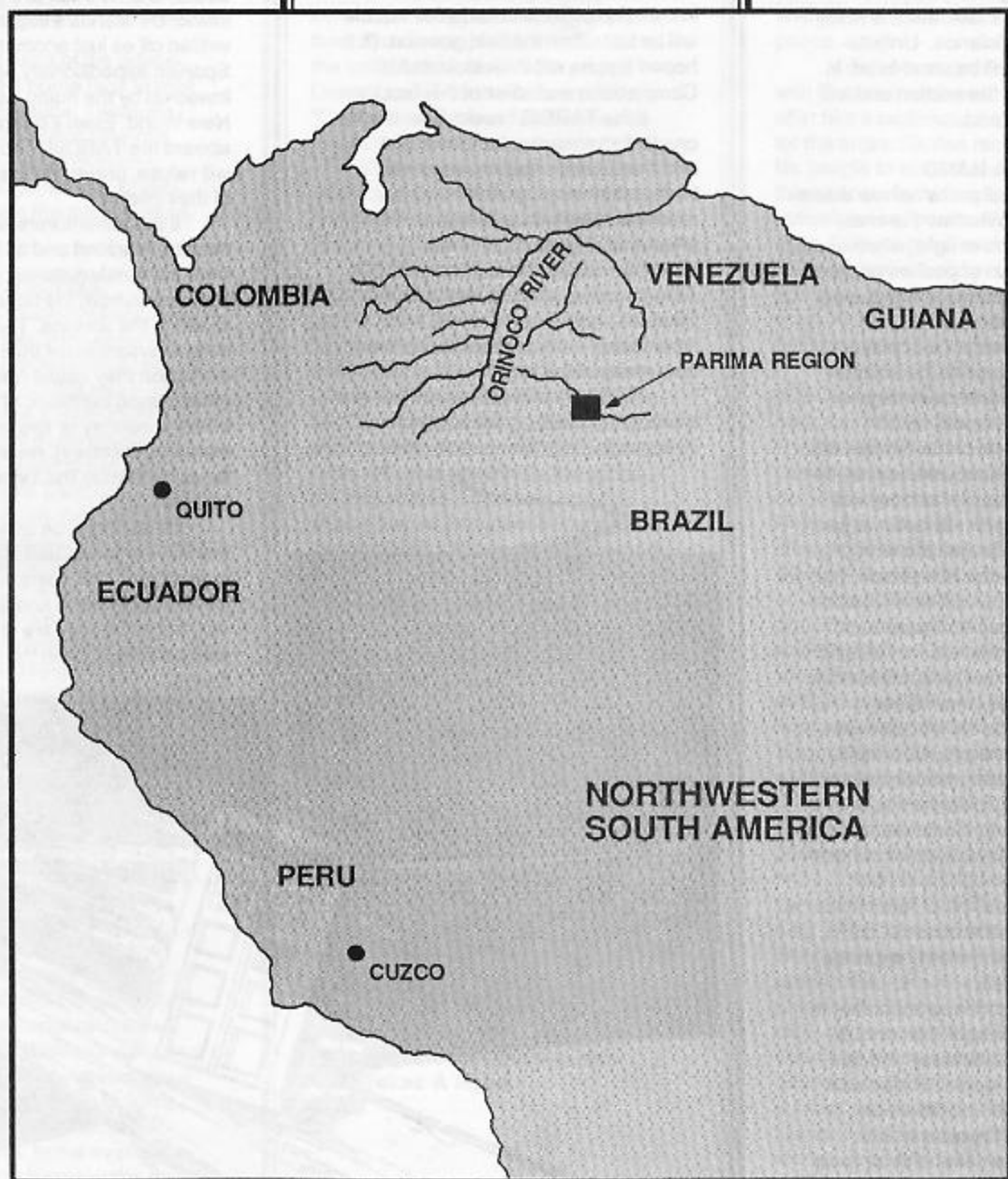
The successful shutdown of the Silurian genetic time loop restores the Prime Reality to its original track, though at the cost of many lives. El Dorado, the city of gold, no longer exists, and no trace of it will ever be found. De Merida's expedition is written off as just another of those Spanish expeditionary parties swallowed up by the many hazards of the New World. Even if offered refuge aboard the TARDIS, Droval and Visthar will refuse, preferring to share the fate of their people.

If the adventurers are not successful, mankind and all his works, save the lonely gateway of the Indian city, vanish from the face of the Earth all along the timeline. The Silurians can build a civilization of their own, but the disruption they cause has disastrous effects upon the fabric of the universe. Within a century or two (as experienced on Gallifrey), reality unravels so far as to destroy the Time Lords themselves.

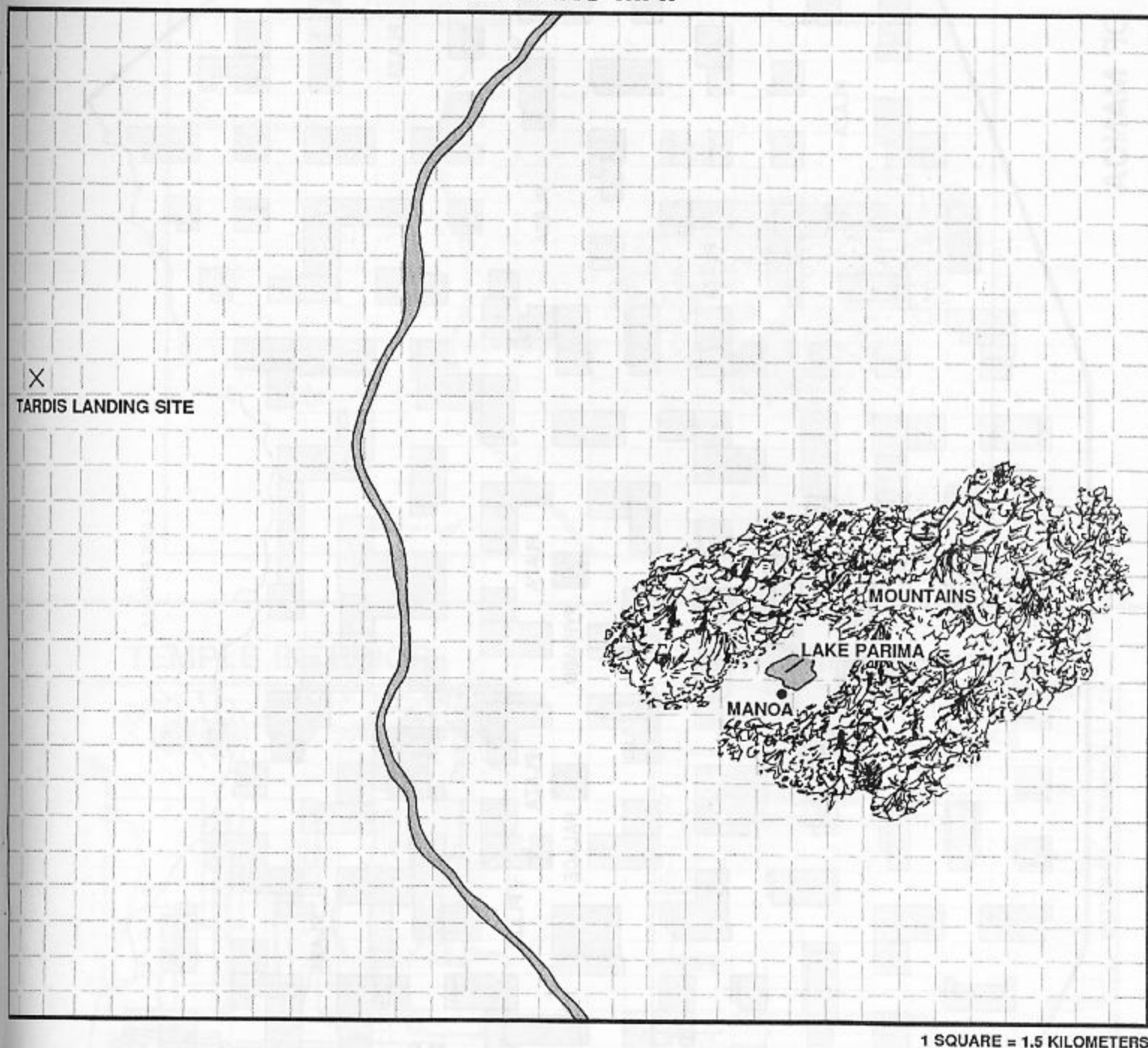
Or perhaps, on an alternate timeline somewhere, Gallifrey will continue to exist, and CIA operatives will still travel through time and space, mistakenly believing they are still able to make a difference in the scheme of things.



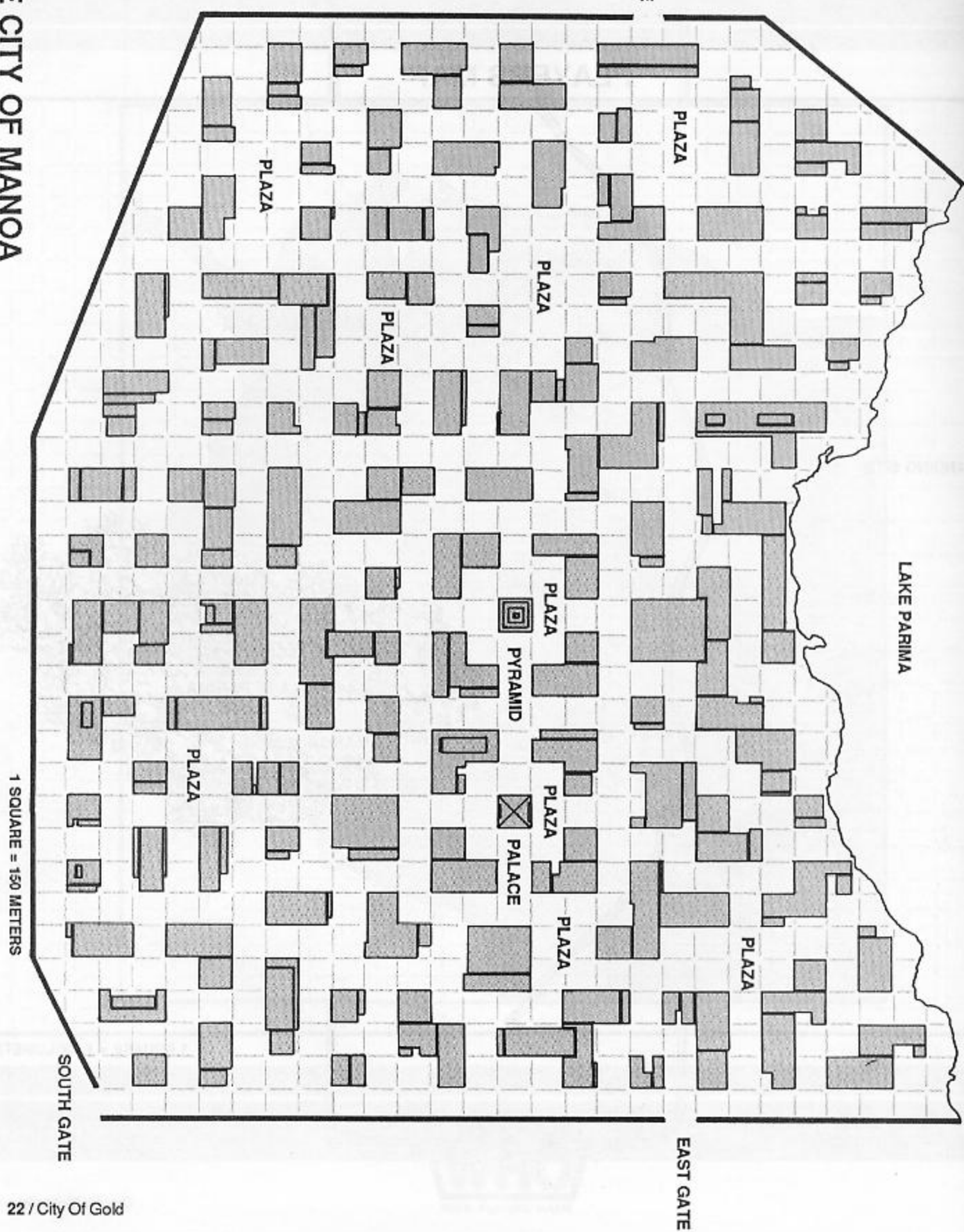
MAPS



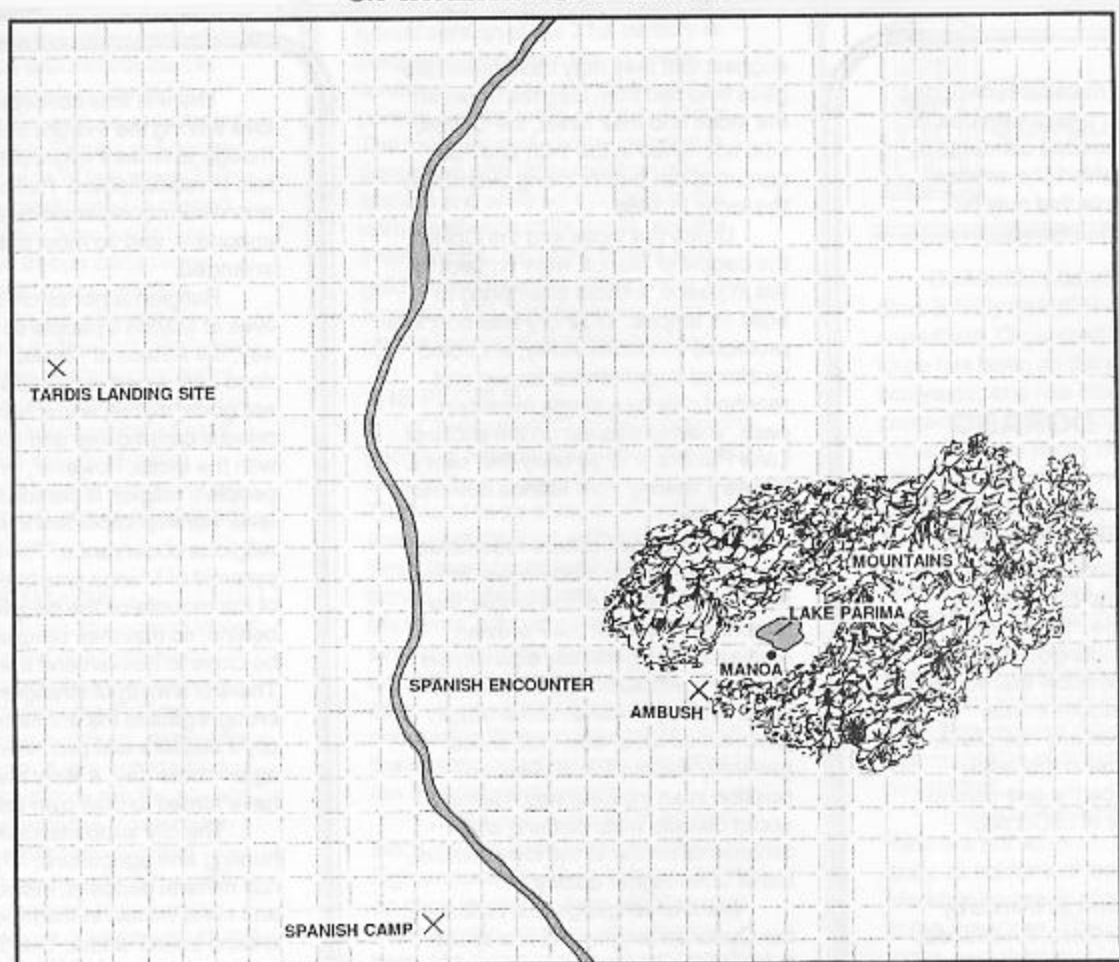
PLAYERS MAP



THE CITY OF MANOA

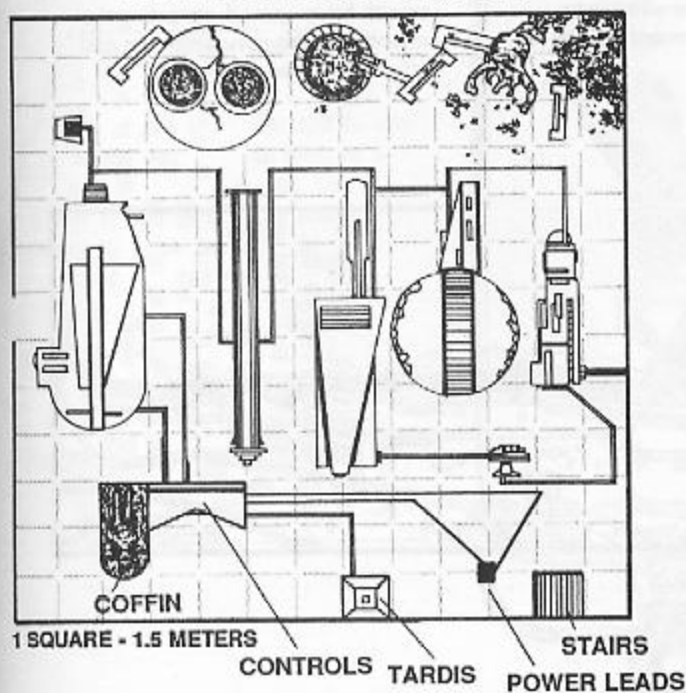


GAMEMASTER MAP

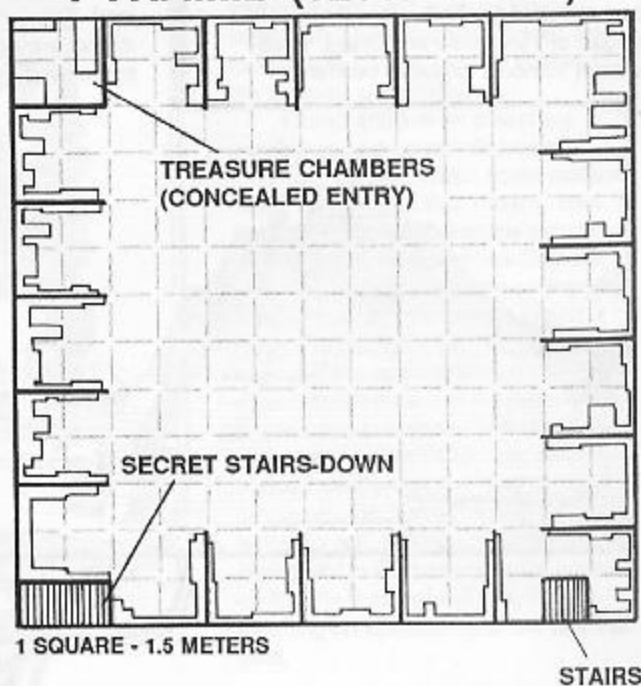


1 SQUARE = 1.5 KILOMETERS

TEMPLE INTERIOR



PYRAMID (SECOND LEVEL)



HISTORICAL BACKGROUND

The following material is designed for the gamemaster's exclusive use. It provides him with needed elements of atmosphere and behind-the-scenes information on events that may be occurring outside the immediate range of the players.



EL DORADO

Legends of a fabulous realm rivaling that of the Incas pervaded South America in the 16th century. No solid proof of such a kingdom ever emerged, but it is possible that some basis for all these stories exists. Though not based on any real place, the Indian city central to this adventure is assumed to be the one contributing to the legends of El Dorado.

HISTORY

The city is known as Manoa by the Indians who live there. An offshoot of the Quechua tribes and distantly related to the Incas, this people migrated here over a century ago. They were probably escaping from the expansion of the Incan Empire as its earliest emperors moved down from the heights of the Andes into the jungles of Venezuela and Brazil. Traditions of Manoa's forgotten builders

suggest that they may have been refugees who fled from clashes between the Incas and their rivals, the Chimu, who flourished in the 14th and 15th centuries A.D., before being overrun by the Incas in 1466.

Unlike the Incas and the Chimu, the people of Manoa were content to live in peace, without attempting to build an empire. Their city was built in a protected mountain valley, encircled by almost impenetrable terrain and reached only by a single mountain pass. The city was set on the shore of Lake Parima, a large body that sent a tributary flowing from Manoa down to the Orinoco.

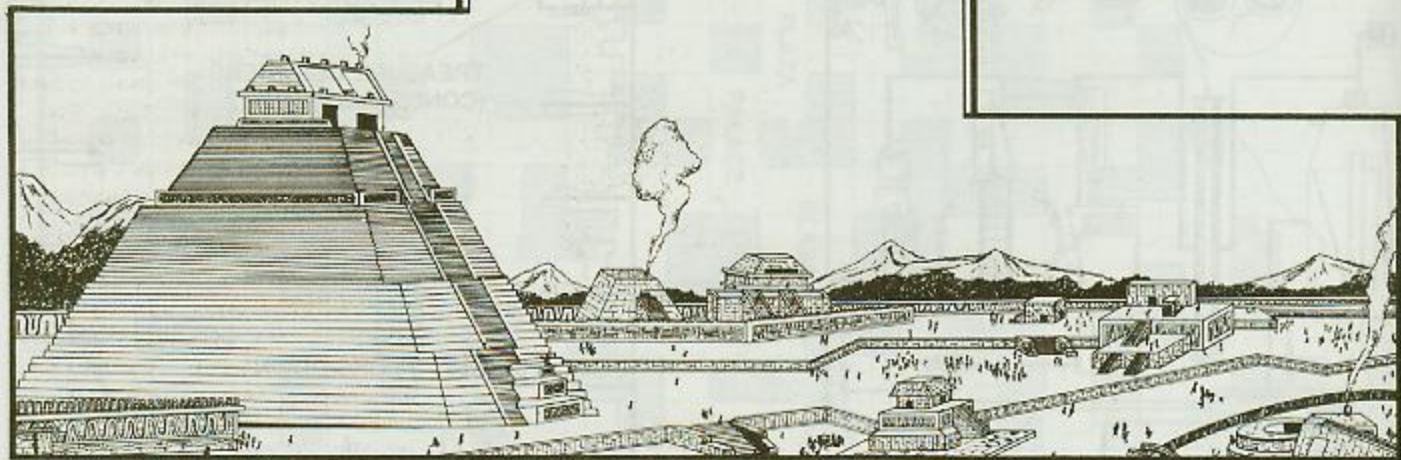
The Manoan culture resembles that of the Incas in many ways. In the hot, humid climate of the jungle, the poncho-like *onka* of the Peruvian highlands was generally abandoned in place of a simple breechcloth or loin-cloth. Women wear an ankle-length gown called an *anacu*. Hair styles generally denote social class and position in an intricate way. Higher social classes wear clothing and ornaments similar to the lower orders, but of other higher quality.

