

THE LEGIONS OF DEATH

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



FASA
CORPORATION

THE LEGIONS OF DEATH

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Design and Writing

J. Andrew Keith

Editorial Staff

Editor-in-Chief

L. Ross Babcock III

Senior Editor

Donna Ippolito

Editor

Todd Huettel

Production Staff

Layout and Pasteup

Jane Bigos

Tara Gallagher

Cover Art

Harry Quinn

Illustration

GIDEON

Jane Bigos

Todd F. Marsh

Typesetting

Tara Gallagher

Playtesting:

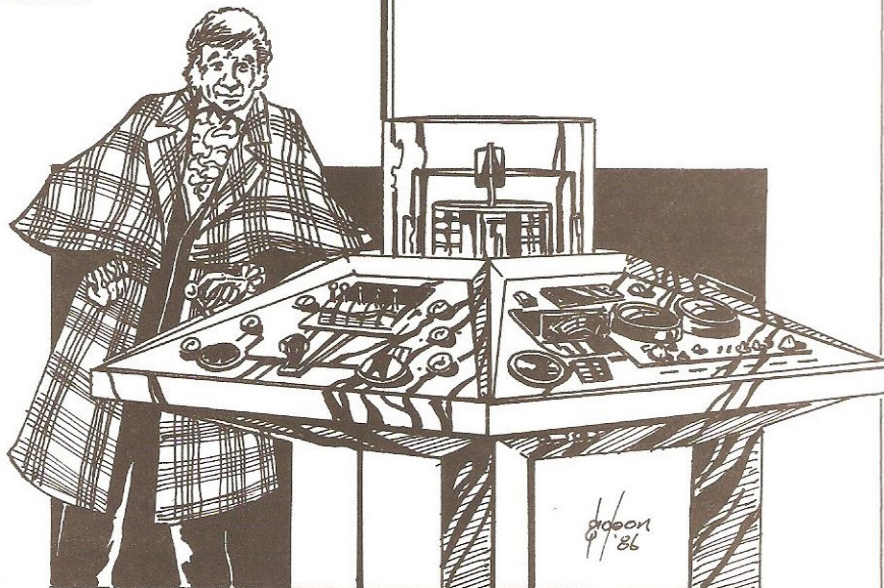
Tom Kokkelenberg, Doug Newcomb, David Fulton,
Michael M. Lichter, Bill Nesbit, Debbie Fulton

INTRODUCTION

The **Legions of Death** is an adventure for use with the **Doctor Who Role Playing Game**. It involves a band of adventurers in the events surrounding the Roman invasion of Britain in the 1st century A.D.

The actions of a renegade Time Lord operating in this area threaten the fabric of time, and it is essential that he be tracked down and stopped before his plans come to fruition. The mission is complicated by the politics and plans of the Roman and Briton leaders, as well as by the personalities of the various player characters. To resolve the adventure, the group must use teamwork, foresight, and understanding of the weaknesses of their various opponents, using both their skills and creativity to keep history on track.

Role play of **The Legions of Death** requires moderation by a gamemaster. It is his responsibility to present the scenario to the players and regulate the flow of events. In effect, the gamemaster 'tells the story' of the adventurers and their actions, and how these combine with circumstances beyond the group's control to move the action along. The gamemaster should be thoroughly familiar with the rules of **DOCTOR WHO:RPG**, and with the contents of this adventure.



A group of players takes on the roles of Time Lords and Companions. Two to six players is the ideal number, but more (or a lone player) will also work. Players need to be somewhat familiar with the game rules, though not as knowledgeable as the gamemaster. Except for the four-page **Player's Handout**, they should *not* have access to this adventure booklet.

The **Player's Handout** includes information available to the adventurers through experience or their TARDIS computer banks. It contains clues, background, data, and a few red herrings that will help or hinder the group in understanding some of the events taking place around them.

Gamemaster and players should have paper, pencils or pens, and dice on hand in order to play the game. Detailed maps, miniatures, and various other play aids are not required, but are certainly useful to enhance the quality of the game. They may be introduced as the gamemaster sees fit.

Of greatest importance to the success of a role-playing game is imagination, which everyone involved should possess in abundance prior to embarking upon this excursion into time and space.



PLOT SYNOPSIS

Travelling through the Vortex on a visit to Temporal Nexus Point *Earth*, the adventurers' TARDIS suddenly reports a temporal anomaly. A time machine is detected operating at a point where no such vehicle should be, and the pattern suggests it is another TARDIS. A reading of its coordinates indicates the time machine is in Britain in the terrestrial year 43 A.D. As there are no official Gallifreyan or CIA activities assigned to this era, the TARDIS in question must belong to a renegade.

The Time Lord leading the players' group cannot help but suspect that this anomaly involves The Master, the most notorious and dangerous renegade of them all. It is only right that the adventurers postpone their other plans to investigate.

In **Field of Battle**, the TARDIS arrives on the site of a recent battle. Scouting ahead of a larger Roman army, a small force of Roman legionaries has been ambushed and almost annihilated by barbarian Britons. A handful of Romans managed to escape because they were escorting a tribune, Marcus Cornelius Falco, and had not been able to cut through the barbarian lines to rejoin their main body (**Falco's Story**).

Nothing now shields the Roman army from a surprise attack as it marches through wooded country toward the British capital at Camulodunum. If the Romans are defeated, it could be more devastating than the battle of the Teutoburgerwald more than 25 years before, because this Roman force is led by none other than the Emperor himself, Tiberius Claudius. Defeat could mean the death of the Emperor and a crisis for Rome.

Furthermore, no such defeat is recorded in Earth's history books.

The adventurers also learn that the Romans believe some kind of magic is at least partially responsible for the defeat of the scouting party.



A wooded area at the edge of the battlefield, sacred to the Druid order, is said to have 'swallowed up' their commander and several other men. The commander, the legate Vespasian, was lost before the battle even began. Again, something is wrong with history. Vespasian is known to have survived his campaigns in Britain, eventually founding the Flavian dynasty that will one day assume the Imperial purple.

From the start, there are two crises the player characters must overcome: the threat to the Roman army and the disappearance of Vespasian. In **Options**, the players must decide upon their course of action. Each path has its own difficulties and its own advantages. There are several possible situations that might pull the group in one direction or the other, or even cause them (voluntarily or otherwise) to split up. Eventually, *both* matters need to be attended to.

Trying to warn the Romans of the impending attack leads members of the party into great danger. Britons infest the forest in large numbers, making it difficult to travel overland. Further, they cannot use their TARDIS, which is apparently locked up by a power field radiating from the mysterious Sacred Wood. Thus, an **Overland Trek** is the only way Claudius can be warned.

Mystery follows on mystery when Claudius is attacked late one night by three armed men (**Shadows of the Night**). The intruders turn out to be Romans from Vespasian's lost patrol, somehow returned from the Sacred Wood and convinced that Claudius is an enemy they must either kill or capture. Time Lords can discover that these soldiers are evidently under some form of hypnotic compulsion, suggesting once again that the key to the mystery lies within the Sacred Wood itself.

Reaching the wood (especially from the Roman army) is easy enough, provided the group does not mind going as prisoners. There is no safe way to get there, and any who try will be taken prisoners by the Britons (**Barbarian Ambush**).

Before they are taken into the wood, however, the adventurers have a chance to learn something of the internal politics of the Britons themselves (**In the Briton Camp**). A god or sorcerer has evidently proclaimed himself war chief of the British tribes in their fight against the

Romans. Although most of the Britons are firmly behind this powerful leader, some others, led by a young warrior-princess, have their doubts. The dissenters are unable to persuade the others of danger, however.

Eventually, the Britons take their captives to the edge of the wood and force them to enter (**The Sacred Wood**). There are Roman soldiers there, just as the tribal leaders said. They are armed with stasers instead of primitive weapons, however. Their leader turns out to be the **War Chief**, a Time Lord renegade who was believed to have perished on a distant world. Like The Master, the War Chief cherishes dreams of conquest.

The War Chief intends to reshape Earth's history by controlling and modernizing the Roman army, which he considers the ideal force to become his army of of galactic conquest. His plan is a devious one. Using hypnotic compulsion, the renegade has bent the barbarous Britons to his will. He intends to use them to draw out the Romans and expose the Emperor Claudius to capture. The War Chief believes that the weak-willed Claudius would make an ideal puppet in his devious plot to become the power behind the Roman throne.

The adventurers are imprisoned in a cell aboard the War Chief's TARDIS, which is disguised as an oak tree in the Sacred Wood. They are later freed by the British princess, who followed them and overheard the War Chief's scheme (**Escape**). The group must now free Vespasian and thwart the War Chief so that they can preserve the course of history and liberate their TARDIS from the effects of the renegade's power field.

With the defeat of the War Chief, the Briton chiefs withdraw in disorder, leaving the way open for the Roman march. With their mission completed, the adventurers return to their TARDIS and the winds of time.



CONTENTS OF THIS BOOK

The Legions of Death is an intricately-woven adventure with many branches and turnings. There are a number of possible opponents to be overcome (or avoided) and mysteries to be solved. The decisions made by the group at any given point can have a major impact on the flow of later encounters and the ultimate outcome of the adventure as a whole.

It is recommended that the gamemaster thoroughly familiarize himself with the *contents of this booklet* before play begins.

The Adventure chapter sets the stage for the scenario and describes a sequence of mandatory encounters. There is also full discussion of the various options faced by the adventurers and how these may affect the course of play.

Historical Information provides the gamemaster with detailed background information so that he may improvise encounters and outcomes when the adventurers stray from the planned course of events (as they are bound to sooner or later).

A fairly complete **Cast of Characters** is also included, describing both pre-generated characters and NPCs involved in the adventure. These characters include the Third Doctor and some of his Companions, as well as a new set of Time Lords and Companions for groups who prefer to break new ground.

The Gamemaster's Notes section offers hints for role playing NPCs, encounter tables, data for gamemastering new equipment, and a set of special rules for possible player interactions. Also included are definitions of various skills, terms, and new concepts introduced in this adventure.

Finally, there is a **Player's Handout**, a four-page folio bound into the center of this booklet that can be removed and passed out to the players, all or in part. This handout contains data (sometimes not fully accurate) about the background of the adventure that characters might obtain from their TARDIS computer banks.

THE ADVENTURE

This section includes a short introductory story that sets the stage for the adventure, then continues with a description of the events and situations that will arise (and must be overcome by the player characters) during the adventure.

Although the exact sequence of encounters will vary according to the decisions made by the players and how well they use their attributes and skills, certain encounters are mandatory. They must occur, no matter what the players do or attempt. These are summarized below and explained in more detail in later sections of this chapter.



PLANNED ENCOUNTERS

The adventurers detect a distortion in the Time Field that can only be coming from an operating TARDIS. As the anomaly is not being caused by any known CIA or ordinary Gallifreyan mission, the player characters have several reasons to investigate the distortion (and will be ordered to do so by the CIA if all else fails to draw them there).

Arriving in Roman Britain in 43 A.D., the group meets a small band of Roman soldiers escaping from a barbarian ambush. The Romans are at first suspicious. Realizing that the adventurers cannot possibly be Britons, however, the soldiers eventually take the player characters as potential allies. The Roman leader demands that at least part of the group accompany his men in an attempt to warn the Roman army of impending disaster. Meanwhile, the adventurers' TARDIS is rendered non-operational by a force field.

Some members of the players' group will visit the Roman camp and become involved in the politics there. They will have a chance to thwart the attempted kidnapping of the Emperor, and so win the trust of the Romans.

Eventually, the entire group will be captured by the Britons and taken to their camp, where they become involved in the tribal politics. It is not until they are turned over to the renegade known as the War Chief that they learn of his plans for conquest, however.

If they have used previous encounters and events wisely and well, the player characters will ultimately have an opportunity to escape and to defeat the War Chief.



INTRODUCTORY STORY

Marcus Cornelius Falco reined in his charger and gave a straight-armed salute.

"Legate," he said, "the route to the southwest is blocked. The barbarians are between us and the main body of the legions. The scouts report another, even larger body closing in from the north, and they have chariots."

The legionary commander frowned. "We are surrounded, then." His gruff voice was calm, betraying nothing.

"Except for the grove there," Falco confirmed, pointing at the small patch of woods to the east. "One of the prisoners claims that it is a sacred wood where one of their gods lives. He says it is death to enter there, Legate."

The legate's craggy features showed just a hint of a grim smile. "These barbarians are a superstitious lot, Tribune. They worship trees and hills, the way our ancestors did."

"Then you don't believe we are in danger there, Legate?" Falco sounded dubious.

"Let us say that I am more concerned about barbarian trickery than I am with barbarian gods." The commander's gesture took in the entire valley. "This place is ideal for an ambush, Marcus. Flat ground here for their chariots, but woods behind us, and more to the north and north-west. The marshes on the west cannot be passed unless we can find a path through them." He pointed back at the sacred woods. "Why, then, should they leave us a way out, eh?"

Falco nodded thoughtfully. "You suspect a trick, then."

