

The Hartlewick Horror

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



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fasa

THE HARTLEWICK HORROR

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Introduction

The **Hartlewick Horror** is an adventure module for use with The **DOCTOR WHO** Role Playing Game. It is ideally suited for one to four players and a gamemaster. Players may play their own characters, generated using the rules in The **DOCTOR WHO** Role Playing Game, or they may use the pregenerated characters found in the **Cast of Characters** section of this booklet. The adventure is specifically designed for less-experienced players, but it can be easily adapted to suit more experienced adventurers.

What follows in this booklet is essentially for the gamemaster's eyes only. Players reading any further will completely eliminate the surprise and challenge inherent in the adventure. They should be exposed to the information herein only through actual play of the game.

Before beginning play, the gamemaster should be thoroughly familiar with both The **DOCTOR WHO** Role Playing Game and The **Hartlewick Horror** booklet. Gamemasters should read this booklet two or three times, underlining or highlighting the important parts as necessary. Gamemasters should also feel free to make any changes necessary to suit their individual campaigns or preferences. Such alterations should be made before beginning play to avoid confusion.



Plot Synopsis

Because the many events and encounters that make up The **Hartlewick Horror** can easily confuse the gamemaster, the overall plot is summarized here.

The players in this adventure take on roles of one or more Time Lords and their human Companions. The adventure begins when they are sent by the Celestial Intervention Agency to investigate a large energy field, operating at a wavelength close to that of the human brain, on Temporal Nexus Point *Earth* in the year 1923. When the player characters materialize at the coordinates set for them by the CIA, they will find themselves in the small English village of Hartlewick, where there recently have been a number of mysterious nightly disappearances.

Unknown to everyone, the missing villagers have been captured by the Serad-Dur, servitors of Gib-Thothath of the Elderand race. He was imprisoned in a vault beneath the Earth (near Hartlewick) for violating his race's doctrine of peace. By tapping the mental energies of the captured villagers into his Cerebretron

machine, Thothath can force the Serad-Dur to dig for the ancient buried space freighter that contains the Greater Seal, the key to his prison vault.

Thothath has also managed to gain control over Baron Alfred von Mueller, a German archeologist now working with Lord Richard Denbigh on an excavation of an ancient Druid burial mound, which lies near the site of the wrecked spacecraft. Thothath, through von Mueller, is slowly steering part of the excavation toward the freighter.

The player characters arrive in Hartlewick at the site of the latest disappearance as described in **A Scream in the Night**. There they will meet a couple of constables who inform them of the strange happenings in town. Taken up to Cheltenham House, the characters meet the Denbighs and von Mueller. Here, they learn about the dig at the Druid mound. **Madame Sylvia Arrives** portrays Madame Sylvia, a telepath, and a group of angry villagers visiting the house and complaining that the dig disturbed sleeping demons who are now carrying off Hartlewick residents.



The next day, the characters will visit several sites in and around Hartlewick in order to find the source of the energy field and the missing townspeople. They will probably go to the dig site with Denbigh (as detailed under **Six-Leagues-Bottom**) to look around for clues. Among the Druidic artifacts, they find a power pack from the wrecked space freighter. They are trapped in a cave by von Mueller, who wishes to kill Denbigh (and the snooping characters) in order for him to take over the digging and concentrate on finding the freighter and the Seal. After they escape, Denbigh discovers his archeological catalog is missing (von Mueller has stolen it).

In **The Seance**, Madame Sylvia holds a seance to discover the nature of the "demons". She will actually tap into the energy field created by Gib-Thothath and learns that the "demons" plan to capture the Vicar. As the characters rush over to the church, they find they are too late—the Vicar has disappeared.

There is a murder occurring elsewhere in the village, and when the characters rush over to investigate the victim's scream, they discover a trail of blood. Following the trail brings them to **Old Tom's Shelter**. Old Tom is one of the

missing townspeople and has become quite insane. He managed to escape from Thothath and steal some objects from Thothath's lair, including von Mueller's notebook.

The players will probably want to check out von Mueller's office in **The King's College**. Here they find the missing archeological catalog and another catalog describing the dig for the space freighter, thus linking the Baron to the strange happenings. The Voorg, a gargoyle-like robot created by Thothath, attacks them here.

Using von Mueller's catalog, the players discover the location of his excavations around the freighter. Unfortunately, von Mueller already has discovered the freighter, and Thothath used his psychic power to move the earth away from the entry hatch. In **The Wreck of the Menkaran Freighter**, the players will discover a book of Elderand lore, from which they learn of the evil Thothath and his imprisonment on the Earth. They learn the importance of the Seal, but will be dismayed to discover that the Seal has already been retrieved by von Mueller.

The players now must find Thothath's caves before he is released and wreaks havoc on the Earth. The players will either use their energy field apparatus to 'home in' on Thothath's powerful signal, or they will be captured by a patrol of the Serad-Dur and brought to **The Caves of Gib-Thothath**. In these caves, the ceremony for the opening of the vault is about to begin, with the help of von Mueller and the Seal. The townspeople are also in the caves, but unfortunately, they are as insane as Old Tom.

The players have several options. They can try to subdue von Mueller and all of the Serad-Dur, they can smash or short-circuit the Cerebretron, they can try to steal the Seal, or they can smash it. But whatever they decide to do, they had better do it quickly. Once Thothath escapes, there is no limit to the destruction he could wreak in this galaxy.



Description of Contents

This booklet contains all the information needed to play **The Hartlewick Horror**. It is organized into five sections.

The Adventure describes in detail each of the events that make up this adventure. Descriptions of the settings are also included.

Maps contains maps and detailed descriptions of Hartlewick and other areas that the player characters may want to investigate.

Cast of Characters provides complete statistics and descriptions for all the non-player characters the adventurers will encounter. Also included are statistics for seven pre-generated player characters, including the fourth incarnation of The Doctor and some of his Companions.

Background Information contains all the information on the Elderand race and descriptions of Six-Leagues-Bottom and 1923 Hartlewick.

Gamemaster's Notes provides the gamemaster with helpful hints on running the adventure, descriptions of Gib-Thothath and his activities on Earth, and suggestions for developing new adventures featuring the Elderands, Gib-Thothath, and the Serad-Dur.





Story

"It is time to address the tribunal, Gib-Thothath," Pax-Islyssor rasped in the hoarse, barely audible voice typical to Elderands. "You have been convicted of willfully and maliciously conspiring to overthrow the Council of Elders, exploiting primitive cultures for your own gain, misusing technology to confuse and distort the minds of others, and abandoning pity and compassion to commit acts of a heinous nature too numerous to describe in detail. Before your punishment is determined, those involved in the case will have an opportunity to make some final comments for the benefit of the Chronicles. Does anyone present wish to speak?" Upon concluding his statement, Islyssor folded his tentacles around his quivering, gelatinous body. He then probed the rocky, geometric vault of the tribunal chamber for a response.

"I shall speak," rasped another of the creatures in a slightly lower voice.

"Let the Chronicles record the statement of Ahrk-Dgalothet, he who hunted Gib-Thothath and brought him before this tribunal."

The hunter paused before beginning. "I am relieved to think that when this tribunal convenes, an affair that has occupied all my ability and concern for the last 200 revolutions will also convene. I would like the Chronicles to show that it is the opinion of myself and the people of Elderand that Gib-Thothath has posed our race with the gravest peril in our recorded history. His dreams of conquest and glory are for madmen. What could his conquests bring us that we do not already have?"

Upon hearing this, Thothath waved his tentacles angrily, and the hunter continued, "Even now, he spits back like the viper he is. Does he not realize that the thirst for power increases infinitely and that those of his mold are never satisfied with what they possess? The forerunners of our race discovered this long ago, just as they discovered that friendship should replace conquest and

that peace should replace war. I must advise that the punishment selected for this monster be harsh enough to insure that he is removed from our society forever."

With this, the crowd collectively gasped. Violence and killing had long been abandoned by the Elderands. Was Dgalothet, one of the strongest adherents of the doctrine of peace, suggesting that Thothath be executed?

"Let the Chronicles show," continued Dgalothet, "that while I believe our doctrine of peace to be the most sacred possession of our people, I must recommend that Ilitithlir select complete annihilation as the punishment for this, the most dangerous of criminals. We have underestimated the cunning and resourcefulness of Gib-Thothath in the past, and we must make sure we do not do so again. There is only one way we can guarantee that his menace will never touch us again."

With the conclusion of the hunter's remarks, Islyssor ritually pronounced, "The Chronicles have recorded the remarks of Ahrk-Dgalothet the hunter. Are there any others present who wish to speak?"

"I wish to speak," Thothath shouted in his booming, insolent voice.

"You will get a chance to make a final statement for the Chronicles after your punishment has been announced. Are there any others who wish to speak before we summon Ilitithlir to render his judgement?"

After it had become obvious that none of the other Elderands wished to make any comment, Islyssor began the traditional litany necessary before summoning Ilitithlir, the judge. "This tribunal has convicted Gib-Thothath on all the counts on which he was accused. We now summon Ilitithlir, the judge and wise one, to render his decision. Verak conue it-thal, beyente conue ziltam manores."

Upon completion of the incantation, a low rumbling filled the

tribunal chamber. A panel of the rocky, geodesic wall slid slowly back revealing the ancient and venerable form of Ilitithlir resting on a stone dais. His cloudy chamber emanated blue light, and a low hum filled the tribunal chamber.

Ilitithlir, as usual, had already determined the punishment he was about to bestow upon the criminal. He paused, however, before beginning his announcement to probe about the tribunal chamber.

"I have analyzed the Chronicles pertinent to the case and have made my decision," he began. "I have studied with great interest the remarks of Ahrk-Dgalothet, who recommends the annihilation of the convicted. While he is correct in pointing out the seriousness of Thothath's transgressions, he has failed to realize that what makes the peace doctrine so sacred is that no exceptions to it can ever be made. If the doctrine is ever broken, it will soon cease to exist. This fact is inherent in the doctrine itself. I therefore command that the convicted be imprisoned in a vault deep below the surface of a primordial planet to be determined by our scientists, and sealed there forever with the power of the Greater Seal. This is my will."

With this, the rocky panel slid shut, and the low hum disappeared.

"Ilitithlir has spoken, and his judgement will be carried out," intoned Islyssor.

"This is a most grave mistake," Dgalothet shouted, causing a minor outburst from the rest of the gathered Elderands.

Islyssor quickly gained control of the tribunal chamber. "Lord Dgalothet, you have had your chance to make your comments. Now it is time for the convicted to make his final statement before sentence is carried out. Gib-Thothath, do you wish to address the Chronicles?"

"Indeed I do," he bellowed. "This mockery of justice should concern me, but it does not. In the end, I will get my revenge. My power dwarfs that of the strongest of you, and I will outlast you all. Yes, in the end I will return, and your destruction will be among my highest priorities. There is no way you can keep me imprisoned for long. There is no way."

And with this, the Elderands had heard their last from Gib-Thothath.





A Message From Gallifrey

The adventure begins with the player characters aboard their TARDIS. At this point, the game-master should encourage the players to roleplay their characters, perhaps discussing their previous adventure or their next destination. Each player should describe to the gamemaster and the rest of the group exactly what his character is doing.

When the group finally comes up with a new destination and the TARDIS operator attempts to set the coordinates, he will notice that there is already a set of directional time-space coordinates entered into the navigational computer. As the TARDIS operator is quite certain that no one aboard the TARDIS set them, the coordinates must have been entered by an outside party. If the coordinates are checked (this can be done by anyone who makes a Skill Roll against his character's rating in *Navigation and Temporal Vehicle Operation*), their location will prove to be near the city of Cambridge, England in the year 1923.

While the baffled players are busy discussing the possible sources of the coordinates, have each of the Time Lords in the group make a Saving Roll against their characters' *INT* score at Difficulty Level VII. If they all fail, wait a couple of minutes, then ask for a roll at Difficulty Level VI. Keep decreasing the Difficulty Level of the roll until someone makes it. The first person who successfully passes this roll will realize that the coordinates were set by the Time Lords themselves, probably the CIA. (All TARDISes can be controlled from Gallifrey, if necessary, unless a special override switch in the capsule itself is thrown). They will also understand that if the CIA manipulated their navigational computer from across space and time, they may have implanted a message in the TARDIS data core explaining why.

After a quick search, the players will find the following message:

FROM: Lord Palmac, The
Celestial Intervention Agency
TO: (CIA agent's name)

One of our other operatives detected an energy field operating near these coordinates while on assignment. The field was operating at a wavelength near that of the human brain (wavelength Delta 14 on the Hurnfield Energy Apparatus). Because such a field is beyond the technology of the local inhabitants, we believe there may be some sort of extra-terrestrial involvement. As these coordinates lie on Temporal Nexus Point *Earth*, this could be quite dangerous.

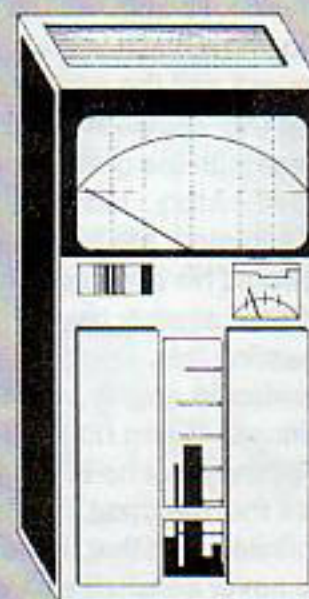
If possible, you should investigate this energy field and try to locate its source. Take any action necessary to insure that the timestream near Temporal Nexus Point *Earth* is not disrupted.

The gamemaster should explain to the players that the Hurnfield Energy Apparatus is a small, handheld instrument for detecting and measuring energy fields. The Apparatus is a common device that will definitely be aboard their TARDIS, and so the players may wish to carry it with them during the adventure.



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The Hurnfield Energy Apparatus: The apparatus is a small, hand-held machine for detecting and measuring energy fields. It is approximately six inches long and three inches wide. It has meters that indicate the wavelength and intensity of an energy field. If necessary, and the correct information is known, the apparatus can be converted to become a direction/range finder pointing toward the nearest energy source. During the adventure, the apparatus will show an energy field operating in the area anytime Thothath actively uses the Cerebretron for anything.





A Scream In The Night

When the player characters materialize, the first thing they will probably do is operate the TARDIS scanner to get a look at their surroundings. It is quite dark outside, but they will still be able to make out a grouping of three small stone and plank cottages about ten meters ahead of them. There is a light burning in the end cottage.

When the characters step out of their TARDIS, give them a much more complete description of their surroundings. They will feel the cool night air and hear the wind rushing over the Cam River, which they will discover is right behind them. The grass near the river bank is tall and unkempt. From where they are standing, the player characters can see Hartlewick Bridge and the Cheltenham House up on the hill. Light is coming from several windows in the house. The rest of the town will be, for the most part, dark and strangely quiet.

After the players have a minute or two to observe their surroundings, a sharp scream cuts the air. Any player making a Saving Roll against his character's *mn* score at Difficulty Level III can determine that the scream came from the end cottage (the one with the light on). Otherwise, simply inform the players that it came from the area of the cottages.

If the players investigate the two other cottages, they will find them quiet and secured. If they investigate the end cottage, they will find that the door has been burst asunder. A faint, slimy, green trail seems to begin out of nowhere a short distance away from the cottage and leads through the burst door.

(GAMEMASTER'S NOTE: No matter how quickly the players arrive, they will not be in time to stop the kidnapping or see the assailant fleeing the scene).

Inside the cottage, they will find signs of a horrible struggle. While giving the players this description, the gamemaster should allow them to refer to the floorplan of the cottage

found under **Maps**. One of the first things they will notice is a smell resembling that of stagnant water pervading the room. The slimy trail leads across the carpet to an easy chair that has been partially torn and cast aside. It appears that a foot stool got in the way of whomever or whatever left the trail, and was kicked aside. It now rests near the stone fireplace at the south end of the room. Above the fireplace hangs a deer-head trophy, and on the mantle are a few porcelain curios, which have been untouched. Other furniture in the path of the trail has also been disturbed, but nothing else. The trail finally passes out through a window on the eastern wall and vanishes after a few more feet. The light in the room is provided by an oil lamp resting on a table just opposite the main door.

Through a curtain opposite the main door is a bedroom, which has been completely undisturbed. It contains a bed, a curtained-off closet, and a desk. Through another curtain is what appears to be a smithy, containing a workbench, a tool stand, heating and cooling pits, and two anvils. Finally, a panel-door on the north wall leads to a small kitchen. The smithy and the kitchen are both untouched as well.

There are several clues in the cottage that the players may find. If anyone looks under the bed, he will find a small, unlocked strongbox containing about 20 pounds in English currency, which means that whoever broke in was not interested in money. Secondly, if anyone looks closely at the carpet, he will notice that the trail has been marked by what appear to be acid burns. Also, anyone who examines the door and makes a Skill Roll against his character's rating in *Physics* at Difficulty Level V will determine that whoever smashed it in possessed super-human strength. At some point, the players will probably take a reading using their Hurnfield Energy Apparatus. This will show that an energy field similar to that described by the Time Lords was directed at the immediate area within the last ten

minutes. It will also show that the emanations were definitely broadcast from another location, but the traces are not strong enough to identify the source.

After the players have investigated the cottage for awhile, two figures (Police Constables Chapman and Favor) carrying a lantern will enter through the main door and catch them by surprise. One of them (Chapman) is short and fat, and the other (Favor) is tall and thin. The gamemaster should check the constables' reaction to each of the characters as described in the **Cast of Characters** section.

At first, the constables will demand to know who the player characters are and what they are doing here. Unless the players answer immediately with a suitable explanation (making a Skill Roll against their characters' ratings in *Verbal Interaction*), Chapman will blurt out, "Ay, wait a tick, ye wouldn't be the chaps from the Yard finally comin' round to investigate, would ye? Mind you, we could use a couple of detectives." To convince the constables that they are the Scotland Yard detectives, the players must make a Skill Roll against their characters' rating in *Negotiation/Diplomacy* at Difficulty Level III. In this case, the constables will wait until the players are finished investigating the site, and then take them to Cheltenham House where they have set up their base of operations. The constables will explain that they were patrolling the village and heard the scream, bringing them to the area. If the players provided some other explanation for their presence or failed their Skill Rolls, they will be taken to Cheltenham House to be questioned about the disappearances.

In any case, as the players leave, select one of them at random and ask him to make a Saving Roll against his character's *mn* score at Difficulty Level IV. If the roll is successful, he will notice someone watching them through a window. If anyone goes to investigate, they will find that whoever was watching them has disappeared. The observer is Michael Redjack, the reporter for *The Globe*. He saw the characters enter the cottage and has been observing them ever since. He will be suspicious of them and will begin following them discreetly, as described later in this section.



Cheltenham House

When the characters leave the cottage, the constables will lead them across the churchyard and onto the road that leads up to Cheltenham House, the residence of Lord and Lady Denbigh. The house, a traditional Victorian mansion with 30 rooms, is situated on a hill in the northwest quadrant of the town. As no action is expected to take place at the house, no floorplans have been provided. If, for some unexpected reason, such plans become necessary, the description below should provide the gamemaster with enough information to improvise his own plans.

The house has two stories and a basement level. Visitors enter on the ground floor through the reception room where Devitt, the butler, takes their hats and coats. The reception room leads off to the sitting room, where the Denbighs spend much of their time. The sitting room is decorated with antique furniture and paintings, and contains a number of glass cases displaying archeological artifacts that Denbigh has uncovered from all over the world. Also located on the ground floor are the study, the library, a large dining room, a kitchen, and various pantries.

From the sitting room, a large staircase leads to the upper level, where are located eight bedrooms and several bathrooms. Lord and Lady Denbigh occupy one of the bedrooms, von Mueller occupies one, and each of the constables occupies one. An open space exists in the flooring of the upper story, allowing someone to look down over a rail to the sitting room below. Like most of the rest of the house, glass display cases containing archeological fragments are scattered about the upper story.

The basement level contains the wine cellar, laundry, and some of the servants' quarters. The Denbighs employ a total of six servants to take care of the house. Two of the servants live in the basement, and the other four live in a separate building

located on the grounds. (If their presence should become necessary, the servants can use the statistics for the typical Hartlewick villager). In the wine cellar, concealed behind a wine rack, is von Mueller's secret entrance leading to the cave system described later in this chapter.

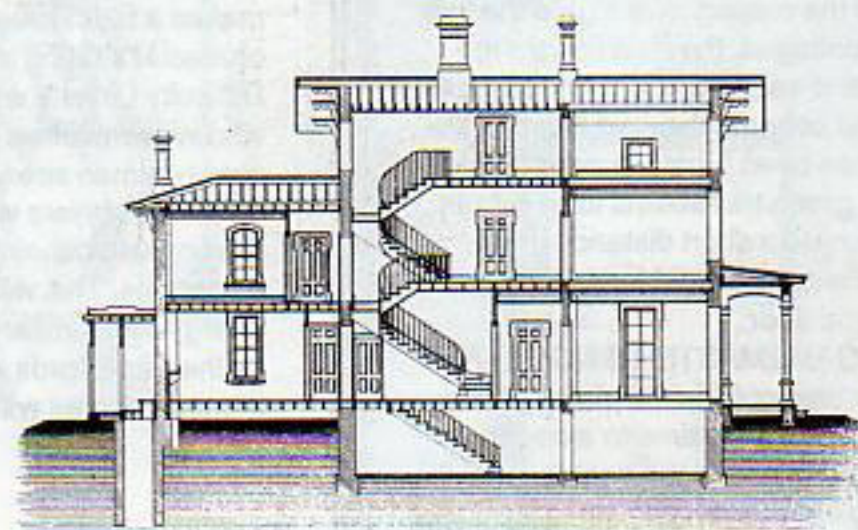
When the player characters enter the house, they will be introduced to Lord and Lady Denbigh and Baron von Mueller. Lord Denbigh will fill them in on his background as an archeologist and will inform them that von Mueller is there to help him study one of his latest finds. If pressed for details, he will tell them about his dig at Six-Leagues-Bottom (described below).