Manoan language is a variant of the Quechua tongue, but is a spoken tongue only, as the Manoans never developed an alphabet or written language. The basic social unit is the communal clan. Only the clans, headed by an elected leader and a council of elders and priests, can own land. They, in turn, are answerable to district managers, who answer directly to the King.

There is little concept of romantic love among the Indians of Manoa, though at times it might play a minor role in relationships. Political and economic considerations are more important, and so most marriages are arranged.

Religion is not as crucial to the lives of Manoa's people as it was to, say, the Aztecs of Mexico. Worship does play a part in daily life, and there are gods, myths, and a full panoply of priestly ceremonies and rituals. As with the Incas, however, much of the people's religion is personal, with clan-level worship important in more 'official' religious observance. The central pyramid of Manoa was built in imitation of the mountains the people had left behind, so that their temple would still be close to heaven and the gods. There is a myth of strangers who brought gifts to the ancestors of the city's builders and promised to return again some day, a story the Silurians have turned to their own advantage.

The city supports itself with both hunting and agriculture. There are also rich mineral deposits, including gold and silver mines, in the mountains around Lake Parima. The Silurian machine also makes use of the area's rich uranium deposits, which is why the native work force proved worth keeping. Being totally self-sufficient, Manoa does not enjoy much contact with the outside world, but stories of its wealth have spread, attracting the attention of the conquistadors and other Europeans.

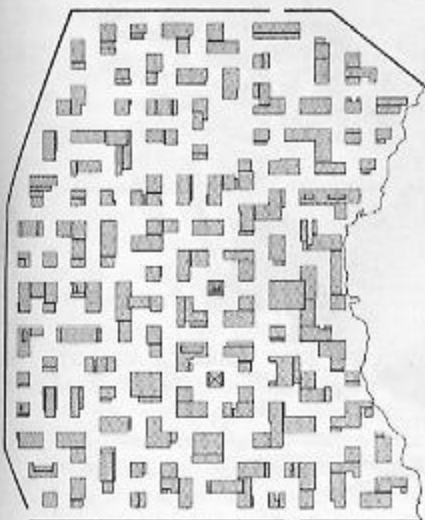


Unlike the Incas, who relied primarily on spearmen and swordsmen in battle, Manoa's warriors are familiar with bow, blowgun, and an assortment of melee weapons. Troops are generally equipped in one of two ways. Light troops who are most useful in ranged combat carry either bow, sword, or dagger. Heavier troops carry blowguns, spears, and mace or stone axes, discharging darts from their blowguns (much as the early Romans discharged pilums) before closing for battle. The sling, a principal weapon of the Incas, is rarely encountered here. Battle tactics are not particularly advanced, being mostly a mob action, but small groups of scouts can be very effective in ambush.

THE CITY OF MANOA

The map shows the overall layout of Manoa, a walled and fortified city of about 125,000 people (counting outlying communities in the Parima valley). Individual buildings, except for the central pyramid, are not marked. What is important here are the streets, plazas, and a few of the more important districts or quarters. Shaded areas are built up, usually with small stone houses grouped together in fours and sharing a common courtyard in the center of a block.

Walls almost 6 meters high surround the landward portion of the city, which is pierced by three gates. The side facing Lake Parima is open and not particularly well-guarded.



The wealth of the city is plain to anyone who enters it (even the half-ruined version of the 21st century is obviously a treasure trove). Gold ornamentation not only decks out the people, but the walls of the buildings. The four-stepped central pyramid is decorated with large, gold-cruised statues and abstract symbols at the corners of each of its levels, and the entire temple structure shines with gold plating over the stone walls. The legends of El Dorado do not exaggerate the material riches of Manoa.

THE PEOPLE

Obviously of Quechua origin, the people of Manoa are similar in appearance to their distant Incan cousins. They tend to be of medium height, somewhat thickset, with barrel chests. Their broad faces are high-cheekboned and their noses aquiline. The Manoans' almond-shaped eyes are almost Oriental in appearance because of an epicanthal fold. Skin color ranges from bronze to light chocolate. Women are smaller, and their exotic beauty is very attractive to the Spanish conquerors.

These descendants of Andean stock have a large lung capacity and a high endurance. Their habit of chewing on coca increases their resistance to hunger, cold, fatigue, and physical pain. (As a game note, all ~~END~~ penalties against Indian characters in this adventure should be halved.)



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



THE CONQUISTADORS

De Merida's band of Spanish soldiers is fairly typical of a conquistador expedition. Organized in Peru, the force has been on the march for over two years, and has lost a sizable percentage of both Spaniards and Indian allies to fever, combat, and other hazards of the march. There now remain only 64 Spaniards and just over 200 Indians, with ten horses. There are no cannons, but most of the Spaniards do carry arquebuses, making them a potent force against the Indian warriors. The conquistadors are superbly disciplined, dedicated to their leader, and willing to follow him to hell and back if so ordered. Many consider the humid jungles of the upper Orinoco to be just that.

These conquerors of Mexico and Peru are not so much a professional army as soldiers of fortune lured by de Merida's promises of wealth and power in the Americas. Their organization is loose, and they owe far more loyalty to their leader than to Spain. (In his campaign in Mexico, Hernan Cortez was for a time declared an enemy of the Crown by the royal Viceroy in Cuba. Cortez' men remained loyal to him, however, and his Aztec gold even won over a whole army sent to bring Cortez back to Spain. Such is the lure of riches to the Spanish conquistadors.)

Greed and lust for power are backed up by a certain degree of missionary fervor, which some soldiers take more to heart than others. Men like Father Roberto exercise a great deal of influence over these Catholic warriors, who go into battle calling on God, Christ, and St. James to aid them. For the most part, though, their religion does nothing to hold back their merciless treatment of the natives. Spain's conquistadors, including this small band under de Merida, are more barbaric and brutal than any so-called jungle savage. Even the Aztecs, whose practice of human sacrifice was repugnant to Europeans, were far more civilized in their behavior than the invading conquistadors on the scent of gold.



THE SILURIANS

The Game Operations Manual and the Sourcebook for Field Agents of the DOCTOR WHO: Role Playing Game give background on the Silurian race. Note that this adventure presupposes that at least some of the Silurians have a telepathic faculty not noted in these game sources. This faculty, focused through the third eye, enables them to examine the surface thoughts of living creatures, but not to transmit thoughts. They use the power to quickly learn languages, to interrogate captives, and to assist in controlling their domesticated animals by sensing the way the animals are feeling or reacting. Sea Devils, who lack the third eye, also lack this ability.

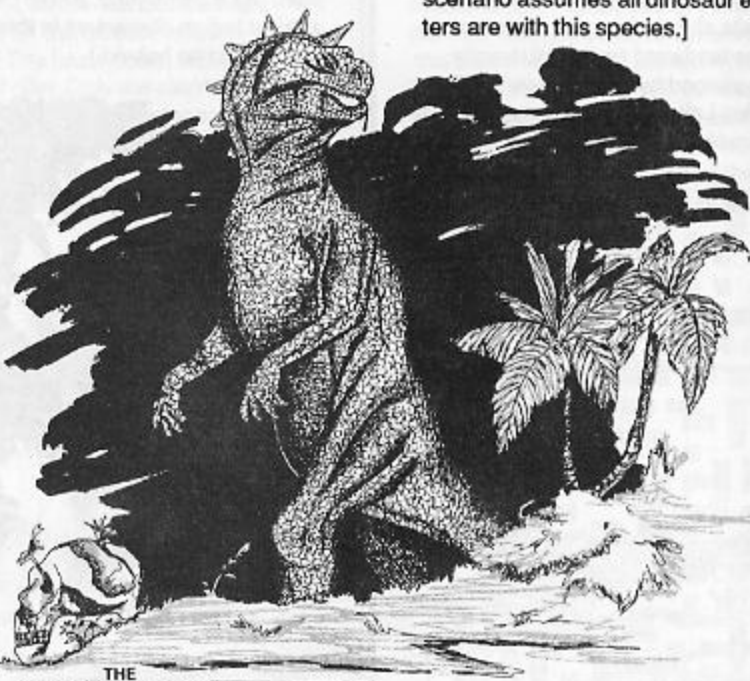


SILURIAN DINOSAURS

The Silurians domesticated many varieties of dinosaur, using them as beasts of burden, hunters and trackers, and so forth. Through genetic manipulation, they bred several anomalous types, including some much further down on the evolutionary line than those that flourished in the heyday of *Homo Reptilius*.

The Silurian colony at Manoa took a number of dinosaurs into hibernation with them. When Droval revived part of the colony, he also ordered that several Herrerosaurs be awakened. Though perhaps not as impressive as a Tyrannosaurus Rex, these carnivores make excellent sentry beasts, and are quite useful in combat situations.

Measuring nearly three meters from nose to tail, and standing about as tall as a man, Herrerosaurs weigh 100 kilograms on an average. Their horned foreheads can gore a victim, and they also have very strong teeth. Moreover, the Herrerosaurus has powerful forelimbs, far better developed than the more famous carnosaurs of later epochs. Herrerosaurs use their clawed arms for tearing, or to grab and hold a victim during a bite or gore attack.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

ALIEN CREATURE RECORD: HERREROSAURUS

Life Form:	Reptile
Size:	Medium
Feeding Habits:	Carnivore
Average Attributes:	

STR	- 26	V
DEX	- 18	
END	- 15	V

Tactical Movement and Combat Statistics:

AP: 10

Combat Ability Types:

Fangs	- Level VI/1D6 Damage	+3
Claws	- Level VI/1D6 Damage	+2
Horns	- Level VI/1D6 Damage	+1

Armor: 9

Description:

Terrestrial dinosaur, aggressive and covered with scales, flourished c. 200 million years B.C. in South America. Domesticated by the Silurians, and responds to voice commands of owner/masters. Assume skill in *Grappling* at Level IV. One round after a successful grappling attack, a hit by fangs or horns is automatic.

[NOTE: The gamemaster may feel free to introduce other dinosaurs to the Silurian ranks if he so desires, but the Herrerosaurus is accurate for both the time and place of this adventure. This scenario assumes all dinosaur encounters are with this species.]

PLAYERS' HANDOUT

The gamemaster should make the material in this handout available for use by the players, either by removing the pages in one piece, or photocopying them and handing them out according to his discretion.

Although this handout includes information that the players will find useful, perhaps absolutely necessary to the resolution of the adventure, there are also several entries that have nothing to do with the adventure. This is to avoid giving away too much of the plot to the players.

The information in this handout is available to the adventurers from the TARDIS computer files, from briefings, or as common knowledge already possessed by some or all of the player characters. If the gamemaster wishes to complicate matters, he can limit availability of the handout to times when the players can consult the TARDIS computer, for example, or allow specific research on topics after a successful die roll against the skill noted in parentheses after the entry heading, at Difficulty Level III.

ALTERNATE TIME LINES

(Temporal Science)



Recent refinements in temporal theory have tended to modify some aspects of our understanding of alternate timelines (**A Sourcebook for Field Agents**, p. 11). Loose thinking tends to assume that alternate timelines result strictly from changes made by time travellers, and that an alternate timeline called into reality by such meddling is forever unreachable. Some have gone so far as to claim that the creation of a new timeline is all that exists, with all memories and evidence altered to fit the new scheme of things. Some have used this theory and the essential fluidity of the timestream to disprove the concept of a paradox, and to suggest that history cannot ever really be changed, despite the fact that temporal marauders have threatened to do so time and again.

The work of Lord Veros and other temporal scientists as well as field experience of CIA interventionists has shown something of the true nature of time travel and alternate timelines. We know now that parallel timelines exist in an infinite web of crossing and recrossing paths, with Temporal Nexus Points lying at the crux of each change. What we think of as the Prime Reality is a single tracing of history that contains the experiences and records of Gallifrey since Rassilon, shielded from change by our own temporal technology. The Prime Reality is the status quo, and for that reason is valued by Time Lord society. Intervention has changed it in small ways (the changes in Dalek development being the most significant change, as preserved records show), but by and large, it remains intact. Intervention rarely creates new timelines. Time Lord scientists believe that the vast majority of alternate timelines exist concurrently and parallel to one another in the 20-dimensional continuum.

When we speak of changing history, we actually mean diverting the Prime Reality onto a new path. Time is fluid, and an alternate decision at one minor nexus point is rarely enough to alter the overwhelming flow of the Prime Reality, though it might tend to produce minor displacement on a localized level. (See The Doctor's account *For Want of a Horse: How I Won the War of the Roses* for a discussion of such effects on a practical level.) Threats to the Prime Reality occur only when crucial nexus points are threatened, or through multiple threats on lesser chains of nexus points. As a change in the Prime Reality could prove fatal

to Gallifrey if not carefully administered and monitored, such changes are to be avoided. Though the Prime Reality might be shunted onto a new track like an Earthly railway car, the act of change does not necessarily eliminate the original timeline any more than it creates the new one. It is, however, virtually impossible to make multiple changes at the same nexus point, simply because the fabric of time cannot stand it.

To make one change is hard. To reverse or further change the same point is very hard, and intervening yet again is virtually impossible without creating a time loop of possibly cataclysmic proportions, known as the Blinovitch Limitation Effect. This fact prompted The Doctor's decisions, at various points, to avoid rescue attempts of Companions who have 'died'. A mistake would almost certainly condemn the Companion to certain oblivion (and endanger others involved), while non-interference at least leaves open the hope of future retrieval. The recent rescue of the Alzarian, Adric, is a case in point.

Time loops are themselves alternate timelines that endlessly repeat themselves. The possibility of a time loop is inherent at every nexus point. When we 'create' one, we merely incorporate that possibility into the Prime Reality. Misapplied, a time loop can have dangerous consequences, for it could remove some essential element from the course charted for the Prime Reality, and so cause the ripples of change to spread further at each nexus point.

As for travel between timelines, this is a common occurrence for those who do succeed in changing history. For others, it is an unlikely, but possible, path. We know that The Doctor has experienced alternate realities and returned to our own. When he was propelled into a Fascist parallel of his exile site on Earth, for example, he ultimately returned with proof that the nexus point involving Project Inferno could have devastating consequences for the planet. Similar interactions occurred with a timeline in which the Daleks conquered the Earth in the wake of a world war. It is fully possible that there may exist, in some path of alternate timelines, an Earth whose history was entirely different — no WOTAN incident, no Yeti invasion or Cybermen attacks in the mid-1970s, no UNIT, and so forth. If, somehow, this became the Prime Reality, it is possible that the ripples of time could spread so that Gallifrey would cease to exist, perhaps become nothing more than a fanciful flight of imagination or a fictional setting for the entertainments of some Earthly storytellers.

See also **Paradoxes**.



CONQUISTADORS, THE

(History, Earth)



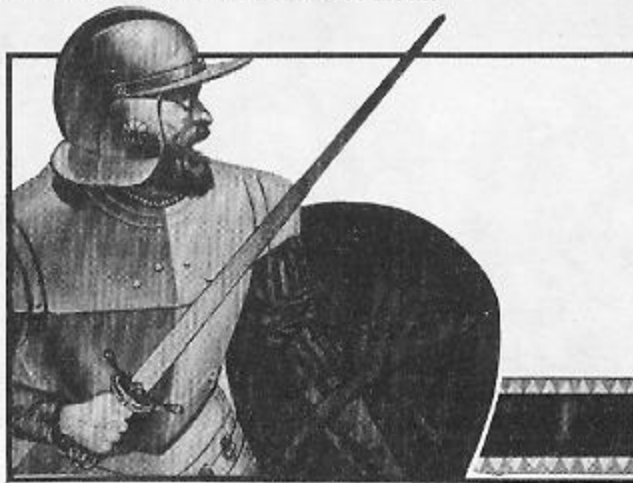
Name given to the soldiers of the nation-state of Spain on TNP Earth who, during the period 1500-1600, explored and conquered the land mass then known as "The New World". Hernan Cortez, the first famous conquistador leader, set the pattern for the Spanish conquest in his campaigns (1519-1521) against the Aztec Empire. With less than 400 men,

Cortez marched to the heart of the Aztec nation and imprisoned its Emperor, Montezuma. Following Montezuma's death, Cortez fought and won the major battle of Otumba, then besieged and captured the capital and destroyed virtually all traces of Aztec culture in a series of campaigns in the years following.

With a second such expedition, Francisco Pizarro toppled the Incan Empire in Peru. In each of these campaigns, the conquistadors gained control over gold and other sources of wealth, making Spain one of the richest empires in human history. The examples of Mexico and Peru set Spanish leaders to searching up and down the American continents for other sources of gold. Notable expeditions were those of Coronado and de Soto in North America, and Drellana in South America.

The success of the conquistadors against their Indian adversaries was almost guaranteed from the start. The Europeans had a considerable advantage in technology and military science, being possessed of such things as firearms, steel melee weapons, cavalry, and ships against opponents whose principal weapons were often stone or wood. The Spaniards used diplomacy as an important tool to winning the New World, forcing allies among local Indian tribes to supplement the fighting core of European soldiers and to furnish bases of supply. The Europeans were generally ruthless opportunists who took advantage of any opportunities they found. For example, the Spanish used Aztec and Incan religious beliefs of sea-borne gods returning from the East to their advantage, and Pizarro was fortunate to arrive in Peru during an Incan civil war. The Spaniards were certainly not above treachery against the 'heathen Indians', as when Pizarro killed the Incan leader after the latter had paid a magnificent ransom for himself and his kingdom.

Despite their flaws, the enterprising conquistadors, often private individuals motivated by a thirst for glory, wealth, advancement, or a desire to spread the Catholic faith, were a powerful civilizing force. In less than a century, they brought all of Central and South America into the light of European culture, a remarkable spread of knowledge and culture that was brutal in many ways, but that at least banished the cruelties of human sacrifice and its attendant evils from these areas.



DINOSAURS

(Life Sciences, Paleontology, some data common knowledge)



Name given to a variety of related species of reptiles that flourished on TNP Earth for millennia before the age of man. Dinosaur species ranged from tiny saurians smaller than a human or a Gallifreyan up to tremendous creatures 24 meters long. They adapted to virtually every ecological niche, with forms appearing on land, in the water, and in the skies.

Dinosaurs flourished on Earth in the late Paleozoic and throughout the Mesozoic eras. Reptiles began to make an appearance in the Carboniferous epoch, over 300 million years ago. During the Permian period (280 to 230 million years ago), the ancestors of the intelligent race misnamed the Silurians (and their cousins, the so-called "Sea Devils") were beginning to appear, along with other proto-dinosaurs.

In the Mesozoic era, there are three distinct stages of dinosaur development. The Triassic epoch (230 to 200 million years ago) saw the appearance of the true dinosaurs, and the rise of the Silurian civilization near the end of the period. The era ended with the upheavals surrounding the appearance of Earth's moon; the Silurians disappeared. Other dinosaurs, however, continued to flourish. The Jurassic epoch (200 million to 135 million years ago) saw the rise of many of the more famous saurian species, including *Allosaurus*, *Apatosaurus*, and similar creatures. The final Cretaceous period (135 to 63 million years ago) was dominated by the largest and most famous dinosaurs, including *Tyrannosaurus Rex*, *Pterodactyls*, *Triceratops*, and *Stegosaurus*.

It is now known that the dinosaurs were wiped out 63 million years ago by the antimatter explosion of a spaceship destroyed by the Cybermen (and accidentally transported to that era by the intervention of The Doctor). See the debriefings of Adric of Alzarius, a witness to the event.

DINOSAUR APPEARANCES SINCE THE CRETACEOUS ERA

Through manipulation of time by various agencies, dinosaurs have appeared on Earth in later eras as well.

Most Silurian and Sea Devil hibernation sites contain saurians of various types, and these have occasionally awakened along with their Silurian masters. The Silurians flourished in the late Triassic epoch, when saurian species were still comparatively small and primitive (the overspecialized and very large dinosaurs most famous on Earth were almost universally products of the Cretaceous period). However, genetic tailoring and bioengineering experiments were an important aspect of Silurian science, and there is reason to believe that they may have found a way to accelerate evolutionary processes to produce anomalous dinosaurs similar to various later types. This may explain The Doctor's reported discovery of a *Tyrannosaurus Rex* (or a near relative) in a Silurian cave. (If not, it was the product of his own erratic imagination.)

The timescoop mechanism associated with Operation Golden Age (q.v.) also unleashed dinosaurs in London in 72,690 TL (1982 A.D.). Similarly, The Master's time field projector employed in 72,705 TL (1997 A.D.) caused dinosaur sightings in several parts of the world. The Doctor reportedly encountered a sea-going dinosaur imprisoned in an illegal Scope on the planet Inter Minor.