"Unless they truly believe that some god will hold that wood for them. They are superstitious enough for that, Marcus. But they are also cunning enough to plan some treachery."

The young tribune nodded again. "I rather suspect that Quintilius Varus faced some such dilemma before he was ambushed in the

Teutoburgerwald." He regarded his commander. "What are your orders, Titus Flavius?"

"I will take three sections in the wood to scout, Marcus."

"You, Legate? Should you not remain with the cohort?"

"I will not expose my men to a danger I myself will not share. I will lead them. You will remain here to command, my boy, until I return."

"And if you do not return?" Falco asked bluntly.

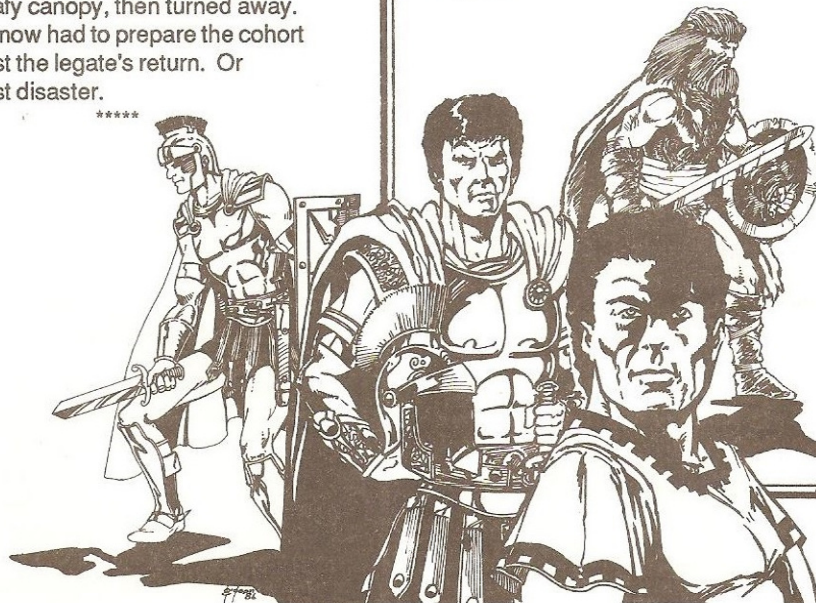
"Then the Second Augusta legion shall have a new commander," the legate replied. "And you, my young friend, will have to find a way out of this trap."

"Curse that old fool of an Emperor for sending us a legate to do a scout's work," Falco said bitterly.

"None of that, Marcus," his commander reprimanded. "I volunteered to lead the advance scouts. And Claudius is less of a fool than people believe." The legate shifted in the saddle. "See to my escort, Marcus. We haven't much time."

"Titus Flavius Vespasian," the tribune said formally. "It shall be as you command."

Falco watched the legate's party march slowly toward the woods. Vespasian rode at the head of the double file of troopers, who marched behind with rigid Roman precision. Twenty-five men, counting the legate. It was pitiful force, but all the cohort could spare. The tribune watched until they passed under the edge of the leafy canopy, then turned away. Falco now had to prepare the cohort against the legate's return. Or against disaster.



Vespasian reined in, raising his hand to halt the column. It was ten minutes since they had first passed among these dark, silent trees, and there was still no sign of danger. Neither was there a sign that the woods would ever end. The legate felt as if he had entered another world, one where his soldiers were intruders upon some ancient, intelligent race of ever-watchful trees. He tried to shake off these barbarian superstitions. He was a Roman, a Flavian, and no brooding wood in a barbarous land of fog and marsh would cow him!

The legate was about to give the signal to resume the advance when the sound began. It was so soft and unobtrusive that Vespasian hardly knew when he first became aware of it. In a way, it was more a feeling than a sound. A throbbing, regular pulse, the sound seemed to be coming from everywhere and from nowhere. As it became more audible, Vespasian suddenly realized he could not move. Neither could his horse or the men behind him. They could do nothing but wait, transfixed, motionless.

In the distance, the legate heard the skirl of barbarian pipes summoning their tribes to battle, and the counterpoint of the Roman cohort's trumpets sounding the call to arms. The attack was coming, and Falco's men were sure to be overwhelmed. Yet, Vespasian could do nothing to help his men now. "*You are in the hands of the Gods,*" he found himself thinking. "*The Barbarians and their superstitions...right after all.*"

Then, something incredible happened. A tree ahead seemed to glow with a light of its own, creating a blindingly bright rectangular area, as if a door had opened into a sunlit courtyard. A man's figure became visible against the brilliant glow. Vespasian was astonished when the figure stepped out of the tree and walked calmly toward him.

The man did not look like any god, any more than mad Gaius Caligula had resembled the god he claimed to be. He wore trousers, like a barbarian, but the silvery cloth was of superb quality, as was the silvery helmet on his head. Man or god, barbarian or civilized being, this man was like nothing Vespasian had encountered in all his 34 years.

"Greetings, Romans," the man said in a faintly mocking tone. "I have been watching you."

He advanced closer, until directly beside Vespasian's horse. The legate still could not move. He could no longer see the stranger's face either, but somehow sensed that the man's eyes were on him. The newcomer's voice now took on a pleased, almost gloating tone. "So I get a bonus. Legate in Claudius' army... those rough-hewn features... Indeed, a man marked out by Destiny!" Then the voice became mocking once again. "Hail Flavius Vespasian! You know it not, but you shall one day sit in Caesar's place! Hail, Caesar-to-be!"

Suddenly, the throbbing sound in the air grew louder, more persistent, until the legate felt his head would burst. As he slipped from consciousness, he thought of his young son Titus, and the stranger's words. Then everything went black.



TEMPORAL ANOMALY

Temporal science is a difficult subject for most non-Gallifreyans to grasp, containing many concepts that do not readily translate into non-mathematical language. At best, verbal explanations of temporal phenomena are only crude approximations, if not actual mistranslations of fact. To say that a TARDIS moving through the Time Vortex "touches all places and times simultaneously" is a gross inaccuracy lending itself to false interpretations. Nonetheless, it is the closest one can get to the truth when trying to explain a complex scientific concept in simple terms (and in a language that was never intended to handle such ideas in the first place).

Thus, the player characters' TARDIS was passing through the Vortex, simultaneously in contact with all space and time, when its controls registered an anomaly. Actually, this was not so unusual. There are few TARDISES *not* detecting anomalies on a regular basis. Some of these anomalies are even real. A few are worth investigating.

According to the TARDIS computer, this particular temporal anomaly was coming from coordinates on Temporal Nexus Point *Earth* in the year 70751 TL. During this primitive era, the Terrans were not thought capable of causing temporal phenomena of *any* sort.

Further investigation yields more data. The anomaly is a pulse-wave given off by the operation of a TARDIS power source tapped in to the Eye of Harmony. There is a TARDIS on Earth in 43 A.D., but the pattern of the pulse-wave indicates that it is not moving. Rather, it is supplying power to various types of remote equipment. The power source itself is stationary and the coordinates fuzzy but constant.

This clears up the question of what caused the anomaly, but raises another. What is a Time Lord doing in such a staggeringly primitive, obscure, and *dull* place like ancient Earth? Legitimate Time Lord research teams would not be likely to

visit such an era. Even if they did, they would have no particular need to broadcast power as this TARDIS was doing. Could a CIA operation be at work here? Or is it a renegade?

A check of the TARDIS computer file (*See Player's Handout*) shows that there are no known Council of CIA missions working in 43 A.D. That leaves the strong possibility of a renegade. It might be an essentially good outcast, such as The Doctor. Or, it could be one of the evil renegades — The Master, the Rani, or some other temporal marauder working his will against a defenseless society.

If the Time Lord in command of the player characters' group is The Doctor or the Colonel, either one will have his reasons for wanting to investigate. The Doctor's insatiable curiosity and the Colonel's obsessive pursuit of The Master both offer good motives for taking a look around. Other Time Lords may be equally interested without being prompted.

If the leader of the players' group is recalcitrant, however, the gamemaster may have to give him an extra push. He might mention, for example, that CIA operating procedures require a report filed on all anomalous temporal presences detected from the Vortex. When the group files the report, a CIA coordinator can order them to further investigate the disturbance.

The adventurers are unable to pinpoint exactly the coordinates of the rogue TARDIS, as the mysterious power source is obscuring them. However, the TARDIS computer can lock on sufficiently to bring the group to within a few miles (perhaps closer) of the source. The location turns out to be in the southwest of Roman Britain between the towns of Londinium and Camulodunum (now known as London and Colchester). The time is late summer, 43 A.D.

The journey to these coordinates will take enough subjective time to allow the characters a chance to research the background of their destination in the TARDIS computer files, if they so desire.



FIELD OF BATTLE

The adventurers' TARDIS materializes in a narrow plain surrounded by marsh and woods. Everything is very still and silent, save for the movements and calls of carrion birds circling above. The sight and the smell are stomach-wrenching. Lying dead all around are men in Roman armor and kilted barbarians smeared with blue woad and covered with intricate tattoos. The only weapons visible are a few broken swords and spears, but the grass is red with the blood of battle.

There has obviously been a small but fierce struggle on this site. Judging from the evidence, a character with skill in *Earth History* (particularly *Ancient Earth History*) can surmise that a vastly superior force of Britons overwhelmed a much smaller Roman group. Large numbers of Briton dead attest to the struggle put up by the disciplined Roman soldiers, but the number of Roman casualties and the general state of the battlefield indicate that the Romans were completely overrun.

The adventurers emerge from their TARDIS near a dead Roman standard-bearer who still clutches the broken shaft of a standard of the Fifth Cohort of the "Legio II Augusta". While the player characters are examining it, a group of about 15 Romans emerges silently from a small stand of trees nearby, surrounding the adventurers. The leader is a ragged but proud-looking officer who regards the group of time travelers with open curiosity and a certain amount of awe.

"I am Marcus Cornelius Falco, Tribune of the Second Legion," he tells them. "Yield, barbarians, or be killed."

Despite his firm words, there is a trace of uncertainty in Falco's voice. The arrival of the TARDIS was a shock. After the destruction of his cohort earlier in the day, the tribune is wondering if the gods are merely having more sport with him.

The adventurers must deal with Falco as they think best. Using

Verbal Interaction skills, they can attempt to persuade him that they are not barbarians, that they are friendly, etc. Falco is quite likely to believe that the newcomers are not Britons, though he may still regard them as barbarian because they are neither Roman nor Greek. Should the group try to pass themselves off as gods, Falco will be more reluctant to accept them. He feels more than a trace of superstitious awe about their sudden arrival, but he is trying to rigidly suppress it.

The TARDIS itself, or much of the equipment in it, might be miraculous enough to convince him. However, the party will find that they cannot get back inside. The TARDIS key no longer functions, evidently because the mysterious power broadcast is interfering with the temporal vehicle's circuits. The party is effectively on its own until they can find a way to stop this interference.



FALCO'S STORY

If the adventurers can convince Falco that they are friends rather than foes, they can draw him into conversation regarding recent events. He tells them that several days ago, the Roman army under Emperor Claudius defeated the Britons under Cattigern and Caractacus, scattering the barbarian army in defeat. Since then, the Romans have been marching in an almost triumphal procession toward Camulodunum, the defeated king's capital. Two days ago, a hitherto unsuspected, fresh army of Britons began to gather ahead of the Roman line of march.

Falco was second in command of a cohort-sized reconnaissance force dispatched by Claudius and his army commander Aulus Plautius to scout ahead of the main body and locate the Britons. They did so, but the enemy, with absolutely uncanny intelligence, was able to surround and virtually cut off the Romans before completely overwhelming them. Falco's band and a few other Roman groups escaped. Most of the others were killed or captured by the Briton horde, which Falco claims is larger than the army Caractacus fielded at the supposedly decisive battle just won.

Now the Britons have cut off Falco and his men from the main body of the Romans. There is no way to warn the army of the odds they face, and Falco is sure disaster is inevitable.

He knows of only two ways out, the marsh and the "sacred wood" of the Britons. Though a winding path is rumored to lead through the marsh, it is very dangerous and difficult to cross. As for the wood, Falco and his men refuse to enter it. "It is an evil place," he declares, "that swallowed up our legate Titus Flavius and his escort before the battle even began."

The players should know (or can learn) from material in the **Player's Handout** that Titus Flavius Vespasian, legate of the II Augustan Legion in the British campaign, is destined to become the Emperor Vespasian, founder of the dynasty that will renew Rome after a violent civil war. Something is seriously wrong if, indeed, he has been lost in some mysterious Briton wood, just before a battle the history books never recorded with an army that should not exist. The adventurers will have to take action to correct the crisis and preserve the timeline.





PLAYER OPTIONS

At this point, the player characters have reached a crucial decision point. Their choices at this moment will set the course for the development of the rest of the scenario. In particular, it is the *order* of subsequent events that will most shape the final climax and outcome of the adventure.

Falco's story suggests that two major elements of the timeline are out of joint. The first is the disappearance of Vespasian and his men. If Vespasian is not returned to safety, there will be no Governor Vespasian of Judea to suppress the Jewish Revolt some two decades hence, or to proclaim himself Emperor during the Year of Four Emperors, or to found the Flavian dynasty. Investigation of the Sacred Wood where Vespasian disappeared is one strong possibility for the group's next move.