If the constables believe that the characters are Scotland Yard detectives, they will give them a full report on the situation. The constables will inform the characters that they are from Cambridge and are in Hartlewick to investigate a series of disappearances (they will assume that the characters know that Hartlewick is too small to have its own police force). The constables will then turn over a folder containing all their findings to date. These findings state that over the last four nights, there have been four similar disappearances with no clues as to who is behind them. At the site of each disappearance, the constables have found signs of a struggle and a great deal of damage to property, but there is no mention of a slimy trail. If questioned, the constables will tell the characters that the trail found at the site of the latest disappearance has not been observed in any of the previous cases. They will also have background information on the latest

victim, a Scotsman named Tom MacBride. MacBride, called Old Tom by the villagers, was the village blacksmith.

If the players failed in their attempt to impersonate the detectives or if they gave another explanation for their presence at Old Tom's cottage, they will be questioned briefly. Because the victim (or his body) was not found, the constables will be quite certain that the characters are not responsible for the disappearances. If the characters show their willingness to help investigate and if any of them can make a Skill Roll against their character's rating in *Negotiation/Diplomacy* at a Difficulty Level III, the constables will take them into their confidence because they badly need manpower. In this case, they will show the characters their findings as described above, but they will not be as cooperative. Throughout this adventure, the players must make Skill Rolls against their character's rating in *Leadership and Negotiation/Diplomacy* whenever they wish to convince the constables to follow their instructions.

If the characters are helping the investigation for any reason, Lord and Lady Denbigh will offer them the use of the remaining bedrooms for as long as they wish to stay. Otherwise, the constables will recommend the inn in town (everyone in the adventure will know that the characters are not residents of the town.) If the players decide to travel to the inn or back to the TARDIS, they will run into Madame Sylvia and her followers, as described below.



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Madame Sylvia Arrives

Either after the characters have finished looking over the constables' findings on the disappearances or when they are leaving Cheltenham House, a large mob approximately 50 strong comes marching, lanterns in hand, up the path toward the house. At the head of the group will be a frail old woman, Madame Sylvia. News of the latest disappearance spread around the town quickly, and Madame Sylvia managed to get this group together to come out and speak to the constables.

When the group arrives at Cheltenham House, Madame Sylvia will knock on the door. When Devitt answers, she tells him that the group demands to see the constables. If they believe that the characters are detectives, the constables will insist that they meet with the crowd. Otherwise, the constables will meet with the crowd, but will ask the players to attend. If the characters are leaving Cheltenham House, they should be encouraged to stay and listen to what the villagers have to say.

After the constables, the characters, or both come out to meet her and the other villagers, Madame Sylvia will make a short speech

demanding that they force Denbigh and von Mueller to stop their excavations at Six-Leagues-Bottom. She will insist that by digging into the ancient burial mound, they have unleashed the demons that have been murdering the villagers of Hartlewick. The villagers will point out that the disappearances began on the same day as the excavations did. Madame Sylvia will read a passage from one of her books on the occult that, according to her, proves this theory. She will also insist that she has had psychic impressions of the demons' presence during the exact time of each disappearance (she is a well-known 'medium'). The passage reads, "The demon-servants of An-Amon always leave a murky trail, proof of their presence, at the site of their appearance." If asked why the slime trail wasn't found at any of the other disappearance sites, she will reply that different demons were involved. Any Time Lord character who makes a Saving Roll against their character's INT score at Difficulty Level V will realize that Madame Sylvia must be a telepath who has felt the energy field the Time Lords described (remember, it operates near the frequency of the human brain; a telepath would definitely feel a disturbance). Characters who have the special ability of *Telepathy* need only make a Level III roll against their ability level. Madame Sylvia will conclude by insisting that the villagers should not have to live in constant fear, and immediate action should be taken. Indeed, some of

the villagers will flee the village the next day after hearing of the latest disappearance. The villagers leave Cheltenham House after they are assured by the characters (or the constables, if they are doing the talking) that they will look into the possibility of the presence of demons.

If the players have not heard about Denbigh and von Mueller's work at Six-Leagues-Bottom already, Denbigh will tell them all about it after the crowd of villagers leave. If the players are thinking and are familiar with typical *DOCTOR WHO* situations, they will want to get a look at the digging site at Six-Leagues-Bottom. Denbigh works there every day and will be happy to take them with him the next morning. The players may, however, wish to sneak out that night and go directly to the site. If so, proceed directly to **Six-Leagues-Bottom** in this section.

The players may also wish to speak to Madame Sylvia. Her description of the slime trail was quite accurate, and there may be other information in her books that may be helpful. If approached that night, she will tell the characters that she is old and needs her sleep, but will ask them to come to her cottage the next day. If they do so, they will be allowed access to her occult library.

With two leads to follow, the players may wish to split up. This should not be a problem for an experienced gamemaster because their paths should soon cross again. A beginning gamemaster should probably discourage the players from splitting into two groups.



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Six-Leagues-Bottom

Six-Leagues-Bottom is located in the fens to the north of Cambridge. It is the site of the ancient Druidic burial mounds where Denbigh and von Mueller are excavating. After hearing Madame Sylvia and the villagers, the players will most likely want to visit Six-Leagues-Bottom. As mentioned previously, Denbigh will be happy to take them to the site and show them around the next morning. The police constables will spend all of the day after Old Tom's disappearance going over his cottage with a fine tooth comb, and they will attempt to talk the characters out of visiting the mound or Madame Sylvia, claiming that neither course of action is relevant to the case. If the characters are travelling to the mound with Denbigh, they will drive to the edge of the fen and walk the rest of the way (Denbigh and von Mueller have the only cars in Hartlewick). If the characters are travelling on their own, they will probably have to walk the entire distance. Using the regional scale map (1 square = 1 km and 1 turn = 2.5 hours) of the terrain around Cambridge and Hartlewick found in the **Maps** section, the gamemaster can describe to the players what they see as they travel.

Excavations at the mound begin every morning at 8:00 AM and cease at 5:00 PM. A group of Denbigh's students from Cambridge work in shifts to excavate the site. When there is a lot of digging to do, Denbigh and von Mueller plan to hire a group of locals to come and help them out. Denbigh is almost always present during these times. Baron von Mueller is generally present for half the day (spending the other half in his office). He also visits the mound secretly each night after dusk to conduct his secret digs.

Denbigh and von Mueller have divided the site up into areas. A dig crew works an area, clearing as much of the dirt and debris as possible, and trying to expose any artifacts that may be hidden there. Next, a recovery crew sorts out as many of

the artifacts as possible and attempts to reclaim any wall murals or friezes. The recovery crew also keeps a complete record of the exact point where every item was found. Finally, a study team analyzes the area and the artifacts found there and then attempts to draw conclusions. These teams are usually led by Denbigh or von Mueller.

The site consists of a low mound in a deep recession within the fen. On the mound are the ruins of an ancient structure that served as a temple where members of the tribe could come and hold ceremonies for their ancestors. Also on the mound are several of what appear to be sink holes roped off by the archeologists. Each of these holes leads to a separate burial chamber. Because the excavations were begun just a few days ago, only the main hole has been explored. Before entering the hole, Denbigh will give each character a pair of black rubber boots to wear. He will lead them down into this chamber where von Mueller, Mike Nelson (see **Cast of Characters**) and several other university students will be working. Refer to the map of the chamber, found under **Maps**.

The artifact tables are where the artifacts are taken after they have been cataloged and recorded. As soon as the characters approach, they will notice a small metallic cylinder lying on one of the tables. Any Time Lord character can tell that the cylinder is a power-pack from an extra-terrestrial weapon. Any player character can tell that it is definitely not of Earth technology. If questioned about the piece, Denbigh will admit it is odd and that he has not seen it before. He will promise to look it up in the catalog after he gets home.

In the storage area, a large pile of crates rests in the center of the floor with several other boxes scattered around the chamber. Behind one of these boxes, resting near the north wall, is the entrance to the tunnel leading to the area around the wrecked spacecraft that von Mueller is excavating. The entrance is well hidden, requiring a Skill Roll against a character's rating in *Trap Discovery* at Difficulty Level VI to find, unless the players know that it is there (by finding the archeological record of von Mueller in his office at the university).



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VON MUELLER'S TRAP

If the characters are visiting the mound with Denbigh, he will wait and show them the Regal Chamber last. By the time they get there, it will be time for the workers to go outside for their two-hour break. After Denbigh has begun to show the characters the chamber, they will hear a loud snap, and the stone suspended over the entranceway will crash to the ground. The Baron has cut the rope that holds up the rock, sealing them all inside. The Baron will certainly

feel no qualms about eliminating the characters as well. If the characters are visiting the mound at night and on their own, they can be trapped in the chamber at this time. Von Mueller, who will be working near the Menkaran wreck, will detect them and seal them inside when they enter the regal chamber. Anyone snooping around the mound during his nightly digs is definitely a threat to his plans and must be eliminated. In this case, von Mueller should decide to end his operations for that night just after

trapping the characters, and so they will find no one in the caves after they escape, but they will find the evidence that the rope was cut and the footprints as described below.

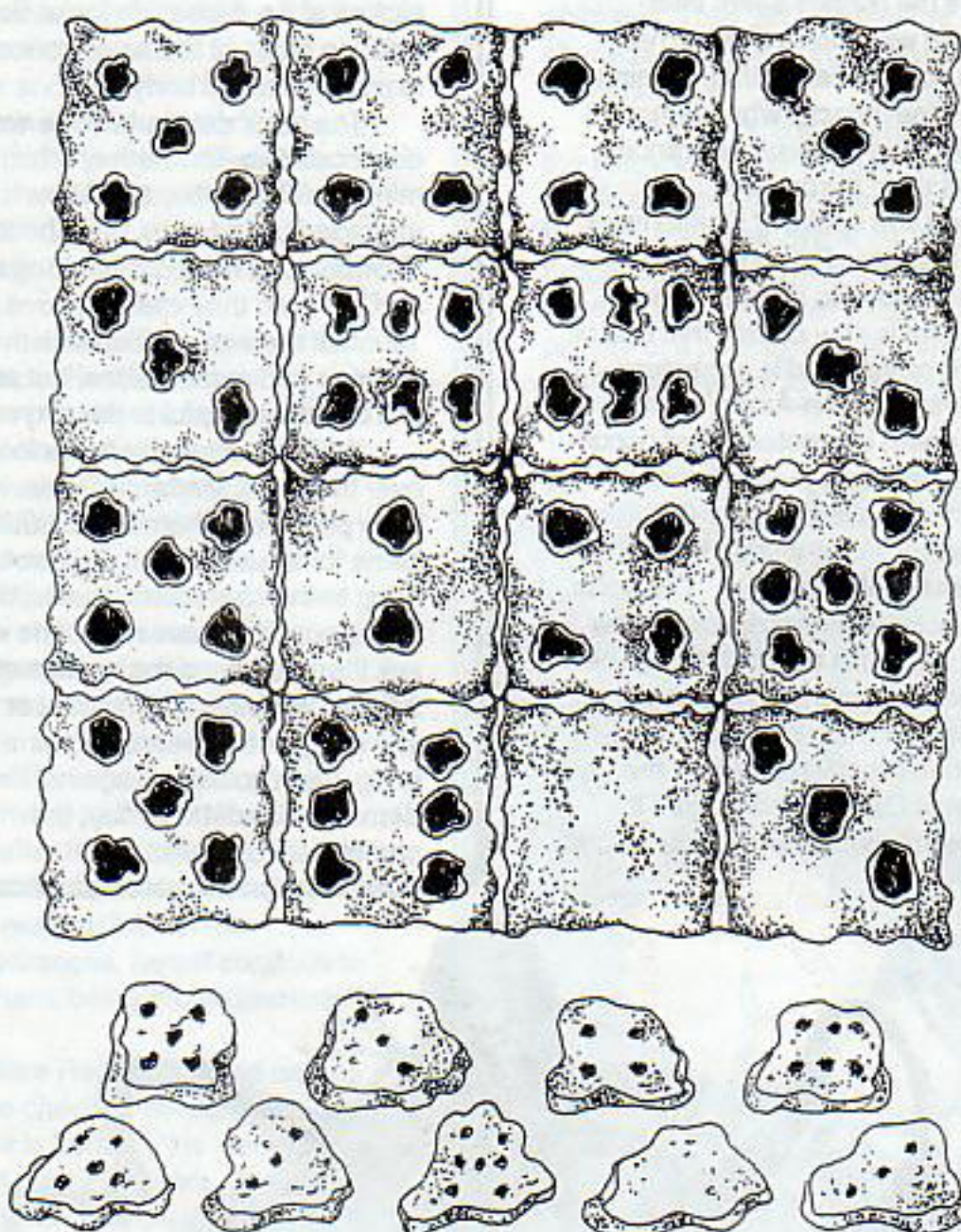
When sealed, the chamber is airtight. The player characters must find a way out in less than an hour, or die due to lack of oxygen. If Denbigh is with them, he will inform them of this fact; otherwise the players must make a Skill Roll against their characters' ratings in *Physics* at Difficulty Level V to discover it. (Time Lord characters, with their by-pass respiratory system, can operate a longer time.)

Fortunately, the Druids believed that one day their king would rise from the dead to save them from disaster, and so they provided him with an escape. Scattered around the room are various murals and hieroglyphics similar to those found all over the rest of the mound. If asked, Denbigh will translate. The murals say, "After the dead king walks down eighteen paths, he will arise from the dead and save his people." If Denbigh is not along, a player may read the murals if he can make a Skill Roll against his character's rating in *Archeology* at Difficulty Level V.

One of the murals is unusual. It is a square grid, with each space containing a number of colored dots. Below the grid are nine rocks protruding from the wall, with all but one bearing a series of colored dots similar to the ones in the grid. The grid is actually a puzzle. The number of dots in each row either vertically, horizontally, or diagonally adds up to eighteen. If the characters pull the rock with four dots on it (the number missing from the empty space on the grid), it will slide out and part of the wall will crumble, revealing a tunnel. This tunnel leads to the storage room where another section of wall has crumbled.

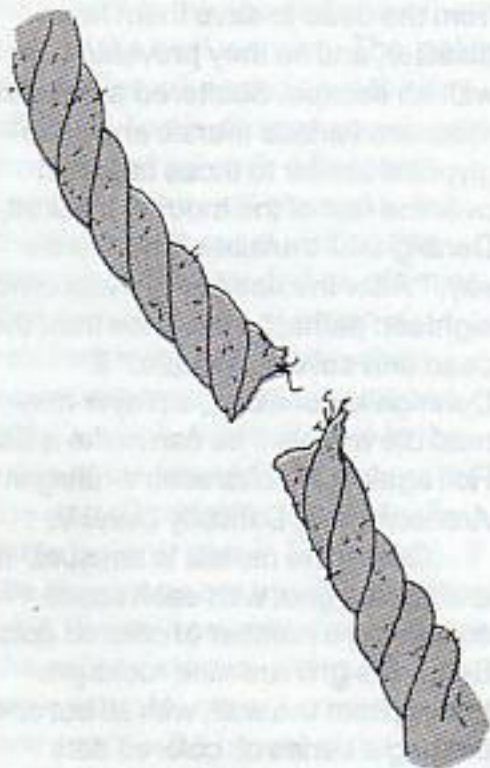
After Denbigh or the characters have had a chance to read the murals, the gamemaster should show them the illustration of the puzzle. If any of the players figure it out and inspect the rock with the four dots, it will slide out easily, thus freeing them. If none of the players figure out the puzzle, have them make a Saving Roll against their characters' MNT score at Difficulty Level IV.

Success means that their character understood the puzzle and pulled the rock. If the players all fail their rolls,



some of the workers can return from their break early, see that the stone has fallen, and raise it again with block and tackles just in the nick of time. If the players were on their own, Denbigh could visit the mound that night to check on something, and free them.

If anyone checks the rope, they will determine without a doubt that it was cut. There are also bootprints around the stake where the rope was tied, but because everyone in the expedition wears identical black boots (remember, Denbigh gives the characters a pair each), the prints will be of little use. No one saw von Mueller cut the rope, and he will have a reasonable alibi if questioned.



After the group returns to Cheltenham House, Denbigh will discover that many of the archaeological catalogs and records from the excavation site are missing. If the players have asked Lord Denbigh to check on the 'item' found on the artifact table, he will discover the records missing then. If the characters do not go to Six-Leagues-Bottom with Denbigh, the records will be discovered missing during the afternoon of the day after the players' arrival. In this case, Denbigh will inform the constables that the records are missing and ask them to do what they can to find them. The records are quite important to Denbigh, and he will be very upset after he finds them gone. The records actually have been stolen by von Mueller and taken to his office at Cambridge. The Baron took the records to use in planning his nightly excavations with the Serad-Dur.



MEETING WITH MADAME SYLVIA

If the characters visit Madame Sylvia the day after the villagers gathered at Cheltenham House, she will be more than happy to allow them access to her large occult library. She will also describe in more detail how she "felt" the demons, giving any Time Lord character another chance to determine that she is telepathic. Finally, if the players seem interested, she will inform them of her plans to hold a seance that evening to determine exactly what demons are involved in the disappearances and what their purpose is.

Since she spoke at Cheltenham House, Madame Sylvia has done more research into the disappearances. She is now certain that one of the demons involved is a creature she refers to as "An-Amon". If the players seem interested in her occult theory, Madame Sylvia will show them a book called *Origins Of The Nerther Foes*, written by a man named Abdul Al-Alik. The book gives a complete description of how An-Amon and his assistants capture and feed on humans. The players will immediately notice that the book's description greatly resembles the situation at Old Tom's cottage. It describes the smashed furniture, the

signs of struggle, and the slimy trail. The book also relates how, throughout history, An-Amon has been occasionally released. Each time, he and his assistants have captured and devoured several humans. After they are sated, they go into dormancy and hide for a number of years, usually in a dark place somehow connected with death (a graveyard, etc.) until they are disturbed or awakened. Sylvia believes they were sleeping in the mound at Six-Leagues-Bottom until Denbigh disturbed them. The most important clue the players will gain from the book is Al-Alik's statement that "Each time An-Amon rises, he chooses a servant from among the humans to spy for him and aid his followers." There is also a picture of An-Amon. He looks like a writhing mass of tentacles connected to a slimy central body.

The book detailed above actually describes Gib-Thothath and his minions. The author somehow managed to find out a little about Thothath and his followers long ago, and believed they were demons.

Much of the work is filled with the author's wild superstitions, but some of it could be helpful to the players.

While the characters are looking over the book, Madame Sylvia will be busy preparing charms and other items for the seance. If she took a liking to the characters (that is, they made good reaction rolls), she will ask them to attend the seance at 9:00PM. Whether they accept or not, she will give them each a charm to bring them good luck against the demons. Needless to say, the charms are useless.





Encountering Michael Redjack

Beginning with the first night, Redjack will follow the characters from a discreet distance. He saw them arrive suspiciously at Old Tom's cottage, and thinks they might be involved in the disappearances. He will follow the characters to and from Six-Leagues-Bottom and Madame Sylvia's, but he will not follow them into either place.

At several points during the first few encounters, select a player at random and have him make a Saving Roll against his character's *INT* score. The Difficulty Level of these rolls should start at VI, but should decrease with time. When a player succeeds, he will notice Redjack and be able to confront him.

As mentioned in his character description, Redjack can either help or hinder the players for the rest of the adventure. If the players are inexperienced or their Skill Rolls against their characters' ratings in *Verbal Interaction* are particularly good, Redjack will put his resources at their disposal. Otherwise, he can get in their way, as the gamemaster sees fit. If he does not work with the characters, he will continue the investigation on his own, arriving at Thothath's caves shortly after the characters do. If the players fail to convince him that they are not responsible for the disappearances, he will continue to follow them, being more discreet this time.

Before Redjack started on this case, he checked newspaper archives in London. He learned that over the past 200 years, there have been similar disappearances in Hartlewick three times. As long as he is not hostile to the characters, they can persuade him to reveal this information.