EL DORADO

(History, Earth)



This is the legendary 'city of gold' believed to lie in the jungles of South America on TNP Earth. Rumors of this city motivated numerous Spanish expeditions in the 16th and early 17th centuries A.D., but the reality of the city was never proven. The original "El Dorado" actually referred to "The Golden Man". The conquistador leader Sebastian de Belacazar was the first to coin the name after learning, in 1535 A.D., of an Indian tribe whose king sprinkled his body with gold dust before swimming in a mountain lake. Compounded with other rumors of an undiscovered South American civilization, the legend became one of the most prevalent lures to would-be conquerors in Earth's entire history.

Two regions were believed the most likely sites of El Dorado. The Lake Guatavita region of what later became Columbia attracted the earliest interest. Indeed, three centuries later, archeologists unearthed evidence of religious ceremonies of the kind described to de Belacazar. However, there were also persistent rumors of a civilization in the upper Orinoco River valley of the Venezuelan/Brazilian frontier, and these became confused with the El Dorado tradition. A large body of water, Lake Parima, was supposed to exist in a secluded mountain valley, and El Dorado was said to lie on the shores of this lake. The Orinoco Valley was thoroughly explored in the late 16th and early 17th centuries. However, no sign of El Dorado was found then or later.

PARADOXES

(Temporal Science)



another.

Gallifreyan science has long known of the existence of paradoxes, events or items whose existence defies the laws of time. They remain poorly understood, even after a hundred thousand years of time travel. They are, in fact, an outward sign of the existence of multiple timelines and the ability of the Prime Reality to shift from one track to

Although the First Law of Time maintains that it is impossible to double back on one's own tracks without the expenditure of prohibitive amounts of power, this truth is not universally constant. In particular, the occasional ability to jump from one timeline to another (which is particularly likely when working on the fringes of a time loop or various primitive temporal transportation fields) does make a paradox situation possible. An example of this is evident in the recent reports of an accidental meeting (without Time Lord sanction or interference) between The Second and Fifth Doctors. Other reports of Time Lords accidentally meeting themselves have been filed from time to time, although they are rare and almost invariably occur only in conjunction with some source of temporal instability.

In such instances, it is possible to encounter people or objects in duplicate, and even to have a direct impact on one's own timeline. The old 'classic' paradox of killing one's own parents before their first meeting (thus setting up a time loop of distorted casualty) is by no means impossible. The result would reconfigure the Prime Reality along a track of alternate timelines so that the time traveller himself will cease to exist, or rather be reconfigured according to the changes made in the Prime Reality. A significant change could have disastrous effects far beyond the immediate area of the damage, which is why intervention efforts must always be carefully weighed and evaluated. The fluid nature of time will repair most difficulties in the long run, but a

change in the Prime Reality that significantly alters some element of history pertaining to Absolute Time (the base timeline of Gallifrey) could undo the entire history of the Time Lords.

There are certain safeguards, notably the TARDIS PAST system, that temporarily minimize the effects of paradox situations on the TARDIS personnel. Should a shift in the Prime Reality occur that would reconfigure the TARDIS personnel, PAST will provide some protection for a short period of time. Reconfiguration back to an acceptable Prime Reality can be accomplished during this 'grace period', and will allow continuity of personality and memories despite such changes. However, CIA personnel are directed to avoid paradox-creating situations (even when these are possible), except when no other solution will offer a chance to repair a major alteration in the Prime Reality. Frequent violations of the laws of time pose too much of a threat to the Prime Reality, and only minimum intervention measures are to be taken by CIA operatives under all circumstances.

See also **Alternate Timelines**, **TARDIS Past Systems**.

SALAMANDER

(History, Earth, post 2000 A.D.)



Earth scientist, inventor, politician, and would-be dictator, Salamander flourished circa 2030 A.D. Taking advantage of the ecological difficulties that prompted the formation of the World Zone Organization (q.v.), Salamander used his genius to gain a position of trust as the inventor of the Suncatcher weather control system. Following this, he used assassination and political influence to have all key posts in the WZO filled by men of his own choosing, creating man-made 'natural disasters' to maintain his position as a savior able to solve many of these problems. Salamander was foiled in his plot in 2030 A.D. through the actions of The Doctor, whose chance similarity in appearance enabled him to impersonate Salamander and uncover his actions. Salamander was ejected from The Doctor's TARDIS into the Vortex.

SILURIANS, THE

(Common knowledge to Time Lords)

See **A Sourcebook for Field Agents**, pages 26-27.

SOUTH AMERINDIAN CIVILIZATIONS

(History, Earth)



The South American continent of TNP Earth gave rise to a succession of native cultures, primitive by most standards, but surprisingly sophisticated for the time and geographic area. Most of these were focused on the coastal and highland regions of the Andes Mountain region.

Famous cultures include that of the Nazca (400 B.C. - 1000 A.D.), the Mochica coastal empire (300 B.C. - 1000 A.D.), the Andean Tiahuanaco Empire (400 - 1000 A.D.), and its successor, the Incan Empire (110 - 1535 A.D.). At its height, the Incan Empire controlled the regions from central Chile to Ecuador.

Persistent rumors of other South Amerindian civilizations equivalent to that of the Incas abounded in the 16th to the 20th century, but no evidence of any other unified, sophisticated, city-building culture ever emerged.

TARDIS PAST SYSTEM

(Technology, TARDIS Systems)



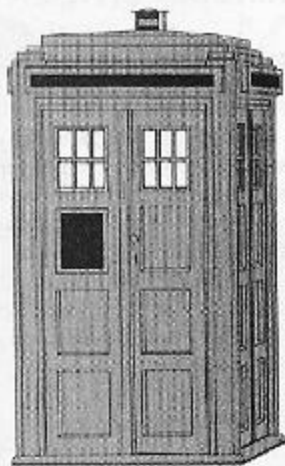
The TARDIS PAST (Passenger Adoption Scanning Terminal) system has been a feature of Gallifreyan temporal vehicles since the Model 26 TARDIS. It is an integral part of the TARDIS control circuitry.

PAST systems scan all personnel aboard the TARDIS in flight, using rho waves to adjust certain crucial mental and physiological processes. Without the scanning system, no living being can survive the shock of temporal transposition, and any successful temporal vehicle or tunnel must have similar capabilities to operate successfully. Lack of such a system was one of the greatest failings of the Zigma Experiment of the criminal Magnus Greel. Greel survived a journey through time, but only at the cost of severe metabolic alterations that required transfusions of the life force of others to sustain him.

Gallifreyan PAST systems are programmed through a semi-symbiotic relationship between the TARDIS and one or more Time Lords linked to that TARDIS. Operation of the TARDIS requires the presence of that Time Lord or some other individual previously screened through the PAST mechanism. This is, in effect, a fail-safe device against tampering. It takes several hours of reprogramming by a certified TARDIS Systems technician to rekey a TARDIS to a new operator.

Another function of the PAST system, incorporated on all models since the Model 32, is the rho wave translation function. All persons screened through PAST become telepathically linked to the PAST unit, which has the ability to analyze, translate, and impart a command of any new language encountered. This enables TARDIS passengers to interact with new cultures freely without the need of clumsy translation processes, although retention of languages thus learned is minimal, and written symbols are not so translated.

Most TARDIS models have a general PAST scanner that operates on all persons aboard the TARDIS at the moment of any particular temporal transition. This has the unfortunate drawback of automatically accepting stowaways and other intruders, and some models currently in use employ a PAST scanning booth in which newcomers must be processed prior to any travel. The drawback to this version of PAST is the risk to passengers who need to make a sudden departure, as well as the fact that accidental stowaways, who seem to be a common problem aboard TARDISES, are thus jeopardized, even if their presence aboard was without hostile intent. No effective compromise has yet been reached.



WORLD ZONE ORGANIZATION

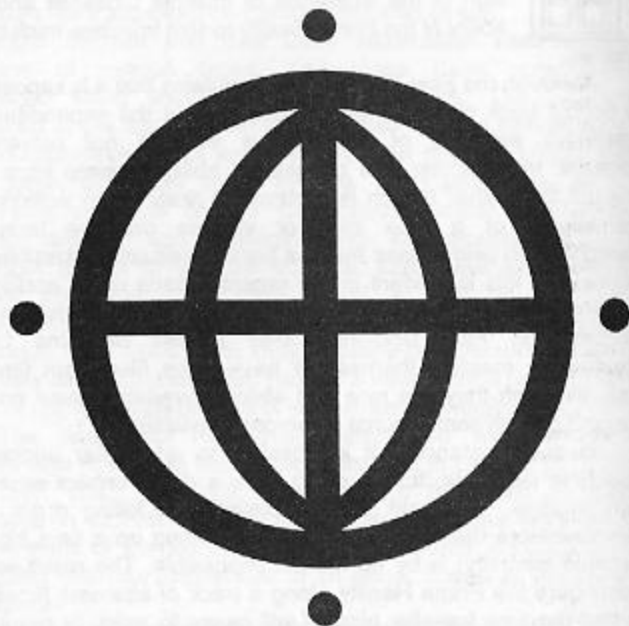
(History, Earth post 2000 A.D.)



Supranational body for the coordination of resources and the maintenance of world peace. The WZO arose out of the previous United Nations in the first decade of the 21st century A.D., following the crisis of the Ice Warrior and Cybermen attack on Earth around the turn of the century. At first a U.N. organization, the WZO's work in controlling the distribution of resources soon became so important that it first superseded, and then replaced, that multi-national diplomatic body. From the start, the WZO was much more than a forum for world politics, and though national states were never totally absorbed, the WZO cut across national boundaries and competing social and economic systems to establish the closest thing to unity Earth ever enjoyed prior to the Dalek conquest. United Nations functions, including the direction of UNIT and the cooperative exploration of space, continued under the WZO.

The World Zone Organization divided the Earth into ten zones, headquartered initially at New York, then Geneva, and finally at Kanowa in Australia. These zones (Arctic, Antarctic, European/North African, Central European, Eurasian, Central Asian, Australasian, North American, South American, and African) were headed by Controllers, each with a substantial staff charged with the coordination of economic measures between included nations and from zone to zone. The Organization also had large scientific and security groups, the latter directly descended from UNIT.

In 2030 A.D., the would-be dictator Salamander attempted to use the WZO as a vehicle for seizing world power. In the aftermath of his fall, a welter of potential successors appeared among his henchmen in the various Zone staffs, followed by a period of confusion. A series of nationalistic uprisings beginning in 2030 shook apart the WZO, giving rise ultimately to two major power blocs which, by 2084, were at the brink of open warfare. True unity on Earth was not achieved until the expulsion of Dalek invaders in 2164 A.D., by which time Earth's resources were nearly exhausted.



CAST OF CHARACTERS



PLAYER CHARACTERS

The following descriptions cover a number of pre-generated characters who may be used by players if they do not have (or do not want to use) a DR. WHO:RPG character of their own design. Such characters are especially useful for new players or to get an adventure started quickly when preparation time is short and players lack suitable characters.

Although the adventure does not dictate the presence of these

Name: The DON

Race: Gallifreyan

Sex: Male

Profession: Time Lord

Attributes:

STR	- IV	CHA	- VI
END	- IV	MNT	- VI
DEX	- IV	ITN	- IV

Combat Statistics:

AP: 7

Significant Skills

	Level
Artistic Expression	IV
Vocal Music	VI
Carousing	III
Climbing	IV
Construction	V
Leadership	VI
Public Performance	IV
Security Procedures	V
Concealment	II
Stealth	IV
Surveillance	V
Social Sciences	VI
History, Earth	IV
History, Galactic	V
History, Medieval Europe	VI
Sports, Punting	V
Streetwise	V
Technology	V
Force Field Systems	IV
TARDIS Systems	III
Transmat Systems	IV
Temporal Science	V
Trivia, Elizabethan Economics	VI
Vehicle Operation	VI
Ground Vehicle	VI
Temporal Vehicle	IV
Verbal Interaction	VII
Haggling	
Negotiation/Diplomacy	

Appearance:

Height: Average

Build: Slender

Looks: Attractive

Apparent Age: Mature Adult

Actual Age: 450+

Regenerations Used: 7

Recognition Handle: A thin, very handsome Time Lord, the Don wears his brown hair short and sports a pencil-thin mustache. He also affects a monocle on a fine gold chain and a supercilious upper-class British accent.

characters, some have skills particularly useful to the successful resolution of the adventure. If players desire, they can alter specific aspects of a character to suit their own style of play. A pre-generated character's attributes and skills could thus be coupled with a completely different set of background and personality traits. Or, the player could flesh out a character created from scratch with interesting background from the game statistics including here. Pre-generated characters also serve as models for pulling together an interesting new character who is both original and true to the spirit of the *DOCTOR WHO* television series.

This section includes ten different characters. Five are new (a Time Lord and Companions not drawn from the series). The others are characters

Distinguishing Physical Characteristics:

Unlike most Time Lords, he has adapted well to the style of dress of the period of Earth history he most often visits (England in the 1920s). The Don likes the costume so well, in fact, that he wears it in all manner of eras and places. This outfit includes a fashionable but rather somber lounge suit, silk shirt with monogrammed handkerchief (unfortunately, the initials on shirt and kerchief do not match), a school tie, and expensive shoes. Against the weather, he wears a top hat and an anachronistic Victorian traveling cape. The Don's walking stick houses his TARDIS homing beacon, TARDIS key, and a TARDIS remote control unit. The latter never seems to work when needed, and sometimes accidentally summons the TARDIS when it is not wanted.

Brief Personal History:

Birthplace: Gallifrey

This colorful Time Lord named himself the Don after taking up residence at Cambridge University in England during the 1920s. (A don is a professor, tutor, or researcher at an English university.) The Time Lord was posing as a scholar engaged in a very involved research project into the history of finance and economic growth in England during Elizabethan times. He first came to TNP Earth in search of his father, a Time Lord exile named Salyavin. Salyavin was supposed to be masquerading as one Professor Chronotis at Cambridge in the late 20th century (though most Gallifreyans believed Salyavin to be on the prison planet of Shada).

Through a careless navigational error, the Don arrived 60 years early and was promptly involved in a Ruten plot to infiltrate the English aristocracy by assuming the physical forms of students and then ambushing their parents and other leaders at an off-term Gaudy. The arrival of a CIA investigator named Maranodulandur put the CIA wise to the Don's presence, and might have led them to his father (whose flight from Shada was a severe embarrassment to the High Council). The Don settled down quietly right where he was

drawn from the TV episodes of The Fifth Doctor's adventures. Five characters is usually the upper limit for this adventure, although others can be added as the gamemaster sees fit. If The Doctor is used, be careful in selecting Companions. Adric and Turlough, for example, never traveled together, and Nyssa departed before Turlough ceased to be an agent of the Black Guardian.

In selecting from among pre-generated characters (including, possibly, the characters of Perez and Doña Linda in the NPC section), players would do best with an interesting balance of personalities and backgrounds. When possible, the gamemaster and players should try to explore the interplay of conflicting viewpoints and personality, as it can add great spice to the game.

rather than hunting for his father again, hoping this would throw the CIA off his track. Later, when the Kaleks kidnapped Mara using a time corridor, the Don learned of her plight and rescued her. The two went on to travel through time and space together, usually at the CIA's behest.

Personality:

Motivations/Desires/Goals:

The Don is really not meddlesome by nature, at least not as much as The Doctor. He is an unassuming, retiring Time Lord who somehow attracts trouble like a magnet. Though rarely seeking to interfere, the Don often lands smack in the middle of situations that leave him and his Companions with no choice but intervention if they want to escape. His peers see him as vulnerable and rather weak-willed because his personality is not forceful or dominant. Where the safety of friends or the survival of the Earth is concerned, however, the Don will be quick to act, though not always wisely.

Manner:

The Don is charming and affable but reserved. He has a very strong personal code of honor, and will not knowingly hurt anyone or anything unless there is no other choice. He never carries a weapon, preferring to use his wits and his charisma to get him out of trouble. Although handsome and magnetic, the Don has a way of blending into the background. He has defeated many of his opponents because they initially underestimated or overlooked him.



**Name: Lady
MARANODULANDUR**

Race: Gallifreyan
Sex: Female
Profession: Time Lady

Attributes:

STR - III	CHA - V
END - III	MNT - VI
DEX - VII	ITN - IV

Combat Statistics:

AP:	13
Armed Combat:	
Staser Pistol	IV
Venusian Needle Gun	IV
Unarmed Combat:	
Draconian Sstutssu	VII

Significant Skills

Level

Artistic Expression	
Drama	IV
Vocal Music	I
Carousing	IV
Gambling	II
Leadership	VI
Public Performance	IV
Security Procedures	
Concealment	IV
Disguise	IV
Lockpicking	VI
Stealth	V
Surveillance	IV
Social Sciences	
History, Earth	V
History, Galactic	V
Political Science	IV
Space Sciences	
Astronomy	IV
Navigation	IV
Sports, Swimming	V
Technology	
Communications Systems	IV
Force Field Systems	V
Electronics	IV
TARDIS Systems	VI
Transmat Systems	IV
Temporal Science	V
Trivia, Earth Ballads and Folk Songs	
Vehicle Operation	
Ground Vehicles	III
Spacecraft	IV
Temporal Vehicles	VII
Verbal Interaction	
Haggling	VI
Oratory	IV
Wilderness Survival	II

Appearance:

Height: Tall
Build: Slim
Looks: Striking
Apparent Age: Young Adult
Actual Age: 120+
Regenerations Used: 0
Recognition Handle: Tall, red-headed, and very attractive, Mara wears the chain mail jerkin of the warrior-matriarchs of Zamona.

Distinguishing Physical Characteristics:

A slender, aristocratic young Time Lady with a regal bearing and a dynamic, forceful manner, Lady Mara adopted their mode of dress after an assignment among the warrior-matriarchs of Zamona. The short-skirted tunic, high boots, sleeveless chain-mail jerkin, and grey-green cape is her favorite costume. She no longer wears the three-cornered helmet of a Princess-Commander awarded to her by the Queen of Denwora for her service to the Crown. In deference to local customs, she often wears something over the armor, too. Mara leaves a strong impression of feline grace on others.

Brief Personal History:

Birthplace: Gallifrey

The Lady Mara's older brother helped Mara get into the CIA immediately after her graduation from the Arcallan Academy. She has carried out only a handful of assignments, but has packed a lot of experience into a short time. Her first mission, to check into reports of a Rutan invasion of Earth, led her straight to the Don. After that came encounters with Daleks, the Terileptils, the Draconians, and the renegade Time Lady known as the Rani.

Personality:

Motivations/Desires/Goals:

The Lady Mara comes from one of the oldest and most prestigious families on Gallifrey, an aristocratic heritage that gives her a definite urge to dominate her surroundings. She is supremely confident in her own abilities, sometimes with good cause, but often with no justification at all. Convinced that her Academy education makes her an authority on almost everything, Mara rarely listens to older and wiser heads.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Lady Mara's wanderlust motivated her early on to join the CIA, but since then, Mara has taken the organization and its cause to heart. Her strong sense of justice makes her zealous in intervention, a penchant that has involved her in many crisis situations.

Manner:

Mara is haughty, outspoken, and lacking in tact. Her idea of diplomacy is pointing a gun, and her idea of reasoning involves shouting and indignant outbursts. Until the time Jack Ransome saved her from a Zygon slave ship, she was something of a racist who disdained non-Gallifreyans in general and humans in particular. Though she still does not like many humans, Mara has learned to tolerate and sometimes respect those she knows well.

The Lady Mara has picked up a liking for some of Earth's traditions and customs, including the martial ballads of the Anglo-Scottish border country. Unfortunately, her enjoyment of singing these bold folksongs is not matched by any real talent in music. ("She can't carry a tune in a suitcase" is Dr. Maitland's view.)

Finally, Lady Maranodulandur's manner can be officious and irritating. She is a stickler for doing things by the book, which she thinks she knows better than anyone else. Always eager to take charge of a situation, she usually finds it impossible to keep quiet and watch someone else make the decisions.



Name: Jack RANSOME

Race: Human
Sex: Male
Profession: Gambler and Con Man

Attributes:

STR -IV CHA -V
END -IV MNT -IV
DEX -VI ITN -V

Combat Statistics:

AP: 11
Armed Combat:
Derringer Level V
Sword Level III
Unarmed Combat,
Brawling Level IV

Significant Skills

	Level
Artistic Expression, Acting	VII
Carousing	III
Gambling	V
Gaming, Poker	V
Leadership	IV
Medical Sciences	
General Medicine, Human	III
Psychology, Gallifreyan	II
Psychology, Human	IV
Public Performance	IV
Security Procedures	
Concealment	V
Disguise	V
Stealth	IV
Social Sciences	
History, United States to 1870	III
Law, American	III
Sports	
Boxing	III
Swimming	IV
Streetwise	III
Trivia	
Aphorisms	IV
Horseback Riding	V
Verbal Interaction	
Bluffing	VI
Negotiation/Diplomacy	V
Scam	VI
Wilderness Survival	IV

Appearance:

Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 32
Recognition Handle: A tall, tanned, handsome man, Jack Ransome dresses in the garb of a gentleman gambler of America's western frontier in the 1870s.