However, there is also a British army assembling to ambush the Romans as they march toward Camulodunum, an ambush that history does not record. Thus, another option for the adventurers is to save the situation by getting someone through to warn the main body of Romans, halting them before they walk into an ambush.

The adventurers may choose one option or the other, or they might decide to split up and do both. Their decision may be complicated by the fact that Falco and his men are determined to warn the Roman army. Upon thinking things through, the Roman tribune has decided that, if the adventurers are neither magical beings nor allied with the Britons, then they must have reached the battlefield by an unguarded route, i.e., the marshes. Falco will thus slowly convince himself that the adventurers can help him navigate the marshes, and he will use force if necessary.

If the party chooses to investigate the woods, they will have to convince Falco that they cannot guide him (or they must fight or run from Falco's men, who will not pursue anyone into the Sacred Wood). The Adventure Flow Chart

(See Gamemaster's Notes)

indicates what course the adventure would then take.

Should the adventurers decide to postpone the problem of the Sacred Wood and go with Falco in hopes of warning the Romans of danger, the adventure proceeds in a very straightforward manner, as shown by the Flow Chart.

Finally, the group may split up, either voluntarily or involuntarily. An involuntary split would result from Falco's releasing all but one of the party, or if the group chooses to run or to fight, resulting in only a few of them actually making it to the woods. In many ways, running an adventure with split groups is closer to the spirit of a *DOCTOR WHO* television episode, where the actions of separate groups slowly resolve the problems to be faced from two different directions.

However, there are drawbacks to splitting up an adventuring group. The gamemaster is now charged with running two entirely separate adventures, and yet must coordinate them so that events in one path have an impact on the other. He will also have to handle players in 'shifts', which often results in one group getting bored while the other is taking action. There may be no other way to handle the situation, however, and so the gamemaster should be prepared for it. If a split arises, the two groups can go their separate ways on the Flow Chart until events conspire to bring them together again.

The following encounters are presented in a sequence that corresponds to the optimum flow of the adventure, which assumes that all adventurers accompany Falco to the Roman camp. Although the Flow Chart follows this sequence, it also shows the possibilities available if the player characters depart from the 'optimum flow'.

OVERLAND MARCH

If an overland march is undertaken, it will generally proceed by one of two routes, either through barbarian-infested woods toward the Roman lines or by way of the marsh

(avoiding most of the Britons but exposing the party to more danger from natural hazards).

The gamemaster will roll dice against the Random Encounters Table (See Gamemaster's Notes). Most of the encounters require the player characters to take some kind of action (using skills or attributes) to avoid disaster. Outcomes of these encounters may influence the course of events in the adventure. For example, a barbarian ambush might end in death or capture for some or all of the player characters concerned. Capture, as the flow chart shows, can lead some or all of the adventurers onto a different track of the scenario prematurely.

To pass the marsh, the party must overcome 2D6 Natural Encounters and 1D6 Barbarian Encounters. Each Natural Encounter represents a danger point along the narrow and twisting path one of Falco's men has finally discovered through the bog. At each point, the Interaction Chart is consulted, comparing the *Wilderness Survival Skill Level* of any one character (including NPCs) to a Difficulty Level set by rolling 1D6+1. If the encounter is resolved successfully, nothing untoward takes place. On a failed result, roll 2D6 on the Natural Encounter Table (See Gamemaster's Notes). Barbarian Encounters represent the chance of meeting Britons, and are discussed below.

A march through Briton-infested woods results in 2D6 Barbarian Encounters and 1D6 Natural Encounters. Natural Encounters are handled as described above. For each Barbarian Encounter that occurs, *each* character in the party (the 14 Roman soldiers are treated as one character for this purpose) must consult the Interaction Table to compare their *Stealth Skill Level* with a Difficulty Level of 1D6+1. If the interaction is successful, the characters have avoided the encounter. If unsuccessful, the gamemaster should roll 2D6 on the Barbarian Encounter Table to decide the specific encounter. Although *each* character must consult the Interaction Matrix for a Barbarian Encounter, any *one* failure will spark an encounter roll. Only one roll is made for the encounter, no matter how many characters fail the Interaction process.



IN THE ROMAN CAMP

Hopefully, some or all of the adventurers who set out to warn the Romans of impending attack will eventually make it to the Roman camp. This is a large, impressive military base, holding four full legions and numerous auxiliaries, fully walled and defended in the classic Roman manner. Inside are legionary soldiers, horses, auxiliaries from Gaul, Nubia, and the Balearic Islands, even detachments of elephants and a handful of camels, all employed as part of the Roman expeditionary force.

Before reaching the camp gates (if not sooner), Roman cavalry will come forward to halt the newcomers. If accompanied by Falco or other Roman troops, the adventurers will be welcomed. If the player characters arrive without Roman escort, they will be taken for barbarian spies and

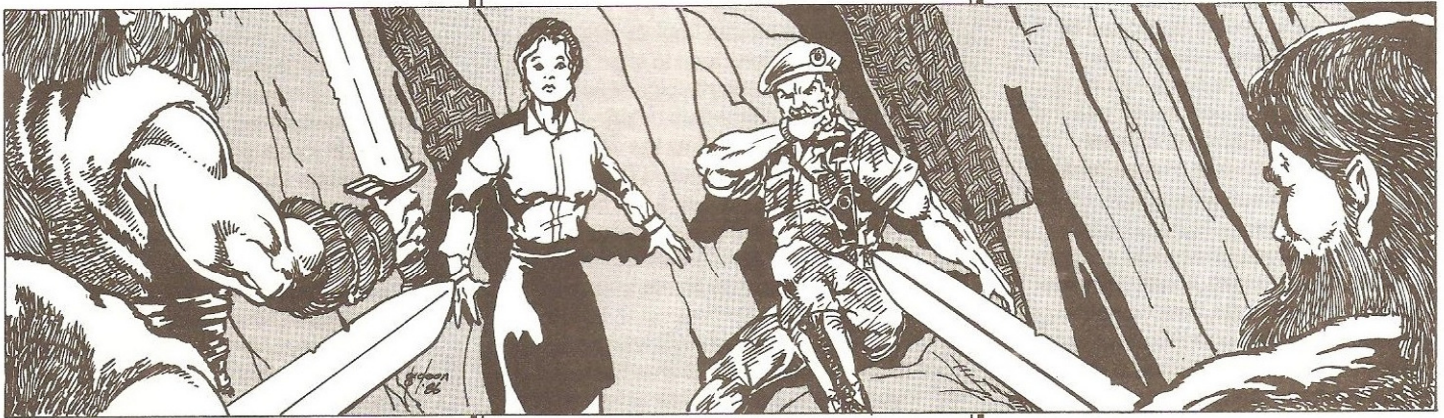
arrested. It is up to the player characters to convince their captors (through skill in *Verbal Interaction*) that a hearing with the Emperor is essential.

One way or another, a hearing will be arranged. The player characters' ability to gain acceptance from the Romans, however, will determine just how favorably the circumstances affect the presentation of their case.

If the adventurers are taken for spies, the Emperor will listen while a specialist in physical persuasion asks the player character(s) questions concerning the barbarian army and the fate of the scouting cohort. The character(s) may not be able to answer satisfactorily without considerable, no doubt painful prompting. A character who insists that he has important news for the Emperor will be taken for a deserter from the barbarian ranks. His fate will be easier than that of a suspected spy, but the Romans will still be rather suspicious. If traveling in the company of Falco or another Roman soldier and enjoying their trust and friendship, the player characters will be accepted, but not necessarily heeded.

The Romans are distressed by news of the loss of Vespasian and of the cohort. They believed this campaign had been successfully won, having had no inkling of the presence of a second, even larger barbarian force. The news sparks a sharp debate among the Roman leaders, a debate the adventurers must try to influence to prevent Claudius from walking into disaster.

The Emperor himself is a timid, easily manipulated man. Having lived through the reigns of Augustus, Tiberius, and Gaius Caligula, he is overly concerned for his personal safety. On hearing the bad news, Claudius will want to halt the advance immediately so that the situation can be more closely studied. The player characters' greatest difficulty in dealing with the Emperor will be to keep him from abandoning the conquest of Britain altogether, which would be as serious a blow to the flow of history as allowing him to walk into a Briton ambush. Regardless of the Emperor's initial reaction, factions in the Roman camp will soon be at work trying to influence him. His notoriously weak will is likely to give



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way to whatever set of arguments seems most persuasive.

Aulus Plautius, the commanding general of the army in Briton, will agree with the decision to delay the advance. A stolid, thoroughly professional military man, Plautius will want to size up the opposition before proceeding. He also has a personal axe to grind, as Claudius' arrival in Britain just before the crucial battle robbed him of the glory of victory. He plans to play on the Emperor's fears to stall the advance, then send Claudius and his courtiers packing. He intends that any victory over the Britons be his and his alone.

Posides, a eunuch serving as the Emperor's personal military advisor, disagrees with the idea of halting for the same reason Plautius supports it. He stands to lose face if Claudius stops now, and this could deprive him of his position as one of the most prominent of the Imperial freedmen running the government (and, frequently, the Emperor). Posides will contend that the adventurers' story is some sort of trick, and will accuse any Romans involved of treachery and betrayal. He accuses the adventurers of being either Briton spies, or worse, traitors in the pay of some powerful general (implying Plautius) who hopes to win glory at the Emperor's expense in order to seize power in a later coup.

Posides' view is supported by Lucius Geta, commander of the Praetorian Guard cohorts escorting Claudius. Geta is concerned with the safety of the Emperor, and sees assassins and traitors everywhere.

Claudius does order a halt, which buys a few days time. Politics inside the Roman camp need not concern the adventurers. If they do take an interest, however, their actions are sure to antagonize some of the powers that be, making their position even more precarious. Moreover, the group is not allowed to leave the camp. Until they can win the chance to leave, they will be unable either to free the TARDIS or learn what has happened to Vespasian, to say nothing of locating the renegade whose TARDIS brought them to 43 A.D. in the first place.

Before events have gone too much further, however, a new problem arises that deepens the mystery even further.



SHADOWS IN THE NIGHT

After the group's meeting with Claudius, they are assigned to a tent in the section of camp reserved for the Praetorian Guard (the location provided courtesy of Lucius Geta, who can thus keep an eye on them). Late that night, the adventurers are awakened by a humming sound. Although not particularly loud, it does come from rather close by and is unmistakably from some kind of advanced machine.

The sound is being produced by a recon drone, part of the Sontarans' military technology. If the adventurers investigate the noise, they will discover a drone hovering near their tent. Like all Sontaran equipment, the recon drone (despite its innocuous name) carries the equivalent of a small truckload of deadly equipment. Ringed with visual, infra-red audio and motion detectors, the drone can react almost instantaneously to any perceived threat.

Any Time Lord or Companion who has previously faced the Sontarans will know that the recon drone's weakness is the same as that of a terrestrial housefly. Two *simultaneous* threats from exactly opposite directions tend to short out its reactions, leaving it vulnerable to attack. Other characters might deduce this from the way the drone responds to initial threats. (The game-master is advised to use a few handy Praetorian Guardsmen as 'spear carriers' who can demonstrate how *not* to tackle a Sontaran recon drone).

The drone, incidentally, does not necessarily indicate Sontaran involvement. It merely indicates that someone with access to Sontaran technology and a temporal vehicle (as the recon drone will not be developed for another 1,000 years or so) is operating in the area. Still, if

the characters want to be afraid of Sontarans, let them. It may well keep them guessing as to what happens next. Someone has tampered with this particular recon drone. A character with skill in *Electrical Engineering*, *Electronics*, *Cybernetics*, or detailed knowledge of the Sontarans will note the addition of equipment to project holographic images and to relay rho waves, a transmission signal used by some hypnotics equipment.

While the adventurers are still examining their find, an alarm trumpet blares out, bringing the whole camp to alert. Praetorian guardsmen are suddenly everywhere, shouting "Assassins!" and "Look to Caesar!"

As luck would have it, three intruders who were driven away from the Emperor's tent come running past the adventurers. The player characters take the opportunity to join in the pursuit, succeeding in catching and subduing these men. This is an obvious way to win the trust and respect of the Romans and, hopefully, the gratitude of the Emperor. The adventurers will need both to get the chance to investigate the Sacred Wood or otherwise follow up on the disappearance of Vespasian.

When captured, it becomes clear that the intruders are definitely not Britons. In fact, if any of the adventurers went into the Sacred Wood or have been previously captured, one or more of them will be among the intruders. If none of the characters has been captured, Falco or another Roman from his group will recognize the intruders as members of Vespasian's escort. (If Falco was captured, he may be among the intruders!)