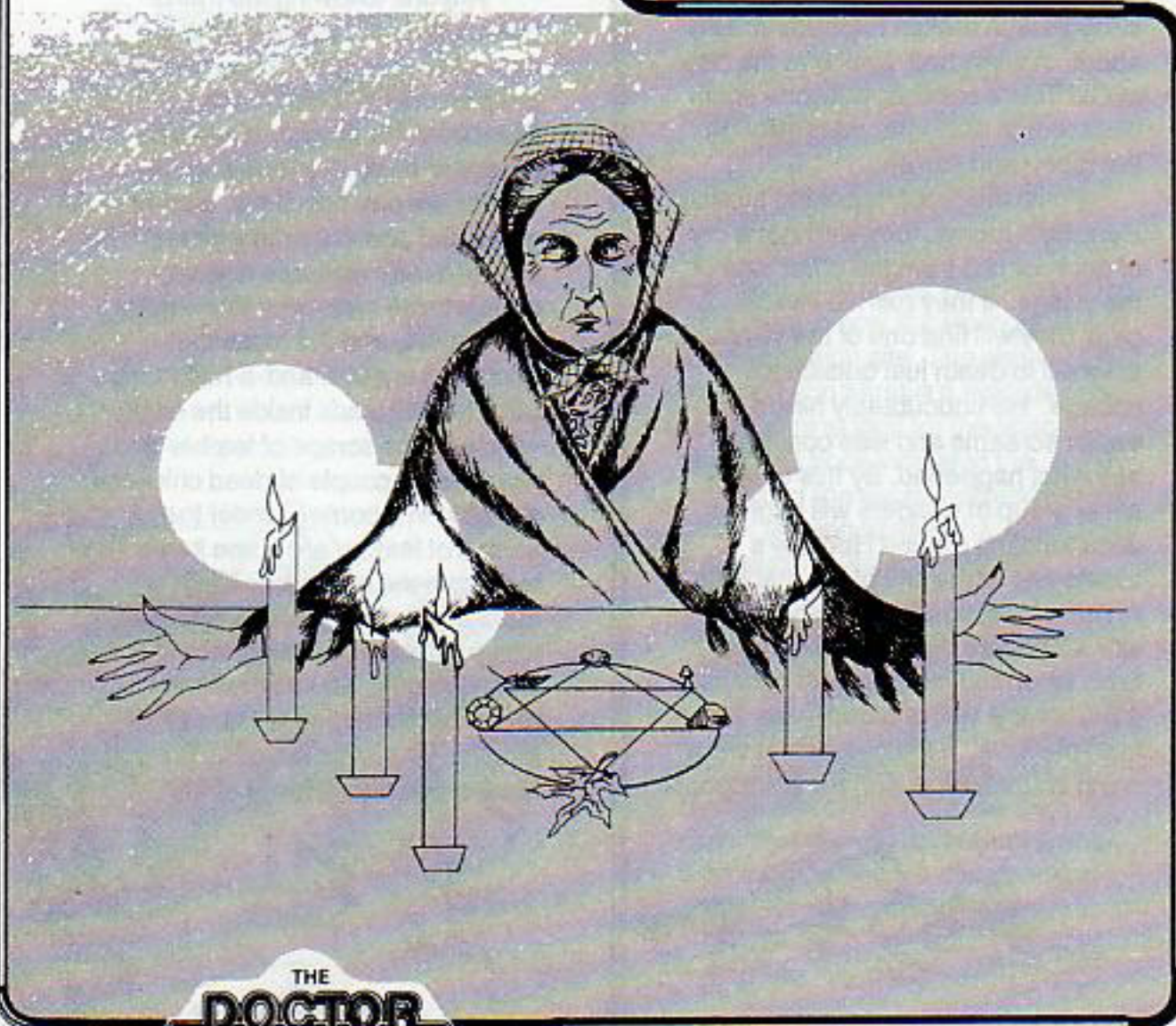


The Seance

If the characters are attending Madame Sylvia's seance that night, they should report to her cottage shortly before 9:00 PM. Once again, the constables will try to convince the characters that they are wasting their time. The constables will tell the players (if they are aiding the investigation) that a villager complained earlier about someone stealing his chickens. They will suggest the characters look into this matter when they find time.

When the characters arrive at the seance, they will find Madame Sylvia and four other villagers ready to start. Madame Sylvia will begin the proceedings by lighting several candles and laying out charms in the pattern of a pentagram. She will then ask those present to be seated at the

table, join hands, and concentrate. She will go into a light trance and begin to mumble. After a short time, her mumbling will become faster, eventually working into a frenzy. At this point, she will let out a high-pitched scream and snap out of the trance. If anyone takes a reading on the Hurnfield Energy Apparatus during the seance, they will find that a large energy field, identical to the one the Time Lords described, is operating in the area (Thothath is using the Cerebretron to guide the Serad-Dur to their next victim). When Madame Sylvia comes out of her trance, she will inform those present that she has made contact with the demons and learned that their next target is Vicar Huntsby. She says they must hurry to save his life. She will then grab some of her magic charms and rush out of the cottage, followed by the other villagers and probably the characters. Any Time Lord witnessing the seance will know for certain that Madame Sylvia is telepathic (all Time Lords are slightly telepathic themselves), and any character with the special ability *Telepathy* will feel a great disturbance in his mind.





The Villain Strikes Again

About 30 seconds after Madame Sylvia screams, the constables (who will be on their nightly patrol of the village) will come running to see what happened. When they see the group running toward the church, they will follow. Then, a scream will be heard coming from the church. If the characters did not attend the seance and are anywhere in Hartlewick (including Cheltenham House), they will hear both screams as well and probably will come to investigate.

When the group arrives at the room adjacent to the church where Vicar Huntsby lives, they will find they were too late. Assume that if the characters were coming from a different location, they will arrive in the area at the same time as Madame Sylvia and the constables. Once again, the room will show signs of a struggle with broken furniture strewn about. A slimy trail, similar to the one at Old Tom's cottage, will once again begin out of nowhere, pass through the room, and vanish.

While the group is poking around Huntsby's rooms, they will hear a cry of pain coming from the other side of the village. If they rush to investigate, they will find one of the villagers stabbed to death just outside his cottage. He undoubtedly heard the earlier screams and was coming to see what happened. By this time, a small group of villagers will begin accumulating around Huntsby's rooms and at the site of the stabbing. Anyone investigating the stabbing site will realize that the victim must have wounded his assailant because a discernible trail of blood leads away from the area. If the characters were not in Hartlewick during the disappear-



ance and the killing, the constables will wait for their return and immediately inform them of both the murder and the trail of blood. If the players are not working with the constables, they will return to Hartlewick and notice a group of villagers gathered around the area of the stabbing. A bystander will alert them to what happened.

The villager was actually killed by Old Tom, who has since escaped from Thothath's caves. Because he had his mental energy drained into the Cerebretron, he has become quite insane, and at times homicidal. Tom has taken up residence in a small shelter in a fen not far from Hartlewick. He was prowling around the village at night looking for something to eat when he came across the villager. Seeing the villager as a threat, Old Tom stabbed him.



Old Tom's Shelter

Anyone following the trail of blood will be led eventually to a natural shelter made of large rocks, deep in a small fen over the Cam River from Hartlewick, about one kilometer away. Surrounding the shelter are patches of tall, muddy grass and pools of murky water. The shelter itself measures approximately three meters by four-and-a-half meters, and the rocks that enclose it are one-and-a-half meters tall. The trail leads inside the shelter where, some scraps of leather and wood and a couple of dead chickens are lying in a corner. Under the scraps of leather are some items Tom took from the caves including: a Menkaran power pack, a small tablet with (undecipherable) Elderand runes scrawled on it, and a notebook obviously belonging to Baron von Mueller. The latter is a clue that von Mueller is working for Thothath.



Inside it is a card inscribed with von Mueller's office location at King's College at Cambridge.

While the player characters (and probably the constables) are poking about the shelter, have each of them make a Saving Roll against their characters' *INT* scores at Difficulty Level V. Old Tom heard the characters coming and is waiting in ambush behind the rocks of the shelter. Anyone who passes the roll will detect him hiding in the rocks just in time to avoid the ambush. If no one detects him, Tom will jump down from the rocks and attack with his pitchfork, with one free round due to surprise. If the players manage to detect him, play out combat normally.

During the battle, Tom will rant and rave, and it should be obvious to the players that he is quite mad. The gamemaster should make a Saving Roll against Tom's *MNT* score at Difficulty Level IV at the end of every round of combat. When he passes this roll, he will drop his pitchfork and suddenly become docile. During this time, he will weep and intermittently whimper about "the caves". After about five minutes of this, begin making his Saving Rolls again, with success now meaning that Tom will become enraged, pick up his pitchfork once again, and renew the attack. There is a tactical map of the shelter found in the **Maps** section of this booklet. The rocks depicted on the map require a Saving Roll against a character's *DEX* score at Difficulty Level IV and four AP to climb (See **Tactical Movement and Action Point Use in The Doctor Who Role Playing Game**).

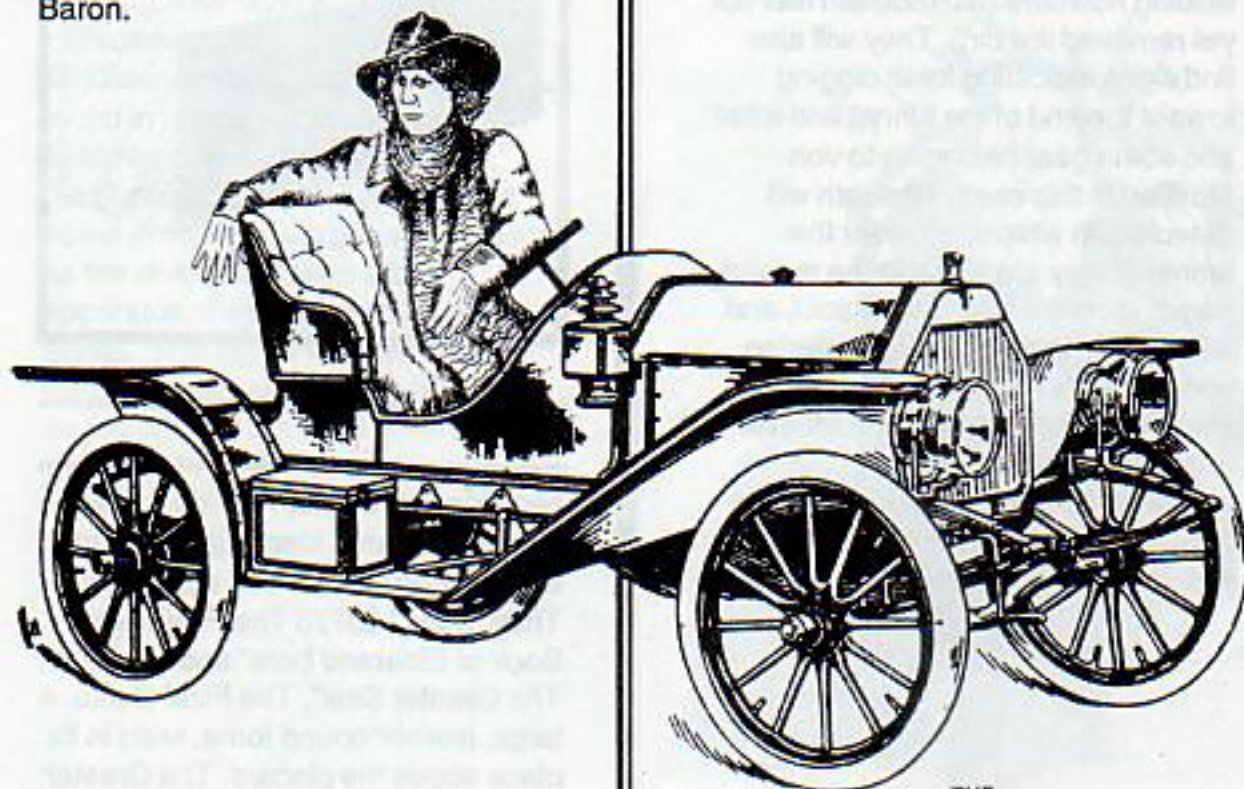
If the characters manage to subdue Tom, they will notice two large burn marks on either side of his forehead. Anyone who examines him and can make a Skill Roll against his character's rating in *Psychology* at Difficulty Level IV will determine that Old Tom's entire store of mental energy seems to have been drained off, leaving him permanently insane.





The King's College

If the characters find the notebook in Old Tom's shelter, their next logical step is to visit von Mueller's office at King's College. Even if the characters failed to find the notebook, they will probably be having their doubts about von Mueller. He is a very suspicious character. This, linked with the clue found in Madame Sylvia's book (that An-Amon always recruits a human agent) and the evidence that someone intentionally sealed them within the Druidic crypt, should be enough to prod players into investigating von Mueller. If the players decide to follow him, they will find that he drives to the Druid mound at night to conduct his secret excavations with the Serad-Dur. Each day, he returns to his office in Cambridge to plan the next night's digging. If the players manage to avoid finding the notebook, and fail to become suspicious of von Mueller, they will need a little steering to get back on course. Michael Redjack and the constables are perfect for this. Either of them could show the player characters the notebook from Old Tom's shelter or fill them in on their own suspicions concerning the Baron.



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GETTING SOME WHEELS

A problem the characters will encounter when travelling to Cambridge is how to get there. The university is approximately eight kilometers from Hartlewick. If the players are aiding the constables in their investigations or have become particularly friendly with Lord Denbigh, he will be more than happy to let them use his car. If the players are not so friendly with him, they can try to steal his car. The car will be parked outside Cheltenham House (after Denbigh gets home from the dig), and it will require a Skill Roll against a character's rating in *Ground Vehicle Operations* at Difficulty Level V to start the vehicle without the key. Lord Denbigh, his servants, and the constables should receive Saving Rolls against their *ITM* scores to notice the theft.

If the characters are travelling before 10:00 PM, they can walk to Waterbeach (about two kilometers) and take the train into Cambridge (the whole process takes about 20 minutes each way). If the players have the time or they have failed to find other transport, they can always walk the eight kilometers. Baron von Mueller drives his car (the only other car in Hartlewick) to his office in Cambridge each day, making following him there difficult.

VON MUELLER'S OFFICE

The King's College (founded in 1441) is a broad building of white limestone that is widely considered to be one of the world's finest masterpieces of Gothic architecture. It features wide-gated windows and buttresses topped with conical spires. Once inside, visitors will notice the beautiful fan-vaulted ceiling and tiled flooring. No maps are provided of the college itself, but a map of von Mueller's office on the second floor is included in the **Maps** section. There will be watchmen stationed on the lower floor of the college at night, but no one will try to stop the characters from entering any of the offices. It is common for the professors to visit their offices, even late at night.

The office door is locked, and to open it requires a Skill Roll against a character's rating in *Lockpicking* at Difficulty Level IV. If the roll fails, the characters can break the door glass and open the lock, but this might attract one of the four watchmen from downstairs. (Assume the watchmen have the same statistics as the typical Hartlewick villager, and give them collectively a Saving Roll against their *ITM* score at Difficulty Level V to detect the noise.)

In von Mueller's office, the players will find the usual desk, wooden filing cabinets, and bookshelves. The characters will find the missing archeological records lying on von Mueller's desk, showing that the Menkaran power pack was found near what is now the storage area in the excavation site. The players will also find von Mueller's records of his secret digs to look for the spacecraft. This book indicates the location of the secret entrance to the tunnel leading toward the wreck, and it allows the players to find it automatically if they return to the mound. From the notes, the players will discover that von Mueller has found the wreck, but has a great deal of digging to do before exposing the entry hatch. It will also be obvious that he has plans to kill Denbigh, to claim that there is an area of archeological significance near the wreck, and to divert excavations closer to it.



THE VOORG

While the characters are reading over von Mueller's notes, the Voorg will crash through a window and attack them. Gib-Thothath detected the characters when they first entered the College and sent the Voorg to take care of them. Play out the battle using the standard combat rules. Statistics for the Voorg can be found in the **Gamemaster's Notes** section. While the Voorg is attacking, the Hurnfield Energy Apparatus will indicate that the energy field is operating in the area. Once again, it will not be powerful enough to trace (Thothath is using the Cerebretron to guide the Voorg). While judging the battle, remember that the Voorg's perception is poor, which makes correspondingly easier any attempts by the characters to flee and hide.



The Wreck Of The Menkaran Freighter

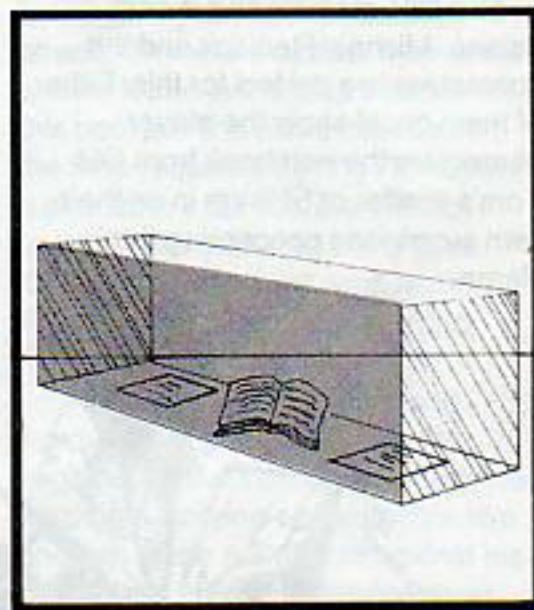
After the player characters have investigated von Mueller's office, they will almost definitely proceed to the site of the wrecked spacecraft. When the characters arrive and walk down the concealed tunnel, they will find the wreck exposed. After Thothath detected them at the College, he perceived them as a threat and grew impatient for release. He drained off some energy from the Cerebretron to break through to the wreck, and sent von Mueller and some of the Serad-Dur to retrieve the Greater Seal. This required an enormous amount of energy, and anyone checking the Hurnfield Energy Apparatus will note that a tremendous field operated in the area recently. This is a somewhat risky move on Thothath's part. To finally release himself from the vault, he needs the Cerebretron charged as much as possible. Removing the earth around the wreck drained a great deal of its power.

If the characters somehow manage to find the secret entrance into the tunnel before they visit King's College, they will find that the tunnel ends abruptly, apparently leading nowhere (as Thothath has not yet removed the dirt). They will also find signs indicating fresh digging toward the end of the tunnel and a hat and some gear belonging to von Mueller. In this case, Thothath will detect them when they enter the tunnel (if they are alone in the mound, he will send the Voorg to attack), and will remove the dirt that night during von Mueller's regular visit. From the evidence indicating that von Mueller is conducting secret digging, the players will probably decide to follow him, and he will lead them to the mound that night. The characters

would then see the dirt being removed, and they will be spotted and attacked by von Mueller and a large group of the Serad-Dur. This group will only attempt to capture the characters (the number of Serad-Dur should be enough to insure this) and take them to the caves with the Seal. If this happens, proceed immediately to the next section.

If the characters are entering the tunnel after Thothath has exposed the wreck, they will find that the dirt around the main entry hatch has been completely removed. The hatch will open easily into the interior of the ship, which will be in a state of total disrepair. The crash severely damaged the vessel, and over the years, portions of the wreck have deteriorated further. Everywhere the characters look, they will find rubble and wreckage, and a musty smell will pervade the ship. Refer to the map and complete details of the wrecked freighter under the **Maps** section.

In the middle of the bridge is a fragile cargo storage bin. The bin is an open container, covered on four sides by metal with a thick plexiglass lid that slides down to cover the other



two sides for display. Inside the bin are two placards identifying the items that are normally placed above them. They read "100776 The Fizal-Bentu, Book of Elderand Lore" and "491304 The Greater Seal". The Fizal-Bentu, a large, leather-bound tome, rests in its place above the placard. The Greater Seal is obviously missing, von Mueller will have already retrieved it by the time the characters arrive.



The Fizal-Bentu

The Fizal-Bentu found in the fragile cargo storage bin is another of the many artifacts found on the Elderand planet. A quick scan of the book will reveal a passage containing a great deal of information on Gib-Thothath. The players will learn that Thothath was a criminal and was locked into a vault that rests just under the present location of Hartlewick. The passage also reveals Thothath's psychic powers, but contains nothing on the Cerebretron, the Serad-Dur, or the Voorg. From the book, the players will also learn that the Greater Seal is the only item that can open the vault, and any Time Lord character can deduce that it is conceivable that Thothath is still alive.

The book goes on to talk about the nature of the Elderand vault, revealing that the vault can only be opened by the Seal after a special ritual has been performed (due to the advanced science of the Elderands). The computerized lock is somewhat telepathic in nature and must receive the proper telepathic vibrations (which the ritual provides) before opening. The ritual will require incredible concentration from Thothath, and with the information found in the book, anyone with *Electronics* skill can easily reset the Hurnfield Energy Apparatus to home in on his brain pattern. As soon as the characters rewire the apparatus, they will begin receiving a signal. This signal will lead them to the concealed entrance to the caves on the bank of the Cam River.



The Caves Of Gib-Thothath

The climax of the adventure takes place in Thothath's cave system below Hartlewick. (See the **Maps** section for a description of the caves.) One entrance to the caves is found concealed in the bank of the Cam, and the other is hidden in the wine cellar of Cheltenham House. If the characters are entering the caves of their own accord (by tracing Thothath's brain pattern), the gamemaster should try to stress a tone of urgency. Thothath has already begun making preparations for the ritual that will eventually lead to his freedom. The Fizal-Bentu emphasized how powerful Thothath was, and the characters should realize that if he managed to free himself, he could do untold damage on countless planets and seriously jeopardize the timestream of Mutter's Spiral.

Thothath's cave complex lies somewhere between Cheltenham House and the Cam River. Long tunnels lead from each of the secret entrances to the complex. As the characters travel down one of the

tunnels, they will see no activity until they come very close to the caves. At this point, they will begin encountering patrols of the Serad-Dur. The Serad-Dur will be travelling in groups that outnumber the players two-to-one, and will attempt to capture them in order to use their minds for the Cerebretron. The encounter should be played using normal combat rules. If the Serad-Dur manage to capture the characters, they will be taken to the prisoner holding area and guarded by a band of Serad-Dur that outnumbers them by four-to-one. After a short time, the characters will be brought to the Cerebretron as described below.

If the players defeat the first patrol, they will meet up with at least one similar patrol before they reach the main cave. The main cave will be flooded with Serad-Dur (and will also contain the Voorg and von Mueller if they are still in action), all of whom will attempt to capture the players as soon as they enter, as described above.

One option open to the players is to remove the long robes from a band of defeated Serad-Dur and to wear them themselves. This will allow them to move around the cave complex with relative freedom, unless they attempt some suspicious action. In this case, the gamemaster should make Saving Rolls against the Serad-Dur's *INT* score for any of the creatures to notice the characters and raise the alarm, bringing other Serad-Dur.