Distinguishing Physical Characteristics:

Jack Ransome's roguish smile gives away very little of his calculating thoughts or plans. He always wears a dark suit, ruffled shirt with string tie, black cowboy hat, and boots. A satchel he had with him when he entered the TARDIS contains several decks of cards (some of them marked) and various other interesting paraphernalia, such as nuggets of gold, fake deeds to various properties, and other tools of his dubious trade. He wears no guns openly, but conceals a large number of one-shot derringers about his person (in his hat, behind his belt buckle, in his boots, and so forth). Anyone who tries to disarm him of this arsenal will usually miss at least one weapon.

Brief Personal History:

Birthplace: New Orleans, United States of America, TNP Earth, 1834 A.D.

A riverboat gambler and con artist, Jack Ransome managed to avoid serving in the Civil War. He kept on managing to avoid trouble not of his own making until the day he tried to run an elaborate scam on a Texas cattle rancher. Too late, Ransome discovered that the Texan was really an agent of the Shadow, an evil servant of the Black Guardian who had set a trap for the Don and his Companions. After being captured by the Shadow, Ransome joined forces with the Time Lord to escape, and remained with him thereafter.



Personality:

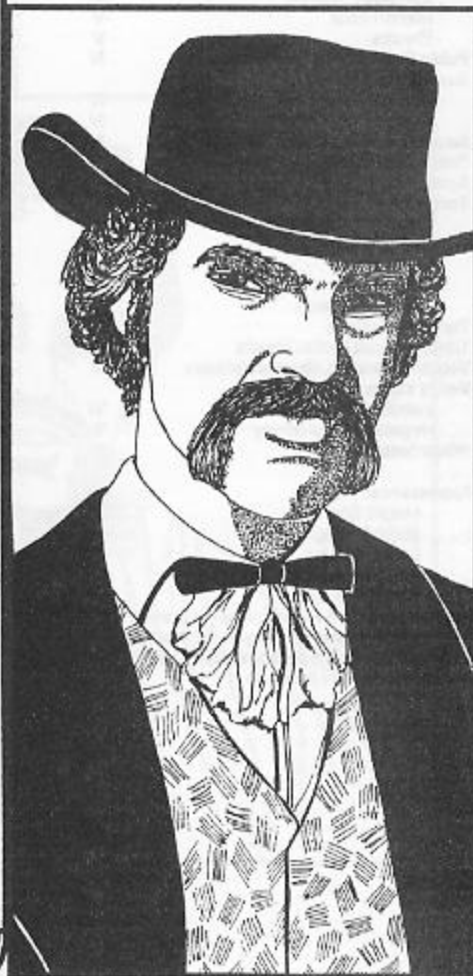
Motivations/Desires/Goals:

Ransome loves the challenge of staging a good con job or winning a tough hand of poker. Money used to mean a lot to him, but only as a visible reward for cleverness. Since linking up with the Time Lord, he really does not pay much attention to it anymore. He always has some con going, but usually limits his marks to people who really deserve to be stung. Despite his crooked ways, Ransome has an underlying sense of fair play that makes him a champion of the underdog, quick to lend a hand where his talents can be of help.

Though not a coward, Jack Ransome prefers to use his brains rather than fists or guns to solve problems. He makes a lot of noise about not risking his neck, but often ends up doing so. His relations with the Time Lords are stormy because they find his shifty ways hard to tolerate, but he has proven himself utterly invaluable on more than one occasion.

Manner:

Jack Ransome has a smooth, homey way of talking, his Southern accent broadening as he gets deeper into a con. He sprinkles his conversation with aphorisms and witty sayings that he claims "my Daddy always told me". Keeping a perfectly straight face and composure, Jack Ransome can tell the most amazingly barefaced lies.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: Dr. Cassandra MAITLAND

Race: Human
 Sex: Female
 Profession: Scientist

Attributes:

STR - III CHA - V
 END - III MNT - VII
 DEX - V ITN - IV

Combat Statistics:

AP: 9
 Armed Combat, Level III
 Automatic Pistol
 Unarmed Combat, Level III
 Judo

Significant Skills

	Level
Administration	IV
Artistic Expression	
Nature Photography	IV
Public Speaking	IV
Carousing	II
Climbing	V
Construction	III
Engineering	
Electrical Engineering	VI
Mechanical Engineering	V
Gaming, Chess	IV
Leadership	IV
Physical Sciences	
Computer Science	VI
Mathematics	V
Physics	V
Public Performance	IV
Security Procedures	
Concealment	IV
Stealth	IV
Social Sciences, History, Earth to 1990	IV
Space Sciences, Navigation	III
Sports, Swimming	V
Technology	
Communications Systems	III
Computer Systems	VII
Cybernetics	VII
Electronics	VI
TARDIS Systems	I
Temporal Science	I
Trivia, Science Fiction Novels	III
Vehicle Operation, Ground Vehicles	III
Verbal Interaction	
Instruction	VI
Negotiation/Diplomacy	V
Wilderness Survival	IV

Appearance:

Height: Short
 Build: Average
 Looks: Striking
 Apparent Age: Mature Adult
 Actual Age: 34
 Recognition Handle: A petite woman with short blond hair and green eyes, Dr. Maitland wears glasses and a severe expression as if they were the uniform of her trade.

Distinguishing Physical Characteristics:

Maitland generally discards her glasses and her severity when exploring a wild location or relaxing in the TARDIS, and this makes her look much younger and more attractive. Dr. Maitland wears the coverall uniform of Space Habitat Alpha, the orbital base from which the first Wheel in Space was built. This duotone green and blue coverall marks her as a supervisor in the project's Computer Science division.

Brief Personal History:

Birthplace: Aberdeen, United Kingdom, TNP Earth, 1959 A.D.

A genius with all kinds of computer and robotics knowledge, Cassandra Maitland was a logical choice to head the computer design team installing the equipment on the Wheel in Space. While working on Space Habitat Alpha, the 'construction shed' for the Wheel, Dr. Maitland first encountered the Time Lords. They were trying to stop a plot by Ice Warriors, who wanted to take over the station for their own ends. During this encounter, Lady Mara hastily recruited Maitland to repair her brand-new but badly damaged K-9 unit. The robot dog became very much attached to its new 'mistress', and Dr. Maitland became fascinated by the Time Lords and their knowledge. It was perhaps inevitable that she would join the crew ('to look after Fang, you know') and accompany them on subsequent adventures.

**Personality:****Motivations/Desires/Goals:**

Dr. Maitland loves computers and all facets of their science. She hates to see equipment of any kind go unused, especially the TARDIS, which she is trying hard to understand to keep the careless Time Lords from mistreating it further. Her relationship with FNG-9710, the K-9 unit, is a close one, and the Companions say she gets on better with the mechanical dog than with most people.

Dr. Maitland is also a nature lover. Before going into space, her hobby was natural photography, climbing, swimming, and outdoor survival. She finds the TARDIS a welcome change from space duty, because these days it so often takes her to new wildernesses.

Although shy around people, Dr. Maitland is a good speaker and instructor on technical matters. She would far prefer to work with machines than deal with people.

Manner:

Cassandra Maitland is shy, reserved, and unsure of herself when in a social setting, but supremely confident when she has a toolbox or a computer keyboard at hand. She does not share much in the give-and-take among the rest of the TARDIS crew. Although she likes the others very much, Maitland simply prefers to stay out of things, tinkering with Fang or studying the TARDIS technical manuals (poorly organized and obscure as they are). Lately, she has begun to loosen up, to smile at jokes, and even to venture a few cutting remarks of her own. Her shyness is fading by very slow stages.



THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME

Name: Jacques D'AUBANVILLE

Race: Human

Sex: Male

Profession: Cavalry Officer

Attributes:

STR - V	CHA - V
END - V	MNT - IV
DEX - V	ITN - IV

Combat Statistics:

AP:	10
Armed Combat:	
Cap-and-Ball Pistol	Level IV
Flintlock Pistol	Level IV
Saber	Level V
Unarmed Combat, Brawling	Level V

Significant Skills

	Level
Administration	IV
Artistic Expression, Creative Writing	IV
Carousing	VII
Engineering, Cartography	III
Gambling	V
Leadership	V
Medical Sciences,	
General Medicine, Human	III
Military Sciences	
Small Unit Tactics	V
Trap Discovery	IV
Public Performance	III
Security Procedures	
Concealment	V
Stealth	IV
Social Sciences	
History, Earth, to 1805 A.D.	
History, Earth Military, to 1805 A.D.	
Sports, Swimming	V
Trivia	
Duelling Etiquette	IV
Horsemanship	VI
Verbal Interaction, Hagglng	V

Appearance:

Height: Tall

Build: Stocky

Looks: Average

Apparent Age: Mature Adult

Actual Age: 28

Recognition Handle: A large man with a drooping mustache and heavy sideburns, the red-haired Captain d'Aubenville wears an impeccable uniform of Napoleon's hussars.

**Distinguishing Physical Characteristics:**

Although the Captain lost his uniform hat while on Skaro, he still wears the heavy cavalry saber at his side, along with a flintlock pistol. He has a temper and spirit to match his red hair.

Brief Personal History:

Birthplace: Gascony, France, TNP Earth, 1777 A.D.

A soldier of France in the Napoleonic Wars, d'Aubenville rose to command a cavalry squadron after leading a series of heroic charges at the Battle of Marengo. While leading the pursuit of fleeing Austrians and Russians at Austerlitz, he made the mistake of following a strangely-dressed man into what looked like a peasant's hovel. The hovel concealed the TARDIS, and the Don, who was busy foiling a plot by the Rani, a renegade Time Lady. The Don was just preparing to leave the site when the Captain came running into the TARDIS, which was already dematerializing. By the time a clash with the Black Guardian and his evil servants was over, d'Aubenville had decided to stay on.

Personality:**Motivations/Desires/Goals:**

The Captain is a born cavalry officer, impetuous, eager for battle, and extremely brave. He is a hot-head who never turns down a chance for a good fight, usually considering violence the best solution to most problems. Adventure and conflict give him the most pleasure in life, with drinking, wenching, and boasting following close behind.

Jacques has an exaggerated sense of honor, and likes to challenge people to duels. This confuses some of the aliens with whom he has lately come in contact. In particular, it gave the Don a chance to outwit a Sontaran commander who actually accepted the challenge (and would have killed d'Aubenville if the duel had gone on).

A notorious seducer, Jacques d'Aubenville has learned not to press his attentions on his female companions aboard the TARDIS. Lady Mara has fended him off on several occasions, using her mastery of Draconian Sstuthsu. She has promised him two broken arms if he ever bothers her again. Dr. Maitland is under the protection of the K-9 unit FNG-9710, which is quick to give Jacques a taste of its stun beam whenever he gets too familiar with her.

Manner:

d'Aubenville is hearty, cheerful, and full of life. Aboard the TARDIS, he is constantly joking with the men or making gallant remarks to the women. His aggressiveness and glory-seeking make him dynamic and forceful. He is also the first to bolster the others' flagging spirits and the last to accept a setback. Although touchy about matters of honor, d'Aubenville has learned to overlook his comrades' cutting comments about his hot-headedness. In many situations, d'Aubenville's indomitable spirit has made the difference between the success and failure for the whole group, and they are all well aware of the fact.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



ALTERNATE PLAYER CHARACTERS

Name: The DOCTOR (Fifth Incarnation)

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes:

STR	- IV	CHA	- V
END	- III	MNT	- VI
DEX	- IV	ITT	- VI

Combat Statistics:

AP:	7
Armed Combat:	
Sword	Level V
Staser Pistol	Level III
Unarmed Combat, Brawling	Level III

Significant Skills

	Level
Environmental Suit Operations	IV
Gaming	IV
Leadership	V
Life Sciences	
Botany	III
Exobiology	V
Zoology	III
Medical Sciences	
General Medicine, Gallifreyan	V
General Medicine, Human	V
Psychology, Human	VI
Military Sciences	
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	IV
Mathematics	V
Physics	IV
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	IV
Surveillance	III
Social Sciences	
Archeology, Earth	IV
History, Earth	V
History, Galactic	V
History, Gallifreyan	V
Political Science	III
Sports, Cricket	V
Streetwise	V
Technology	
Astronautics	IV
Computer Systems	IV
Cybernetics	III
Electronics	IV
Force Field Systems	III
TARDIS Systems	V
Temporal Science	VI
Trivia, Cricket Lore	V
Vehicle Operation	
Aircraft	III
Ground Vehicles	IV
Water Vehicles	III
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

Appearance:

Height: Average
Build: Slim
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 900+
Regenerations Used: 4

Recognition Handle: A middling-tall, slender, good-looking man with longish, straight blond hair parted vaguely on the right. He always wears a white cricket sweater, a tan frock coat with a simple orange stripe around each forearm, and orange trim around the lapels and front.

Distinguishing Physical Characteristics:

Ironically, The Fifth Doctor appeared much younger in age than in any of his preceding forms. In this incarnation, he is unlined and unwrinkled. He usually wears baggy, striped trousers and ankle-high white tennis shoes. A fresh stalk of celery is pinned to his lapel at all times. For inclement weather, The Doctor adds a white-brimmed panama hat to this costume.

Brief Personal History:

Birthplace: Gallifrey
(See page 59 of A Sourcebook for Field Agents.)

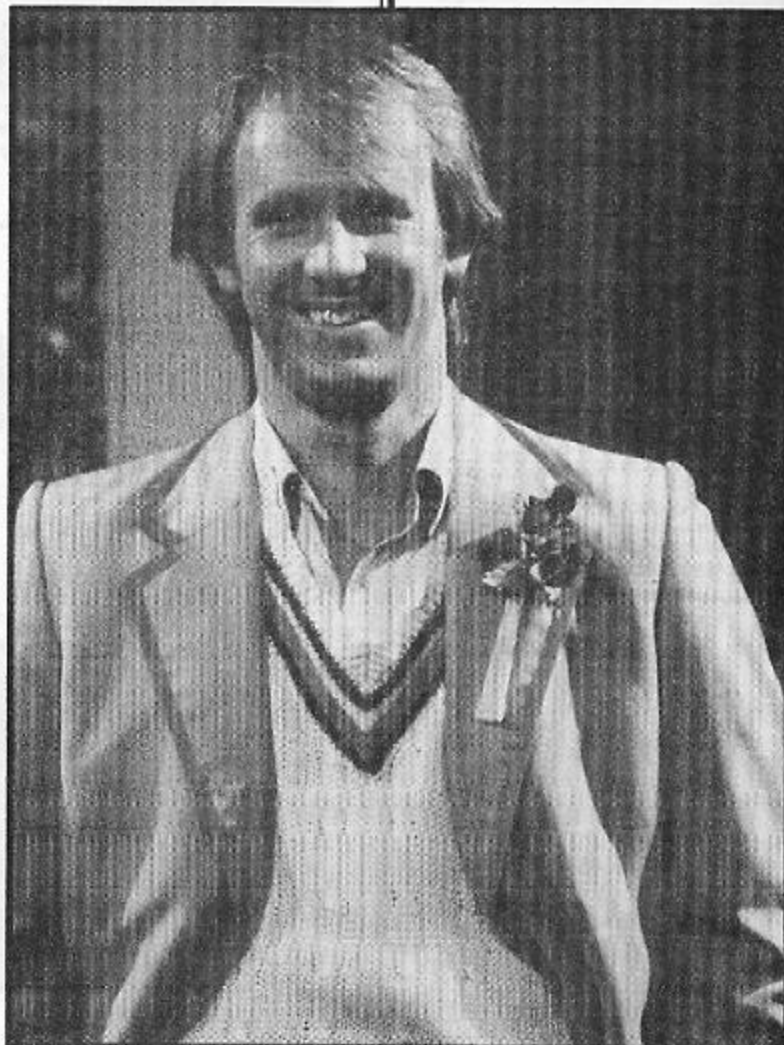
Personality:

Motivations/Desires/Goals:

The Doctor's Fifth Incarnation is much more reckless than any of his previous selves. He frequently makes a mistake that unnecessarily endangers his Companions. Although this form shares his Third Incarnation's protective attitude toward Earth and its inhabitants, he is much less interested in gadgetry than any of the previous Doctors. This often forces The Fifth Doctor to improvise brilliant solutions for high-tech equipment from everyday household objects.

Manner:

In this phase of his long life, The Doctor often reverts to the abrupt irritation so typical of his first form. His ready wit and sense of fun usually take most of the sting from his cutting remarks, however. Despite his character flaws, The Fifth Doctor's quiet, steady resolve has endeared him to his Companions.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: ADRIC

Race: Alzarian humanoid

Sex: Male

Profession: Student/Adventurer

Attributes:

STR - III	CHA - IV
END - IV	MNT - VII
DEX - IV	ITN - II

Combat Statistics:

AP: 7

Significant Skills**Level**

Physical Science	
Mathematics	VII
Computer Science	V
Security Procedures	
Lockpicking	IV
Technology	
Computer Systems	V
TARDIS Systems	III
Temporal Science	III

Appearance:

Height: Average

Build: Average

Looks: Average

Apparent Age: Adolescent

Actual Age: 15

Recognition Handle: Adric is young, with dark hair and an open countenance.

Distinguishing Physical Characteristics:

Fresh-faced, slender, and young, Adric wears a duotone jumpsuit. Prior to the Cyberman encounter, he wore a badge of merit for his mathematical achievements, but this was shattered when he used it to clog the chest plate of a Cyberman.

Brief Personal History:

Birthplace: Alzarius, E-Space

Adric stowed away on the TARDIS with The Doctor, Lady Romana, and K-9 during its sojourn in E-Space. Romana and K-9 stayed behind, but Adric accompanied The Doctor back into our own universe and shared many later adventures with him. Captured for a time by The Master, Adric was reunited with the regenerated, Fifth Doctor and went on to participate in several of that Doctor's early travels.

The young Alzarian was separated from The Doctor when Cybermen hijacked a freighter for use in an antimatter explosion over the Earth. The freighter slipped back in time and blew up, causing the death of the dinosaurs. Adric was trapped aboard, and presumed dead. See, however, page 52 of *The Master*, a FASA DOCTOR WHO supplement.

Personality:

Motivations/Desires/Goals:

Adric's primary motivation is an intense curiosity that keeps him constantly searching for new knowledge. This has led him to learn a great deal about the TARDIS' operation, the intricacies

of Block Transfer Computations, and similar unusual subjects. The youth is extremely loyal to his friends, and especially to The Doctor, Nyssa of Traken, and Tegan Jovanka. For a time, he was somewhat infatuated with Nyssa, but outgrew it without any major emotional upsets on either side.

Manner:

Adric is a confident, brash individual given to overestimating his own abilities. He is subject to sudden changes of mood, and can grow sulen and petulant when treated like a child. Otherwise, he is frank, cheerful, and quite gentle in his dealings with others.

**Name: NYSSA**

Race: Trakenite

Sex: Female

Profession: Bioengineer

Attributes:

STR - III	CHA - IV
END - III	MNT - V
DEX - IV	ITN - VI

Combat Statistics:AP: 7
Armed Combat, Staser Pistol Level III**Significant Skills****Level**

Engineering	
Chemical Engineering	IV
Mechanical Engineering	IV
Life Sciences, Bioengineering	IV
Medical Sciences	
General Medicine, Humanoid	IV
Pathology	IV
Physical Sciences, Computer Science	IV
Security Procedures	
Concealment	III
Stealth	III
Technology	
Computer Systems	III
Cybernetics	V
Verbal Interaction, Negotiation/Diplomacy	III

Appearance:

Height: Average

Build: Average

Looks: Striking

Apparent Age: Young Adult

Actual Age: 19

Recognition Handle: Nyssa is a beautiful young woman with aristocratic features and luxurious, curly brown hair.

Brief Personal History:

Birthplace: Union of Traken

Daughter of Consul Tremas of Traken, Nyssa was raised as a scion of one of the most revered families of her own world. Many believed her father was the most likely successor to the Keepership of Traken's bioelectrical source. For a time, Nyssa was appointed to tend an evil, calcified statue called Melkur, which the gentle people of Traken refused to destroy out of compassion. When Melkur turned out to be a disguise for The Master's TARDIS, and the renegade Time Lord unleashed a scheme to take control of the Source, Nyssa became involved in The Doctor's affairs. Her father's body was taken over by The Master and disappeared from Traken.

Later, Nyssa was transported from Traken to Logopolis by a being known as the Watcher, who turned out to be a future incarnation of The Doctor. She became involved in the events surrounding The Master's plot against Logopolis. Traken was destroyed when entropy wiped out a small portion of the universe, and Nyssa stayed with The Doctor thereafter. She helped him through the regeneration crisis that followed his 'death' after the Logopolis incident, and shared in the many adventures that followed. She helped fight The Master both at Castrovalva and in the Earth's distant prehistoric past, and stood by The Doctor on Gallifrey during Omega's attempted return. She also faced Cybermen, Tentacles, and other menaces.

Infected by Lazar's Disease on a visit to the Terminus space station, Nyssa eventually overcame it. She stayed behind on Terminus to put her medical and biological skills to work in curing other victims of the disease.

Personality:

Motivations/Desires/Goals:

Nyssa is a tragic figure whose whole life was torn apart by a series of disasters. First, her father was taken over by The Master. Then, her whole home planet ceased to exist, and she had to suffer through the confused period of The Doctor's regeneration. For a time, Nyssa hoped somehow to get her father back, but ultimately realized that Tremas was gone forever. The Master had irrevocably taken over her father's form. Her compassion for other people in trouble is an outward attempt to compensate for her own misfortunes, which intensified after Adric's death. Even before her brush with Lazar's Disease, Nyssa had begun to wonder if contributing her skills to a single, worthwhile cause might not make more difference than adventure and travel. Nyssa is concerned for others, loyal to her comrades and to The Doctor, and genuinely fond of young Adric.