A Time Lord or some player character with ability in the *Trivia* skill of *Hypnosis* or *Human Psychology* can recognize that these intruders are under a deep hypnotic influence. In response to questioning, the intruders appear to be in a strong state of induced hallucination that makes them interpret the world according to a carefully-constructed fantasy created and implanted by someone who knows a great deal about the hypnotic machinery. The influence can be broken by a direct application of ordinary hypnosis, by the elimination of the rho waves maintaining the fantasy state, or perhaps by a sudden shock or pain

suffered by the victim. Those who recover remember nothing clearly. They have only vague impressions of a mysterious hollow tree or an endless maze of caves (the story varies) and a man dressed in black. Their last clear memories are of entering the Sacred Wood, whether voluntarily or as prisoners of the Britons.

The adventurers may find themselves helped OR hindered by these new developments. The actions of the intruders (and what they say while under hypnotic influence) suggests that they were disguised as Romans and sent to penetrate the camp defenses and *kidnap* (not kill) the Emperor. If the intruders are all Romans, they seem to be under the delusion that Claudius is actually a usurper who must be captured and brought to justice. (Intruders who were originally adventurers have a far stranger impression, as described below in **Under Compulsion**.)

Roman soldiers attempting the kidnapping are supporters of the Posides/Geta argument that a rebellion is brewing. Adventurers among the intruders suggest that Geta was right in seeing the other group of player characters as enemies. However, if the latter group of player characters was instrumental in capturing the intruders, and especially if they can snap some of the victims out of hypnosis and get a semi-coherent (though incomplete)

story from them, Claudius will be inclined to look upon them favorably.

If the adventurers are asking for a chance to leave the camp and discover what is behind the attack and the other mysteries, Claudius will be agreeable. To Geta's arguments that they are traitors, he can reply that, if they are traitors, they will do less harm outside the camp than inside. Further, he says that if they are spies, they cannot reveal more of what is happening in camp than the other traitors or captives have already done. Finally, if they are actually friends, Claudius will say their help should not be ignored.

If Falco is alive and in the camp (and not hypnotically controlled), he will request the right to accompany the adventurers, both to watch them and to search for the legate.

The adventurers may not have been able to plead their case very successfully, and could end up confined to a tent under heavy guard. In such a case, an escape attempt may become necessary, possibly with Falco's aid, if he is available. If Falco sees men with whom he soldiered turn up as kidnapper/assassins, he will most certainly believe the claims the adventurers have been making. If so, he will help them, even at the risk of going against the Emperor's orders, believing that there is some greater threat to the Emperor that only the adventurers can uncover and prevent.



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BARBARIAN AMBUSH

When the adventurers leave the Roman camp, they are again faced with a choice between using the wooded route or the track through the bog to reach the original battlefield and the Sacred Wood. Basic procedures for this trip are much the same as before, with a few subtle differences.

If the route through the marshes was previously taken, it is familiar now, and so the number of Random Encounter rolls is reduced to 1D6. No matter what happens on this return trip, there will definitely be a barbarian ambush by at least 50 Britons. This should be integrated with the usual encounter process. Rather than rolling for an encounter, however, the gamemaster can make any one encounter end up an ambush.

In the fighting, the party may get lucky and escape, but some player characters are likely to be killed or captured. Indeed, it is fairly important to the flow of the adventure that at least some members of the party be captured by British tribesmen. (If the party or any of its members manage to elude capture, they will obviously NOT be taken to the Briton camp, and so the following section will not apply.)



IN THE BRITON CAMP

Characters captured by barbarians are taken first to the Briton camp, and the gamemaster must take pains to impress the camp's atmosphere on the player characters. Although barbaric by Roman standards, the Britons are a proud, noble race, with a society and culture of their own. They are independent in heart and mind, prizing bravery, individual heroism, fealty, and honor very highly. Next to the ant-like discipline of the Romans, the Britons are a people to be admired, not despised.

Their accoutrements and society are primitive, however. They wear coarse clothes and tattoo their bodies, smearing themselves with a bluish-colored, mud-based substance called woad. Their hair is long and unkempt, their dwellings crude tents and mud huts. The camp has no order or discipline, and is filled with men, women, children, animals, chariots, and general disorder. The gamemaster's description should also convey that these are a proud, free-spirited people gathered in a just cause to defend their homes against the Roman conquerors. Unfortunately, they are destined to lose the fight (and many are to die) if history is to be kept on track.

When the adventurers are brought into the camp as captives, they are led before a council of leaders representing various tribes and bands. The two most important of these are Calagundus and Cunovellanus. Also present is Branimandua, a young princess whose band of warriors is small but important because she represents a powerful tribal confederation in a distant part of Britain. Indeed, all the Britons gathered here are from far-off tribes not supposed to be involved in the war at all. Falco and the other Romans know nothing of these tribes (save that they are rather obscure groups located far to the north and west), and are quite surprised to find them fighting Rome.

The captives are examined by the tribal leaders and subjected to a brief period of questioning. The



interrogation involves repeated queries on Roman troop strength, plans, and intentions, and is neither precise nor particularly vigorous. Calagundus, who seems to have the most power and prestige, is rather off-handed. Eventually, he declares that these proceedings are a waste of time because "our leader" already knows anything these prisoners could tell. He gives haughty orders that the captives be "delivered to the Sacred Wood, so that our chieftain can dispose of them as he will".

At this juncture, a dispute arises. Branimandua comes forward to challenge Calagundus' decision. "You place too much faith in this chieftain, Calagundus, and not enough in Briton strength," she says. "What do we know of him? It is true that he summoned us here from afar, and if what we all have seen is true, he has magic powers. Perhaps he really is a god. But what kind of god?"

Calagundus tries to silence her 'blasphemy', but there are enough others willing to hear her out. She continues, "We might have joined Caractacus in time to defeat the Romans last week. This 'god' did not even tell us Caractacus was in

danger until it was too late. Now he has fled, and we stand alone against the Romans.

"And this 'god of war', this 'chief' of our war band, he keeps Roman captives as his bodyguards! I have seen this. Why? What side is he really on, this war chief?"

Calagundus and many of the other leaders look confused. "Romans as his guards! We haven't seen this. Our leader is guarded by Druids and by Briton warriors, not by Romans!" There is murmured assent from the more important leaders. "And how have you come to see the Sacred Wood in the first place, Branimandua? You have not been admitted to the Inner Mysteries."

The Briton princess looks impatient. "I have been to the edge of the wood, and seen many things inside. And I say that you of the Inner Mysteries are blind, or foolish, or both!"

The other leaders, who at first seemed willing to hear Branimandua out, now are quick to back up Calagundus. By their words and actions, it is plain that all but a handful of the top leaders have never been within the Sacred Wood, and those who have (as part of the 'Inner Mysteries') have seen nothing of what Branimandua describes. Moreover, the princess is on thin ice for claiming to have seen anything at all, as she is not among the few initiates. The council meeting ends with the adventurers condemned to be taken into the Sacred Wood, and Branimandua is left alone and thoughtful in the center of camp.

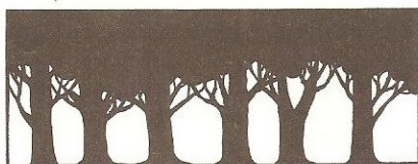


THE SACRED WOOD

Neither Britons nor Roman soldiers (except Falco AFTER the Roman army has been warned) will enter the Sacred Wood voluntarily, with the exception of a few selected Briton leaders. The adventurers may enter the wood on their own during the course of the adventure. They may also be escorted to the edge of the wood by the Britons, and forced at spearpoint to follow a path that winds into the heart of the grove.

The trees here are primarily oak, tall and obviously very old. Most of the player characters (except Time Lords) will feel an almost tangible aura of power and superstitious fear as they walk through the woods. This is true even of the most sophisticated and skeptical of humans. Time Lords sense nothing out of the ordinary, and will be inclined to scoff at the fears of their Companions.

Persons walking along the path may periodically hear a humming sound (roll on the Interaction Matrix, comparing INT with a Difficulty Level of V). It is possible (on a second roll of similar difficulty, but this time using MENT) to recognize this hum as identical with that of the Sontaran recon drone from the Roman camp, if it has already been encountered. However, it is impossible to ever actually spot the source of the noise because the wood is so dark.



At a time chosen by the game-master, a number of soldiers wearing Roman armor may suddenly confront and surround the player characters in the woods. If Falco is present, he recognizes some of them as prisoners taken by the Britons when his cohort was overrun, but they pay no attention to his calls. It is only gradually that members of the party realize that these Romans, though in full armor, are not wielding swords at all. Instead, they carry small but potent-looking laser pistols, which they seem to handle quite competently (amply demonstrated on any person who fails to heed their demand to put hands behind heads and follow quietly).

At the moment of capture, any character who makes a successful Interaction roll comparing INT to a Difficulty Level of VI may hear a rustling noise in the bushes to one side. A second, identical roll may allow the character to briefly spot the face of Princess Branimandua watching from out of the brush. This happens ONLY if the captives have just come from the encounter at the Briton camp.

The soldiers escort their prisoners down the path, halting eventually before a solitary oak tree in a small open space. (It is not really a clearing because the overhead branches leave it quite dark and oppressive.) Two more soldiers stand in front of the tree, stiff and unmoving, as if they were on guard duty before a gate. To heighten the impression, the centurion in command of the group's escort walks to the tree and halts for a moment. Suddenly a door seems to materialize on the tree, and he walks inside. The centurion reappears a few moments later and orders the prisoners to pass through the door. As they do, the adventurers leave the dark, gloomy forest and suddenly come into a brightly-lit, ultra-modern room far larger than the tree that contains it. What they have now entered is the control room of a TARDIS.



THE WAR CHIEF

A man steps forward to greet them, a small but potent stun pistol in one hand. Though dressed mostly in black (with red and silver trim and a silver-grey helmet), it is not The Master. He is definitely a Time Lord, however. Identifying himself as the War Chief, the stranger welcomes the group to the temporary capital of his new empire.

The War Chief will recognize any Time Lord characters among the group, and that the non-Time Lord characters from other eras are time travellers as well. He is in an expansive mood, inclined to boast, especially to others of his own race.

He recounts his background. Having fled Gallifrey many years before, he joined a group calling themselves the War Lords. By providing time travel technology, he helped the War Lords collect human soldiers from all eras to fight their battles under ideal test conditions on an artificial world light-years from Sol. The War Lords planned to use the best soldiers from their war games to form an invincible army that would conquer, and later police, all of space and time. Unfortunately for them, the 'meddling' Doctor discovered the plot and called in the Time Lords to halt the War Lords' plot. The War Chief managed to escape Time Lord justice, and has been in hiding ever since.

The hiding will soon be over, he says. In all his experiences with human soldiers, the War Chief was most impressed with the discipline and strength of Rome. With the aid of hypnotic control techniques, he plans to take control of Rome and use it as the backbone of a new empire all his own. He says that the Time Lords will not stop him this time because he plans to take power from within before Gallifrey can react.

The key is Claudius, the foolish, weak-willed Emperor who can be easily dominated by hypnotic suggestion and made to obey the War Chief in all things. By clever maneuvering, the War Chief has exposed Claudius to capture, something he could never have done as long as the Emperor remained safely in Rome. If Claudius

somehow escapes his net, the War Chief says he already has another Emperor – or rather, future Emperor – in his power. Though less suitable than Claudius, the substitute is still susceptible. One way or another, the War Chief will become the power behind the Imperial throne, with the Roman legions ranging over the whole of space and time to do his bidding.

The War Chief describes his plans to the adventurers quite freely, as if he seeks some kind of applause or approval. If asked about his plans for the prisoners or threatened with their interference, his response will be a gloating smile. The humans in the party will soon be helping him, he says, and the Time Lords among them will have the choice between cooperation and death.

His hypnotic equipment, which keeps his Roman guards and the important Briton leaders under control, will not work with any degree of certainty on Time Lords. Some strong-willed humans can also resist its effects, but the illusions it produces are generally quite effective. The Romans, for instance, believe that the War Chief is their general, these woods a small Roman camp, and their weapons ordinary swords. Their minds simply interpret events against that framework.

The human Companions will be subjected to the same treatment. Their more sophisticated backgrounds will make them very useful servants in the War Chief's growing army. Soon, he will be able to dispense with the Briton barbarians entirely, take power over Claudius, and assume his rightful place in Rome itself.

For the moment, though, he must attend to other matters. The War Chief orders the captives removed to a cell within the TARDIS, and dead-eyed Roman guards hasten to obey his commands.



UNDER COMPULSION

This section is to be used if the player characters are captured by the War Chief BEFORE they have had a chance to visit the Roman camp. It is not used if the characters have been captured AFTER visiting the Roman camp in any way.

The adventurers are taken, one by one, to another chamber in the TARDIS. There, the War Chief carefully places a complicated helmet over the victim's head and face, and then manipulates several buttons and levers at a control console. The victim hears a whining sound that rises in pitch before he loses consciousness completely.

When the adventurer awakens, he will be under hypnotic compulsion, but the gamemaster should NOT make this clear. Instead, the period that follows should be spun out as if it were a completely different but perfectly ordinary adventure. The player characters remember what has gone before, but should be told that all of THAT was some kind of hypnotic illusion, from which they have now been freed by a Time Lord they can trust – The Doctor.