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THE CEREBRETRON

As soon as any player sees the Cerebretron in the main cave, he should make a Skill Roll against his character's rating in *Electronics* at Difficulty Level IV, success meaning that he understands the machine was built to amplify Thothath's mental power. Any player that understands the function of the Cerebretron can, if given an opportunity, try to alter it (such an attempt will probably come while the characters are sneaking around in robes or during a diversionary escape attempt while being led to the Cerebretron). If the player can make a Skill Roll against his character's rating in *Electronics* at Difficulty Level VI, they will see a way to "reverse the polarity of the neutron flow", meaning that when Thothath tries to use the Cerebretron to drain a victim's mental energy, it will instead drain his own mental energy and destroy the machine. The effects of this are described below.

THWARTING THOTHATH

If the characters have been captured, a group of Serad-Dur will lead them out into the main chamber (and into the Cerebretron) just after the ritual begins. The ritual consists of intricate chants and dances, and the Serad-Dur will attempt to energize the Cerebretron with the characters' psyches. After the characters are led into the main chamber, one of the characters (the one with the highest MNT score) will be placed in the chamber to be drained. At this point, the player can try to fight off the effects of the machine. Have the player roll 1D6 and add the result to his MNT level each tactical round for five rounds. If the total of these die rolls equals or exceeds 45, the character has fought off the effects of the Cerebretron and destroyed it. If this happens, the Serad-Dur will all be destroyed along with it (they rely on energy from the machine to survive). The ritual will have been completed, however, and von Mueller will try to use the Seal to open the vault, prompting the characters to stop him. The Seal is a two-foot-long crystal rod topped with a red globe. When it is inserted in a hole in the vault wall, the vault will open and Thothath will be released. The rod is fragile, and the characters might smash it easily.

If the total of the die rolls is less than 45, the player has failed to fight off the effects of the Cerebretron. His mental energy will be totally drained into the machine, leaving him

permanently insane. After the process is over (at the end of the five rounds), the Serad-Dur will put the character with the next highest MNT score into the Cerebretron booth, and the process will repeat itself.

If one of the characters manages to "reverse the polarity of the neutron flow" before a victim is placed into the booth, the machine will leave the victim unharmed, drain Thothath's mental energy (thus killing him), and overload, giving the characters five minutes to get a safe distance down the tunnels before the machine explodes and kills everyone still in the complex.

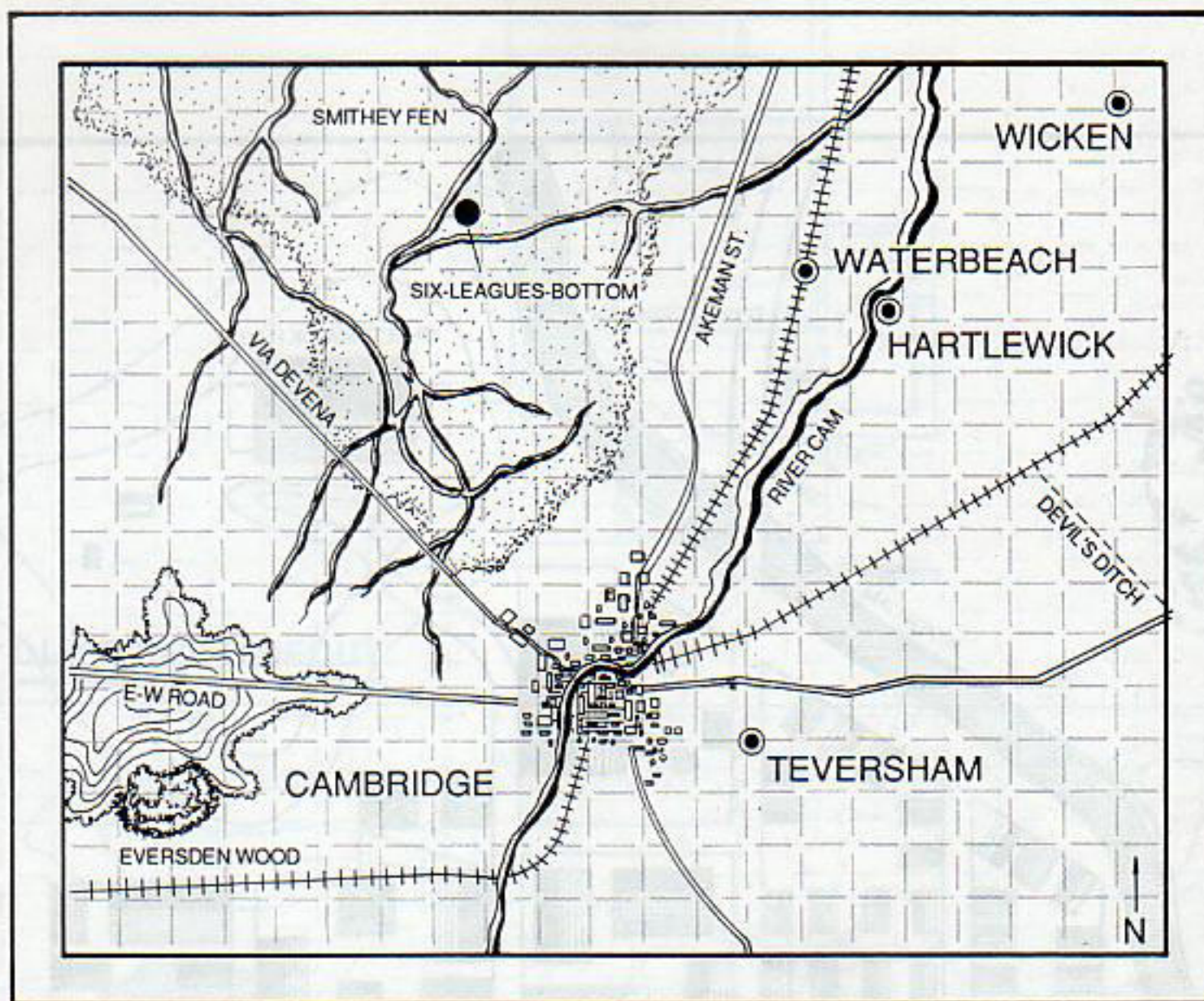
If the characters did not have an opportunity to alter the Cerebretron or do not want to risk battling the Cerebretron, they may attempt to simply fight their way through the Serad-Dur and destroy the Seal and the machine. Destroying the Cerebretron can be done by anyone taking time to inspect it fully and making a Skill Roll against his character's rating in *Electronics* at Difficulty Level III. When sabotaged, the machine will overload as described above. In this situation, Michael Redjack and/or the constables can show up to help the characters fight their way to the Seal and the Cerebretron. The Voorg and von Mueller, who will always be in possession of the Seal, will join in the battle with the Serad-Dur against the characters and their allies. Play out this battle according to normal combat rules.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

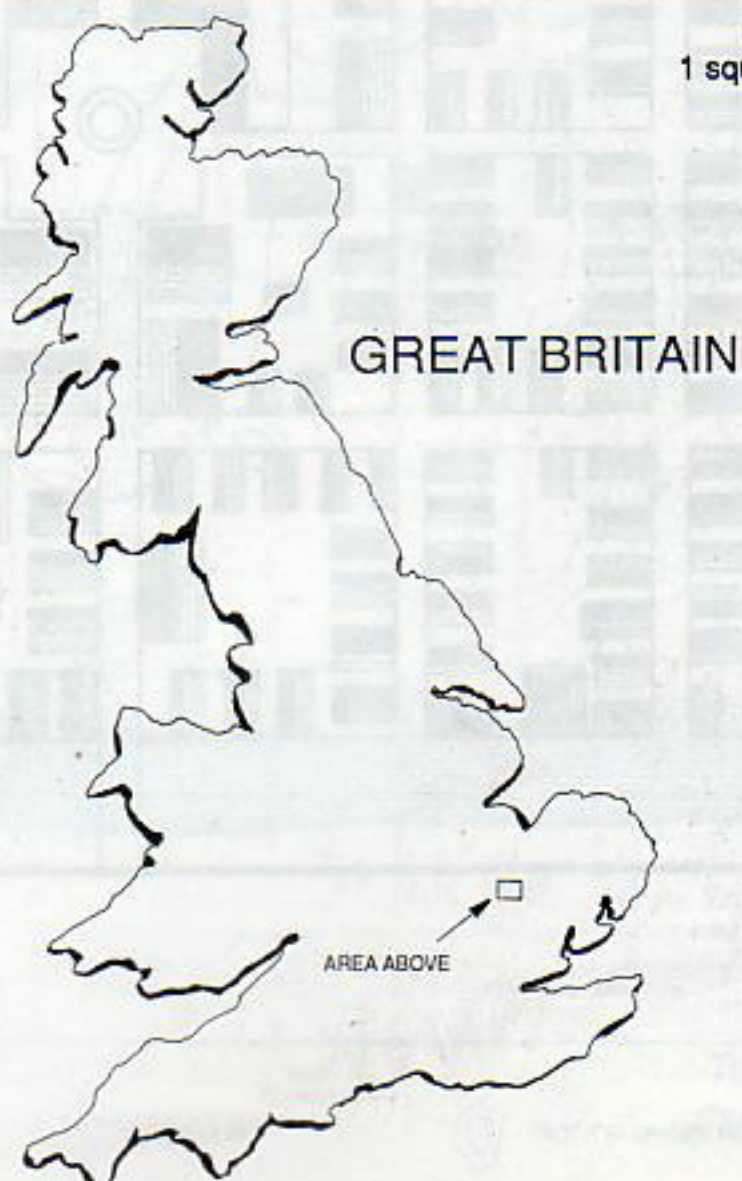
Maps

THE CAMBRIDGE AREA

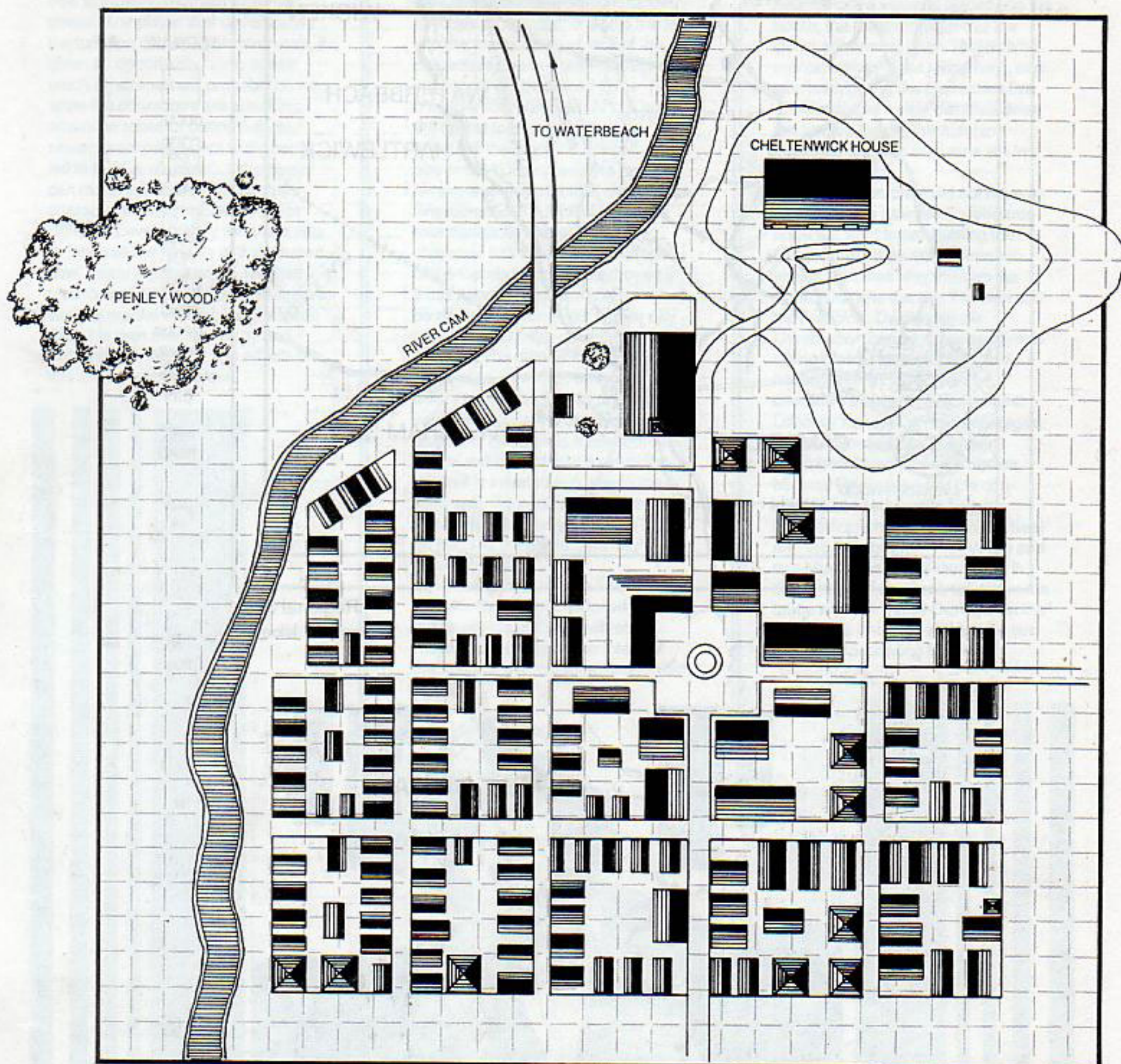


TERRAIN	AP
	1
CLEAR	
	2
HILL	
	3
FEN	
	2
WOODS	
	1
CITY	
	1/2
ROAD	
	+1
STREAM	
	N/A
RAIL	
	N/A
TOWN	

Regional Scale
1 square = 1 kilometer

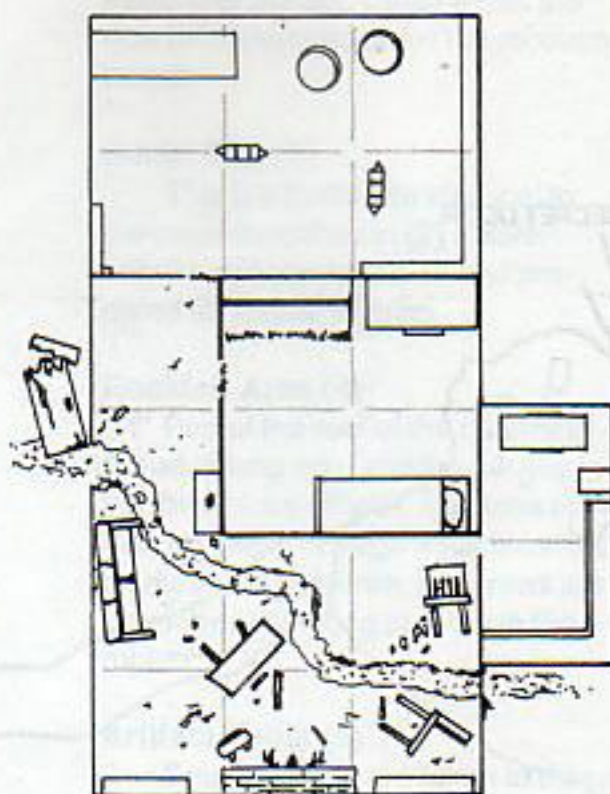


HARTLEWICK



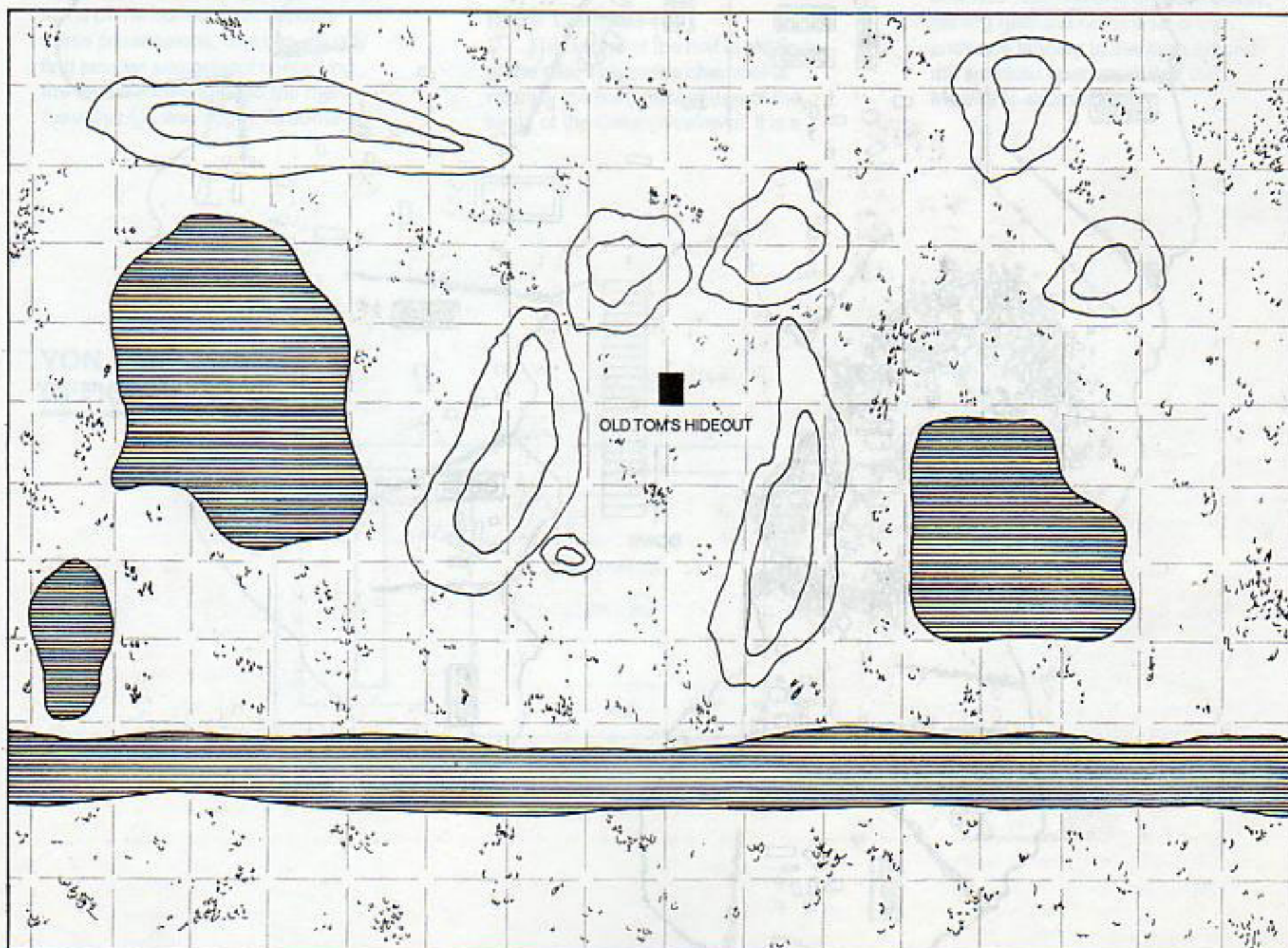
Area Scale
 1 square = 15 meters
 1 turn = 1.5 minutes

OLD TOM'S COTTAGE



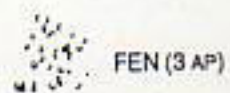
1 square = 1.5 meters

OLD TOM'S HIDEOUT



Tactical Scale

1 square = 1.5 meters



FEN (3 AP)

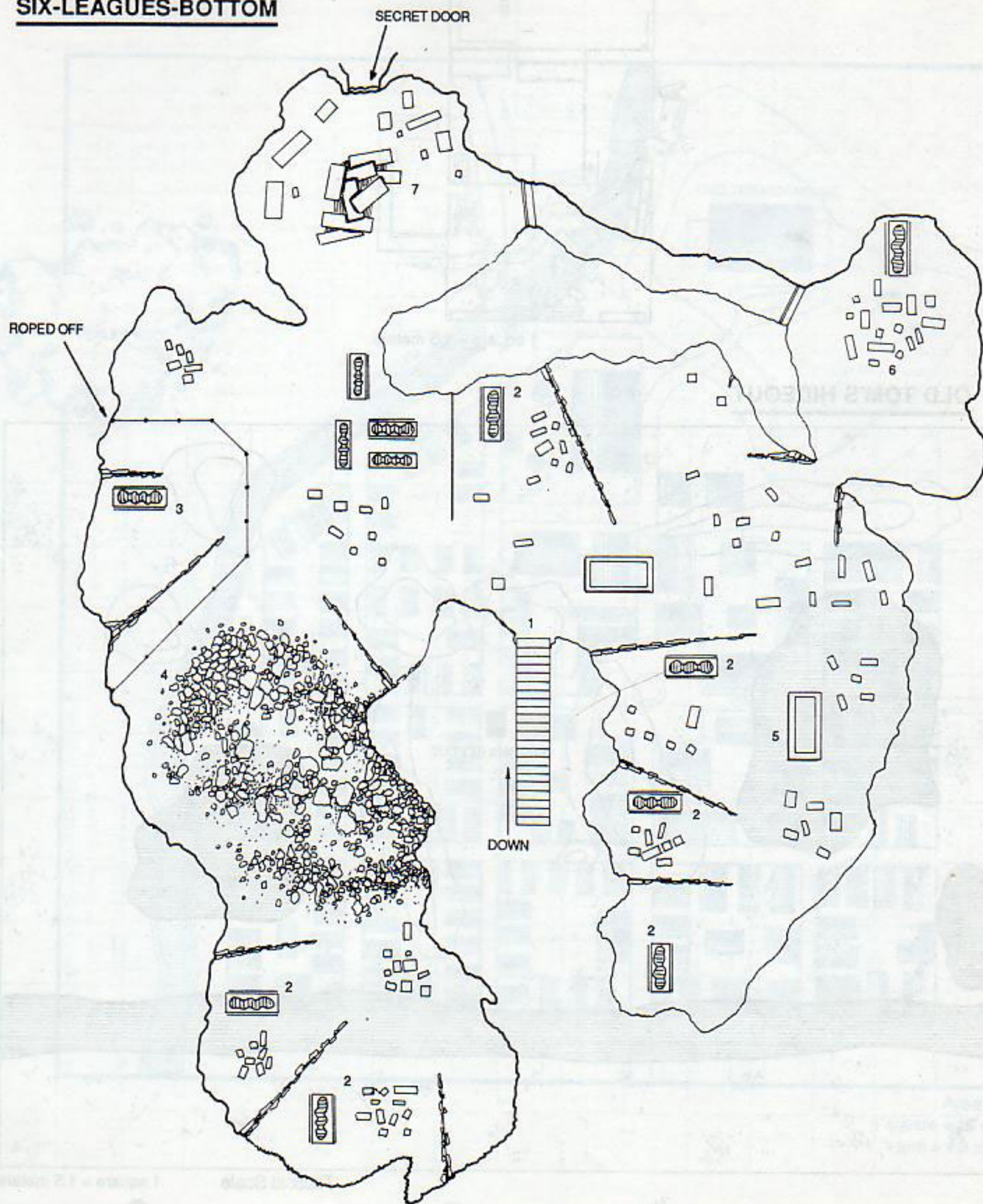


ROCK (4 AP+DEX ROLL)



WATER (4 AP)

SIX-LEAGUES-BOTTOM



SIX-LEAGUES-BOTTOM

Entry Way (1)

Access to the chamber is provided by a rocky path about nine meters long. The rocky steps lead down at about a 45-degree angle, descending approximately eight-and-a-half meters. At the bottom of the path is an oil lantern to provide illumination. Similar lanterns are positioned throughout the chamber.