Manner:

Nyssa's aristocratic bearing often makes her seem cool and aloof. She is smart, capable in a crisis, and competent in her knowledge, but does not presume to know things outside her own sphere. She and Tegan Jovanka are complete opposites; Nyssa being calm and serene, Tegan highly emotional. Nyssa's even temper does not mean that she is uncaring.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: Tegan JOVANKA*Race:* Human*Sex:* Female*Profession:* Airline Stewardess**Attributes:**

STR	-III	CHA	-III
END	-III	MNT	-III
DEX	-IV	ITN	-III

Combat Statistics:

AP: 7

Significant Skills

	Level
Administration	V
Carousing	III
Leadership	II
Medical Sciences	
General Medicine, Human	III
Psychology, Human	III
Security Procedures	
Concealment	III
Stealth	III
Surveillance	III
Social Sciences	
Law, British	III
History, Earth	III
Streetwise	IV
Trivia	
Australian Aboriginal Language	IV
Earth Fashions c. 1980	IV
Vehicle Operation	
Aircraft	II
Ground Vehicle	IV
Verbal Interaction, Hagglng	V

Appearance:*Height:* Average*Build:* Average*Looks:* Striking*Apparent Age:* Young Adult*Actual Age:* 25

Recognition Handle: Tegan is a pretty young woman with short red hair and a trim athletic figure.

Distinguishing Physical Characteristics:

Tegan likes to dress in fashionable, colorful clothes, especially those that emphasize her attractive legs. Her broad Australian accent is distinctive.

Brief Personal History:*Birthplace:* Australia, TNP Earth 1960

Tegan Jovanka, an airline hostess, became involved with The Doctor when she stepped into a police call box to report an automobile accident, and then found herself whisked away to Logopolis aboard the TARDIS. She fought the sinister plots of The Master at Logopolis and Castrovalva, and remained with The Doctor for some time thereafter. Following Adric's death and another meeting with The Master on prehistoric Earth, Tegan left The Doctor for a time to resume her interrupted career. This only led her to become a pawn in Omega's sinister plot to bond with The Doctor and return to the universe of normal matter. Tegan rejoined The Doctor and Nyssa after this, remaining a part of the TARDIS crew through the course of the Black Guardian's plot against The Doctor, The Master's plot against King John in medieval England, the incident involving the Games of Rassilon and the five Doctors on Gallifrey, and encounters with the Silurians, Sea Devils, the evil Malus, and other dangers. After a particularly unsettling encounter with the Daleks, Tegan pleaded to be allowed to go home, and left The Doctor for good.

Personality:*Motivations/Desires/Goals:*

Tegan originally became involved with The Doctor by accident, and was never quite sure why she stayed on to share his adventures. At first, she was motivated by her friendship with the other travellers, especially The Doctor and Adric. Despite personality differences, she also found friendship with Nyssa. As time went on, Tegan discovered that she craved the excitement of life with The Doctor. The strain eventually overwhelmed her, however, particularly after Adric and Nyssa were gone.

Tegan has a definite sense of justice, and does not hesitate to get involved when she feels that something is wrong. She is a strong advocate of intervention, and often makes trouble for The Doctor by her impulsive identification with others.

Manner:

Sharp-tongued and quick to criticize, Tegan Jovanka has a temper to match her red hair. Her essential lack of organization is counterbalanced by a tendency to try to take charge of everything around her, and she often gives a piece of her mind to anyone who deserves it. Tact is not her strong suit, but she is brave and dynamic.

Tegan's jealousy of Nyssa's intelligence and calm gave way to a deep friendship as time went on. She liked Adric, too. Turlough, however, brought out strong suspicion and dislike even after his renunciation of the Black Guardian.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: Vislor TURLOUGH

Race: Trion

Sex: Male

Profession: Political Exile

Attributes:

STR	-III	CHA	-III
END	-IV	MNT	-IV
DEX	-III	ITN	-III

Combat Statistics:

AP:	6
Unarmed Combat, Brawling	Level III

Significant Skills

	Level
Carousing	IV
Physical Science, Computer Science	IV
Security Procedures	
Concealment	III
Stealth	IV
Social Sciences	
History, Trion	III
Law, Trion	III
Political Science	IV
Sports, Swimming	IV
Streetwise	II
Technology	
Communications Systems	IV
Computer Systems	IV
Verbal Interaction, Negotiation/Diplomacy	II

Appearance:

Height: Tall

Build: Slim

Looks: Average

Apparent Age: Adolescent

Actual Age: 18

Recognition Handle: Turlough is tall and thin, dressed in the suit and tie uniform of an English public school.

Distinguishing Physical Characteristics:

Turlough is thin, tall, and fair-skinned, with shifty pale blue eyes that give him an untrustworthy air. Although he wears a suit and tie, the tie is generally askew and the shirt collar unbuttoned. On his left arm, he has a tattoo of interlocking triangles, the brand of a Trion political exile.

Brief Personal History:

Birthplace: Trion

Vislor Turlough's father, an aristocrat of the Imperial Class of Trion, was imprisoned by egalitarian revolutionaries and sentenced to death, though this was later commuted to captivity on the prison planet Sarn. His family was also exiled: Vislor to Earth, and Vislor's brother Malkon to Sarn.

On Earth, Turlough assumed the identity of a British aristocrat at a public school, a role he hated intensely. After an accident that should have cost him his life, he was rescued by the powerful Black Guardian, who offered freedom and power in exchange for aid against The Doctor. Embroiled in the confusing affair of the Mawdryn Undead, The Doctor accepted Turlough as a Companion. After several attempts to sabotage The Doctor's TARDIS or kill the Time Lord, Turlough found himself unable to continue fighting the affable Doctor, and rejected the Black Guardian. He remained with The Doctor in his adventures in King John's England, on Gallifrey, and against the Silurians, the Sea Devils, the Malus, and the Daleks.

The Master's plot to gain regenerations from the numismaton gas of the planet Sarn brought Turlough back in contact with his own race, including Malkon. On learning that the Imperial Class was no longer persecuted on Trion, Turlough reluctantly left The Doctor to return to his home planet.

Personality:

Motivations/Desires/Goals:

Turlough's primary motivation is hatred. He found his exile intolerable, and hates and resents the Earth, humans, revolutionaries, and anything else that reminds him of his misfortunes. Since leaving Earth, he has become worried that the Trions will learn of his illegal departure and punish him.

The Trion is something of a coward who hesitates to risk his life without good cause. Though he would like to run from trouble, his other Companions usually shame him into courage.

When he first met The Doctor, Turlough was a creature of the Black Guardian, and schemed to fulfill his part of an evil bargain. After repenting, the young Trion later did his best to persuade the others in the party of his sincerity. Even when Turlough was still working for the Black Guardian, The Doctor seemed to see the spark of good in him, and Nyssa also accepted him. Tegan distrusted him from the first, always finding him too sneaky and cowardly for her taste. Gradually, though, she too accepted him, though she remained ever ready to give him a good tongue-lashing when he strayed out of line.

Manner:

Even in his best moments, Turlough is sullen, nervous, and hesitant. He is a born pessimist, always ready to believe the worst of a person or a situation. He also shies away from danger when he can. His feeling of arrogant superiority over Earth's people and technology is another major failing. Turlough can be (and frequently is) a thoroughly unpleasant weasel. On the other hand, there is something deep inside him, often hidden even to The Doctor, that helps redeem the Trion youth. When things are really black, Turlough is able to summon his resolve and act nobly after all.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



NPCs

Following are descriptions of the various NPCs who appear in this adventure. Most of these are not fleshed out in the same detail as the pre-generated player characters. Only

the most important skills are listed, and the character descriptions also tend to be somewhat shorter.

Two characters are, however, completely described and detailed. One of these is the conquistador Lieutenant Perez. The other is Doña Linda, the Indian girl who serves as translator for the Spanish expedition. These two characters are fairly important to the adventure, and also have the potential to become new Companions to the Time Lord once the

adventure is over. If a player's character is killed, or if a new player cannot be worked into a group in any other way, these two NPCs could become player characters instead.

There are three types of typical characters provided in this adventure: conquistadors, Indian warriors, and Silurians. Incidental encounters with such characters may occur from time to time, and the same statistics and skills can be used again and again as needed.

Name: Francisco Gonzalez DE MERIDA Y SANTANDER

Race: Human

Sex: Male

Profession: Soldier/Conquistador

Attributes:

STR	- IV	CHA	- V
END	- V	MNT	- III
DEX	- III	ITN	- III

Combat Statistics:

AP:	7
Armed Combat	
Sword:	Level V
Arquebus:	Level III
Unarmed Combat, Brawling:	Level IV

Significant Skills

	Level
Administration	IV
Engineering, Cartography	II
Leadership	VI
Military Sciences, Small Unit Tactics	V
Trivia, Horsemanship	III
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	III
Wilderness Survival, Jungle	III

Appearance:

Height: Average
Build: Stocky
Looks: Average
Apparent Age: Mature Adult
Actual Age: 32
Recognition Handle: Captain de Merida is a rugged, muscular man with craggy features.

Distinguishing Physical Characteristics:

de Merida is fastidious about his armor and clothing despite the wear and tear of expedition life. Those who see the Spanish leader take immediate note of his fiercely determined, almost fanatical demeanor. Although his lust for God and power marks him as a dangerous man, he is the kind of leader who inspires unquestioning devotion among his fellows.

Brief Personal History:

Birthplace: Spain, TNP Earth, 1511 A.D.
Born a Spanish grandee, de Merida came to the New World to make his fortune after he fell from favor at the Spanish court. While still quite young, he was one of Francisco Pizarro's officers during the conquest. Consequently, his own methods and attitudes are modeled on Pizarro's. In 1535, de Merida accompanied Sebastian de Belalcazar in expeditions through Ecuador, and was with the conquistador when he first learned the legend of El Dorado, "The Golden Man". Unlike Belalcazar, however, de Merida did not believe that the land of El Dorado was north of Ecuador. Putting the story together with what he knew from the Indian translator Doña Linda, he concluded that El Dorado was to be found further east.

In 1540, de Merida convinced his superiors to put him in command of a small expedition to search for the land of the Golden Man. Now, after two years and the loss of many of his men, he is very near to his goal.



Personality:

Motivations/Desires/Goals:

Like most of his fellow conquistadors, de Merida is primarily interested in two things: wealth and power. Inflamed with the gold fever that led Cortez to conquer Mexico and Pizarro to Peru, he also wants to win a governorship or an influential court position in Spain by adding wealth and new lands to Spain's overseas empire.

De Merida professes piety and missionary fervor, but his greed and ambition eclipse religious beliefs by far.

Manner:

The conquistador leader is utterly ruthless and unscrupulous. To gain his ends, de Merida will use any methods including treachery, deception, and outright brutality. With his followers, he has a charismatic aura that keeps them devoted to his cause despite the hardships to be endured. To anyone who stands in his way, however, he is without compassion or mercy.



Name: Cristobal de PEREZ

Race: Human

Sex: Male

Profession: Soldier/Conquistador

Attributes:

STR -IV

CHA -VI

END -V

MNT -VI

DEX -V

ITN -IV

Combat Statistics:

AP: 9

Armed Combat,

Level V

Sword:

Level V

Arquebus:

Unarmed Combat,

Level IV

Grappling:

Significant Skills**Level**

Artistic Expression, Writing

V

Carousing

VII

Engineering, Cartography

IV

Gambling

VI

Leadership

V

Life Sciences, Agriculture

IV

Military Sciences, Small Unit Tactics

IV

Public Performance

V

Security Procedures

Concealment

V

Stealth

V

Social Sciences

History, Earth, before 1500 A.D.

III

History, Earth Military before 1530 A.D.

III

Sports

Swimming

V

Wrestling

IV

Trivia, Horsemanship

V

Verbal Interaction

Haggling

VI

Negotiation/Diplomacy

VII

Wilderness Survival

IV

Appearance:

Height: Tall

Build: Thin

Looks: Attractive

Apparent Age: Young Adult

Actual Age: 24

Recognition Handle: Perez is a handsome young man with dark hair and a neat mustache and beard.

Distinguishing Physical Characteristics:

Perez is distinguished by the charm and friendliness of his expression, and an aura of innocence that belies his chosen profession.

Brief Personal History:

Birthplace: Cuba, TNP Earth, 1519 A.D.

The son of one of Cuba's first colonist families, Perez is distantly related to de Merida. From a family lower on the social scale, young Perez grew up with a more practical background and pragmatic outlook than de Merida. When de Merida formed his expedition, Perez joined him as a sort of aide-de-camp. Proving himself during the expedition, he has risen to become one of the top leaders of the Spanish force, though not without considerable jealousy among older and more aristocratic conquistadors who resent serving under a youth.

Personality:**Motivations/Desires/Goals:**

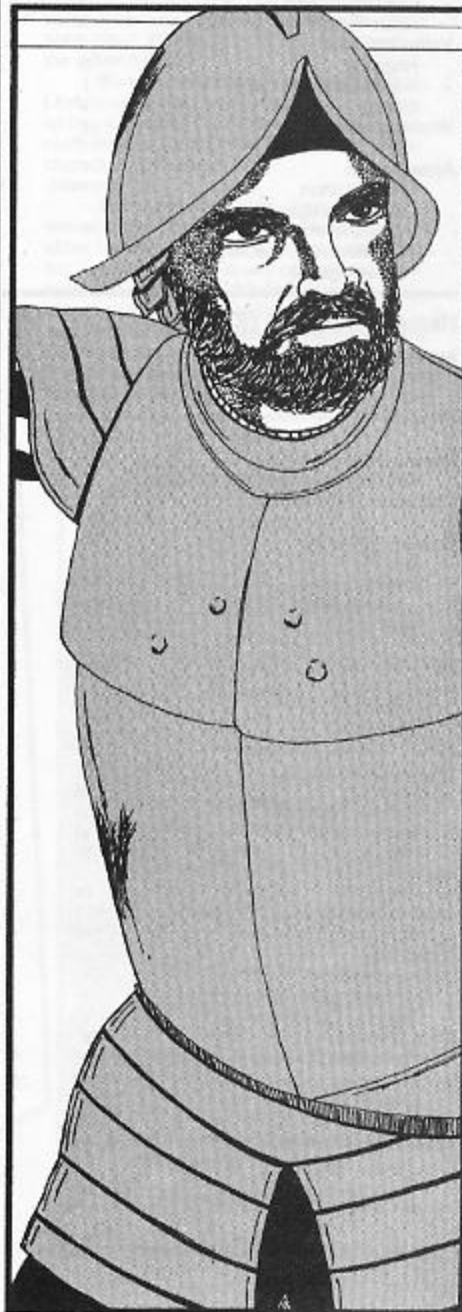
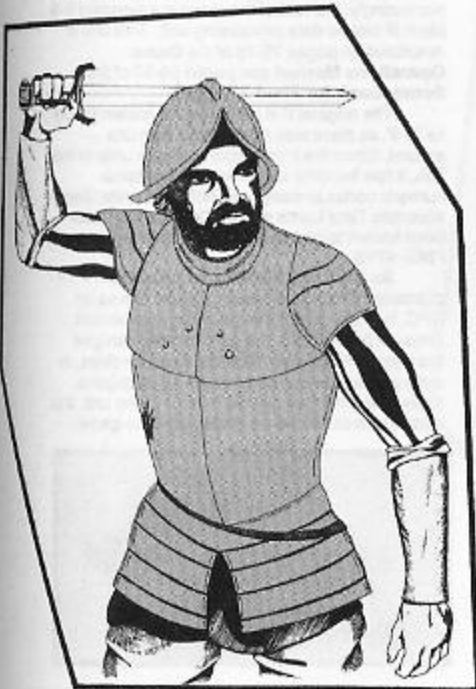
Cristobal de Perez is a romantic who gave up the hard work of his family's Caribbean plantation for the glamor and excitement of exploration and conquest. Though he is more practical than de Merida in his basic outlook (being skeptical about El Dorado, for example), de Perez wants to see exotic new lands. This rather than a lust for gold sparked his desire to join the expedition.

This curious mix of wanderlust and pragmatic common sense makes Perez a good officer, but he has grown increasingly disenchanted during the journey from Quito to this remote jungle wilderness. Although Perez has risen in de Merida's confidence, the younger man is disappointed by the way the lure of gold has warped the leader's judgement and morals. Perez will very likely mutiny against de Merida's authority if the leader continues to show such a single-minded disregard for the lives of his men.

Perez' temperament could easily motivate him to join the player characters, once he realizes that they are travellers in time and space.

Manner:

Perez is an intelligent, sensitive young man with a strong romantic streak. Though hardened by the difficult march from Peru, he remains a dreamer who is brave, gallant, and noble in spirit. At first unsure about the adventurers, he will soon become an ally, especially if de Merida threatens them with torture or execution. The young Spaniard's natural humanity will make him want to believe in them. By the time he is imprisoned with the adventurers in the city, he will be a firm ally. If Perez does not rush to push someone out of the way of an attack and so die saving another's life, he is a good candidate to join the Time Lord and his Companions aboard the TARDIS at the end of the adventure, and so he could be played as a player character.



Name: Father Roberto DIAZ

Race: Human
Sex: Male
Profession: Jesuit Priest

Attributes:

STR -III CHA -V
END -III MNT -III
DEX -III ITN -IV

Combat Statistics:

AP: 6

Significant Skills

	Level
Administration	IV
Leadership	III
Medical Sciences, Psychology, Human	III
Security Procedures, Surveillance	II
Social Sciences	
History, Earth, to 1500 A.D.	IV
History, Catholic Church	V
Trivial	
Catholic Doctrine	V
Horsemanship	IV
Verbal Interaction	
Haggling	II
Negotiation/Diplomacy	I
Oratory	V
Wilderness Survival	II

Appearance:

Height: Short
Build: Average
Looks: Average
Apparent Age: Mature Adult
Actual Age: 38

Recognition Handle: A small bantam rooster of a man, the priest wears the red orange robes of a Jesuit priest.

Distinguishing Physical Characteristics:

Father Roberto has a way of dominating the scene despite his rather ordinary looks and sort stature. Over his priestly robes, the bearded Father wears a large crucifix, which he is in the habit of fingering when he speaks. His eyes are fiery and fanatical, and his voice almost hypnotic.

Brief Personal History:

Birthplace: Madrid, Spain, 1504 A.D.

A deeply religious man, Father Roberto was one of the first members of the new Jesuit order formed in 1536 to combat the Protestant heresy. He was also one of the first of the order to come to the New World, where he heard rumors of German expeditions into the South American hinterland. This prompted him to join de Merida's expedition so that he could force the heathen Indians to embrace the True Faith rather than Protestant heresies.

Personality:**Motivations/Desires/Goals:**

Father Roberto is a religious fanatic. Filled with piety and a fervent belief in the teachings of Catholicism, he is superstitious and completely willing to believe that anything he does not understand is the work of Satan. Though he speaks of converting the Indians, it will be conversion by the sword. He feels those who do not embrace the faith should be put to death. The priest feels the same way about Protestants.

Manner:

Father Roberto begins the adventure hostile to the player characters, believing them to be heretics or worse. He will spend most of his time arguing that de Merida should put them to death. Later, when he is captured along with some of the player characters, he will mistrust them and their goals, possibly putting the whole party into jeopardy during an escape attempt. If the players' group does not get him out of the city and back to the Spanish ranks, Father Roberto is likely to do a complete about-face and champion their cause. If this happens, subtract one level from the Difficulty Level of persuading de Merida to cooperate.

A persuasive public speaker, Father Roberto can talk the Spaniards (except de Merida and Perez) into almost anything. As a diplomat, however, he is useless, because his attitude is totally uncompromising.

**Name: FNG-9710 (K-9 UNIT)****Attributes:**

STR -II CHA -IV
END -V MNT -VI
DEX -II ITN -III

Special Ability:

Tracking (see page 76 of the Game Operations Manual)

Combat Statistics:

AP: 5
Armed Combat, Level V
Staser Pistol, 4D6
Armor:

Significant Skills

	Level
Engineering	
Electrical	IV
Mechanical	IV
Military Science, Trap Discovery	V
Physical Sciences	
Chemistry	VI
Computer Science	VI
Mathematics	VI
Physics	VI
Space Sciences	
Astronomy	IV
Astrophysics	IV
Navigation	IV
Technology	
Astronautics	V
Communication Systems	V
Computer Systems	V
Cybernetics	V
Force Field Systems	V
Electronics	V
TARDIS Systems	
Temporal Science	III
Trivial, K-9 Maintenance	VII

Combat:

K-9 units are equipped with a staser pistol, as described on page 76 of the Game Operations Manual. They do not take damage the same way normal characters do. When their MAX OP END is reduced to 16, roll two dice on the K-9 Minor Systems Damage Table on page 76 of the Game Operations Manual. Any further damage causes another minor systems failure on a D6 roll of 1-3. If the unit reaches MAX OP END, it shuts down completely. Roll three dice. If their total is less than the amount of damage taken past 0, the unit cannot be repaired. For more information, see the Game Operations Manual.

Power:

K-9 units run out of power rapidly. The gamemaster must make a K-9 power chart to keep track of the current power level. The unit begins with 14 units of power, with one unit crossed off after each hour of use. (For convenience, when using region scale, cross off three power units per 2.5 hour regional turn.) Each time the staser is fired, another box is crossed off the track. The column of the highest unchecked box is the current K-9 power level. If two hours pass without firing the staser, restore one unit of power. If the unit is plugged into a direct power source, a full recharge is available in 15 minutes (one turn of large-area scale movement).