The War Chief has created a complete fantasy world in which the adventurers move and act. They *think* they see The Doctor and various other people and things, but actually they are interacting with the War Chief, the Romans, and the rest of the world of 43 A.D. The Doctor is, in fact, the War Chief, and the instructions he gives are the War Chief's plans to capture Claudius.

What the adventurers understand, however, is that Sontarans have invaded the planet Zintorra, and The Doctor has freed the party from their control. The Doctor claims that his old friend Brigadier Lethbridge-Stewart is still under Sontaran control, and being held by them in a nearby camp. The Doctor implores the group to rescue the brigadier and bring him back, even if he resists.

The fantasy is an intricate one. The War Chief's TARDIS, disguised as a tree, now looks like a police box. Roman soldiers and others who attempt to fight the party will appear to be Sontarans. The whole landscape will appear to be quite alien, quite unlike ancient Britain. The gamemaster should describe the following events just as if *these* were the actual adventure, all the while leading the player characters to the Roman camp and an attempt to kidnap Claudius.

If only part of the group was captured by the War Chief, and the rest travelled to the Roman camp, the resolution of this phase of the adventure will depend upon the interaction between this section and the earlier **Shadows of the Night**. The gamemaster may find it difficult to coordinate the actions, but discrepancies can be covered by the hypnotic fantasy, which distorts the affected characters' perceptions of their surroundings.

If all the adventurers are under compulsion, and none are present at the camp, then the player group's efforts are ultimately doomed to failure. An overwhelming body of Roman guards will render the group unconscious. They will awaken believing themselves prisoners of the Sontarans, unless they somehow win free of the compulsion.

When first subjected to the hypnotic compulsion, characters may fight it, remaining aware of their true surroundings by rolling once on the Interaction Matrix, comparing it with a Difficulty Level of VII. Time Lord characters get two chances to roll. Thereafter, anytime a character is rendered unconscious, is injured, or suffers some other kind of physical damage, another roll (two rolls for Time Lords) can be made. A successful roll frees the character from the compulsion until and unless he is reprocessed in the War Chief's TARDIS.

The only other way for the characters to become free is for the controlling rho waves to be cut off, either by elimination of the recon drones around the Roman camp, or by destruction of the master control unit on the War Chief's TARDIS. A Time Lord with skill in *Hypnosis* can also liberate characters if he himself has first been freed.

It is important for the gamemaster to properly role play and carefully orchestrate all encounters and events that take place while the characters are under compulsion.



ESCAPE

Characters imprisoned by the War Chief *after* events involving the Roman camp are not placed under compulsion. Instead, they are confined until they have a chance to escape.

Confinement is in a large and spacious TARDIS room. Previously-captured characters who have not been sent to the Roman camp will be here. There is also another man present, a sturdy-looking Roman officer in particularly fine armor. This is Vespasian, commander of the Second Legion and future Emperor of Rome. His tough, disciplined mind has twice thrown off the effects of the War Chief's hypnosis, and so the renegade Time Lord has chosen to confine him until he has a chance to break the Roman to his will.

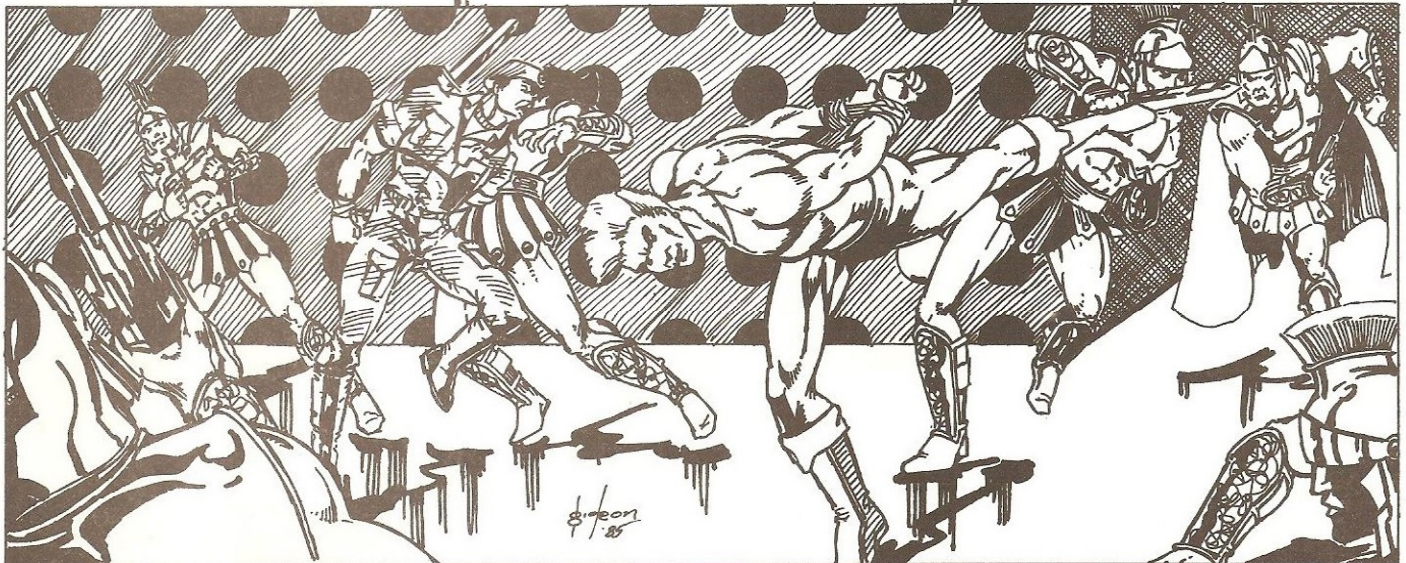
How an escape is managed will depend on the adventurers. Three Roman guards bring them food every few hours, and the player characters might find a way to overpower them. All their weapons and obvious pieces of useful equipment have been removed, but they may possibly have retained a few items (sonic screw-drivers, tiny stun guns, etc.) with which to improvise a way out. The gamemaster should impose a time limit on the party. Once every 1D6 hours, one member of the group should be removed from the cell, put under hypnotic compulsion, and set to work constructing laser weapons in a workshop somewhere.

If all else fails, the gamemaster will have to rely on *deus ex machina*. Although a poor plot device, it is not uncommon in the history of the *DOCTOR WHO* television series. In this case, rescue comes at the hands of Branimandua, who previously made known her concern about the veracity of the War Chief's alliance. Branimandua slipped into the Sacred Wood behind the adventurers, escaping detection because the surveillance systems were concentrated

on the adventurers themselves. While overpowering the guards outside the TARDIS door, she overheard the War Chief's boasts and plans. Conquering her fear, Branimandua managed to penetrate the TARDIS and follow the guards to the adventurers' cell. She frees them, realizing that they are enemies of the War Chief and evidently understand his powers better than she does (based on the things she has heard).

This rescue is quite improbable, and should *only* be used if all else fails. Every possible opportunity for escape should be first presented to the group, although Branimandua may still become involved along the way. For instance, she could be in the midst of searching for the adventurers when they escape, or be encountered (escorted by guards) on her way to a cell or to the compulsion chamber after discovery of her presence. Finally, it may be that she is captured and brought to the cell. While being pushed aside, the princess launches an attack on her guards that gives the player characters an opening to win free.

If Branimandua is a player character, of course, her actions must be role played in detail.



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ENDING THE ADVENTURE

Once the adventurers have escaped from the cell, the adventure's conclusion should be fairly open-ended.

It is of the utmost importance that Vespasian be removed from the TARDIS and returned to the army. All other considerations will take a back seat to this one, as Vespasian's safety is essential to history.

Another important goal is destruction of the War Chief's hypnotic compulsion apparatus, including the processing machinery and facilities controlling the recon drones that boost and direct the rho waves used to control the War Chief's subjects. Capture or elimination of the War Chief is also a possibility, of course. It remains secondary to the first two goals because the hypnotized Romans and Britons will continue to be dangerous until the machinery is eliminated, whether or not the War Chief is out of the picture.

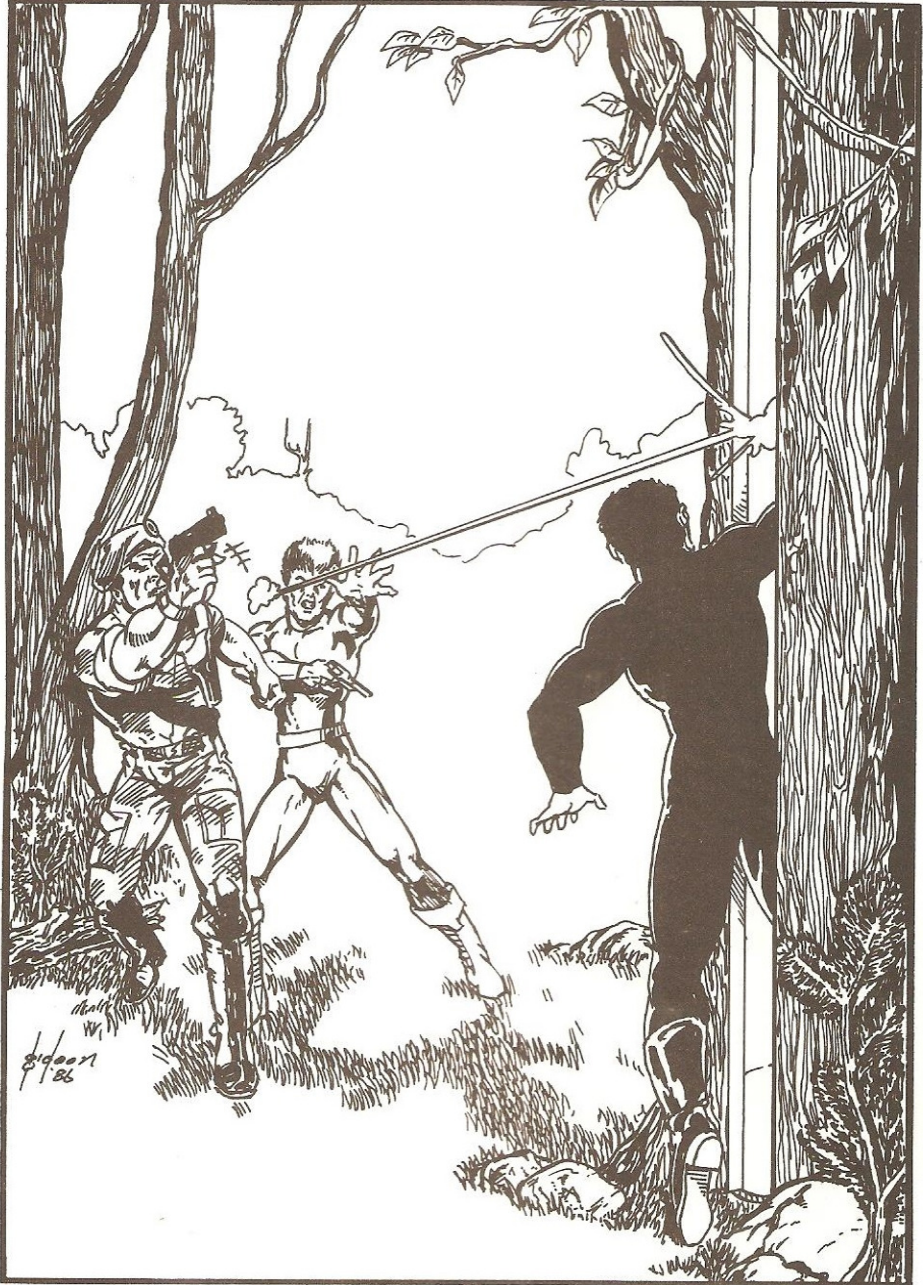
Just how these goals are achieved should be left up to the players. The gamemaster can coordinate their actions with efforts by the War Chief to recapture or kill them. When it is plain that the War Chief has lost, the player group can escape. If at all possible, the gamemaster should manipulate events to permit the War Chief to escape, possibly aboard a SIDRAT (an inferior type of TARDIS used by the War Lords) stored somewhere inside the War Chief's TARDIS. The War Chief makes too good a recurring villain to be captured so easily, unless the players prove able to completely outmaneuver any dodge the gamemaster invents.

Once these goals are achieved, there are several other factors to consider. For example, the Britons still menace the Roman line of march and threaten to upset the timetable (and outcome) of the whole campaign. However, the War Chief's defeat will also end the hypnotic compulsion that controlled the main Briton leaders. Branimandua invites the adventurers to visit the Briton camp as friends in an effort to convince them to give up the war.

These Britons have nothing to gain from fighting the Romans now that there is no 'god' urging them on. The adventurers can explain the benefits of accepting Roman rule and of becoming favored allies rather than conquered subjects. Properly presented (using *Negotiation/Diplomacy* skill and the Interaction Matrix), the group's arguments will lead the Britons to disband and return to their homes, eliminating the last obstacle to the Roman advance on Camulodunum.

If the gamemaster desires, either Branimandua or Marcus Cornelius Falco (or both) may wish to join the Time Lords and their Companions. This can be handled as the gamemaster sees fit.