Burial Site (2)

The main chamber was partitioned by the Catenovvella into separate areas by low, wooden walls. In each of these areas, one man was laid to rest. Most of the wooden walls have almost completely deteriorated over the years, but some still stand. Each burial site contains a wooden sarcophagus (most are badly eroded), and several urns, chests, and containers holding the possessions of the buried man. Among these possessions, one can usually find smaller sarcophagi containing the animals belonging to the man (usually pigs and dogs). At some of

the sites, the possessions are missing or buried. These areas are now being worked on by the recovery teams.

Burial Site (3)

This is a burial site identical to the ones described in (2) above, only it has been roped off and prepared for further digging.

Rockfall Area (4)

Part of the roof of the chamber caved in long ago, making access to the lower area difficult. Because of this, no heavy or large equipment can be moved to this area. Dig crews are currently attempting to remove the rubble.

Artifact Table (5)

Small artifacts are taken to these tables after having been cataloged and recorded. It is on one of these tables that the characters will find the Menkaran power-pack.

Regal Chamber (6)

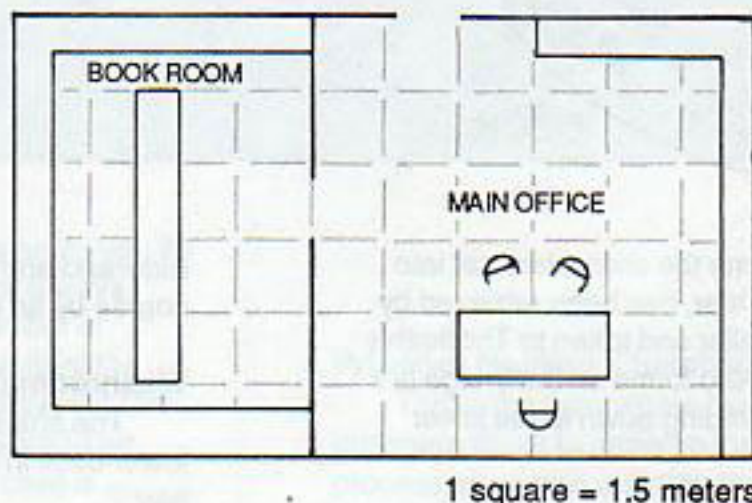
This is one of the first great finds at the site. This entire chamber is actually the burial site of one of the kings of the Catenovvella. It is a

much more grandiose version of those described in (2) above. A huge stone slab, originally resting over the entrance to this chamber, currently hangs suspended over the entrance by ropes that are tied to stakes in the ground. The characters will probably be trapped in this chamber by von Mueller as described in *The Adventure*.

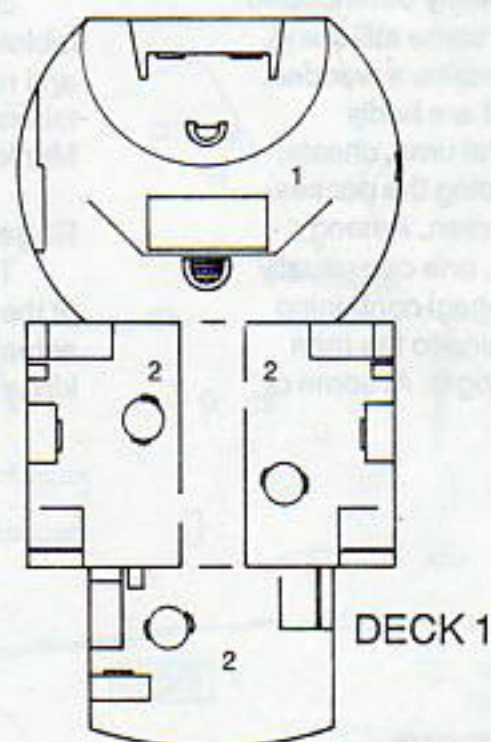
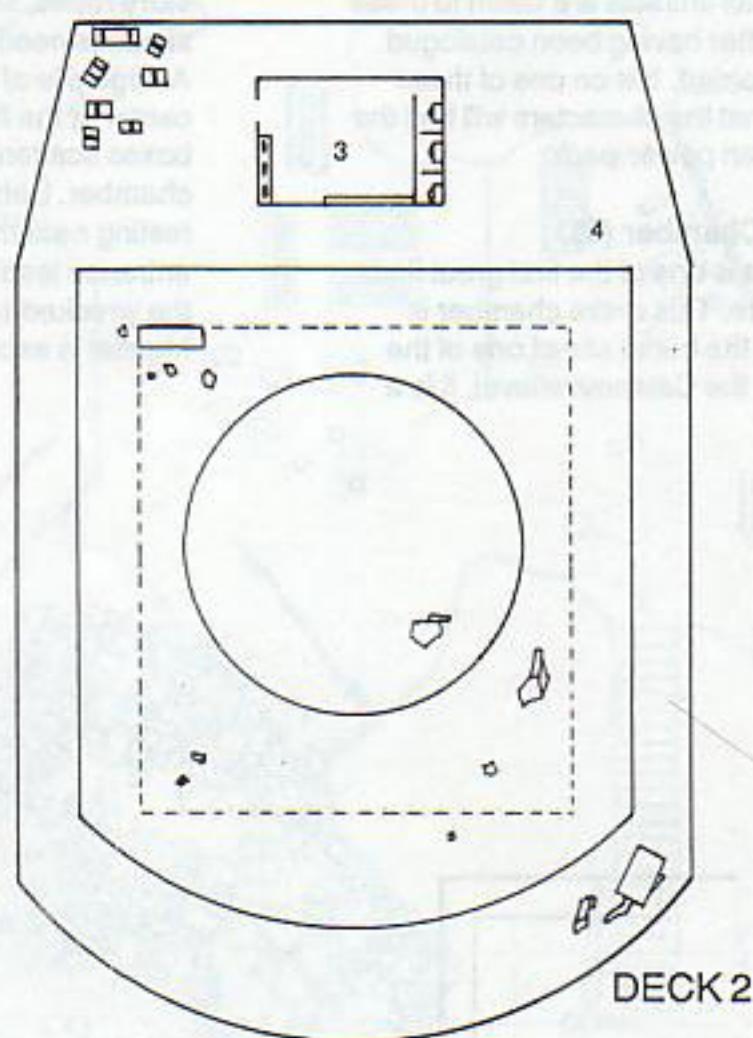
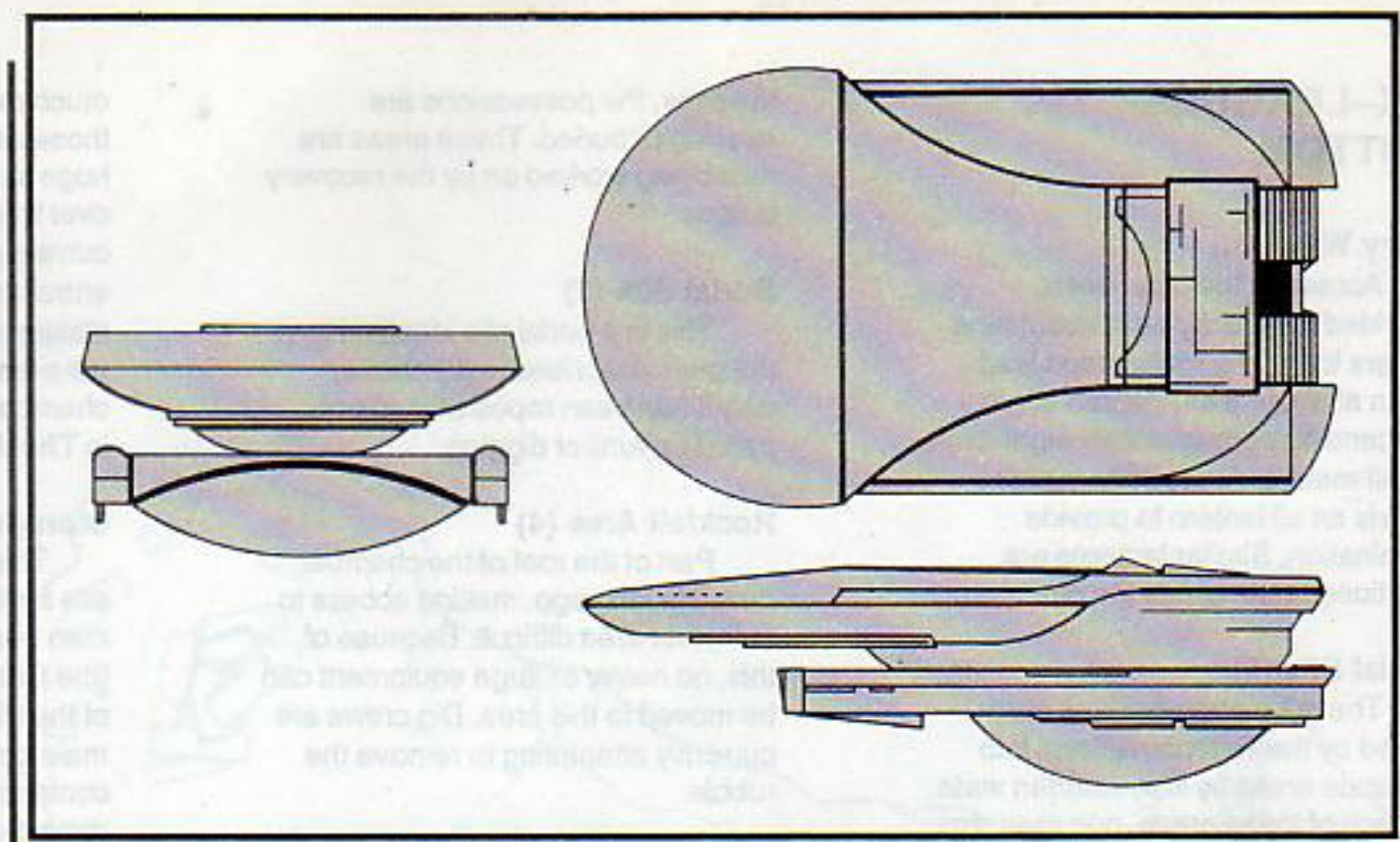
Storage Area (7)

This area was originally the burial site for the wives and maidens of the men buried elsewhere in the mound (the Catenovvella believed women of the tribe to be subservient to their male counterparts). The sarcophagi containing the women have been moved out into the main chamber by the dig crews and this area is used to store ropes, stakes, and other supplies needed for the excavation. A large pile of crates rests in the center of the floor with several other boxes scattered around the chamber. Behind one of these boxes, resting near the north wall, is the entrance leading to the area around the wrecked spacecraft that von Mueller is excavating.

VON MUELLER'S OFFICE



THE MENKARAN FREIGHTER



Bridge (1)

The freighter was totally controlled from here. As the characters enter, they will notice a raised dais containing two crew stations, an old, worn console, and a captain's seat. A thin wire railing separates most of the dais from the rest of the room. On the wall opposite the entry hatch is a large, non-functional computer bank, and in the middle of the room is the cargo storage bin containing the Fizal-Bentu, the book of Elderand lore. This bin also contained the Greater Seal of the Elderands, which,

by the time the characters get into the freighter, has been retrieved by von Mueller and taken to Thothath's caves. Also found on the bridge is a ladder leading down to the lower deck.

Crew Quarters (2)

There are three identical state-rooms aboard the freighter. Each contains a bed, nightstand, desk, wardrobe, and table. On the desk in one of the stateroom's is a Ship's Log. The log explains that the ship was carrying archeological finds from

Elderand and was pulled far off course by an unknown force.

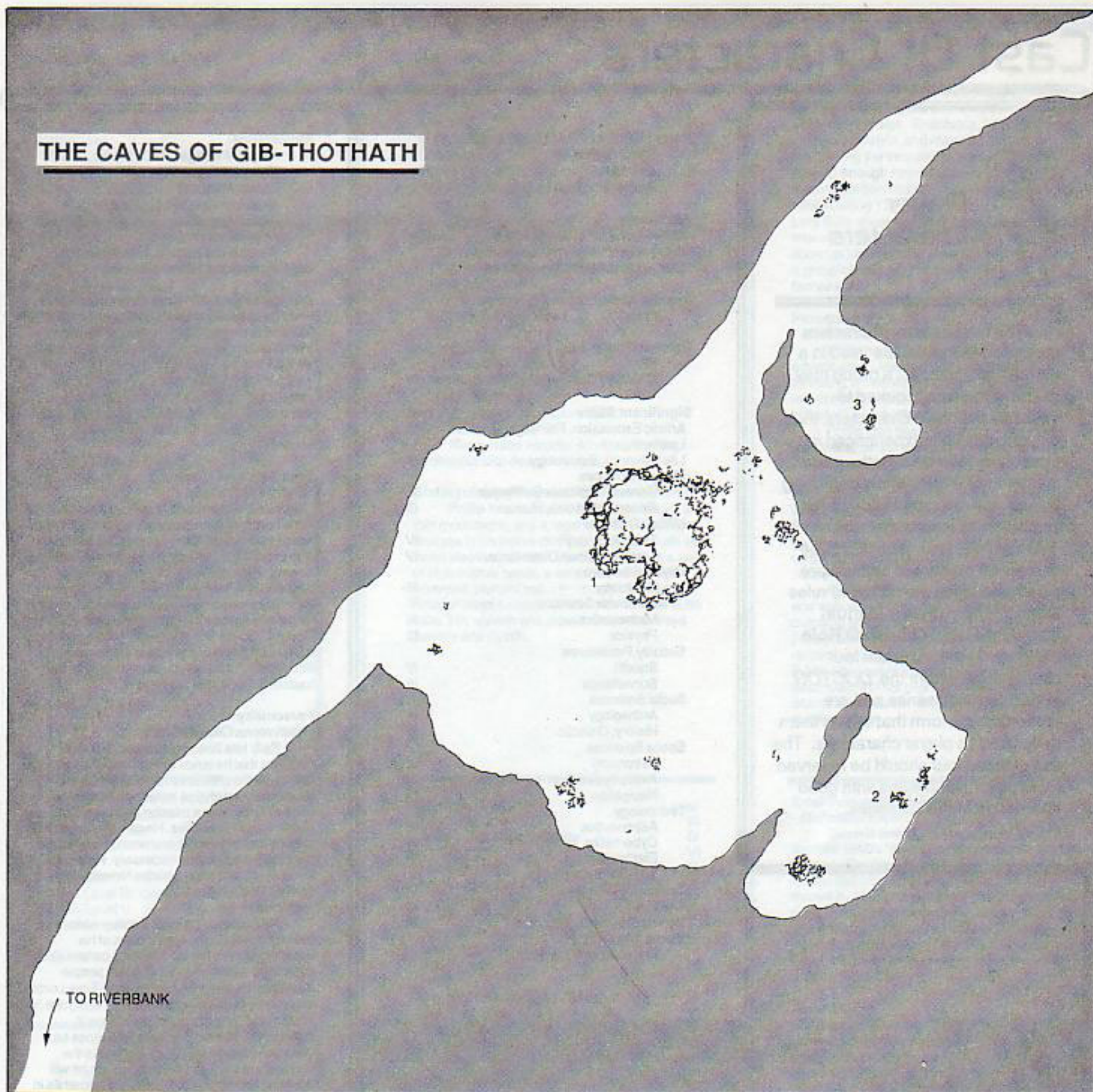
Washroom (3)

The ship's head is located on the lower deck in the middle of the cargo bay.

Cargo Bay (4)

The cargo bay is a large, rubble-strewn room. In one corner are several small metal boxes strapped to the floor. The boxes contain various archeological trinkets found on Elderand.

THE CAVES OF GIB-THOTHATH



Main Cave (1)

This is the hub of the complex. It is a large cave that almost always contains a fairly large number of Serad-Dur. Around the walls of the cave are a few murals portraying Gib-Thothath, drawn by the Serad-Dur.

In the middle of the cave is Thothath's vault, a large, green, metal cube. Attached to this cube is the Cerebretron. The Cerebretron is a large machine with controls inside and outside the vault. Attached to it is a booth (where victims are placed for psychic draining) and a large archaic-looking control panel.

Prisoner Holding Chamber (2)

This is the area where human prisoners about to undergo the process of psychic draining and those already drained are held. In the middle of the room is a large iron cage that holds all the villagers recently disappeared from Hartlewick. Unfortunately, they are all in a state of madness similar to that of Old Tom. There are usually four guards on duty for every human

prisoner in the holding chamber. The cage contains four prisoners (including the Vicar), and so there are 16 Serad-Dur on duty here.

Annex (3)

This chamber, usually used for storage, is being used as a preparation area for the ritual to open the vault. It contains several spare robes and crates of supplies. Baron von Mueller will wait here with the Greater Seal until the ritual begins.

Cast Of Characters



Player Characters

The seven player characters presented below can be used in a number of situations: a group may not have the time required to generate their own characters, the players may be inexperienced in generating their own, or the game-master may wish to show beginning players some examples of player characters to inspire their own character designs. The first three characters presented below were generated using the standard rules found in *The Players Manual* from *The DOCTOR WHO Role Playing Game*. The last four characters are from the *DOCTOR WHO* television series and are presented in a form that allows them to be used as player characters. The use of these four should be reserved for experienced players with good knowledge of the TV series.



Name: KELLALPHALUDNER (KELLY)

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes:

STR — Level III CHA — Level V
END — Level IV MNT — Level VII
DEX — Level IV ITN — Level IV

Special Ability:

Luck Level V

Combat Statistics:

AP: 7
Unarmed Combat, Martial Arts Level IV

Significant Skills

	Level
Artistic Expression, Painting	V
Leadership	VII
Life Sciences, Exobiology	V
Medical Sciences	
General Medicine, Gallifreyan	V
General Medicine, Human	III
Military Sciences	
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Sciences	V
Mathematics	III
Physics	III
Security Procedures	
Stealth	IV
Surveillance	III
Social Sciences	
Archeology	III
History, Galactic	IV
Space Sciences	
Astronomy	III
Astrophysics	III
Navigation	IV
Technology	
Astronautics	IV
Cybernetics	III
Electronics	VI
TARDIS Systems	V
Temporal Sciences	VI
Trivia, Art	V
Vehicle Operation, Temporal	VI
Verbal Interaction	
Negotiation/Diplomacy	VII

Appearance:

Height: Average
Build: Average
Looks: Attractive
Apparent Age: Middle-aged adult
Actual Age: 900+
Regenerations Used: 1
Recognition Handle: A very aristocratic air, with regal and refined features.

Distinguishing Physical Characteristics:

Kelly sports a carefully-kept shock of white hair and is usually seen wearing a maroon Venusian dinner jacket (complete with two extra sleeves that he ties behind him). At times, he wears a French beret and carries an ornate swagger stick. Overall, his appearance is immaculate. His short leather boots are always well-polished, and his clothing is always spotless.

Brief Personal History:

Birthplace: Gallifrey
Kelly, a member of the Prydonian Order of Time Lords, was an instructor at the Gallifreyan Academy. An excellent prospect for membership in the High Council, he became friends with several of its members. Over the years, he began to see the folly in the Time Lords non-interventionist policy and joined the CIA, though he never admitted this to his friends on the High Council. On his first mission, he easily defeated a Dalek invasion of a primitive fringe world. Since then, he has encountered many of the traditional Temporal Marauders.

Personality:

Motivations/Desires/Goals:

Kelly has been so successful on his missions that he tends to see himself as superior to most of the creatures he must battle. He doubts very much that he will ever be called upon to undertake a mission that presents a real challenge to his abilities. He considers violence in all its forms primitive and uncivilized, but will resort to it if absolutely necessary. He enjoys all kinds of art, and often isolates himself with a canvas for days at a time.