In the K-9 Power Chart below, notice how the unit's staser damage and AP change as power drops. The die listed in the damage row is the type rolled to determine the red die result on Damage Table A. (A D6 is normally used.) If D3 is listed, roll a D6 divided by two, rounding fractions up, and use this result to determine the row on Damage Table A. If a number is listed, assume this to be the red die roll result and use it to find the appropriate row. When the unit reaches 0 power, it shuts down completely until normal recharging builds back at least one unit of power. The unit remains shut

down until a full recharge is completed, unless activated by an outside call for help from an authorized source or if power ran out before completion of a specific assigned task.

K-9 Power Chart

Level:	VII	VI	V	IV
Damage:	D6	D6	D6	D3
AP:	5	5	5	5
	4	4	3	

Notes:

FNG-9710 ('Fang' to Dr. Maitland and, increasingly, the rest of the crew) is a standard K-9 Mark III mobile data processing unit. This unit is described on pages 75-76 of the Game Operations Manual and pages 56-57 of the Sourcebook for Field Agents.

The original K-9 models were known simply as 'K-9', as there was never more than one around. Since the introduction of these units to the CIA, it has become customary to use alphanumeric codes to designate individual units. Some eccentric Time Lords or their Companions have been known to give them names, as in the case of FNG-9710.

As a K-9 unit, 'Fang' is not an actual character. The gamemaster controls him as an NPC, but role play of the robot dog is important. Through the K-9 unit, the gamemaster can give the players hints when they are stuck for clues, or even protect them in combat. As a group gains experience, he may decide to remove the unit. It is certainly useful in the early stages of the game.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: Dofia LINDA

Race: Human
 Sex: Female
 Profession: Translator

Attributes:

STR - IV CHA - V
 END - IV MNT - V
 DEX - V ITN - V

Combat Statistics:

AP: 9
 Armed Combat, Dagger Level V

Significant Skills

	Level
Administration	I
Artistic Expression	
Vocal Music	VI
Weaving	IV
Leadership	III
Life Sciences, Agriculture	III
Medical Sciences	
General Medicine, Human	II
Veterinary Medicine	IV
Public Performance	IV
Security Procedures	
Concealment	IV
Stealth	IV
Social Sciences	
History, Catholic Church to 1500 A.D.	II
History, Incan	IV
History, Spanish to 1500 A.D.	II
Sports, Swimming	V
Triva	
Catholic Doctrine	IV
Incan Myth and Legend	V
Quechua Languages	VII
Spanish Language	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII
Wilderness Survival	VI

Appearance:

Height: Average
 Build: Slim
 Looks: Striking
 Apparent Age: Mature Adult
 Actual Age: 32

Recognition Handle: Slender, dark-haired and lighter-skinned than most of the local Indians, Dofia Linda wears a colorful, loose, flowing gown.

Distinguishing Physical Characteristics:

Slender and with the high cheekbones of her Indian ancestry, Dofia Linda (the name given her by de Merida, who could not pronounce her Quechua Indian name) has a regal bearing and a serene expression. Her long gown is extremely impractical for cross-country travel, but the Spaniards insist on it for the sake of modesty. The Indian would much prefer shorter, more practical garb, but conforms to the wishes of her masters.

Brief Personal History:

Birthplace: Ecuador, TNP Earth, 1511 A.D.

Dofia Linda is a half-breed Indian. Her mother was the daughter of a village chieftain and her father a white-skinned foreigner who arrived at the village under mysterious circumstances. He was a ship-wrecked Spaniard named Juan Alvarez, last survivor of an expedition lost near the mouth of the Orinoco. Driven inland by bad weather and hostile Indians, Alvarez and his companions continued up the river, suffering heavy attrition all the while. When he reached the Indian village on the lower slopes of the eastern Andes, Alvarez was sick with fever and raving of a fabulous city of gold in the jungles toward sunrise.

Dofia Linda's mother plied the stranger, nursed him back to health, and eventually fell in love with him. He taught their daughter his language and beliefs, but died when she was 15. Years later, after the conquest of Peru, de Merida and his Spaniards arrived in the village. Dofia Linda could speak their language, and related her father's story. Making the young woman his personal translator and secretary, de Merida decided to set out in search of Alvarez' discovery.

Personality:**Motivations/Desires/Goals:**

Dofia Linda is a woman whose dual heritage keeps her from being accepted by either Europeans or Indians. Though granddaughter of a chief, her status was obscure from birth. Though she was raised in a manner befitting her station, her belief in the Catholic teachings passed down from her father made her an object of ridicule in the village. The Spaniards, except for de Merida and Perez, have not accepted her as anything more than a savage who happens to be useful to their needs, more a curiosity than a human being. De Merida sees her as a useful tool, to be well-treated as long as she can help him find the city of gold and conquer it. Perez is genuinely fond of her, and she of him.

The fact that Dofia Linda is a person without heritage makes her a lonely figure. Her belief in Christian teachings left her ill-prepared for the fanaticism of Father Roberto or the ruthlessness of her patron, de Merida. As she begins to see them committing murder and atrocities in the name of her father's gentle, forgiving God, she is apt to rebel. This could make her an eager ally of the adventurers.

It is also more than just possible that Dofia Linda could decide to join the adventurers later, as they might offer her the home she has never really known. Thus, Dofia Linda can be a player character, if desired.

Manner:

Dofia Linda is a gentle, compassionate woman, more Christian in her outlook than many of her Spanish companions. She speaks softly but very persuasively, is very competent in the ways of the jungle and the life she knew in the village, and is attentive and eager in the acquisition of new knowledge. She respects the Spaniards, especially Father Roberto, though they do not treat her well in return. For Perez, she would do almost anything.



THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME

Name: VIRARROCHA

Race: Human

Sex: Male

Profession: Rebel Prince

Attributes:

STR	-III	CHA	-IV
END	-IV	MNT	-V
DEX	-VI	ITN	-V

Combat Statistics:

AP:	11
Armed Combat,	
Bow	Level IV
Blowgun	Level IV
Dagger	VI
Mace-and-Chain	V
Spear	Level V
Unarmed Combat,	
Brawling	Level VI
Grappling	Level V

Significant Skills

	Level
Leadership	IV
Military Sciences	
Small Unit Tactics	VI
Trap Discovery	V
Security Procedures	
Concealment	V
Stealth	V
Sports, Swimming	V
Wilderness Survival	VII

Appearance:

Height: Average
 Build: Average
 Looks: Attractive
 Apparent Age: Mature Adult
 Actual Age: 30
 Recognition Handle: The prince wears a loincloth and carries several weapons.

Distinguishing Physical Characteristics:

A bronze-skinned warrior with flowing black hair, Prince Virarocha is handsome and graceful, but not particularly strong. His various weapons are slung from his shoulders and waist.

Brief Personal History:

Birthplace: Manoa, TNP Earth, 1513 A.D.
 Virarocha is son and heir to the ruler of Manoa, the hidden city of Lake Parima. Cast out because of his impious remarks against the Silurian 'gods', the Prince has been leading a ragged band of outcasts ever since.

Personality:

Motivations/Desires/Goals:
 Virarocha wants only to redeem his city, his people, and his father from the hold of the Silurians. All other goals have been subordinated to this.

The Prince wants to believe that the adventurers are gods or heroes sent to fight the 'Serpent Demons' who have taken over the city. If encouraged in this belief, he will be easy to deal with. On the other hand, having once been taken in by evil beings willing to accept the mantle of godhood, Prince Virarocha is now inclined to be skeptical. He will question any orders or plans that do not sound too wise, and will not obey blindly on the strength of faith.

Manner:

The Prince has an open, impulsive nature. He is extremely brave and quite inclined to say things without weighing the diplomatic nuances of his words (which is how he came to be in trouble in the first place). Accustomed to handling men, he can be arrogant and pig-headed, but is intelligent enough to take suggestions that are carefully supported by reason.

**Name: DROVAL**

Race: Silurian

Sex: Male

Profession: Triad Leader

Attributes:

STR	-IV	CHA	-IV
END	-V	MNT	-IV
DEX	-IV	ITN	-VI

Combat Statistics:

AP:	7
Armed Combat, Third Eye:	VI
Unarmed Combat, Brawling:	V

Significant Skills

	Level
Leadership	V
Life Sciences	
Agriculture	IV
Bioengineering	V
Ecology	V
Zoology	V
Medical Sciences	
General Medicine, Silurian	V
Psychology, Silurian	V
Pathology	IV
Pharmacology	V
Veterinary Medicine (Reptilian)	IV
Military Sciences	
Small Unit Tactics	V
Trap Discovery	IV
Verbal Interaction, Negotiation/Diplomacy	III

Appearance:

Height: Tall
 Build: Stocky
 Looks: Average
 Apparent Age: Middle-Aged Silurian
 Actual Age: 62 (outside hibernation)

Distinguishing Physical Characteristics:

An exceptionally large Silurian, Droval's height and build are about the only things that will allow non-Silurians to tell him apart from others of his race.

Brief Personal History:

Birthplace: TNP Earth
 Droval was selected as leader of the triad responsible for the shelter built under the site later occupied by Manoa. Since his revival following an earthquake, he has been working to wipe out humanity so that others of his people can be reawakened to take their rightful place in the world.

Personality:

Motivations/Desires/Goals:
 Droval wants to ensure the survival of his people, and cannot tolerate the thought of losing his planet to a group of upstart ape primitives. His main goal is to do something about humans so that his people can take up where they left off.

The Silurian leader distrusts machinery, and has little faith in Viathar's plan. The failure of communications devices that would otherwise have revived the other colonies, and the fact that Viathar offers such a complete solution to the human problem, with a minimum of effort and suffering, has left him willing to try this plan. He is not convinced that it is really the best course of action, however.

Manner:

Like all Silurians, Droval is emotionless. Ruthless but fair-minded, he acts from the conviction that he knows what is best for the Silurian race. Humans disgust him, but he is willing to tolerate those he needs to achieve his larger goals.



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Name: VISTHAR

Race: Silurian
Sex: Male
Profession: Triad scientist

Attributes:

STR - III	CHA - IV
END - III	MNT - VI
DEX - IV	ITN - V

Combat Statistics:

AP: 7
Armed Combat, Third Eye: Level V
Unarmed Combat, Brawling: Level IV

Significant Skills**Level**

Engineering	
Civil Engineering	IV
Electrical Engineering	V
Mechanical Engineering	V
Metallurgy	V
Leadership	III
Life Sciences, Genetics	V
Physical Sciences	
Mathematics	VI
Physics	VII
Technology	
Force Field Systems	VI
Electronics	V
Temporal Science	V

Appearance:

Height: Short
Build: Slim
Looks: Average Silurian
Apparent Age: Old Adult Silurian
Actual Age: 125+
Recognition Handle: Very old and frail, Visthar is stooped and shrunken.

Distinguishing Physical Characteristics:

The slight Silurian has the dull scales and dimming eyes of someone very old, even for his fairly long-lived kind. This shows in his posture, his wasting body, the lack of color in his scales, and the blinking, watery, squinting set of his three eyes.

Brief Personal History:

Birthplace: TNP Earth

A brilliant researcher, Visthar invented Silurian temporal science from a virtual standing start. When the hibernation crisis came, Visthar was forced to give up his work in favor of the essential job of preparing the underground shelters, but he was poised on the brink of discovering a method of following the genetic structure of a species through time. From this, true temporal science was only a step away.

After awakening, Visthar developed his theories further and created the visualization machine he knew was possible. In the process, he learned the theoretical basis for time loops, and the possibility of using the loop on a species rather than a point in space. Lacking only a proper focus, Visthar experimented on humans ('sacrifices' offered by the Indians) until the arrival of the TARDIS put his plan within reach of execution.

Personality:**Motivations/Desires/Goals:**

Visthar is a scientist, curious about everything, but very much detached from the results of his work. He cares for nothing but the expansion of knowledge. If he is working now for the safety of the race, it is because Droval is forcing him to channel his efforts usefully.

Manner:

The Silurian scientist is even more unemotional than his colleagues, and very single-minded. Humans do not disgust him. Rather, they are fascinating specimens to be researched, but he feels neither pleasure nor sadness at what he is doing to them.

**TYPICAL CHARACTERS**

When encounters call for a generic character of a given type, use the information provided in this section.

Name: TYPICAL SPANISH CONQUISTADOR

Race: Human
Sex: Male

Attributes:

STR - V	CHA - IV
END - V	MNT - IV
DEX - V	ITN - V

Combat Statistics:

AP: 9
Armed Combat, Arquebus: Level IV
Dagger: Level VI
Sword: Level V
Unarmed Combat, Brawling: Level VI

Significant Skills**Level**

Leadership	IV
Military Sciences	
Small Unit Tactics	V
Trap Discovery	VI
Security Procedures	
Concealment	IV
Stealth	IV
Triva, Horsemanship	V
Verbal Interaction	
Haggling	VI
Negotiation/Diplomacy	IV

Recognition Handle: A bearded man wearing Spanish armor and carrying an arquebus and/or sword. Further information can be developed as needed, along with individual variations in statistics or skills.

Name: TYPICAL INDIAN WARRIOR

The same basic data can be used whether the characters encounter Indians in the city, with Virarocho, or with the Spaniards. Indians need not be combatants to use this data, either.

Race: Human

Sex: Gamemaster's choice, but usually male

Attributes:

STR - IV	CHA - IV
END - VI	MNT - IV
DEX - V	ITN - V

Combat Statistics:

AP: 9
Armed Combat, Blowgun: Level IV
Bow: Level IV
Dagger: Level V
Mace-and-Chain: Level V
Spear: Level V
Unarmed Combat, Brawling: Level IV

Significant Skills**Level**

Leadership	IV
Military Sciences	
Small Unit Tactics	IV
Trap Discovery	VI
Security Procedures	
Concealment	VI
Stealth	V

Recognition Handle: Dark-skinned and black haired, the typical Indian warrior wears a loincloth and carries a spear and other weapons.

**Name: TYPICAL SILURIAN**

See page 23 of the Game Operations Manual.



GAMEMASTER'S NOTES



GETTING STARTED

The characters in this game should include at least one Time Lord and his Companions (Gallifreyan, human, or otherwise). Though it is possible for an NPC to be the Time Lord who binds the group together, this may cause problems for the gamemaster by making players too dependent upon his direct participation. It is best if the players have total control of their own destinies, and this almost invariably requires that a player character fill the Time Lord's role.

The gamemaster may decide to have some of the player characters be native to the 16th century A.D., as either conquistadors or Indians. In the *DOCTOR WHO* television series, most Companions begin as characters encountered in a given adventure. After interacting with the Time Lord in the first story, these 'natives' end up accompanying him aboard his TARDIS after the adventure is resolved.

Players who would like to enter the story this way could take one of the pre-generated NPCs. In particular, Cristobal de Perez and Doña Linda were designed for this purpose, but others such as Virarocha are just as suitable if fleshed out. If the players choose to create new characters with appropriate backgrounds from scratch, the gamemaster should be sure to restructure the story to allow for participation by the new character.

The core of the adventuring group, however, will always be a band of time travellers voyaging together aboard a specific TARDIS, led by one or more Time Lords. Although generally employed by the CIA, some changes in the initial part of the story would make it possible to ignore this (as when The Doctor is used). At any rate, the players begin as is described in the adventure narrative, and follow the flow of events until a conclusion is reached, role playing their characters as they go.



CREATING THE ATMOSPHERE

In any role-playing adventure, it falls to the gamemaster to create and preserve the mental image of events and situations through his descriptions as well as through the actual events that are taking place. Imparting the flavor is extremely important when moderating a historical adventure, as the gamemaster's descriptions can make the players feel they are really dealing with another place and another time.

The *DOCTOR WHO: Role Playing Game* contains a large section suggesting the best techniques for use in presenting a scenario to the players. Obviously, the gamemaster should apply these as he can. The following sections suggest some specific, rather than general, ways to bring this particular adventure into sharper focus.

ADVENTURE BACKGROUND

About 200 million years ago, a rogue planet entered the Sol system, creating havoc among the intelligent races of two Solarian worlds. One, Mondas, was thrown out of its orbit, forcing its human-like natives to adapt to the worsening climate or die. The survivors ultimately became the Cybermen. On Earth, *Homo Reptilius*, the race later misnamed the Silurians, discovered that the rogue planet's close passage would disrupt their world's atmosphere and climate. To save themselves, the race entered hibernation chambers all over the planet. One such group was headed by Droval and located in chambers in what humans would later call Venezuela.

As millennia passed, the design fault integral to every Silurian shelter kept the reptile-men asleep long after the rogue world had settled into orbit as the Earth's moon. Mammals claimed the surface of the planet, and Mankind arose as the Earth's new dominant race. In time, a band of South American refugees from the Andes mountains built their new city directly over the sight of Droval's refuge. Then, an out-of-control intertemporal recording console from



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the Research Institute on Space Station Chimera set off an earthquake, which triggered the Silurian leader's revival. The earthquake also opened a passage to the surface, and an Indian priest entered the chamber. Discovering Droval, the priest and then his people worshipped the Silurian as a god.

Droval only revived some of his people because the equipment designed to remotely revive other hibernation sites had been destroyed in the earthquake, leaving his colony isolated. Unless he could send couriers overland, his group was on its own. The infestation of humans on the planet made him reluctant to send Silurians across country.

Visthar, Droval's chief scientist and a pioneer in both temporal science and genetics, proposed a unique solution. His theories showed that the unique genetic heritage of any living being could be traced through time. If Visthar could devise the proper equipment, it would be possible to isolate all common heirs of the same genetic line (as far back or forward as one cared to go) in a time loop. Man and all of his works across the centuries could be erased from the timeline all at once without harming the Earth at all. Droval authorized the work because he had so few viable alternatives and despite his own inward misgivings about machines. The Silurians used Indian labor to mine uranium for their equipment and as genetic guinea pigs.

At the moment the players' group arrives in Venezuela, the Silurians have reached a stumbling block in their plans. Visthar lacks a proper focusing device for his Machine, but the group's TARDIS could provide him with it. At first, the Silurians seek help from the time travellers. When this is not forthcoming, Visthar fathoms the TARDIS' secrets for himself, and learns how to make the final hookups. By the time of the adventure's climax, humanity is a switch-throw away from permanent non-existence.



THE SETTING

The gamemaster should always keep in mind just where and when the adventure is taking place. He will want to describe the Venezuelan jungles and the majestic sight of the golden city of Manoa in a way that leaves no doubt as to what and where these are. If the gamemaster is too vague, the players may feel as though the situation could be taking place in Renaissance Italy, at UNIT headquarters, on Gallifrey, or just about anywhere. The players must be able to summon up a mental image of the humid, trackless jungles, the conquistador's armor shining in the afternoon sun, or the gaudy decorations and golden ornamentation of the pyramid temple.

Descriptions should also emphasize the unusual. For instance, the Amerindians never invented the wheel, and so there are litters, beasts of burden, or slave-bearers but no carts. Study a book on the Incas or the conquistadors to increase the depth of background detail to be worked into descriptions, but remember that the fictional nature of Manoa allows the gamemaster latitude in his portrayal of the Indians. Another aid to visualization is the use of artwork from this module, but there is no substitute for vivid description.

Introduce good narrative description early on during the sojourn into the 21st century because this is a good time to build an air of uncertainty and mystery. If the gamemaster is doing his job, he can whet the adventurers' curiosity to find out what has gone wrong, inspire terror at the sight of a dinosaur, or awe in the discovery of the ruined city, all the while building suspense that breaks suddenly with the discovery of the TARDIS. The opening section of the adventure, though not related to anything that comes later, is essential to setting the mood of the party for the next stage.

USING NPCs

Non-player characters do much to set the tone of the adventure, not only through their activities and their interaction with player characters, but also through the way that NPCs respond. Through their attitudes and reactions, NPCs are a mirror of their own society, and thus help remind the players of the adventure setting and background. When common soldiers or Indian warriors meet up with a Silurian, their responses will help set or reinforce the mood the gamemaster has been striving to create.

Remember, too, that the NPC is the gamemaster's direct line into the game world. Though he can control encounters, events, and the broad sweep of the adventure as a whole, the gamemaster's only direct participation is via NPCs. Through them, he imparts information, and with good role playing, he sets the players an example.

Keep in mind that characters from the 16th century A.D. should be played as *humans*. These people will have superstitions and gaps in their knowledge. Many will be completely uneducated peasants. This does not make them stupid, and it does not rob them of their ability to think, feel, and act. Never confuse education with intelligence, and never allow a player portraying such a character to do so. At the same time, try to keep in mind these characters' comparative lack of sophistication to help remind the players that these NPCs, born into other eras and other societies, may have values of their own.

AN AIR OF TRAGEDY

The *City of Gold* is a tragic adventure. Try as they may, the characters cannot avoid a solution that sacrifices an Indian culture and a Spanish expedition in order to save humanity. Behind this sacrifice looms another one, even sadder: the Silurians themselves. In many ways, the outcome of the adventure is downbeat, and the options of the players limited (so that even negotiation and reason ultimately fail). This atmosphere of futility is deliberate, and is something the gamemaster should do his best to bring across.

The entire story of Silurian-human relationships has held this same tragic quality on the *DOCTOR WHO* television series. Three times The Doctor has strived for a peaceful solution,



recognizing the justice of the Silurian cause. Three times he has failed, due to the intransigence and short-sighted prejudice of leaders on both sides of the issue. *DOCTOR WHO* is a fable of morals, and any story that tackles the Silurian question must address the most basic moral of all: human (and Silurian) nature is the worst obstacle to social progress that there is.