The elimination of the rho transmissions frees the TARDIS mechanisms that have previously been malfunctioning, allowing the group to reenter their TARDIS and resume their travels.

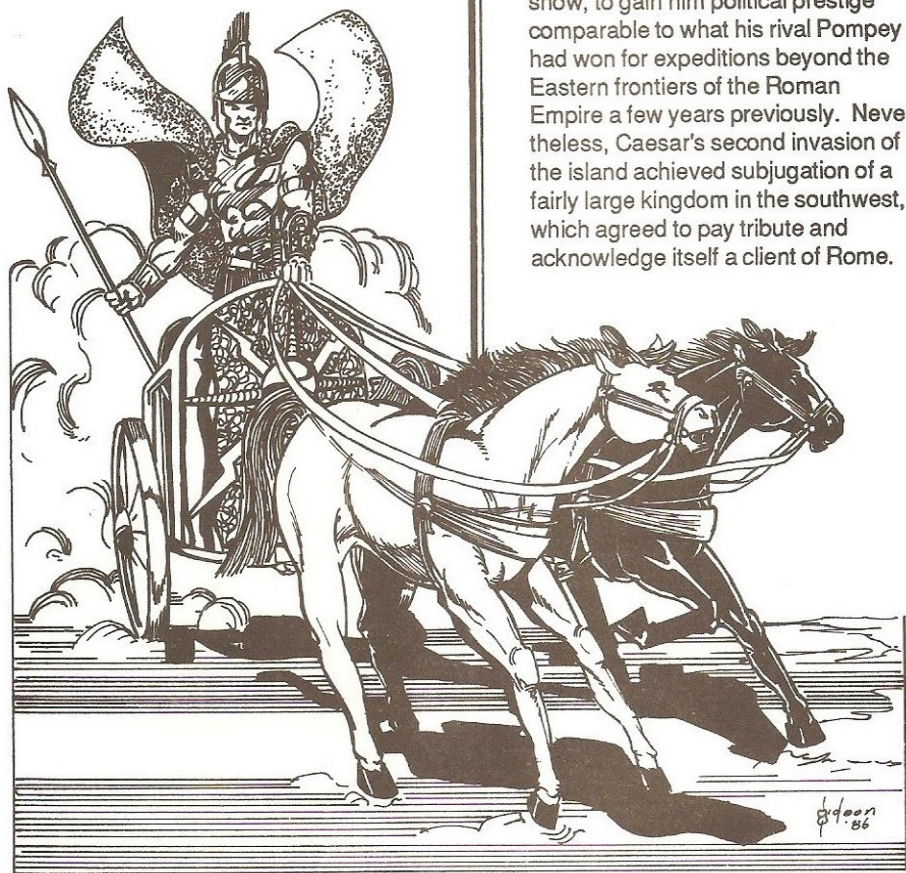


HISTORICAL INFORMATION

This chapter provides more details on the historical background of **Legions of Death** for the game-master's use only. Although some of this information is also included in **The Adventure** chapter and in the **Player's Handout**, it is consolidated here for easy reference.

In fact, the gamemaster should consider **ONLY** this chapter as his accurate source of information, as some of these topics are dealt with in a slanted, incomplete, or false manner in other sections of this booklet.

Before play begins, the gamemaster should make himself very familiar with this historical background. It will be essential to his handling of the adventure should the characters stray from the paths outlined in the booklet. If and when that happens, he can use the historical material to improvise new situations and events.



THE ROMANS IN BRITAIN

Historians disagree on the exact course of events surrounding the Roman invasion of Britain in 43 A.D. The two main sources for information on these events are the historians Suetonius and Dio Cassius, each presenting a contradictory account of the campaign. Tacitus, a principal authority on the era, is silent on the subject because relevant sections of his *Annals* have been lost.

After the accession of Claudius to the Imperial throne, events in Britain drew Roman attention across the Channel. As Julius Caesar had twice invaded the island, Rome had been interested in British affairs for almost a century. Caesar's campaigns had been mounted largely for show, to gain him political prestige comparable to what his rival Pompey had won for expeditions beyond the Eastern frontiers of the Roman Empire a few years previously. Nevertheless, Caesar's second invasion of the island achieved subjugation of a fairly large kingdom in the southwest, which agreed to pay tribute and acknowledge itself a client of Rome.

In later years, this 'conquest' lapsed. Tribute from Britain ceased, and the boundaries of the Roman Empire hardened at the water barrier of the Channel. Then, civil war broke out in southwestern Britain. The defeated faction fled to Rome, where the island took on new importance. Believing Claudius to be a coward unwilling to fight the Britons, Caractacus, the victor in the civil war, sent Claudius a list of insulting demands regarding the return of the fugitives. At the same time, the Druid priesthood in England was stirring up discontent in Roman Gaul.

Claudius' position on the throne was not secure because he had been selected Emperor by the armies, without having achieved any military victories to support his post as commander-in-chief. The Imperial system rested on the army and its personal loyalty to the Emperor. Claudius was in no position to test this loyalty in a showdown, however, as a recent abortive uprising on the Danube frontier had shown.

All these factors combined to compel the Emperor (or his advisors) to order a new invasion of Britain. This time, though, the Romans planned to stay. They intended to conquer Caractacus' kingdom, and turn it into a Roman province, not merely a client state.

Four legions were dispatched: the XX Valeria Victrix, the II Augusta, the IX Hispania, and the XIV Gemina, under the experienced command of Aulus Plautius. The legions were supported by Gallic auxiliaries, with a total strength of about 40,000 men.

After crossing the Channel, the Roman army met little opposition as it swept through what would one day become Kent. Caractacus gathered his forces, a large army of allied Briton tribes, to oppose the Romans at the crossing of the Medway River. Plautius defeated them handily, holding the enemy's attention while the Second Legion, under future emperor Vespasian, crossed the river and outflanked the Britons. A second, similar battle took place at the Thames River, again resulting in a British defeat.

It is at this point that the historical sources diverge. Suetonius claims that Plautius halted his advance so that the Emperor could travel to Britain and lead the legions

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on an unopposed march to Camulodunum (Colchester), the capital of Caractacus' realm. This version makes the Emperor's presence completely political, and is generally accepted by historians who lean toward the view that Claudius was a feeble-minded incompetent ruled by his advisors.

Dio Cassius, however, records that in the first two battles, Plautius suffered losses sufficient to call for reinforcements. These included several cohorts of the elite Praetorian Guard, a unit of elephants, a squadron of camels, and various other auxiliary forces. This account maintains that Claudius fought and won another battle on the march to Camulodunum, and thus played an important role in the campaign. Though often dismissed as Claudian propaganda, there are some independent sources suggesting that at least some of the Dio Cassius version is truth.

In either event, Caractacus fled his kingdom, and Claudius entered Camulodunum in triumph. The southwestern part of Britain became a Roman province, and eleven neighboring kingdoms paid the Emperor homage. After a stay of only 16 days on the island, Claudius returned to Rome, there to celebrate a magnificent triumph for his conquest of the new land.

Caractacus was later betrayed and turned over to the Romans by the queen of the Brigantians, with whom he had taken refuge. Plautius became the first governor of Britain, and he and his successors continued to expand the Roman province up until the time of Antoninus Pius, a century later.

After Antoninus, the Romans steadily lost ground in Britain. By the time of the Roman Empire's eventual collapse, their presence on the island was no more. The Roman impact on Britain was crucial, however, forming the basis for the island's later emergence as a center of Western civilization. To Emperor Claudius, therefore, must go the credit for a major turning point in history, regardless of the part he actually played in the campaign.

The material in this booklet assumes that Dio Cassius was substantially correct in his account of the invasion, up to Claudius' defeat of Caractacus. The events of the adventure itself are totally fictional, however, with no basis in any extant account of the era.

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THE ROMAN ARMY

The Roman force in Britain consists of four legions of the classic Imperial type, supported by a large force of auxiliaries. Legions number close to 5,000 men each, organized into ten 'cohorts' of 480 men each. Cohorts, in turn, contain six 'centuries' numbering 80 men apiece, with each century commanded by a centurion. Ten 8-man 'sections' make up a century.

In this era, the legion is almost entirely an infantry force. Each legion contains a small cavalry contingent used primarily for scouting, but both cavalry and light infantry are drawn from the ranks of auxiliary troops. Legionaries are heavy infantrymen, armed with two javelins (thrown prior to actual contact with the enemy) and the famous *gladius*, a short sword taken over from Spanish tribes two centuries earlier. The Roman infantryman wears a cuirass of leather with metal reinforcements, which is slowly giving way to an overlapping set of breast-and-back-plates of metal. A metal helmet and sandal-like boots complete the soldier's basic apparel. The legionaries also carry a rectangular shield that covers nearly the whole body, 76 centimeters wide by 121 centimeters long (2.5 feet x 4 feet).

Auxiliary troops are more diverse in function and in appearance. They are drawn from subjects and allies all across the Empire, and are generally used to fill roles where heavy legion infantry cannot effectively serve. Some of the auxiliaries present in Britain include slingers from the Balearic Islands, Nubian spearmen from Africa, camel-mounted cavalry from Arabia, and light-armed Batavian infantry from the banks of the Rhine River. Each unit has a unique flavor. All are decidedly inferior in status (and usually in quality) to the Romans.

The Romans themselves are superbly disciplined troops on the field of battle, although the legions have a long history of taking an active part in politics that seems to

run contrary to the rules of discipline. The legions march hard, work hard, and fight hard, combining the duties of soldiering with the responsibility for engineering work. Roman roads are built by legions to connect military posts, and the Romans also construct heavily-fortified camps to protect their troops when they halt between marches. The camp in this adventure is a particularly elaborate one, containing orderly rows of tents for each unit enclosed by an earthen rampart and a ditch. It is secure and well-guarded by the troops detailed for sentry work.

The army's command structure is lean but efficient. Centurions command each century (roughly equivalent to a small company or a very large platoon in modern armies). They are more like senior NCOs than officers, however, and cannot expect to move much higher in the chain of command. The senior centurion in a cohort normally commands the cohort itself as well, unless specifically superseded by an appointed officer.

The legion as a whole is led by a legate, who is considered a 'lieutenant' of the commander-in-chief. In the Roman Empire, legates are politicians as well as military men, holding a legionary command as just one of many offices and duties in the course of a public servant's career. When several legions are gathered into an army, one legate is also the army commander, as was the case with Aulus Plautius before the arrival of Claudius. When the force is serving in a Roman province, they are accountable to the provincial governor (another position held by some Romans during their overall careers). For example, Vespasian held the command of the Second Legion in Britain. Two decades later, he became Governor of Judea and commander of the army charged with suppression of the Jewish Revolt. Later, he led a rebellion, declaring himself Emperor in 69 A.D.

Assisting the legate are six staff officers, 'military tribunes' whose duties include both administrative and combat functions. A military tribune like Falco might be responsible for supply procurement one day, command a scouting force the next, then become a messenger from the legion commander to the army commander elsewhere in the province on the third day. Tribunes were generally young men of good family whose careers often led to legionary commands or governorships.



A provincial governor or the Emperor or his family members (Claudius had none) in the field might have an additional but rather irregular group of staff officers available. Claudius, for instance, is accompanied in the British expedition by his military secretary Posides, a Guards commander named Lucius Geta (whose brother Gnaeus is one of the legion commanders and second-in-command to Aulus Plautius), his son-in-law Crassus Frugi, and others who can be entrusted with staff or combat assignments.

The gamemaster should keep in mind the many striking differences between Roman armies and those of contemporary times. The Roman army is a professional force, made up of long-service volunteers whose business is war. They are light in officers because they can function effectively without such higher leadership. Officers are primarily concerned with strategy and with coordination, as Roman tactics are basically stylized. The Roman soldier is superbly trained, hardened by long service and harsh punishments. On the whole, however, he lacks individual initiative.



THE BRITONS

The Britons who stand against Rome are a study in contrasts with their would-be conquerors. A barbarian race, the Britons are descended from Celtic tribes who crossed the Channel during their great migrations into Western Europe several hundred years before the coming of the Romans. They are related to the civilized Gauls now under the sway of Rome (since Caesar's campaigns of 59–49 B.C.), and even more closely related to the Welsh, Irish, and Scottish peoples of later Europe than to the Anglo-Saxon/Norman people who became the true 'English'.

The Britons are divided into a large number of tribes, some strong, some weak, each ruled over by a king. Some kings, such as Cunobelinus (Shakespeare's "Cymbeline", a contemporary of Claudius who died in 41 A.D.), forged fairly powerful and stable kingdoms. It is the kingdom of Cunobelinus that has provoked the current Roman invasion.

The Briton tribes lack unity. A Cunobelinus or a Caractacus (or, later, the charismatic Queen Boudicca) could inspire a widespread tribal alliance against the Romans. Such alliances are fragile, subject to collapse through internal bickering (as happened to Caractacus) or through the elimination of the binding leader (as with Boudicca's revolt).