Manner:

Kelly always maintains a very serious exterior (much to the amusement of his travelling companions). He has a certain air of superiority about him that very few people question. He believes himself (and Time Lords in general) to be superior to almost everyone he encounters, and often lets them know it. Although he is often sarcastic with those he considers 'primitive', he greatly enjoys the company of his Companions (though he will never let them know this). The Doctor, while in his third incarnation, said of him, "If he'd only learn to laugh once in a while, he'd be one of the most decent chaps in the agency."

Name: PHILLIP DuLAKE
Race: Human
Sex: Male
Profession: Gentleman

Attributes:
 STR — Level IV CHA — Level V
 END — Level V MNT — Level III
 DEX — Level VI ITN — Level IV

Combat Statistics
 AP: 11
 Armed Combat: Level VII
 Foil: Level VII
 Flintlock Pistol: Level VI
 Unarmed Combat, Brawling: Level V



Name: GWENDOLYN FRAZIER
Race: Human
Sex: Female
Profession: Nurse

Attributes:
 STR — Level III CHA — Level VI
 END — Level V MNT — Level IV
 DEX — Level V ITN — Level V

Combat Statistics:
 AP: 9
 Armed Combat, Handgun: Level III
 Unarmed Combat, Brawling: Level III



Significant Skills	Level
Artistic Expression	
Poetry	V
Carousing	V
Climbing	V
Gaming, Chess	IV
Leadership	IV
Public Performance	VI
Security Procedures	
Concealment	IV
Stealth	V
Trivia	
Horsemanship	VI
Pre-17th Century Literature	V
Verbal Interaction	
Negotiation/Diplomacy	V
Haggling	V

Appearance
 Height: Average
 Build: Average
 Looks: Striking
 Apparent Age: Mature adult
 Actual Age: 28
 Recognition Handle: A refined-looking gentleman with deep blue eyes.

Distinguishing Physical Characteristics:
 Phillip has shoulder-length brown hair, a thin moustache, and a regal beard. He always dresses in his native clothing: a white blouse with loose sleeves, crimson trousers and vest, a pair of high leather boots, a wide belt, and a wide-brimmed, plumed hat. He usually carries a flintlock pistol tucked into his belt and a foil at his side. His speech and movements are always flowery and stylish.

Significant Skills	Level
Administration	III
Artistic Expression, Dance	IV
Carousing	VI
Leadership	III
Medical Sciences	
General Medicine, Human	IV
Psychology, Human	IV
Security Procedures, Stealth	IV
Social Sciences, History, Earth	IV
Sports, Swimming	IV
Trivia	
Earth Music, Early 1960s	V
Earth Fashions, Early 1960s	V
Vehicle Operations, Ground	IV
Verbal Interaction	
Negotiation/Diplomacy	VII

Appearance:
 Height: Short
 Build: Slim
 Looks: Attractive
 Apparent Age: Young Adult
 Actual Age: 23
 Recognition Handle: A short, pretty girl with long, honey-blond hair and dark, deep-set eyes.

Distinguishing Physical Characteristics:
 Gwen usually wears a mini-skirt, blouse, calf boots, and a scarf tied around her neck. She is always bubbly and enthusiastic and (to the annoyance of Kelly) is fond of such phrases as "groovy" and "fab".

Brief Personal History:
Birthplace: Earth, 1621

The son of a nobleman, Phillip earned the reputation of being the best swordsman in Paris at a very early age. Eventually, he grew tired of the noble lifestyle, and resigned himself to frequenting the inns and taverns of the city, earning enough money to make a living by reading his sonnets to whomever would listen. While visiting 17th-century France, the Time Lord Kelly encountered Phillip and took quite an interest in his poetry. After Phillip managed to show up just in time to save the Time Lord from a group of ruffians, their friendship was cemented.

Personality:

Motivations/Desires/Goals:

Phillip has a flair for the daring and adventurous. He loves the excitement that travelling with Kelly brings and has no desire to return home. He is a great believer in the "code of honor", which often gets him into trouble.

Phillip also has a strong compassionate side that often surfaces. He may be confused by the strange technology and alien races he encounters while travelling with Kelly, but he recognizes injustice when he sees it and does what he can to prevent it. He is also known to become emotional over the loss of an ally, often composing a special sonnet or two as a tribute on the spot.

Manner:

As mentioned earlier, Phillip walks, talks, and acts with a certain elegant style. He is very outgoing and curious, and he possesses impeccable manners. He treats everyone with respect until they show him otherwise. The poet in him often tends to bring out long, lyric descriptions of his plight and the "demons" he seems to encounter almost too frequently since meeting Kelly.

Brief Personal History:

Birthplace: Earth

Gwen is one of the many "dolly-birds" that roamed 1960's "swinging" London at the time of the early Beatles. The daughter of a wealthy family, she often frequented jet-set parties thrown by young members of the British aristocracy. Through her job as a nurse, she met Kelly and Phillip, and became involved in repelling an attempted awakening of the still-dormant Fendahl. Since then, she has chosen to remain with the Time Lord.

Personality:

Motivations/Desires/Goals:

Gwen is a very kindhearted person who often places more trust in people than they deserve. She will gladly sacrifice almost anything she has to save someone. Her main problem is that she is extremely curious. She can't help but go off and investigate (often on her own and violating direct instructions from Kelly), no matter what the possible dangers. It is to satisfy this burning curiosity that she travels with Kelly.

Manner:

Gwendolyn is bright and bubbly. She is usually the first to introduce herself and is always seeking new friends. She somehow manages to keep up this bouncy demeanor even when facing the gravest of perils. She has a strong sense of "fun", and is currently engaged in attempting to teach Phillip some of the dances from her time period. Kelly, of course, will have nothing to do with anything so frivolous.

THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME



Alternate Player Characters

Name: THE DOCTOR (FOURTH INCARNATION)

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes:

STR — Level IV CHA — Level VI
END — Level IV MTN — Level VI
DEX — Level IV ITN — Level VI

Special Ability:

Telepathy Level VI
Hypnotism Level VI

Combat Statistics:

AP: 7
Armed Combat:
Sword Level IV
Staser Pistol Level III
Crossbow Level VI
Unarmed Combat, Brawling Level III

Significant Skills

Level

Environmental Suit Operations	IV
Gaming	IV
Leadership	VI
Life Sciences	
Botany	III
Exobiology	IV
Zoology	IV
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 Sciences	IV
Mathematics	V
Physics	IV
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	IV
Surveillance	III
Social Sciences	
Archeology, Earth	IV
Political Science	III
History, Earth	V
History, Galactic	V
History, Gallifrey	V
Space Sciences	
Astronomy	III
Astrophysics	IV
Navigation	IV
Streetwise	V
Technology	
Astronautics	IV
Computer Systems	IV
Cybernetics	III
Electronics	IV
Force Field Systems	III
TARDIS Systems	V
Temporal Sciences	VI
Vehicle Operation	
Aircraft	III
Ground Vehicles	IV
Water Vehicles	III
Spacecraft	V
Temporal Vehicles	V
Verbal Interaction	
Negotiation/Diplomacy	VII
Haggling	VI
Fascinate	VI

Appearance:

Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Middle-aged adult
Actual Age: 750+
Regenerations Used: 3
Recognition Handle: A tall man with reddish-brown, curly hair and a prominent nose.

Distinguishing Physical Characteristics:

The Doctor, in his fourth form, always wore some type of frock coat, ranging from waist- to calf-length, and ranging in color from tan to gray to red-brown. He was rarely seen without a seventeen-foot long scarf, and often wore a wide-brimmed, floppy hat. At various times, he also wore a plaid vest, a loose-fitting white blouse, soft leather jack-boots, grey trousers, and loafers.

Brief Personal History:

See the Sourcebook for Field Agents.

Personality:

Motivations/Desires/Goals:

As in all his other forms, The Fourth Doctor is driven chiefly by his sense of justice, right and wrong, and fairplay. He simply can not stand evil or injustice, and will battle them anytime and anywhere. Another characteristic common to all The Doctors is their insatiable thirst for knowledge. Like his predecessors, the Fourth Doctor loves to wander the universe and see as many as the sights and encounter as many of its people as he can.

Manner:

The Doctor's behavior in his fourth form is quite erratic. At times, he will be silly and energetic, and at other times, profound and brooding. He makes no attempt to disguise his eccentricity, and at times it makes communication difficult. In this form, he is (arguably) more arrogant than in any of his other forms, and he possesses amazing self-confidence. The Fourth Doctor always sees the good side of people; there are very few that he accepts as totally evil.

The three abilities The Doctor relies on most are his experience, his resourcefulness (both of which are virtually unlimited), and his amazing ability to walk into a room and win the occupants over to his side within minutes.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: LEELA

Race: Human Derivative
Sex: Female
Profession: Warrior

Attributes:

STR — Level IV CHA — Level IV
END — Level V MNT — Level III
DEX — Level VI ITN — Level VI

Special Ability:

Heightened Dexterity
Danger Sense

Combat Statistics:

AP: 11
Armed Combat:
Dagger (thrown) Level VII
Bow Level V
Crossbow Level V
Axe Level III
Sword Level IV
Spear Level VI
Club Level III
Laser Rifle Level III
Unarmed Combat, Martial Arts Level V

**Name: SARAH JANE SMITH**

Race: Human
Sex: Female
Profession: Magazine Reporter

Attributes:

STR — Level III CHA — Level V
END — Level III MNT — Level IV
DEX — Level IV ITN — Level V

Combat Statistics:

AP: 7
Armed Combat:
Handgun Level II
Rifle Level IV
Unarmed Combat, Brawling Level II



Significant Skills	Level
Climbing	V
Leadership	V
Military Sciences	
Small Unit Tactics	V
Trap Discovery	IV
Security Procedures	
Concealment	V
Stealth	VI
Surveillance	IV
Sports, Swimming	III
Wilderness Survival, Warm Temperate	VI

Appearance:

Height: Tall
Build: Average
Looks: Striking
Apparent Age: Young adult
Actual Age: 25
Recognition Handle: Long, reddish-brown hair and beautifully-formed features.

Distinguishing Physical Characteristics:

Leela usually wears a short, sleeveless buckskin dress and boots, and never goes anywhere without her trusty dagger. Early in her adventures with The Doctor, Leela had sparkling blue eyes. Later, after she was exposed to a powerful flash of light from an exploding Rutan spaceship, they changed to a light-brown color. Leela moves with cat-like grace, and always carefully observes her surroundings.

Brief Personal History:

Birthplace: The Planet of Xoanon
Leela was a warrior of the Sevateem, a typical primitive hunting tribe that descended from a group of human colonists. She was eventually exiled from the tribe because she spoke against Xoanon, the tribal god, and his directive to destroy the nearby (and somewhat

Significant Skills	Level
Administration	V
Artistic Expression, Journalism	V
Leadership	IV
Medical Sciences	
General Medicine, Human	II
Psychology, Human	III
Security Procedures	
Concealment	III
Stealth	III
Surveillance	IV
Social Sciences	
Economics	II
Law, British	III
Political Science	III
History, Earth	III
Sports, Swimming	III
Streetwise	IV
Trivia, Earth Fashions, 1980s	IV
Vehicle Operation, Ground Vehicles	III
Verbal Interaction	
Negotiation/Diplomacy	V
Haggling	IV

Appearance:

Height: Average
Build: Average
Looks: Attractive
Apparent Age: Young adult
Actual Age: 31

Recognition Handle: Smiling expression and dark, bouncy hair

Distinguishing Physical Characteristics:

Sarah is a typical English girl. She is almost always seen with a smile on her face. During her travels with The Doctor, she wore a wide variety of outfits and costumes, most of them fashionable variations on styles from the 1980s.

technologically advanced) Tesh tribe. Shortly after her exile, she met The Doctor, who discovered that Xoanon was actually a malfunctioning computer he mis-programmed years ago. The Doctor and Leela removed the threat of Xoanon, and taught the Sevateem and the Tesh to live together.

Because Leela was so fascinated by The Doctor and his technological wisdom, she decided to accompany him on his adventures. She helped him defeat the killer robots onboard the *Sandminer*, foil the plans of time-criminal Magnus Greel in Victorian London, repel a Rutan invasion of the Earth, combat the menace of the Swarm, and stop an attempt to reawaken the dormant Fendahl. While fighting a combined Vardan and Sontaran invasion of Gallifrey, she fell in love with Andred, a citadel guard, and remained behind to marry him.

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

Like The Doctor, Leela is basically kind-hearted (but only to those who deserve it) and can not stand injustice or oppression in any form. She is fascinated by advanced knowledge and technology, and is constantly struggling to learn as much of it as she can. She has a sense of "good" and "evil", treating those she considers good with kindness, and those she considers evil with fierce opposition.

Manner:

Leela relies almost entirely on her instincts and intuition, which have never failed her. Her mood can range from bouncy and energetic (around those she trusts) to savagely aggressive. She will do anything (including sacrificing her own life) for a friend, and is a firm believer in the warrior's code. Leela is a fighter. She simply can not stand inaction, and this trait often causes her to jump the gun.

Brief Personal History:**Birthplace: Earth**

Sarah is a reporter for *Metropolitan* magazine. While working on one of her stories, she met The Doctor (in his third incarnation), and the two defeated a Sontaran warrior in the Middle Ages. Because of her curiosity and love of adventure, she continued to accompany The Doctor and became one of his most avid travelling Companions. Throughout her travels, she encountered the Daleks, the Cybermen, the Sontarans, the Kraals, the Zygons, and a number of The Doctor's other enemies. When The Master sent a false recall signal from Gallifrey to him, The Doctor was forced to leave Sarah on Earth. Later, as a present, he sent her a version of K9 (Mark III).

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

Sarah's one weakness in life is her insatiable curiosity. It is this trait that caused her to become a journalist and to remain travelling with The Doctor for so long. She has a great respect for The Doctor, and will follow his orders without question. That is, until her curiosity takes over.

Manner:

Sarah has no trouble keeping in a happy mood. She is often carefree and joking, and at these times, she communicates best with The Doctor. She can be quite courageous, and, though she is often frightened, she is rarely scared. Early in her travels with The Doctor, she was a staunch feminist, but later her manner mellowed. She will still have an adverse reaction, however, to anyone belittling women.

Name: HARRY SULLIVAN
 Race: Human
 Sex: Male
 Profession: Naval Doctor

Attributes:
 STR — Level V CHA — Level IV
 END — Level V MNT — Level IV
 DEX — Level IV ITN — Level III

Combat Statistics:
 AP: 7
 Armed Combat:
 Pistol Level IV
 Rifle Level IV
 Unarmed Combat, Brawling Level IV



Significant Skills	Level
Administration	III
Carousing	III
Climbing	III
Life Sciences	
Botany	III
Zoology	III
Medical Sciences	
General Medicine, Human	VI
Psychology, Human	IV
Pathology	IV
Surgery	V
Military Sciences	
Small Unit Tactics	III
Physical Sciences	
Chemistry	III
Security Procedures	
Stealth	III
Surveillance	III
Social Sciences	
History, Earth	IV
British Law	III
Sports	
Boxing	III
Swimming	III
Vehicle Operation, Ground Vehicles	IV
Verbal Interaction	
Negotiation/Diplomacy	III
Haggling	III

Appearance:
 Height: Average
 Build: Stocky
 Looks: Attractive
 Apparent Age: Mature Adult
 Actual Age: 32
 Recognition Handle: Curly reddish hair and a powerful build.

Distinguishing Physical Characteristics:
 While travelling with The Doctor, Harry often wore a navy blue blazer and trousers. One of his trademarks is his speech, which often includes a liberal sprinkling of colloquialisms and snippets of naval jargon.

Brief Personal History:

Birthplace: Earth
 Harry joined the Royal Navy after getting his doctorate in medicine. When Brigadier Lethbridge-Stewart requested a full-time medical officer for his staff, the navy attached Sullivan to UNIT. One of his first duties was to attend to The Doctor during the erratic period following his third regeneration. After helping The Doctor remove the threat of Professor Kettlewell's robot, Sullivan managed to accidentally launch the TARDIS while The Doctor and Sarah were showing it to him. This propelled him into a series of adventures including run-ins with the Wirrn, the Cybermen, the Daleks, and the Zygons. As Harry does not possess the love of adventure that many of The Doctor's Companions have, he decided to stay on Earth after the Zygon affair.

Personality:

Motivations/Desires/Goals:
 Harry is a military man in mind and spirit. He respects authority and follows instructions well, though he is quite capable of acting on his own initiative. He also has a military mind that alternately amuses and disgusts The Doctor.

Manner:
 Harry is always seen as a bungler, though his reputation is partially undeserved. He is courageous and keeps calm in nearly all situations. He is, however, very impulsive, and it is this feature that often causes him to make mistakes. Harry is a man of action and does not like to sit around idle. Though he is no lover of violence, he often sees it as the first solution to some problems.



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Non-Player Characters

Below, the gamemaster will find complete information on all the important NPCs appearing during the adventure.

In addition to their usual game statistics, each NPC is also given two statistics not discussed in The *DOCTOR WHO* Role Playing Game booklets: REAC and PRES.

Name: LORD RICHARD WILSON DENBIGH

Race: Human
Sex: Male
Profession: Professor

Attributes:

STR — Level III CHA — Level IV
END — Level IV MNT — Level V
DEX — Level IV ITN — Level III

REAC: Level III PRES: Level III

Combat Statistics:

AP: 7
Unarmed Combat, Brawling Level IV



Every time a character encounters an NPC for the first time and tries to make some sort of impression, the gamemaster should make a Saving Roll against the player character's CHA score using the NPC's REAC statistic as the Difficulty Level (the result of this roll should be recorded so that it can be referred to later in the adventure). The gamemaster should refer to the chart for the NPC's basic reaction to the character. (See page 36 of the *Game Operations Manual* for more information) This reaction can be used as a guideline when playing the NPC.

The PRES statistic is the base Difficulty Level for the Negotiation/Diplomacy roll necessary to persuade the NPC to do something. This is intended only as a

Significant Skill	Level
Administration	IV
Carousing	IV
Earth Sciences, Geology	III
Leadership	III
Social Sciences	
Archeology	VI
History, Ancient Earth	VI
Trivia	
Latin Language	V
Fine Wines	V
Vehicle Operation, Ground Vehicles	III
Verbal Interaction	
Negotiation/Diplomacy	III

Appearance:

Height: Average
Build: Slim
Looks: Attractive
Apparent Age: Middle-aged adult
Actual Age: 50
Recognition Handle: A thin, handsome man with greying black hair. He has a bushy, but neatly-trimmed moustache and usually wears a pair of round, wire-rimmed spectacles.

Distinguishing Physical Characteristics:

While at home, Denbigh generally wears a formal dinner jacket and suit. While working, he wears the usual khaki dig clothes. Denbigh tends to mumble to himself and has a habit of prefacing many of his remarks with "I say".

guideline. The base Difficulty Level of the persuasion attempt should be modified by the circumstances and the NPC's reaction to the character as the gamemaster sees fit.

Before beginning play, the gamemaster should read each of the character descriptions until he is quite familiar with them. Much of the enjoyment in the game rests on how well the gamemaster can role play the NPCs.

NPC REACTIONS

Dice Roll	Result
Target -5	Actively Supportive
Target -3	Friendly
Target	Neutral
Target +1	Unfriendly
Target +5	Aggressively Hostile

Brief Personal History:

Birthplace: Earth, England
Denbigh developed his interest in archeology at an early age. He entered Cambridge University to study the subject and has never left. After receiving his doctorate, Denbigh stayed on at the University to teach. Eventually, he was appointed head of the sociological studies division of King's College. His knighthood came with the new position. When he began teaching, he and his wife Eleanor bought Cheltenham House from the widow of Lord Jefferson Taylor, its previous resident.

Personality:

Motivations/Desires/Goals:
Denbigh's chief interest in life is his work. He has been excavating the site at Six-Leagues-Bottom for four days at the time the adventure begins, and he has thought of little else during this period. Six-Leagues-Bottom is quite an archeological find, and he is sure it will make him the most respected archeologist in the British Isles. Denbigh is very conscious of his professional reputation, but not to the point of vanity. If any of the players compliment him or suitably impress him with their knowledge of archeology (by making a Skill Roll against their character's rating in Archeology), the gamemaster should give the character an appropriate modifier to the Difficulty Level of the roll to determine Denbigh's initial reaction to that character.

Manner:

Lord Denbigh is very independent and tends to keep to himself. When he gets free time, he likes to sit quietly and read or think. Because he is patriotic and compassionate (he is currently allowing the constables and perhaps the characters to use Cheltenham House as a base of operations), he will probably do anything necessary to aid the characters in getting to the bottom of the disappearances. He will, however, try to avoid direct involvement until he, his family, or his work is threatened. In any case, Denbigh will respect the player characters' superior ability to handle the matter of the disappearances and will always consult them before taking action.

Name: LADY ELEANOR WINSTON
DENBIGH

Race: Human
Sex: Female
Profession: Lord Denbigh's Wife



Attributes:
STR — Level II CHA — Level V
END — Level II MNT — Level IV
DEX — Level IV ITN — Level IV

REAC: Level II PERS: Level II

Combat Statistics:
AP: 7

Significant Skills Level
Carousing IV
Trivia, English Literature III

Appearance:
Height: Short
Build: Slim
Looks: Attractive
Apparent Age: Middle-aged adult
Actual Age: 45
Recognition Handle: A short, regal
brunette

Distinguishing Physical Characteristics:
Eleanor has deep-blue eyes, a slightly
turned-up nose, and elaborately styled hair.
Like her husband, she usually dresses in formal
wear. She has a weakness for expensive
jewelry.