The story need not channel to such a depressing ending. Perhaps the gamemaster will arrange things so that a negotiated settlement ends the confrontation, gaining a new home for most of the Silurian and Sea Devil sleepers. Or, perhaps the Time Lord is given a chance to eliminate only the Silurians, saving the humans. Either of these solutions weakens the whole point of the story, however.

It is ultimately the stubborn prejudice, greed, and ambition displayed by each side that costs thousands of lives and seals the fate of an entire Indian society. The lesson is there.

PARADOXES AND PARADOCTORS

The **Player's Handout** goes into considerable detail about alternate timelines and paradoxes. It is important that the gamemaster be familiar with this material. It is essential to understanding how history may be changed in *DOCTOR WHO*.

Actually, the CIA's purpose is to preserve the status quo (the Prime Reality) by seeing to it that history is not changed. Safeguards have been built in that make it inadvisable to change history in the first place, and increasingly difficult to change it back later on. For the most part, methods other than going back in time and undoing an event before it happens will not be as feasible as sticking around to solve the problem in its own time period. Thus, the gamemaster should not misuse or overuse of the ability to alter history.

In similar fashion, the gamemaster should keep paradoxes to a minimum. The operation of primitive (non-TARDIS) time fields (as in this adventure) might allow leakage from one time track to another. The TARDIS at the ruined temple in the 21st century is a bridge from the timeline of the Silurian victory to that of the Silurian defeat, which exists because of the

time loop it created. Similar paradoxes that allow for duplication of things or people on one time track will be rare.

The TARDIS PAST system protects the player characters from the circular effects of a paradox for a time, as it exists partly to maintain the reality of the individuals aboard the TARDIS. However, PAST only buys time. It does not allow the characters to gleefully change history 'for free'. (The TARDIS Model 89 may have that potential under some circumstances, however.) The characters survive this adventure only because they are, after all, putting the Prime Reality back on track through their actions. It is failure that would change history, relegating the characters and their universe to one of the myriad Might-Have-Beens of Time.

FOR FURTHER BACKGROUND

For additional background information, gamemasters should consult related *DOCTOR WHO* adventures, either on TV episodes or in Target Books novelizations. These include:

The Silurians

The second episode of the seventh season pitted the Third Doctor against the Silurian sleepers in England. It was novelized as *Doctor Who and the Cave Monsters*.

The Sea Devils

Third episode of the ninth season, this show introduced the Sea Devils, the undersea versions of the Silurians who plotted with The Master for world dominion, but were destroyed. It was novelized in *Doctor Who and the Sea Devils*.

Warriors of the Deep

In this episode, second of the 21st season, The Fifth Doctor faced both the Silurians and Sea Devils together in an undersea missile base on the brink of a world war. It has been novelized as *Doctor Who - Warriors of the Deep*.



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GENERAL ADVENTURE PROCEDURES

Certain basic procedures necessary to effectively judge the course of the adventure are presented below. The gamemaster should be familiar with each of these topics in order to effectively handle the situations they cover.

THE ADVENTURE FLOW CHART

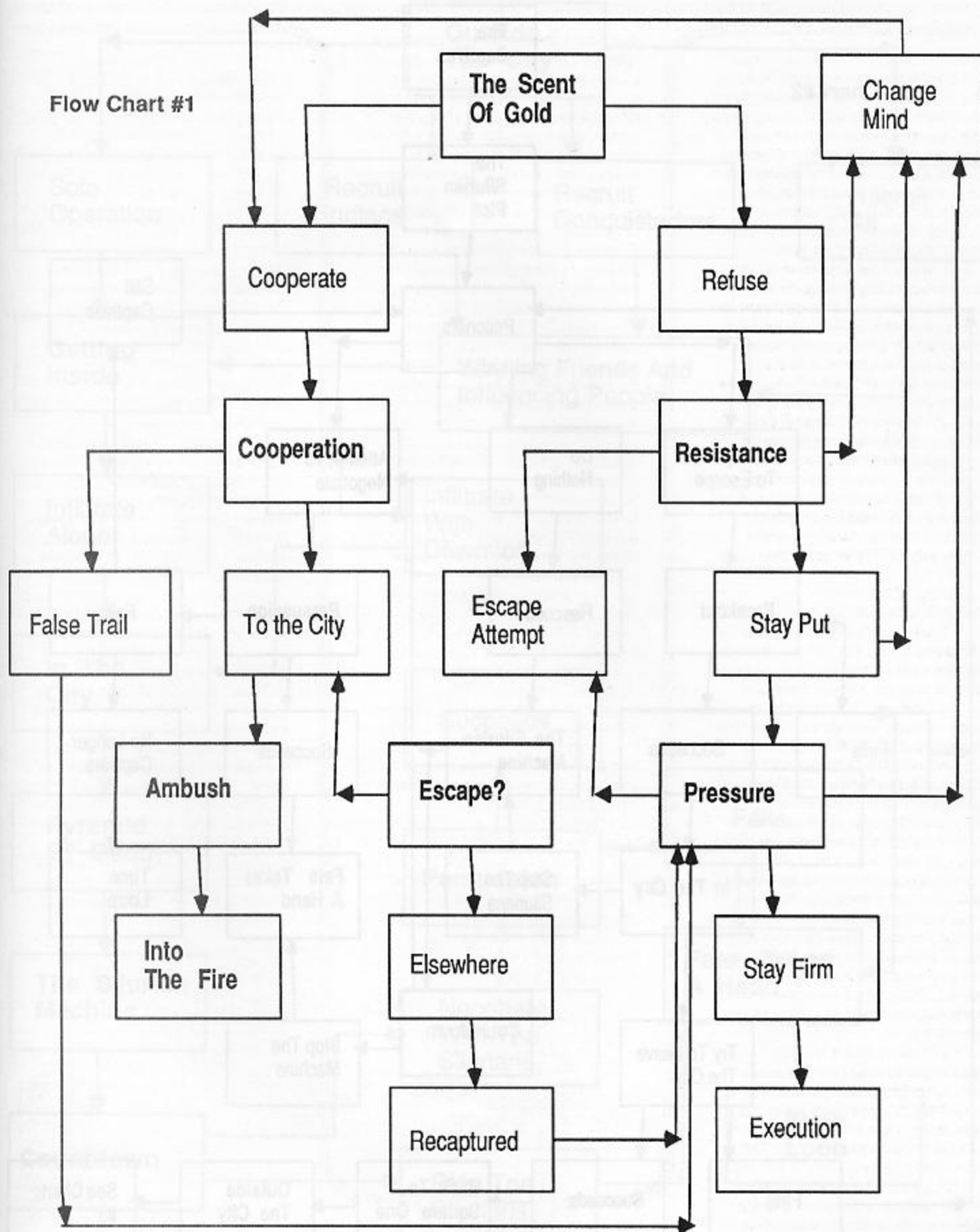
Unlike many role-playing adventures, the design of *The City of Gold* allows the player characters to take multiple paths. According to the decisions they make, various branchings and turnings may arise at several points in the adventure. This obviously increases the complexity of keeping track of the adventure as a whole.

To aid the gamemaster, three adventure flow charts are provided, each showing the various decision points the players' group may reach in the course of the scenario. The *Adventure* section clearly directs the gamemaster to the sections describing the outcome of certain player decisions, but the charts allow him to see the scheme of things in greater overall detail.

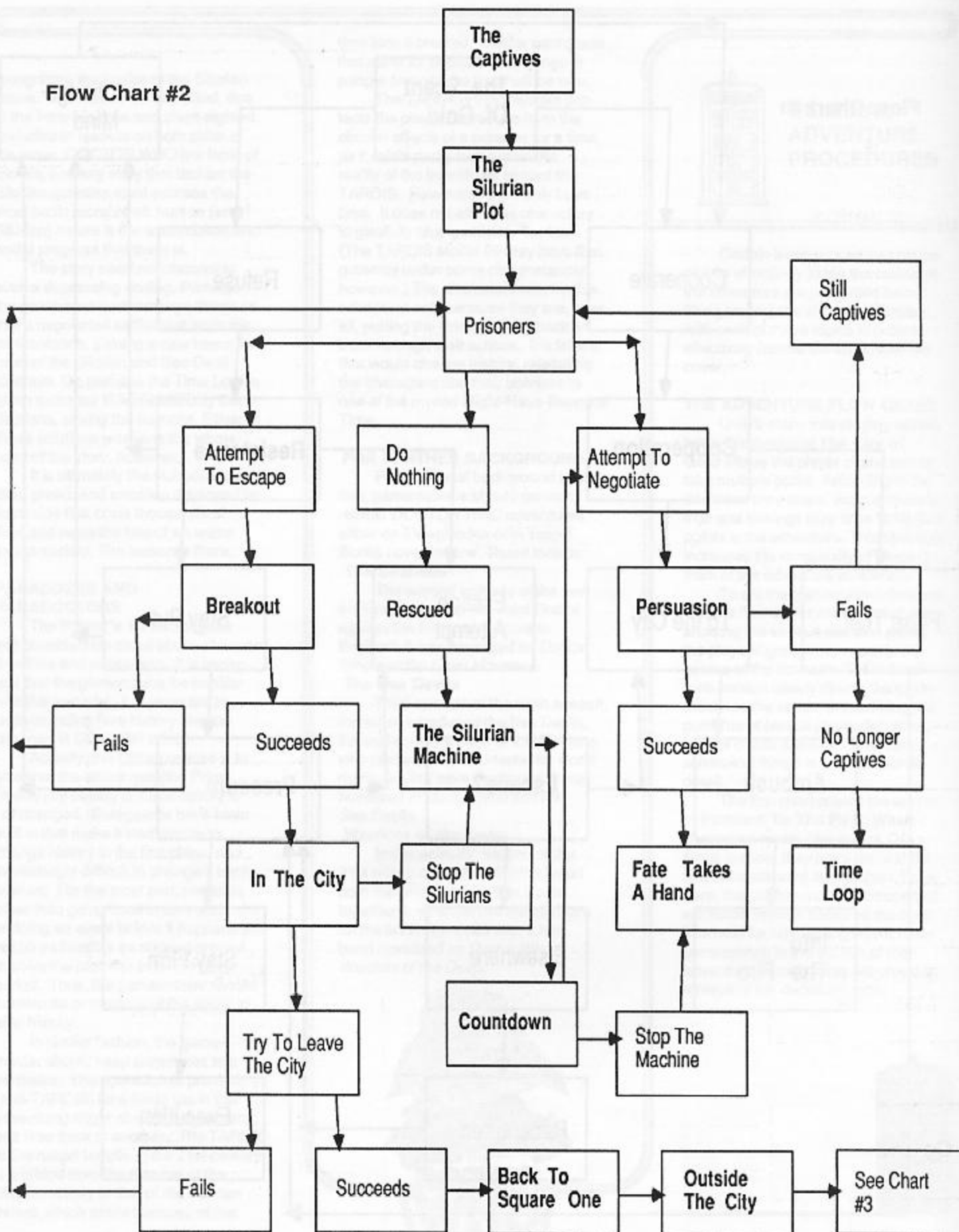
The first chart covers the events in *Forward To The Past*. When characters reach *The Scent Of Gold* section, they have come to the first decision point on the chart. From here, the players make decisions that will follow various tracks on the chart. The bold-faced heading on each box corresponds to the section of the adventure narrative that will unfold as a result of the decision made.

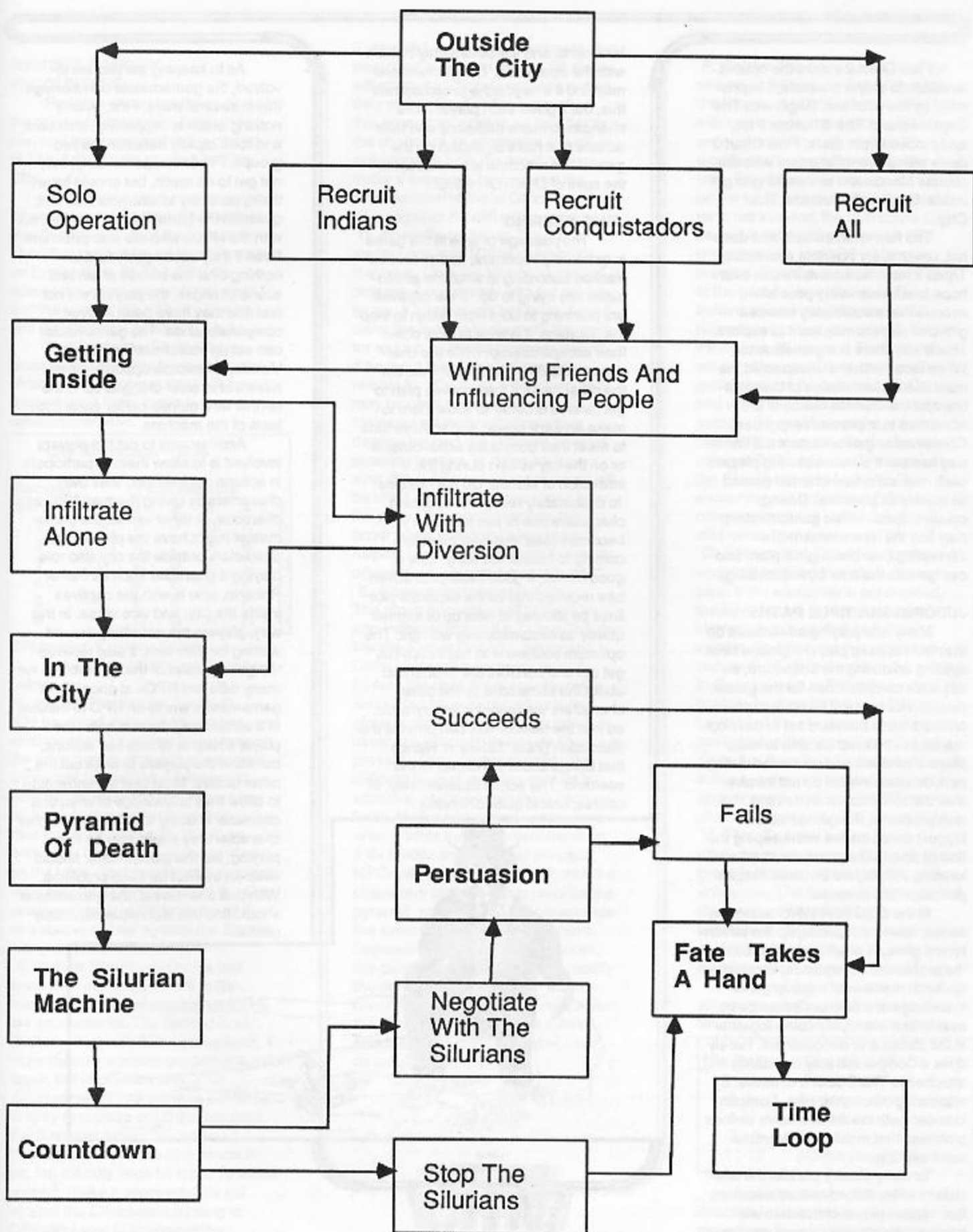


Flow Chart #1



Flow Chart #2





Flow Chart #3

Flow Chart 2 shows the options available to player characters imprisoned by the Silurians. Begin with **The Captives** and **The Silurian Plot**, and proceed from there. Flow Chart 3 deals with player characters who are outside Manoa and are seeking to get inside. Begin with **Outside The City**.

The flow chart cannot, and does not, cover every possible eventuality. Try as it may, no adventure can ever hope to address every possible avenue that a sufficiently talented group of players may want to explore. This is why there is a gamemaster. When faced with the unexpected, he must use his knowledge of the situation and the ultimate needs of the adventure to improvise responses. Conservative gamemasters will find a way to steer the free-wheeling players back onto safe, flow-charted ground as quickly as possible. Daring, creative, quick-witted gamemasters may find the new course more interesting than the original plan, and can 'go with the flow' by improvising.

JUDGING MULTIPLE PATHS

Many role-playing adventures do their best to keep players' groups from splitting up during the adventure, as this adds complications for the gamemaster. Not only will he have to coordinate more than one set of developments, but he must be able to keep players involved and interested during periods when events do not involve their own characters. In running multiple paths, the gamemaster's biggest concerns are with keeping the flow of time in the game constant, and keeping the players involved despite periodic shifts in scene.

In the *DOCTOR WHO* television series, however, splitting up the adventurers' group is often integral to solving the problem of the episode. By splitting up, each member of a group gains knowledge or exercises influence in events that eventually come together in the climax and denouement. Rarely does a Companion stay constantly attached to The Doctor's coattails. By wandering off on their own, Companions can both create and solve various problems that make the adventure more exciting.

To more closely parallel the television series, this adventure assumes that various player characters will follow multiple paths. Some may be taken captive, others link up with

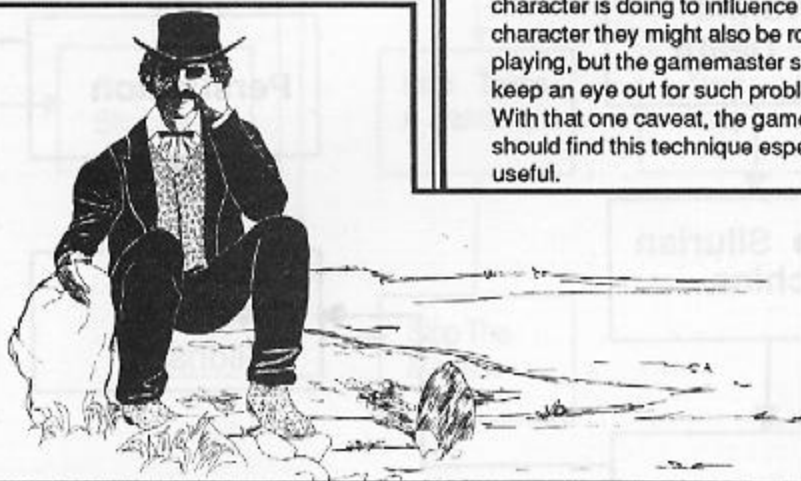
Virarocho, and still others may remain with the Spaniards. The gamemaster may find it a headache to orchestrate this, but it gives each player more chances to make decisions and take actions that have an impact on the game. The outcome is also closer to the spirit of *DOCTOR WHO*.

TIME-KEEPING

The passage of time in the game is extremely important, and should be tracked according to what the adventurers are trying to do. If the captives are planning to bore from within to stop the Silurians, it is wise to slow down their escape attempt while the characters outside make their move. On the other hand, if the captives plan to get clear, it is better to allow them to make an early break, and so have time to meet their comrades either outside or on the city streets during the infiltration of Manoa. Do not hesitate to deliberately recapture escaping characters one or two times if it becomes clear that their plans are coming to fruition too early. Like a good dinner, a good multi-path adventure requires that all the separate plot lines be allowed to heat up or simmer quietly as circumstances warrant. The optimum solution is to have captives get out and confront the Silurians at about the same time as the other characters are reaching the pyramid, so that the newcomers can provide the distraction (**Fate Takes A Hand**) that brings about the climax of the scenario. The actual situation may, of course, unfold quite differently.

As to keeping the players involved, the gamemaster can manage this in several ways. First, even if nothing much is happening, shift back and forth rapidly between the two groups. Prisoners, particularly, may not get to do much, but should have the opportunity to examine their cell, question the gamemaster, and interact with the NPCs who are also prisoners. Even if they accomplish next to nothing over the course of several scene changes, the players will not feel that they have been shoved completely aside. The gamemaster can set up visits from Droval and Visthar, an escape opportunity, or have a character dragged up to the temple as a guinea pig for calibration tests of the machine.

Another way to get the players involved is to allow them to participate in actions not involving their own characters by giving them an NPC as a character. In other words, the gamemaster might have the players with characters outside the city also role playing a character such as Father Roberto, who is with the captives inside the city, and vice versa. In this way, players are not sitting around waiting for their turn. It also relieves the gamemaster of the scramble to run many different NPCs at once. If the gamemaster wants an NPC to behave in a certain way, he can enlist the player's help or dictate key actions, but allow the players to work out the other factors. Most players know not to allow their knowledge of what one character is doing to influence another character they might also be role playing, but the gamemaster should keep an eye out for such problems. With that one caveat, the gamemaster should find this technique especially useful.



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JUDGING RANDOM ENCOUNTERS

Random encounters may occur in the course of movement through the city, and are discussed in the section of *The Adventure* entitled *In The City*.

Whenever a random encounter takes place, roll on the table below to discover the nature of the encounter. The letter code is keyed to an Encounter Explanation. In *The City* discusses the exact encounter process, and the uses of the difficulty levels and other special notes provided.

The Encounter Explanations present only the bare bones of each situation. The gamemaster will have to expand upon them to produce a coherent narrative.

City Encounter Table

Second Die Roll	First Die Roll					
	1	2	3	4	5	6
1	A	A	B	B	A	A
2	A	B	B	B	B	A
3	C	C	C	D	D	D
4	E	E	E	F	F	F
5	E	E	E	F	F	F
6	G	G	G	H	H	H

Encounter Explanations

Letter code results are described below.

A. Indian Peasants: A total of 3D6 unarmed Indian men, women, and children come down the street toward the adventurers. If they make contact, a group of 1D6 will attack them with bare hands while the rest flee, calling for help. A +2 modifier is applied to the next five encounter rolls. When an encounter occurs, two rolls are made on the table. To avoid contact requires a successful Skill Roll against the *Concealment* rating at Difficulty Level II, or a successful roll against the *Stealth* rating at Difficulty Level III.