Despite their divisions, the Britons have a surprisingly homogeneous culture. This is largely due to the influence of religion. At one time, Celts from the north of Britain to the Cisalpine regions of Italy shared a common bond of religion, which promoted a basic similarity of education, tradition, and learning. Despite linguistic differences, the Celts across the whole of Western Europe shared much in common, and this sharing endures to the Briton tribes of Claudius' day.

At the heart of Celtic religion is the Druidic order. The Druids remain an obscure and mysterious group, thanks to their concern for preserving the secrecy of their activities. Despite the fact that they could read and write, most Druid lore was transmitted orally. There is a strong indication among classical sources, including Caesar, that the Druids were actually based outside of Britain. Certainly, one of Claudius' reasons for invading was to eliminate the Druid missionaries who threatened his attempts to suppress their order within Gaul. Druid concerns seemed to lie largely with education and the promulgation of law. Much is said, too, of their bardic poetries, and they were supposed to have magical knowledge as well. The Druids revered the oak tree, and the Romans claimed they also practiced human sacrifice by burning victims alive in a wicker cage.

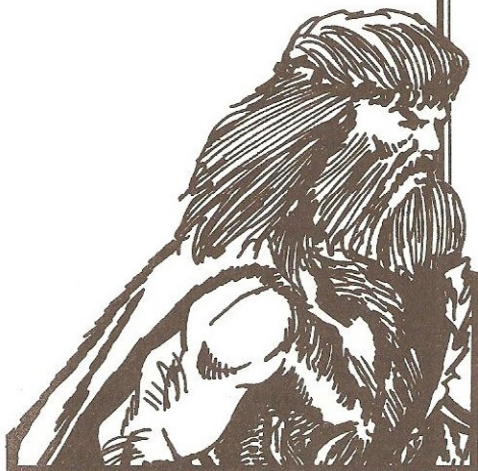
The Britons have fairly rigid social distinctions that form not only their ordinary society but also their military structure. Below the king is an aristocracy who comprise the landowners in peacetime and military leaders in war. Evidently, the aristocracy makes no social distinction between men and women. Women are in positions of authority and serve as leaders on the battlefield. Although tribal leaders are usually men, women can and do inherit kingdoms if there are no other heirs. Below the aristocracy are peasant classes with little upward mobility.



In battle, the Britons are more a mob than an army. Like most barbarian forces, they are ill-organized and indifferently equipped, and their idea of tactics is generally to line up and charge in one direction. Their main strength is in the infantry, supplied by the lower classes.

The aristocracy rides into battle on chariots. Each chariot carries the nobleman as driver, two heavy-armed fighting men, and two or more light-armed 'runners' who accompany the vehicle on foot. The chariots are used for harassing tactics, but are abandoned for serious infantry attacks if the need arises. The Britons have no true cavalry, as their horses are too small and weak to be used for anything but chariots. The general tenor of Briton tactics smacks strongly of the Heroic Age, with battles fought as they might have been beneath the towering walls of Troy.

It is important that the game-master's descriptions convey the essential nature of the Britons. They are uncivilized by comparison to the Romans, but they are not savages. Celtic art, literature, and poetry are robust and unrefined, but possessed of their own kind of beauty. The Britons are a forthright, honorable people, with their own virtues and vices. Under no circumstances should the gamemaster portray them as crude barbarian stereotypes.



THE WAR CHIEF

A protege of the evil Master, the Time Lord now known as the War Chief participated in the Prydonian Academy uprising that shocked the staid Gallifreyans with its violence and chaos. Like his mentor, the War Chief fled Gallifrey, a renegade still dedicated to The Master's creed of seizing god-like power to match the natural and technological superiority of the Time Lord race.

In pursuit of this goal, the renegade joined forces with a race who called themselves (in mockery of the Time Lords, whom they knew and hated) the War Lords. Power was their ambition, but the time Lords stood in their way. The arrival of the Gallifreyan renegade gave the War Lords the chance they needed to realize their dreams of conquest. The reason was that the War Chief (supported by The Master, though none ever knew it) brought with him the secrets of time travel. His new name represented his place near the top of the War Lords' military hierarchy. His genius and technical know-how were soon harnessed by the War Lords for the furtherance of their schemes, while he and The Master plotted betrayal and a deeper, darker plan of conquest and domination.

The War Lords, using SIDRATS (an inferior form of TARDIS supplied by the War Chief) embarked on an ambitious program of kidnapping humans to create a vast and complex series of war games on a remote artificial world. They chose to use humans because they are one of the most successful races in all space and time, being more flexible than Daleks and more stable than the Sontarans. In short, human racial history showed them best suited as *intelligent* warriors who could still be controlled and directed by the War Lords.

Whole armies from all ages of human history were kidnapped by the War Chief's SIDRATS, condemned to fight wars on a distant planet under the cold scrutiny of the War Lord leaders. There were armies from the World Wars, from the Crusades, from the great English, American, and Roman civil wars, from Napoleon's era, and from the days of Alexander and his successors. The Normans, the armies of the Renaissance, and the tercios of Spain were represented, along with soldiers kidnapped from Korea, Vietnam, the Sinai, the Cuban War of 1995, and the Martian Civil War of the 22nd century.

The War Games were designed as an experiment in accelerated evolution. This was not genetic evolution, but rather survival of only the most experienced, most capable soldiers Earth had to offer. By constant warfare, the War Lords pared away the unfit in their plan to convert the best human soldiers into an army of conquest under their total control. Before they were ready to begin organizing their forces, the wayward TARDIS carrying the Second Doctor and his two Companions arrived on the planet of the War Games. The Doctor soon learned that the war being waged was controlled and directed from some alien source. He uncovered the secrets of the War Lords and the hypnotic processing they were using to control their soldiers. Eventually, he discovered and recognized the War Chief.

Unable to repair the damage on his own, The Doctor was forced to call in the Time Lords. They captured the War Lord leaders, with the exception of the War Chief, and tried to put things right. They deprocessed the human combatants, and then wiped clean their memories of events after being kidnapped. The soldiers were then restored to their proper places and times. The War Lord leadership was placed on trial, and their world sentenced to a time loop that removed them from reality forever.

The War Chief never stood trial. His War Lord comrades discovered that he had been attempting to recruit The Doctor for his *real* plot. This was a plan to use War Lord resources to build a human army, and then seize power himself by unleashing the soldiers on all of space and time. When the War Lords discovered that the War Chief planned to betray them, they executed him.



In all the confusion, no one realized that the War Chief could regenerate. Although mortally wounded, he dragged himself to a SIDRAT and fled, regenerating, to a safe hideout where his own TARDIS awaited. For a long time, he laid low, unwilling to risk discovery by the Time Lords or by The Master (who blamed him for the failure of the plot, and vice versa). While hiding out, the War Chief improved the hypnotic machinery of the War Lords and plotted a return to power.

Of all the human subjects in his experiments, the War Chief had most admired the superbly-disciplined Romans. He studied them closely, and slowly formulated a plan to infiltrate the Imperial government of Rome and reshape history to his own ends. He needed to choose a period early enough in Imperial history to avoid breakdown of the system, which meant a time before 100 A.D.

Studying each of the Emperors, the War Chief discarded many. Augustus had too much support from family and friends to be dominated without a civil war. Tiberius was too aloof and remote, Caligula and Nero too erratic. The 'adoptive Emperors' (Trajan, Hadrian, Antoninus, and Aurelius) were all too strong-willed to be easily controlled, and the same was probably true of Vespasian and Titus, the early Flavians. Domitian, the Third Flavian Emperor, was too paranoid to be approached. As for the short-lived emperors of 69 A.D. (Galba, Otho, and Vitellius), any tampering by the War Chief would immediately call CIA attention to his manipulations.

Of all these possibilities, only Claudius stood out. Like Domitian, he was paranoid, but the War Chief spotted a chance to catch him at a time and place where guards and courtiers could not protect him – the invasion of Britain. Handled properly, Claudius could be captured, placed under the War Chief's control, and then returned to his Imperial throne before his people had time to become suspicious. The War Chief would then step in as the real power behind the throne and begin to alter the flow of history in subtle ways. Armed with advanced weapons, he would make the Roman legions even stronger and more powerful when finally unleashed against the universe.

The War Chief's plan depended on catching Claudius in a carefully stage-managed battle, as it was the only way to meet the Emperor

unprotected. The army of Caractacus and Cattigern, Claudius' main opposition, was unsuitable for the War Chief's purposes. Its leaders were too strong-willed to be easily dominated, and the army itself twice-beaten and brittle. Instead, the War Chief decided to create a new army of Britons whom he could control more effectively to ambush the Romans.

Using Sontaran recon drones, the War Chief sent holographic images of himself simultaneously to many distant Briton kingdoms early in the Roman invasion. Posing as a sorcerer and/or war god, he raised the tribes to declare a holy war against the Roman invaders, mustering their forces in secret far from the army of Caractacus.

The key leaders he "initiated into the Mysteries" by luring them aboard his TARDIS (disguised as a sacred oak tree in the midst of a wood the Druids regarded as a place of great power). The War Chief subjected them to hypnotic processing, which made them see their surroundings as he wished, and left them unwilling to question his pronouncements. The minor chiefs he merely forbade to enter the Sacred Wood. He made one fatal miscalculation, however. Unaware of Branimandua's strong following or her curiosity and religious skepticism, he classed this princess of a distant realm as one of the lesser leaders. She would ultimately enter the woods and learn the truth.

To maintain his control and keep the hypnotic compulsion strong, the War Chief had to transmit rho waves, boosted through recon drones. He was aware that these rho wave transmissions, which required a considerable power output from his TARDIS, could be detected from the Vortex, but he believed that it would take time for the Time Lords to mount an investigation. He had not reckoned on curious meddlers dropping in so early, and this was his second major mistake.

To ambush the Romans, the War Chief needed to place the Britons in a position where they could catch their

enemies off guard. He allowed Claudius to beat Caractacus and Cattigern in battle, reasoning that their victory would make the Romans less wary. As Claudius was not expecting to encounter a second Briton army in the area, he would no doubt advance confidently toward Camulodunum, walking right into the War Chief's trap.

Using recon drones and hypnotic control, the renegade hoped to manipulate the ambush so that Claudius could be taken, brainwashed, and returned before his capture was noticed. When an advance scouting party was overrun by the Britons, the War Chief gained Roman captives who could be programmed to infiltrate the ranks and kidnap Claudius at the height of the fighting.

The capture of Vespasian was an added bonus. Although much tougher to control than Claudius, the future founder of the Flavian dynasty afforded 'insurance' against a failure with Claudius. Vespasian's will could be broken eventually, and compulsion used to control him. If all else failed, the War Chief could step in and use him as a key to power in 69 A.D.

Warned of the Briton ambush, the Roman army halts, driving the War Chief to more desperate measures. The result is the doomed kidnapping attempt (*See Shadows of the Night*) and, ultimately, the chain of events leading the adventurers to the War Chief's lair and the complete collapse of his plans.

THE WAR CHIEF'S HENCHMEN

The War Chief controls 75 Roman captives taken before or during the skirmish with Falco's cohort, and they serve him as guards, workmen, and eventually, spy/kidnappers. There are also ten Britons in the TARDIS workshops. Several more of the Briton leaders (including Calagundus and Cunovel-lasus) are under his hypnotic control. Except possibly for Branimandua and her supporters, the Britons will obey the leaders under the War Chief's control, and so they can be considered the War Chief's men for as long as the hypnotic transmissions continue. The size of the War Chief's growing army makes stealth, not force, the order of the day in any escape attempt or other activity on the renegade's turf.



CAST OF CHARACTERS



PLAYER CHARACTERS

A total of eight different pre-generated characters (two Time Lords and six human Companions) are presented here. However, most player groups should probably number about five or six to keep from placing too much strain on the game-master's role and the game concept. The variety of characters provided allows the gamemaster (or the play-

Name: THE COLONEL

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes

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

Combat Statistics:

AP: 7
Armed Combat: Level II
Sword: Level II
Stunner Pistol: Level IV
Unarmed Combat, La Savate: Level IV

Significant Skills

	Level
Artistic Expression, Sleight of Hand	VI
Carousing	V
Leadership	VII
Medical Sciences	
General Medicine, Gallifreyan	III
General Medicine, Human	III
Physical Sciences	
Computer Science	V
Public Performance	IV
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	V
Surveillance	VI
Social Sciences	
History, Earth	IV
History, Galactic	IV
Sports	
Cricket	II
Swimming	II
Technology	
Cybernetics	VI
Computer Systems	V
Electronics	IV
TARDIS Systems	IV
Temporal Science	IV
Trivia	
Earth Military History	V
Career of The Master	V
Vehicle Operation	
Air Vehicles	III
Ground Vehicles	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

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ers) to pick and choose to create the exact character mix. It also offers a chance to play off disparate personality types against one another, and to create interesting subplots and backgrounds for the adventuring party.

These pre-generated characters are especially useful when introducing new players to the game, or to run a scenario with minimum preparation time when the players do not already have their own DOCTOR WHO characters.