Brief Personal History:

Birthplace: Earth, England
Eleanor is the second daughter of a
wealthy businessman, who owns several coal
mines near Manchester. She met Richard
Denbigh while studying literature at Cambridge,
and they were married after a long courtship. At
first, her father was disappointed with her choice
in husbands, but after Denbigh's promotion and
knighthood, he quickly changed his mind.

Personality:

Motivations/Desires/Goals:
Eleanor leads a very contented life. She
has fulfilled her goals long ago. She now has
ample time to devote to her first love, literature
(Byron and Shelley are her favorites). Her one
wish is for Richard to spend less time with his
work and more time with her.

Manner:
Eleanor is a very outgoing, happy person.
She is a very trusting individual who will provide
the characters and the constables with any
assistance they need. She is delighted to have
so many guests at Cheltenham House (Baron
von Mueller, the constables, and probably the
characters as well), and will see that they are
given first class accommodations. Lady
Denbigh is, however, quite squeamish. If she
witnesses any violence, or anything else
unusually frightening, she will probably faint.

Name: BARON ALFRED VON MUELLER

Race: Human
Sex: Male
Profession: Professor

Attributes:

STR — Level IV CHA — Level III
END — Level V MNT — Level V
DEX — Level V ITN — Level III

REAC: Level VII PERS: Level VII

Combat Statistics:

AP: 9
Armed Combat, Revolver Level IV
Unarmed Combat, Brawling Level V

Significant Skills Level
Administration IV
Carousing IV
Earth Sciences, Geology III
Leadership V
Security Procedures IV
Stealth IV
Surveillance IV
Social Sciences V
Archeology V
History, Ancient Earth III
Sports, Boxing IV
Trivia, Elderand Lore III
Verbal Interaction III
Negotiation/Diplomacy III
Haggling III

Appearance:
Height: Tall
Build: Stocky
Looks: Average
Apparent Age: Middle-aged adult
Actual Age: 40
Recognition Handle: Tall, well-muscled,
and bald

Distinguishing Physical Characteristics:
The Baron does not look at all like a typical
archeologist. He wears a monocle and talks with
an unusually high-pitched voice for his size. He
assumes an air of superiority, and will react
angrily if he is contradicted. He even speaks
condescendingly to Lord Denbigh, though
Denbigh does not notice it.

Brief Personal History:

Birthplace: Earth, Germany
Von Mueller is a hereditary German noble
who, like Denbigh, took an interest in archeology
at an early age, and later became a professor of
the subject at the University of Bavaria. Just
after the end of the First World War, Gib-
Thothath detected von Mueller's presence,
recognized that he would make a perfect
instrument in his

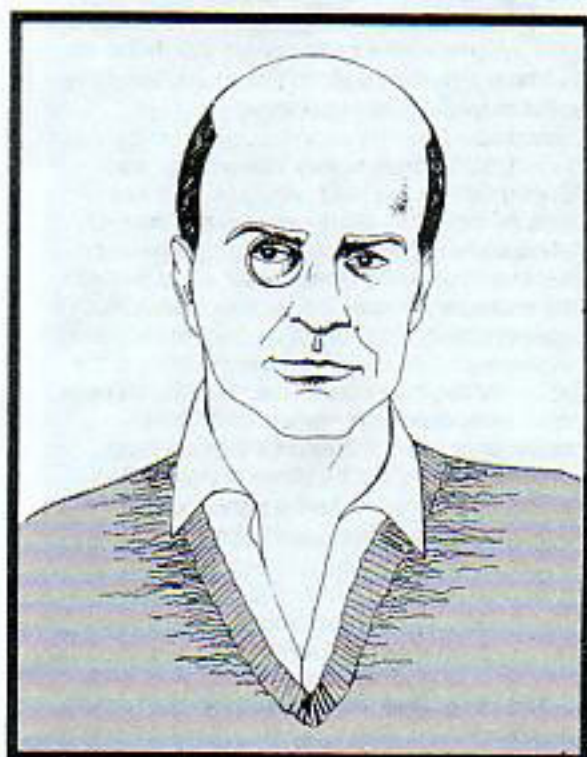
plans, and took over his mind. Thothath used his
own mind to brainwash von Mueller, and as a
result he had to go into dormancy for a few
years. Afterwards, Thothath directed von
Mueller to write a series of letters to Professor
Denbigh of Cambridge University, proposing a
joint dig at Six-Leagues-Bottom, a site long
suspected of holding great archeological
significance. The site had not been excavated
earlier because of the high cost of digging in the
fens. The Baron offered to put up the money
(which was provided by Thothath's minions) and
eventually won Denbigh over.

Personality:

Motivations/Desires/Goals:
Von Mueller is under the complete
domination of Gib-Thothath. He will do anything
to help his master escape his prison, including
sacrificing his life. Thothath does not have to
exert any active control over von Mueller. The
process he used to control the Baron is a
technologically-advanced version of brain-
washing. The Baron is actually convinced in his
own mind that Thothath should be set free to
rule the universe. The Baron has managed to
build up a great deal of influence with Lord
Denbigh by allowing him to take all the credit for
their discoveries so far. He is currently doing his
best to divert the efforts of the main dig closer to
the site of the wrecked spacecraft. Each night,
he sneaks back to the mound and conducts his
own unauthorized excavation with the help of a
group of the Serad-Dur, trying to break into the
wrecked spacecraft and find the Greater Seal.

Manner:

The Baron is the stoic, silent type, but can
assume a wide variety of personalities when
necessary to further his plans. If required, he
can be outgoing, charming, or bold. He is very
cunning and manipulative. The players probably
will not like him when they meet him. He has a
high REAC score because he views everyone as
a threat to his plans until proven otherwise. No
matter how good the players' Verbal Interaction
rolls are, the Baron will not do anything that
would hinder Thothath's plans.



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Name: MICHAEL REDJACK
Race: Human
Sex: Male
Profession: Newspaper Reporter

Attributes:
 STR — Level V CHA — Level III
 END — Level V MNT — Level IV
 DEX — Level IV ITN — Level VI

REAC: Level V PERS: Level IV

Combat Statistics:

AP: 7
 Armed Combat, Revolver Level IV
 Unarmed Combat, Brawling Level IV



Significant Skills	Level
Administration	V
Artistic Expression	
Journalism	IV
Carousing	V
Security Procedures	
Stealth	IV
Surveillance	V
Social Sciences	
Law, British	V
Sports	
Boxing	III
Swimming	IV
Vehicle Operation, Ground Vehicle	V
Verbal Interaction	
Negotiation/Diplomacy	IV

Appearance:

Height: Average
 Build: Stocky
 Looks: Attractive
 Apparent Age: Mature adult
 Actual Age: 30
 Recognition Handle: A tough-looking, shady character

Distinguishing Physical Characteristics:

Redjack's features seem hard and cruel. He has short, red hair and sports a small scar on one cheek (a memento of a previous assignment). Redjack usually wears a long, tan trench-coat over a dark blazer and pants.

Brief Personal History:

Birthplace: Earth, England
 Michael Redjack is a reporter for *The Globe*, an important London periodical. Just after the disappearances began in Hartlewick, he found out about them and travelled there in

search of a story. During his travels for *The Globe*, he has witnessed many bizarre things, and so he is not likely to be shocked by anything he experiences.

Personality:

Motivations/Desires/Goals:

Like most newspaper reporters, Redjack is chiefly driven by his curiosity. He is a very inquisitive person who always likes to get to the bottom of things. Redjack will use all his skills to discover the true nature of the disappearances in order to write his story. His investigations can help or hinder those of the players as the gamemaster sees fit. If the players are inexperienced or are having a difficult time solving the adventure, the gamemaster can use Redjack to give them clues and provide muscle. Likewise, if the players are having an easy time of it, Redjack can hinder them by arriving at important scenes first and possibly confiscating clues.

Manner:

Redjack is like the typical hard-nosed private eye of detective fiction. He rarely trusts anyone until they prove themselves (beyond all doubt). His manner is gruff and blunt. While working on a story, he rarely thinks of anything else, applying all his skills and concentration to his work. He is, however, compassionate and hates to see people mistreated or justice miscarried.

NOTE: Michael Redjack would make an ideal travelling companion. The gamemaster may wish to alter his statistics and allow a player to take on his character in the adventure. Afterwards, he could join the travellers in their TARDIS as a regular.

Name: MADAME SYLVIA
Race: Human
Sex: Female
Profession: Medium

Attributes:
 STR — Level II CHA — Level V
 END — Level II MNT — Level IV
 DEX — Level IV ITN — Level VII

REAC: Level III PERS: Level III

Special Ability:

Telepathy Level V



Combat Statistics:

AP: 7

Significant Skills	Level
Leadership	III
Medical Sciences	
General Medicine, Human	II
Public Performance	
Fortune Telling	VI
Streetwise	III
Trivia	
Elderand Lore	I
Occult	VI
Verbal Interaction	
Negotiation/Diplomacy	VI

Appearance:

Height: Short
 Build: Thin
 Looks: Plain
 Apparent Age: Old Adult
 Actual Age: 70
 Recognition Handle: An old, frail woman with white-silver hair and wrinkled features.

Distinguishing Physical Characteristics:

Madame Sylvia is usually dressed in an old, tattered work dress and apron, and she wears a faded kerchief on her head.

Brief Personal History:

Birthplace: Earth, England
 Madame Sylvia discovered her unusual talent at the age of ten. Since then, she has worked as a psychic and fortuneteller in a number of circuses and magic acts. She has since retired and lives in the village of Hartlewick. Convinced that her telepathy is supernatural in

nature, Madame Sylvia will refuse to admit that there is any scientific explanation for it. Because of this, she believes in the occult and has an extensive occult research library. Her library includes some old and partially inaccurate material about Gib-Thothath, written by someone who somehow discovered part of his secret long ago.

Personality:

Motivations/Desires/Goals

Now that she has retired, Sylvia only wishes to be left in peace to read and study the occult. She is sure, however, that the disappearances have some sort of supernatural connection (she has felt a telepathic presence during each of them, which is actually the mind of Gib-Thothath guiding the Serad-Dur), and she has come forth to try to stop them. She believes the disappearances are the work of demons and that she is the only one who can confront them.

Manner:

Sylvia is a voluntary outcast from society. She will generally be friendly to those with an open mind, but will react with disgust to anyone dismissing her beliefs as "rubbish" or "poppycock". As long as the players show respect for her, she will recognize (perhaps telepathically) their devotion to the cause of good and will help them with their investigation as much as she can. She will often make suggestions on how to deal with the "demons", which might amuse the players, though they should not display the fact. Sylvia has played upon the natural superstitions prevalent in the village, and has rallied the villagers to her cause. She can easily get any

Name: TYPICAL HARTLEWICK VILLAGER

The players should encounter many villagers during the adventure in order to give the town more flavor. The gamemaster can use the statistics provided below for the villagers, adding a skill or attribute level when appropriate. In addition to the individuals mentioned below, the gamemaster should create as many individual townspeople as he can manage. Keep in mind that most of the residents of Hartlewick are unsophisticated and uneducated.

Attributes:

STR — Level IV CHA — Level IV
END — Level IV MNT — Level III
DEX — Level IV ITN — Level III

Because of the villagers' general distrust of outsiders, the gamemaster can assume they all have REAC and PERS values of V. These should be adjusted, naturally, if the players seem to have won Madame Sylvia's trust or the villager in question is asked by John Dooley to provide whatever assistance is necessary.

Combat Statistics:

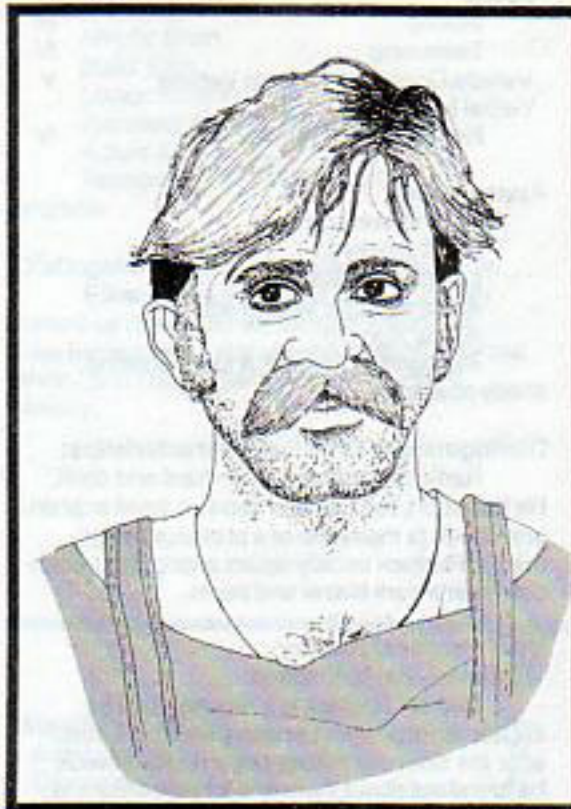
AP: 7
Unarmed Combat, Brawling Level II

Significant Skills

Carousing	III
Trivia, Profession	IV

Appearance: As appropriate

Old Tom: Old Tom is the village blacksmith. He will be kidnapped by the Serad-Dur just when the adventurers arrive, and will later escape as described in *The Adventure*. Due to the draining of his psyche, Old Tom will be paranoid, manic, and at times homicidal when encountered. His STR and END scores are at Level V, and his *Unarmed Combat* skills with Knife and Pitchfork (treat as a Thrusting Spear) are at Level IV. He will always carry the knife on him and will keep the pitchfork concealed back at his hideout in the fens.



Vicar Huntsby: The Vicar is an old, compassionate man who lives in a small room in the cellar of St. Augustine's church in Hartlewick. He will be the target of a Serad-Dur kidnapping the night after the characters arrive. His MNT score Level V and his *Negotiation/Diplomacy* skill at Level VI.

John Dooley: Dooley owns the general store in the town and holds the position of village trustee (like the mayor), as elected by the residents. As such, they will look to him for important decisions. He will, of course, cooperate with the players and constables to the best of his ability.



Name: TYPICAL UNIVERSITY STUDENT

Professor Denbigh has approximately 45 of his Cambridge students helping with the excavation at Six-Leagues-Bottom. Twenty of them will be present at the site, digging and recording, between 8:00 AM and 5:00 PM each day. If the players need more muscle or are having a hard time, the gamemaster can have Denbigh assign one or two of his students to help them with their investigations. This should be done only after the players have found some sort of connection between the disappearances and the Druid Mound, such as after the attempt is made on Denbigh's life.

Attributes:

STR — Level IV CHA — Level IV
END — Level V MNT — Level V
DEX — Level IV INT — Level IV

REAC: Level III PERS: Level III

Combat Statistics:

AP: 7
Unarmed Combat, Brawling Level III

Significant Skills

Administration	II
Carousing	III
Social Sciences	III
Archeology	III
History, Ancient Earth	III

Appearance: As Appropriate

Mike Nelson: Mike is one of Lord Denbigh's best graduate students, and is generally in charge of the dig site when Denbigh or von Mueller are not present. Nelson respects Denbigh very much, and will become involved in the investigation into the disappearances if he believes that Denbigh's life or the dig itself are threatened. Mike has Level IV in both *Social Sciences*.



Name: TYPICAL POLICE CONSTABLE

Two constables, Eric Favor and John Chapman, appear in the adventure. They are both on loan from Cambridge to investigate the disappearances (Hartlewick is too small to have its own police force). The constables are staying at Cheltenham House and are using it as their base of operations. If they mistake the characters for the Scotland Yard detectives, or if the players are successful with their *Verbal Interaction* rolls, the constables will follow all their instructions. The constables will both wear the uniform of the English "bobby". Normally, they should be helpful and cooperative, but if the players are having too easy a time, the constables can hinder their investigations a bit by being mistrustful, etc.

Attributes:

STR — Level IV CHA — Level III
END — Level V MNT — Level III
DEX — Level IV ITN — Level II

REAC: Level III PERS: Level III

Combat Statistics:

AP: 7
Armed Combat, Club Level V
Unarmed Combat, Brawling Level V

Significant Skills

Administration	III
Leadership	IV
Military Science	III
Small Unit Tactics	III
Security Procedures, Surveillance	VI
Streetwise	V
Verbal Interaction	V
Negotiation/Diplomacy	V

Appearance: As appropriate

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Background Information

The information contained in this section is available to the player characters through their TARDIS computer or from the memories of a Time Lord. Any player whose character is an experienced Time Lord ('experienced' being left up to the discretion of the gamemaster) should be given this information when he specifically requests it. It can also be given to the players through the TARDIS computer, but again, only when specifically requested.



Hartlewick And England In The 1920's

Hartlewick is one of a number of small villages that formed around the major population center of Cambridge. The village has a population of about 200, most of whom work in Cambridge (walking to Waterbeach and taking the train each day) or in small shops in the village itself. Hartlewick is much too small to have a formal government, and consequently, has no police force.

The buildings that make up the village are an interesting mix of older and newer styles of construction. Many of the inhabitants live around the outer perimeter of the village in plank cottages that have a distinct

19th-century feel to them. The middle of the village is chiefly comprised of small shops (tailors, wine, dry goods, etc.) that are constructed with much more modern brickwork. Cheltenham House adds a rustic quality to the village with its sweeping Victorian architecture and construction.

The Hartlewick Horror takes place in England of the 1920s. At this time (during the reign of King George V), England has just survived the First World War, and it is one of the greatest powers on Earth. Between the World Wars, the people of England are very conscious and proud of this position.

Most of the adventure will take place in a rural setting. Rural England during the 1920s was fairly similar to rural America, with the exception of the sharp distinction between the upper and lower classes.

During his travels, The Doctor visited England during this era twice. In the episode "Pyramids of Mars", The Doctor foiled the plans of the evil Sutekh on what would later become the site of UNIT HQ. In "Black Orchid", he managed to become implicated in a murder mystery, which he was forced to solve. Gamemasters should look to these two episodes for help in creating the proper atmosphere for **The Hartlewick Horror**.



Six-Leagues-Bottom

Six-Leagues-Bottom is the site of an ancient Druidic burial mound. The mound itself was constructed around 10 bc by the Catenovvellavni tribe as a burial chamber. The Catenovvellavni worshipped death and trees and believed their dead should be placed in mounds, such as the one at Six-Leagues-Bottom, to pass into the afterlife. This type of burial, however, was considered a privilege, and was provided only to the more important members of tribal society.

Six-Leagues-Bottom is located in the fens to the north of Cambridge. Archeologists knew about the site for years, but they did not study it because it rests in a low-lying area in the fens, making excavation difficult (and such an undertaking is very expensive). The Baron is providing Denbigh with the funds (which were provided to him by Thothath and his minions) and is allowing Denbigh to take all the credit for the discoveries. He is hoping eventually to route the main expedition toward the wreck of the Menkaran freighter (which rests a short distance from the main mound) and find the Greater Seal of the Elderands. As of now, von Mueller and the Serad-Dur are performing preliminary secret digs in the area of the wreck at night, chiefly to get their bearings. After he is certain of the wreck's resting place, he will try to steer the expedition toward it. When the expedition comes close to the wreck, he plans to move in with the Serad-Dur, finish the job, and recover the Seal. The Baron recently has been ordered by the Gib-Thothath to kill Denbigh (he has already served his purpose) so that he will have total control over the expedition. If Denbigh visits the Druidic mound accompanied by the characters, von Mueller will attempt to murder him as described in **The Adventure**.





The Elderands

The Elderands were a super-developed race of squid-like creatures who controlled portions of Mutter's Spiral before the arrival of humans. They had highly-developed psionic powers with which they could manipulate objects and communicate.

At the present point in the time-stream, very few life forms resemble the Elderands, though it is believed that the Rutans (and possibly the lyteans) are evolutionary derivatives of the basic Elderand form.

HISTORY

The Elderands evolved from amoeboid life forms native to their homeworld, Elderand. The very first protomembers of the species were simply large clusters of these amoeboids functioning as a multicellular organism. Later, following normal evolutionary patterns, the organism developed very rudimentary psionic abilities, which it used to sense vibrations and avoid the lizard-like predators that were the other major inhabitants of the planet.

Because of changes in the atmosphere of the primitive planet,

the lizard-like predators died out, leaving the multi-cellular amoeboids to flourish and eventually develop social instincts and intelligence. This led to the first Elderand civilization.

Although most Elderands were docile creatures, major wars often broke out between the earliest settlements. After the race developed the rudiments of industrial technology, they abandoned violence and warfare.

Because of their pacifistic nature, the Elderands flourished and developed very quickly. They reached the level of interstellar travel much faster than other races in the galaxy, and began colonizing neighboring worlds. This continued until they reached a point of almost complete self-sufficiency and developed a firm anti-violence code that remained unchallenged for thousands of years.

An encounter with an alien, expansionistic race led certain members of Elderand society to question the pacifistic code, arguing that the only protection from outside invasion was to become imperialistic themselves. Around this time, Elderand science was incredibly advanced, incorporating meditational chants and gestures designed to fully tap their mental energies. It was in this period that Gib-Thothath arose as a famous scientist and became the leader of the imperialistic Elderands.

Thothath gained many followers and became very powerful. Soon the more traditional Elderands saw a

need to take direct action against Thothath and his forces, engaging them in what amounted to a civil war that lasted for years. The traditionalists won out and put the captured Thothath on trial, eventually sentencing him to be locked in the vault on primordial Earth.

Shortly after the civil war, Elderand was destroyed in a cosmic disaster that even their super-science could not prevent.

PHYSICAL CHARACTERISTICS

Elderands are smallish, jelly-like creatures with long tentacles protruding from their green-grey bodies. They speak in a deep whisper, and their features would horrify a human.