B. Indian Warriors: On the first encounter of this type, 1D6 Indian warriors with miscellaneous weapons are encountered. The second is with 2D6, the third with 3D6, and so forth. If more than 15 warriors are present, roll again, but implement only a "C" (Silurian) result. All warriors will close in to try to capture or kill the intruders. For five turns thereafter, add a +3 modifier to the chance of an encounter, but roll only once for type. To avoid contact, make a successful die roll against the *Concealment* rating at Difficulty Level III or against the *Stealth* rating at Level IV.

C. Silurians: When rolled, this encounter causes 1D3 (1D6 divided by

2, rounded up) Silurian warriors to appear, clad in hooded robes. Silurians will attempt to capture only characters they encounter. For five turns after this encounter, apply a +4 modifier to the chance of an encounter, but roll only once for type. To avoid contact, make a successful roll against the *Concealment* rating at Difficulty Level IV, or against *Stealth* rating at Level V.

D. Friendly Indians: The group spots a group of 1D6 of Virarocho's followers. On a 7+, Virarocho himself is present, if not already with the adventurers. If Virarocho is available, he will order the Indians to stay with the party for as long as the adventurers desire. If he is not there, the Indians will remain for 2D6 turns. Friendly Indians may be used to draw away hostile forces on subsequent encounters, decreasing by 1 the Difficulty Level of avoiding contact. In doing so, however, the Indian or Indians involved will be killed, captured, or separated from the party. This encounter can only occur when Virarocho's Indians are helping to mount a diversion in the city; otherwise, it is treated as a result "A".

E. Conquistadors and Allies: The group encounters 2D6 Spanish and Indian soldiers. If a 7+ is rolled, de Merida, Father Roberto, Perez, and Doña Linda will be present as well (unless the characters are otherwise accounted for, with the adventurers already captives). The conquistadors never join the party unless de Merida is present. They always increase the difficulty level of avoiding contact by attacking anyone or anything encountered, but could be used to occupy an enemy while the characters move on. If de Merida and the other principal NPCs join up, they will remain with the characters until the group reaches the pyramid, and will ultimately precipitate the events in *Fate Takes A Hand*. Depending on exact circumstances, the gamemaster might need to modify the description. This event can only occur if the adventurers have recruited the conquistadors to create a diversion inside the city. Otherwise, treat as result "B".

F. Battle: The adventurers hear the sounds of fighting, and stumble onto the fringes of a fight between city warriors and conquistadors. If the encounter is avoided, apply a -2 modifier to the next five encounter rolls. If an encounter occurs, roll twice on the table for results. If the encounter is not avoided, the characters are caught in the fighting between 3D6 conquistadors and 1D6 x 10 native warriors. Resolve the battle according to the game circumstances. The Indians will retreat if they suffer 50 percent casualties, the conquistadors if they lose 25 percent. The adventurers can also avoid the encounter by getting behind the conquistador lines and using the Spaniards to cover their escape. To avoid contact requires a Skill Roll against the *Concealment* rating at Difficulty Level IV or against the *Stealth* rating at Level VI. This encounter can only occur if the conquistadors are inside the city; otherwise, treat it as result "B".

G. Dinosaurs: The adventurers encounter a Silurian and his pet carnissaur. If the encounter is not avoided, the adventurers face a very angry *Herrerosaurus* as well as a Silurian warrior. To avoid contact requires a successful Skill Roll against the rating in *Concealment* at Difficulty Level V, or against the *Stealth* rating at Difficulty Level VI. If the characters are discovered, but then somehow elude the dinosaur, there is a 8+ chance on each subsequent round that the beast will appear again, unless it is killed or the characters get on or into the pyramid.

H. Fire: Spanish looters have started a conflagration. Forward progress is blocked in the direction of the encounter. The fire cannot be 'avoided' (it is impossible to conceal oneself from a fire). It occurs only in the event of a conquistador attack inside the city; otherwise, treat it as a result "C".

To establish the direction the characters are heading during the encounter, roll 2D6, and use the table below.

Die Roll	Direction Of Encounter
2-3	Across street to the right
4-6	Behind
7-10	Ahead
11-12	Across street to the left

An encounter begins in the direction indicated, but will always move from there to the adventurers' current location.

JUDGING WEAPONS

Most of the weapons in the scenario are standard types described fully in the **DOCTOR WHO Role Playing Game**. Some special points of interest are noted below.

Arquebus

The Spanish arquebus is a primitive firearm. Its statistics follow:

Weapon Type	Damage	DDF	Range (Squares)				
			Point Blank	Short	Medium	Long	Extra Long
Arquebus	3D6	-4	1	5	10	20	30

After being fired, it takes three combat rounds to reload the arquebus, six if the character is evading or under fire. The weapon cannot be fired in the same turn as the attacker moves, and can only be fired from a standing position.

Bow

The Indians use a shortbow, as described in the rules on combat.

Venusian Needle Gun

This pistol-type weapon has the following statistics:

Weapon Type	Damage	DDF	Range (In squares)				
			Point Blank	Short	Medium	Long	Extra Long
Venusian Needle Gun	3D6	-1	1	6	12	25	50

Swords

Indian swords are STR related short swords. The Spaniards use DEX related long swords.

Blowguns

See **The Ambush** section of the adventure for details of blowgun dart effects. Otherwise, blowguns are treated according to the basic rules set.



EXTENDING THE ADVENTURE

Any scenario booklet can easily become a stepping stone to further adventure situations. Some of the following ideas may be incorporated (or ignored) at the gamemaster's option. They are strictly suggestions, and not integral to the adventure as a whole.

PLOT COMPLICATIONS

It is possible to introduce various complicating factors into the basic adventure. Some may arise from player actions. The gamemaster can bring others into play as sidelights to make things more interesting.

The Conquistadors

The basic adventure treats de Merida's expedition as a backdrop, a source for a diversion and some temporary inconveniences, but not really a

major adventure setting in itself. The gamemaster may change this in order to thoroughly confuse the issue.

After a long journey and the loss of over 75 percent of the original expedition, the conquistadors could be ready for all sorts of internal problems. Perhaps there is a mutiny brewing, with plans afoot to replace de Merida with Perez so that everyone can go home. The Indian allies might be on the verge of rebellion. Perhaps there is another Spanish expedition in the neighborhood competing with de Merida (who, like Cortez in Mexico) may have lost the support of the Spanish government and be an outlaw.

The gamemaster could develop any of these ideas to further complicate the adventure and place the characters squarely in the middle of intrigues or combat. If de Merida is in

some kind of trouble, his determination to use the characters to help him find El Dorado will be all the stronger. Mutineers or rebel Indians might have their own uses for the characters, too. Any sort of crisis in the Spanish camp will also make it necessary for the adventurers to solve the problem before they can talk de Merida into helping them in the city. By expanding any of these concepts, the whole Spanish involvement becomes much more crucial to the adventure, though at the cost of much greater complexity.

The Indians

The Indians in Manoa have been, for the most part, ignored. As servants of the Silurians, they are treated more like ciphers in the basic narrative. Only Virarocho's rebels are of any real importance.

The gamemaster could, however, add several new levels of intrigue and complexity to the adventure by adding the Indians within the city as a major factor. Virarocho's father and the High Priest, for example, may each have their own goals in the adventure. What do the Indians hope to gain from the Silurians? Are they still completely loyal to Droval and his fellow 'gods'? These questions could spark the creation of a whole new segment of the adventure.

One scenario might envision a power struggle between the King and the High Priest, who is using the Silurians to bolster his own prestige and power (while Droval is using him to control the 'ape primitives'). The King, meanwhile, secretly agrees with Virarocho, but connives to get his son out of the city to save his life. The King's followers will be as interested in the adventurers as Virarocho is, and may rescue one or more of them from the Silurians. The plot twist involves the adventurers in a political power struggle as they try to save the King from the High Priest and to recruit help inside the city to stop the Silurians. Such characters might even help the King and his followers flee the city before the final confrontation, so that only the conquistadors and the High Priest's evil followers are caught in the time loop that destroys the Silurian threat.

With these or other similar subplots, the gamemaster will have to work out characters for the King, High Priest, and other important figures, as well as determine how to interweave them with strands already established.



ADVENTURING IN 2030 A.D.

Another option that might be explored is to prolong the adventures in 2030 A.D., after the time loop goes into effect. Now that the Silurians and their Sea Devil cousins rule the world, what kind of civilization have they established? Interactions with the Silurians in this era destroy some of the mystery in the main adventure, but can still be of great interest. Remember, too, that The Master is also running around Venezuela. Will he be a friend or a foe to the Silurians? Perhaps the renegade will join the adventurers to help save the universe, only to try to turn the Silurian device to his own ends in 1543. Spinning out an adventure along these lines allows the characters a chance to truly interact with the Silurian civilization. The discovery that it is a veritable utopia, scientifically advanced, peaceful, and far less volatile than human society would certainly make the sacrifice of Droval's people in the end a far more poignant, dramatic factor.

SIMPLIFYING THE ADVENTURE

By avoiding the use of multiple paths, the gamemaster can make this adventure considerably less intricate. If he decides to do that, he can have the entire party captured by the Silurians during the ambush. They can then escape or be rescued by Virarocho, and get out of the city. From here, they can recruit allies and slip back inside for the final confrontation.

By making the adventure more linear, less multi-valued, the adventure loses much of the individual contributions of the various player characters, but the situation may become more manageable for gamemasters who lack experience (or confidence) in dealing with multi-path adventures.



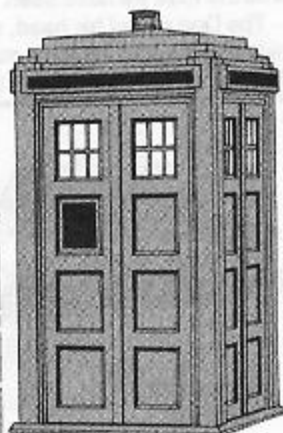
SPECIAL CONSIDERATIONS

The following special topics may be important to the overall nature of the adventure, as the gamemaster wishes.

THE TARDIS

The existence of the PAST System aboard TARDISes gives the gamemaster an extra TARDIS system to use in determining malfunctions or ongoing problems. It is best not to let the system go out completely without also grounding the TARDIS. Movement through time without a system of this type is not a pleasant experience, as Magnus Greel, the disfigured time traveller of the ill-fated Zigma Experiment can attest.

Major malfunctions can be interesting, however. What if, for instance, the language circuits went haywire at a crucial time? Problems of this type are similar to the chameleon circuit breakdown on The Doctor's TARDIS, and can add light humor or temporary difficulties for a party, if needed. An intermittent fault of this kind, particularly one causing mistranslations or feeding an improper rendering of a language spoken to the characters, could ultimately become a permanent institution in a group's ongoing campaign.



THE
**DOCTOR
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ROLE PLAYING GAME

NEW SKILLS

The character descriptions introduce a number of new skills, which are summed up below.

Armed Combat, Venusian Needle Gun

The Venusian Needle Gun is an extremely small weapon used by the Venusians in covert operations. It fires 20 tiny, high-powered needles, which can be tipped with any number of slow-acting diseases, poisons, or nerve agents to cause damage over and above that created by the needles themselves. Most civilized races have outlawed this weapon of the Venusian Assassin's Guild, but it is still in wide use by individuals who need a small, concealable deadly weapon.

Unarmed Combat, Draconian Sstuthssu

The favored martial art form of the Draconian race, Sstuthssu is a combat form that closely parallels human judo and karate and includes many moves similar to both.

Verbal Interaction

Note the following additional Verbal Interaction skills.

Oratory

This skill involves attempts to influence large numbers of people in a crowd or mob. Generally, it cannot influence player characters or individual NPCs. The larger the crowd, the easier it is to spark a desired response.

Bluffing

This skill involves using a combination of lies, half-truths, and aggressive speech to keep an NPC off-balance or uncertain. A demonstration of the skill's use is given in the section of the rules for Confrontation, though the skill itself does not appear in the skills list of the basic rules.

Scam

This skill involves the use of persuasive powers and a target's own weakness to make an individual NPC follow a course of action. Though similar to bluffing, the deceptions spun out through use of this skill are generally more elaborate. Overall, it plays more on the target's hopes and fears to persuade him to take part in some particular action.

Instruction

This skill involves the use of Verbal Interaction to impart knowledge. Although skills cannot be taught this way, a player character could use Instruction to teach the rudiments of handling a firearm to some one who has never seen one, to explain the controls of a TARDIS, or to give a

basic grasp of the events of a particular historical period. Successful use of the skill (which decreases in Difficulty Level according to the MNT score of the 'student') imparts what amounts to a temporary Level 1 skill in any area taught (in which the teacher has skill, of course). This temporary skill lasts for the duration of the adventure, and is subject to severe limitations. (Teaching a character what sequence of buttons to press to set preprogrammed destination coordinates for the TARDIS does not allow the student to program new destinations, for instance.)

Trivia, Aphorisms

Aphorisms are witty sayings or turns of phrases. Skill in this area represents a stock of clever or wise quotations that the character may frequently use.

REWARDS AND PUNISHMENTS

Successful completion of this adventure should allow the increase of some skills used in this adventure.

During the course of the adventure, player characters should keep track of skills they have used successfully. Each time a player makes a die roll against a skill rating, he should roll 1D6 and note the result.

At the end of the adventure, add up the totals of all rolls made for each particular skill, and compare the result with the character's initial rating in that skill. If the accumulated points exceed the initial rating, raise the rating to the higher amount. This may increase the player character's level of skill. Regardless of accumulated points, however, no skill score can grow to more than double its original value.

In addition, any character who chooses to negotiate with the Silurians rather than use force to stop them should receive an automatic increase of 1D6 points in his *Negotiation/Diplomacy* rating, and an increase of the same amount in his *CHA* attribute score. Do not reveal this provision until after the adventure is over, as it is strictly a reward for original thinking, compassion, and good role playing.

The gamemaster should feel free to make limited rewards of a similar nature to players who do an especially good job of role playing their characters, or who are particularly innovative or original in their actions.

Do not give increases of this kind to The Doctor, who already possesses an extraordinarily high level of skill in an unusually wide variety of subjects.



THE LEGEND OF EL DORADO

The Don leaned forward, his face in shadow, as the TARDIS materialized in the barren plain that had been Manoa. When he spoke, his voice was a hoarse, choked whisper.

"All those people — gone. Relegated to oblivion. Thousands of intelligent beings who might have forged a new world, a better world, given the chance." He shook his head sadly.

Cassandra Maitland frowned. "It seems a waste...but Manoa was doomed anyway." She looked apologetically at the Spanish soldier, who was staring in awe at the viewscreen's bleak vista. "Forgive me, Cristobal, but your people would have done far worse."

Perez showed his teeth, but more in a grimace than a smile. "You need not tell me. I have seen Cuzco. There was a time when I even thought it was God's will...but not now." He looked down at Doña Linda, who had buried her head against his shoulder. "Capitana de Merida is as far lost as El Dorado, now. I am sorry for them, for the Indians and for my comrades alike. But perhaps it is God's judgement against the evils we have seen."

The Don raised his head, and the smoldering anger in his eyes made the Gallifreyan an alien for the first time.

"Indians...Spaniards...who says they are victims," he snapped. "If your infant race would just learn to look around!" He gestured vaguely at the screen. "Droval agreed to peace! Before that bumbling, greedy son-of-a-Dalek de Merida came along, Droval agreed to live in peace! Silurians and humans, living together — what glories you could have reached! But because of human superstitions and human greed, I had to obliterate two cities — the living and the sleeping."

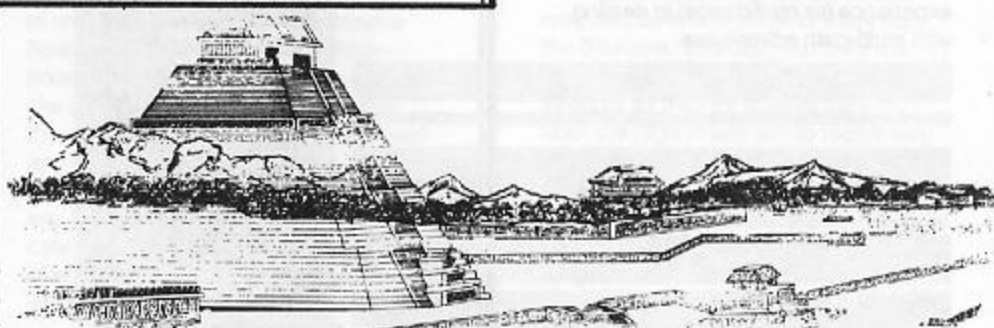
Although Maitland retreated a step back from the palpable force of the Time Lord's anger, her indignation overcame her usual shyness. "Wouldn't your solution have changed history as much as Droval's? My century has neither Manoa nor Silurians."

"That's not my point!" said the Don.

Before he could say more, Lady Mara cut him off. "I am an agent of the CIA," she quoted. "My vision is the Prime Reality, my life dedicated to preserving it." Cassandra's right, you know."

The Time Lord's shoulders slumped in defeat. "Maybe. Now El Dorado is only a legend, and Droval not even that. Sometimes I think the Prime Reality is just a way of excusing us our selfishness." His voice trailed off, and there was a long pause. Then he bent back over the controls. "Well, we still have a renegade and a freedom fighter to deal with in our Prime Reality. I guess we should get back to it."

As the time rotor began its rhythmic rise and fall, the TARDIS left behind the legend that had been the City of Gold.



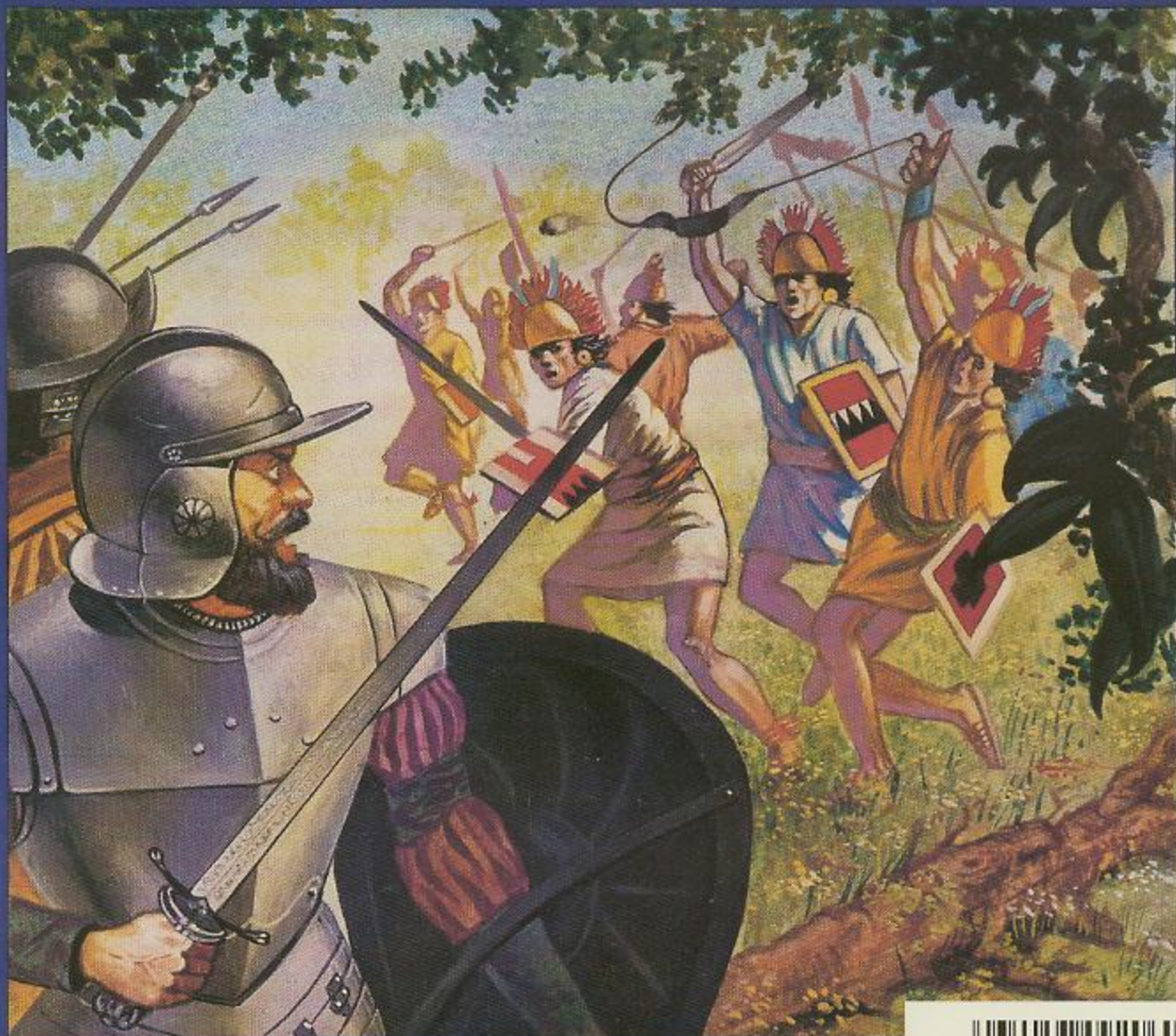
THE
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DINOSAURS IN THE TWENTY-FIRST CENTURY?

That was only the first mystery that confronted the Time Lord and his Companions when they set out to investigate a violent revolution in an age of turmoil, and stumbled into a plot that could end human history –



and change the universe forever. A lost city and a vanished race from the depths of time and hold the key to the destiny of the Earth, unless the adventurers can penetrate the mysteries of **The City Of Gold**.



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