The Elderands possess super-developed minds and psionic powers, making them masters of telepathy, telekinesis, and rudimentary hypnosis. In their basic forms, Elderand psionics function as the special abilities *Telepathy* and *Hypnosis* in The **DOCTOR WHO** Role Playing Game. Their telekinesis allows them to lift mentally the same weight as a character with a STR score of Level VII.

THE MENKARANS

The Menkarans are a humanoid life form that has colonized a large portion of the galaxy. Their culture has a highly-developed scientific community that rules over them. An exact description of the race has been left as a creative exercise for gamemasters.

World Log: ELDERAND

Astronomical Data

System Name: Kyrar
Position in System: 5
Number Of Satellites: 2

Planetary Data

Gravity: 1.1
Size
Diameter: 14,300 km
Equatorial Circumference: 44,000 km
Total Surface Area: 561,000,000 sq. km

Planetary Conditions

Major Land Area Types: World Continent
Major Water Area Types: 3 Major oceans
Length Of Day: 27 hr
Atmospheric Density: Thick
General Climate: Tropical

Alien Creature Record: ELDERANDS

Environment Data

Type: Subterranean
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Size: Small
Body Form: Squid-like
Limbs: 4-8 tentacles
Body Covering: Rubbery skin

Attributes

Scores
Strength: 25
Endurance: 27
Dexterity: 10
Mentality: 18
Intuition: 04
Senses: Psionic detection
Life Style: Passive omnivore

Combat Statistics

MAX OP ED Score: 12
AP Score: 5
Combat Ability Types:
Combat Proficiency Level: II
Damage Value: 1D6
Armor Value: 0

Civilization Log: ELDERAND

World Name: Elderand

Full Index: 99889-978

Dominant Race:

Elderands
Government type: 8
Controlling Governmental Body: Council of Elders
Chief Governing Officer: The Judge

Technological Index

Space Science Index: 9
Physical Science Index: 9
Engineering Index: 8
Planetary Science Index: 8
Life/Medicine Science Index: 9

Sociopolitical Index

Social Science Index: 9
Military Development Index: 7
Cultural Attitude Index: 8

Gamemaster's Notes

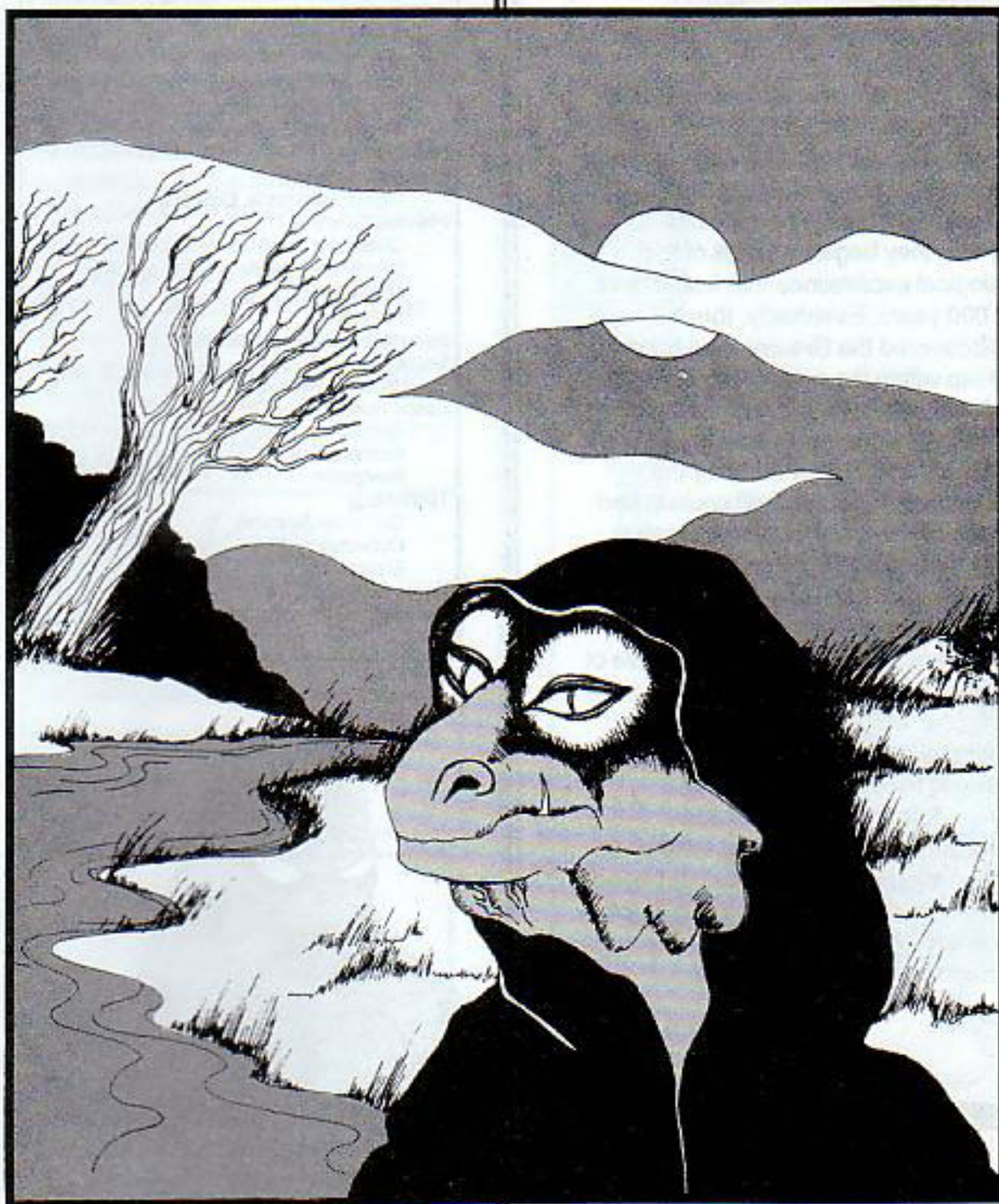


Setting The Scene

The Hartlewick Horror is intended to have the flavor of an occult mystery. By using certain techniques, the gamemaster can emphasize this flavor in the minds of the players, adding to their enjoyment.

While giving descriptions, do not be afraid to use all the old occult clichés. Constantly describe to the players the sudden, mysterious

gusts of wind and the dark, stormy nights. If possible, try to startle the players when they see the Serad-Dur, the Voorg, or the site of a disappearance. This can be done by reading the description suddenly and unexpectedly. Also, describe the horrifying features of the Serad-Dur and the Voorg in extreme detail. The idea is to bring vivid images to the minds of the players.



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Adventure Timeline

DAY 1

9:00 PM:

The players' TARDIS materializes, and Old Tom is captured by the Serad-Dur to help energize the Cerebretron. The players are taken to Cheltenham House.

10:30 PM:

Madame Sylvia and other villagers gather near Cheltenham House, demanding that Denbigh stop excavating the mound.

11:45 PM:

Baron von Mueller secretly visits the mound at Six-Leagues-Bottom with a group of Serad-Dur to excavate further around the site of the Menkaran freighter. They locate the freighter, but do not find the entry hatch. Old Tom escapes and hides in the fens.

DAY 2

8:00 AM:

Archeological crews begin the day's digging at Six-Leagues-Bottom.

11:00 AM:

Denbigh visits the dig site (possibly with the players accompanying him) and is caught in the trap set by von Mueller. Archeological catalogs of the dig site are discovered missing.

9:00 PM:

Madame Sylvia holds the seance, and the vicar is kidnapped by the Serad-Dur. Old Tom returns to Hartlewick and kills a villager.

10:00 PM:

The Baron once again secretly visits the mound with the Serad-Dur. He locates the wreck, and Thothath moves the earth from around the entry hatch, using up a great deal of his energy. The Baron brings the Greater Seal to the vault, and preparations are made to start the ceremony to open the vault.

12:00 AM:

The ceremony to open the vault begins.



Gib-Thothath

Thothath is intended to be more of a presence in the adventure than an active participant. He will probably never even be released, and all that the characters are likely to hear of him is what the Fizal-Bentu and Madame Sylvia's books say.

HISTORY

Gib-Thothath is one of the Elderands, a once-powerful ancient race, now (almost) extinct. He was a scientist-turned-criminal that developed extraordinary psionic powers and committed many atrocities. Eventually, the other Elderands overcame his power and imprisoned him within a specially constructed vault just below the surface of the newly-formed planet Earth.

Through his powerful psionic ability (even by Elderand standards), Gib-Thothath became more or less immortal. Over the eons, he used his power to observe his race, eventually witnessing its total destruction by a cosmic disaster. Seeing this as a chance for freedom, he began constructing (telekinetically) the Cerebretron, a machine that allows him to project his psychic energy

enormous distances across any waveband. Thothath used the Cerebretron to alter the evolutionary pattern of some of the Silurians, Earth's first intelligent life forms, and created his servitor race, the Serad-Dur. Using the Cerebretron, however, put an unexpected strain on his mind, causing him to enter a period of dormancy for over one hundred years.

When Thothath awoke, he began pressing his powers to the limit by using the Cerebretron to influence events on a cosmic scale, hoping to eventually bring the Greater Seal of the Elderands, the only object that can ever free him from his prison, to Earth. To lessen the strain placed on his mind, he instructed the Serad-Dur to capture several of the intelligent Silurians and drained their psychic energy directly into the Cerebretron. Following his instructions, the Serad-Dur constructed the Voorg, an organic robot, to help them capture their victims.

Over the next 200 million years, Thothath advanced his plan. He used the power of the Cerebretron to direct a group of alien scientists (the Menkarans) to his homeworld. Once there, they began a series of archeological excavations that lasted over 1000 years. Eventually, they discovered the Greater Seal buried deep within the ruins of the capitol citadel. After waiting for millions of years, Thothath was able to pull a Menkaran freighter carrying the Elderand artifacts far off course, and caused it to crash on Earth close to his underground prison. Each time he exercised the powers of the Cerebretron, a long period of dormancy was necessary because of the great strain placed on his psyche. More Silurian, and later human, captives were required each time to feed the machine.

At the time the adventure begins, Thothath has just awakened from another long period of dormancy and is ready to begin operations for the excavation of the Menkaran freighter.

CHARACTERISTICS

Thothath is a total megalomaniac. He believes that he is superior to every other being in the universe and never even considers the possibility of failure. He passes off his defeat at the hands of the other Elderands as a simple setback to his plans. He is now bent on conquering the galaxy and, now that the other Elderands are dead, believes nothing and no one can stop him.

Attributes:

STR — Level VII CHA — Level II
END — Level VII MNT — Level VII
DEX — Level III INT — Level III

Special Ability:

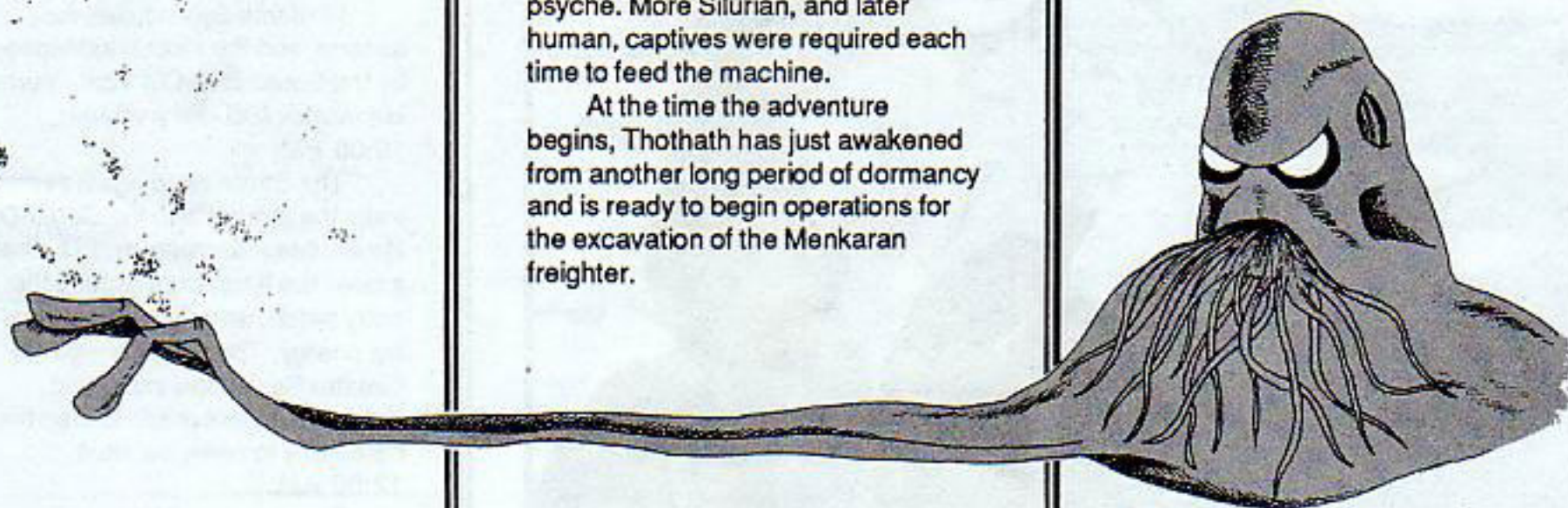
Telepathy VII
Telekinesis VII
Hypnotism VII

Combat Statistics:

AP: 6
Unarmed Combat, Brawling Level V

Significant Skills Level

Engineering	V
Chemical Engineering	VI
Electrical Engineering	VI
Mechanical Engineering	VI
Leadership	VI
Medical Sciences	
General Medicine, Elderand	V
Physical Sciences	
Chemistry	V
Computer Science	V
Mathematics	VI
Physics	V
Security Procedures, Stealth	VI
Social Sciences,	
History, Elderand	V
Space Sciences	
Astronomy	V
Astrophysics	V
Navigation	III
Technology	
Computer Systems	IV
Cybernetics	IV
Electronics	VI
Trivia, Elderand Lore	VII
Vehicle Operation, Spacecraft	V



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GIB-THOTHATH'S MINIONS

The Serad-Dur

Thothath used the Cerebretron to evolve the Serad-Dur from an isolated group of Silurians living near present-day Hartlewick long before humans arrived. These creatures now worship Gib-Thothath as the savior of their race. They are tall, lithe, lizard-like beings. An acidic slime is constantly dripping from their bodies, and they usually leave such a trail behind them when they move. If they have time and concentrate, however, they can stop the slimy secretion (which is why the slime trail will only appear at the site of the last two disappearances, where they will be rushed). The Serad-Dur draw the energy they need to survive from the Cerebretron (and indirectly from Thothath) and thus need not eat or sleep. They usually wear long robes that conceal their faces when the hoods are drawn, and fight with sharp spears. The Serad-Dur have a rubbery hide which gives them 1D6 of armor protection.

Attributes:

STR — Level V CHA — Level II
END — Level VI MNT — Level III
DEX — Level IV ITN — Level II

Combat Statistics:

AP: 7
Armed Combat, Spear: Level V
Unarmed Combat, Brawling: Level V

Significant Skills

	Level
Security Procedures	V
Stealth	V
Surveillance	V



The Voorg

The Voorg is an organic robot that Thothath instructed the Serad-Dur to build. It looks vaguely like a gargoyle, with green, stony skin, short horns, and bat wings. Thothath uses the Voorg to provide the Serad-Dur with extra muscle. The Voorg has very poor perception, and so hiding from it is easy. The gamemaster should adjust accordingly the Difficulty Levels of any *concealment* attempts the players make. The Voorg also has large teeth that he uses for a weapon. Treat them as a dagger for damage purposes. The Voorg's stony green skin gives him the equivalent of 4D6 of armor.

Attributes:

STR — Level VI CHA — N/A
END — Level VII MNT — Level I
DEX — Level IV INT — Level I

Combat Statistics:

AP:	7
Unarmed Combat:	
Brawling	Level IV
Bite	Level IV





Plot Complications

There exist many possible variations on the basic plot of **The Hartlewick Horror**. Below, some guidelines are given for gamemasters who wish to modify the adventure to suit their own campaign or to alter the difficulty.

One obvious change is to add a super-criminal like The Master to the story. The Master can be responsible for attempting to release Gib-Thothath in hopes of using him as an instrument in his own plans to dominate the galaxy. The criminal could operate hand-in-hand with the Serad-Dur in charging the Cerebretron and attempting to find the Seal. This would probably make the adventure more difficult because the players would have the added task of stopping the criminal.

Another possibility is to make Thothath just one of many Elderand prisoners trapped in vaults all over the world. Thothath could be planning to set all the prisoners free and to incorporate them into his plans to take over the galaxy. This can be the beginning of a campaign in which the players track down all the vaults of the Elderand prisoners and make sure they will not be a threat. Of course, the gamemaster would have to leave clues to the locations of the other vaults.

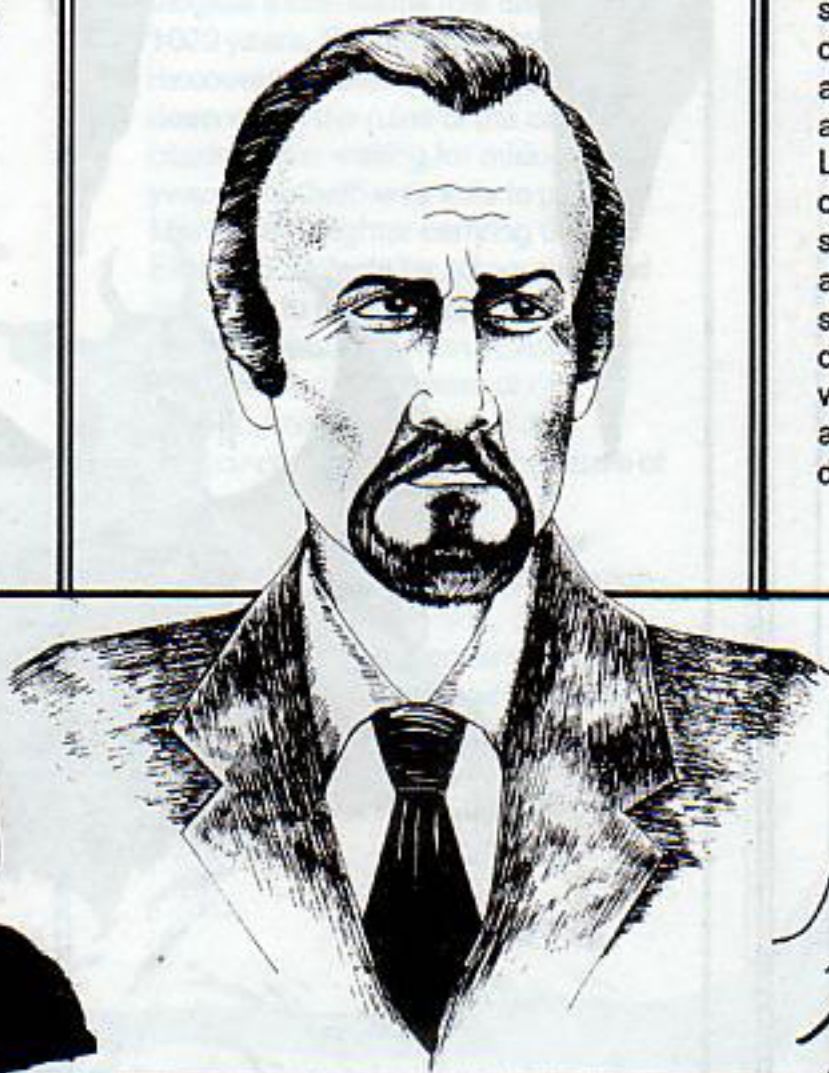


Further Adventures

Many adventures drawn along the same lines are possible.

One such possibility is another escape attempt by Gib-Thothath taking place far in the future. By this time, Thothath could have rebuilt the Cerebretron. Perhaps he has found a culture somewhere in the galaxy with technology advanced enough to make another Greater Seal (maybe even Gallifrey).

Perhaps a similar criminal imprisoned by the Elderands on a totally alien world is attempting to gain his freedom. Again, this could lead to a series of adventures in which the players try to find and render harmless all the Elderand criminals imprisoned around the galaxy. Or, an adventure could be set on Elderand itself just after the civil war.



Skill Explanations

A few new skills appear in **The Hartlewick Horror**. Below are the explanations.

TRIVIA, ELDERAND LORE

This is basically the knowledge of Elderand culture and ritual. Through her knowledge of the occult, Madame Sylvia managed to gain some minor expertise in this area.

TRIVIA, PROFESSION

Villagers are given this skill to reflect their abilities in whatever profession they follow. A cab driver, for example, would treat this as a *Vehicle Operation* skill, while a butler may use it as *Negotiation/Diplomacy* when greeting visitors, etc.

SPECIAL ABILITY - DANGER SENSE

Leela has an uncanny ability to sense when she is in immediate danger. To reflect this in game terms, allow her to make a Saving Roll against her *ms* score at Difficulty Level V whenever she is in jeopardy of taking physical damage. A success means she senses danger, and a critical success indicates that she has a vague idea of what kind of danger she is in ("someone is watching me", etc.). This special ability can only be used three times during the course of the scenario.



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Why are the villagers of a sleepy little town like Hartlewick disappearing? Has the archeological excavation of an ancient Druidic mound awakened something that was better left undisturbed? And are these strange occurrences related to the presence of a mysterious energy field?

The Time Lord and his Companions are sent to Hartlewick, England to locate the source of this unexplained energy field. But they do not have much time. Forces are at work to unleash something hideous and all-too-powerful upon the residents of 1923 Earth.



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