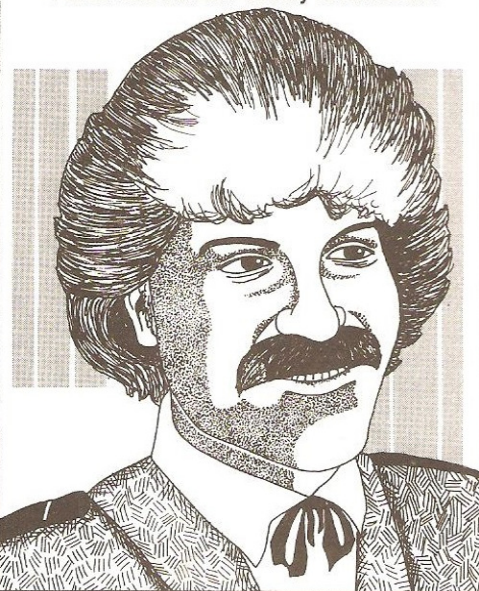
Although some characters described here have skills that are particularly useful in the adventure as written, no player is required to role play one of these. If a player does

Appearance:

Height: Tall
Build: Average
Looks: Striking
Apparent Age: Middle-aged Adult
Actual Age: 800+
Regenerations Used: 4
Recognition Handle: Crusty and abrupt. Grey hair, slight limp, walking stick, evening dress and top hat.

Distinguishing Physical Characteristics:

Now in his fourth incarnation, the Colonel appears as a tall, slightly-stooped middle-aged man with iron-grey hair and a severe military moustache. He speaks with a pronounced upper-class British accent, owing to early years researching Terran affairs in 20th-century Great Britain.



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choose a pre-generated character, he should be left free to alter the description to suit his own personal style of play. For example, a player might use the attributes and skills listed for a pre-generated character, but then create a completely different background or personality. Alternatively, the background or personality notes might be used very effectively to give more depth to a character created from scratch. If nothing else, these characters can serve as good examples to prospective players (and gamemasters) on how to flesh out new characters beyond mere sets of statistics and skill levels.

In keeping with this, the Colonel affects formal evening dress (in the fashion of the early 1930's) most of the time. He carries a walking stick, and moves with a slight limp. The Colonel is considerably stronger and more agile than he looks, however. When need be, he is spy enough.

The Colonel's walking stick conceals a sword, while the hand grip holds a TARDIS Remote Computer Link that enables him to draw on TARDIS computer data at will.

Brief Personal History:

Birthplace: Gallifrey

A renegade Time Lord turned regular CIA operative, the Colonel has spent a considerable portion of his long Gallifreyan life pursuing a single elusive goal: the elimination of the evil renegade known as The Master. The Colonel was a Prydonian Cardinal at the time of The Master's Prydonian Academy Revolution. To the Colonel's shame, his son came out in favor of the rebellion and was later killed in the fighting.

Leaving everything behind, even his name, the Colonel fled into self-imposed exile. He took refuge on Earth, posing as a retired English military officer residing in the United States in the late 20th century.

His daughter Leora first brought him to Earth (where he lived without benefit of a TARDIS or other reminders of his past life), and she remained his one link to Gallifrey. When the CIA began to take an interest in The Master, Leora persuaded the Colonel to come out of retirement for the same purpose.

Seeing how successfully The Doctor worked with the British branch of UNIT, the CIA suggested that the Colonel might do the same with the North American branch of that agency. The Colonel was given a TARDIS for his own use, and began to actively work with UNIT/NA. His interest in the project increased after The Master attempted one of his evil plots in North America after being thwarted several times by The Doctor in England.

The Colonel considers himself The Master's nemesis, and has actively pursued his great rival on several occasions. The two have already clashed, albeit inconclusively, on several occasions.

(Continued on next page)

Name: THE COLONEL (Cont.)

Personality:

Motivations/Desires/Goals:

The Master is something of an obsession with the Colonel. Since learning that the renegade was still alive to plague the universe, the Colonel has made it his goal to capture the villain and bring him to trial before the Gallifreyan High Council. This single-mindedness can be a problem, as the Colonel has been known to abandon a full-blown crisis in order to follow up some trivial rumor that might or might not lead to his elusive quarry. The Colonel's daughter Leora is the only one who can keep him on an even keel.

The Colonel cherishes a dislike for The Doctor, as he dislikes anyone who might stand in the way of his vendetta. It is the Colonel's contention that The Doctor has passed up too many chances to capture The Master, and indeed has connived the renegade's escape a time or two. Little love is lost between the Colonel and The Doctor in consequence, even though they should, by rights, be allies.

Because of his insistence on justice, the Colonel will not kill The Master, and so has himself allowed the renegade to escape more than once.

Manner:

The Colonel is crusty and abrupt, accustomed to quick obedience. In a crisis, he can be decisive and charismatic, but is prone to fits of brooding and lethargy when there is nothing to occupy his attention. He takes complete charge of his surroundings in any situation, and one Gallifreyan has summed up his personality best by saying that the Colonel makes The Doctor's first incarnation look like a "sweet-tempered psalm-singer" in comparison.

The Colonel has a soft spot for the Lady Leora, his daughter, and can be very tender and cooperative with her. The Master, on the other hand, brings out a streak of ruthlessness that even Leora cannot always control.

Name:

LADY LEORADRUSENDALULAR

Race: Gallifreyan

Sex: Female

Profession: Time Lady

Attributes

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

Combat Statistics:

AP: 9
Unarmed Combat, La Savate Level V

Significant Skills

	Level
Artistic Expression, Vocal Music	V
Carousing	V
Leadership	V
Public Performance	V
Security Procedures	
Concealment	IV
Stealth	VI
Surveillance	V
Social Sciences, Earth History	IV
Streetwise	IV
Technology	
Computer Systems	V
TARDIS Systems	V
Transmat Systems	V
Temporal Science	IV
Vehicle Operation	
Ground Vehicle	IV
Temporal Vehicle	VI
Verbal Interaction	
Haggling	V
Negotiation//Diplomacy	VI

Appearance:

Height: Short
Build: Thin
Looks: Attractive
Apparent Age: Young Adult
Actual Age: 170+
Regenerations Used: 2
Recognition Handle: Blonde, very eccentric in dress and behavior. Extremely loyal to the Colonel.



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Distinguishing Physical Characteristics:

The Lady Leora's current incarnation is a slender, petite Time Lady who appears much less competent than she actually is. Her blonde hair, attractive features, and eccentric behavior have misled many of her human Companions to classify her as a 'dumb blonde'. Leora likes to take advantage of this underestimation as much as she can, adopting wildly inappropriate costumes and frequently speaking in complete non-sequiturs.

Brief Personal History:

Birthplace: Gallifrey

Daughter of the Time Lord known as the Colonel, the Lady Leora was away from Gallifrey on a routine mission when her brother was killed during the Prydonian Academy revolution. On her next voyage, she detoured to 20th-century Earth to secretly transport her father into voluntary exile. Leora continued to make unscheduled stops there to check on him and bring him information she felt he should know.

Leora became involved in the CIA early in its history, and was instrumental in recruiting the Colonel's help after The Master again threatened the safety of TNP Earth. The bitter exile never took any active interest in working with the CIA, but Leora served as a sort of liaison between the organization and her father. Sometimes working on her own, Leora more often joins her father on missions or on his periodic wild good chases after The Master. She tries to help him and to keep his obsession from turning self-destructive. Leora has thus been involved in many of her father's adventures, including several revolving around The Master.

Personality:

Motivations/Desires/Goals:

Lady Leora is thoroughly committed to the principles of the CIA. She is compassionate toward the problems of the downtrodden, and determined to preserve the timeline at any cost.

Manner:

Though she acts in an eccentric, often scatter-brained manner, no one can ever be sure how much of this is real and how much an act. Leora frequently seems totally lost to the world around her, out of touch with reality ("a total flake," says Lt. Mitchell). Yet, this seeming 'space cadet' is usually one step ahead of her opposition even when she appears most erratic. It does not pay to underestimate her talents, no matter how strangely Leora may behave.

Name: THE DOCTOR (THIRD INCARNATION)

Race: Gallifreyan

Sex: M

Profession: Time Lord

Attributes

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

Special Ability:

Telepathy Level III

Combat Statistics:

AP: 7
Armed Combat, Level V
Sword Level III
Staser Pistol
Unarmed Combat, Level IV
Venusian Ahki-Do

Significant Skills

	Level
Environmental Suit Operation	IV
Gaming	IV
Leadership	V
Life Sciences	
Botany	III
Exobiology	IV
Zoology	III
Medical Sciences	
General Medicine, Gallifreyan	V
General Medicine, Human	V
Psychology, Human	VI
Military Sciences	
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	IV
Mathematics	V
Physics	IV
Security Procedures	
Concealment	IV
Disguise	II
Lockpicking	V
Stealth	IV
Surveillance	
Social Sciences	
Archeology, Earth	IV
Political Science	III
History, Earth	V
History, Gallifrey	V
History, Galactic	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 Science	VI
Vehicle Operation	
Aircraft	III
Ground Vehicles	IV
Water Vehicles	III
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

Appearance:

Height: Tall

Build: Average

Looks: Attractive

Apparent Age: Middle-Aged Adult

Actual Age: 750+

Regenerations Used: 3

Recognition Handle: Rumpled, curly hair, firm, jutting jaw. Dressed in flamboyant black or red Victorian-era velvet smoking jacket.

Distinguishing Physical Characteristics:

In his third form, The Doctor appeared middle-aged with rumpled, curly silver hair, luxuriant sideburns, and a firm, jutting jaw. He usually wore a black or red Victorian-era velvet smoking jacket, a ruffled white shirt, black bow tie, and a scarlet-lined black cape. In this incarnation, The Doctor's flamboyant appearance was reinforced by his firm bearing, and graceful, athletic movements.

Brief Personal History:

See the Sourcebook for Field Agents of the *DOCTOR WHO: RPG*.

Personality:

Motivations/Desires/Goals:

The Doctor's deepest convictions prompt him to take action wherever he finds injustice or evil — a position in direct opposition to Gallifrey's official policy of detached observation and non-interference. In all his actions, however, The Doctor tries to uphold a code of honor built on the universal wisdom of honesty, justice, and fair play. He applies this code to all he meets, hoping always for the best, and ever-ready to look for good in the midst of evil.

Manner:

In contrast to his predecessor's clownish mannerisms, the Third Doctor almost always appears serenely confident, capable, and in complete control, though addicted to flamboyant, heroic gestures and actions. His involvement with humans, their planet, and their history grew during this incarnation. In fact, as UNIT's advisor, The Doctor soon became humankind's unofficial protector. He is avidly interested in gadgets and vehicles of all kinds, almost completely abandoning the use of his TARDIS in favor of an antique yellow roadster named Bessie or in the Whomobile, a vehicle of his own design.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: Jo GRANT

Race: Human

Sex: Female

Profession: Security Specialist

Attributes

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

Combat Statistics:

AP: 6
Armed Combat, Handgun Level III
Unarmed Combat, Level II
Martial Arts

Significant Skills

	Level
Administration	IV
Carousing	III
Leadership	IV
Psychology, Human	III
Public Performance	V
Security Procedures,	
Surveillance	III
Stealth	III
Disguise	III
Social Sciences	
Law, Modern British	III
Political Science	III
Sports, Soccer	III
Streetwise	IV
Vehicle Operation, Ground Vehicle	IV
Verbal Interaction,	
Negotiation/Diplomacy	III
Wilderness Survival	
Cool Temperate	IV
Warm Temperate	IV

Appearance:

Height: Short

Build: Slim

Looks: Striking

Apparent Age: Young Adult

Actual Age: 22

Recognition Handle: Clumsy

Distinguishing Physical Characteristics:

Cute and spunky, Jo tends to look slightly disheveled. Her blond hair is cut in a layered, shaggy style. Her clothes are examples of the more flamboyant styles of Earth in the early 1970's.

Brief Personal History:

Birthplace: TNP Earth, 1959 A.D.

Jo Grant's uncle, an influential figure at the United Nations, got her a job with UNIT to get her out of his hair. When introduced to The Doctor as his new assistant, she caused an accident that nearly blew him up. Despite her constant clumsiness, Jo and The Doctor got along famously.

Jo finally left The Doctor to marry Cliff Jones, a brilliant scientist. They settled in South America, where he continued his research into alternate food sources with Jo's help.

Personality:

Motivations/Desires/Goals

Jo dearly wishes to be useful. She wanted to work with the Doctor in order to serve humanity. She was drawn to Cliff Jones because of this same dedication.

Strongly loyal to her friends, Jo will overcome her fears of alien menaces, and risk her own safety for the sake of others.

Manner

Jo's clumsiness gets in the way of her helpfulness, although she often produces the happy accident, doing the wrong thing and finding it works. The more nervous Jo gets about making mistakes, the more likely she is to goof. Even at her calmest, she is never quite pulled together.



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: Level IV
 Handgun: Level IV
 Rifle: Level IV
 Unarmed Combat, Brawling: Level II

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.

Brief Personal History:

Birthplace: TNP Earth, 1949 A.D.
 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, Sarah continued to accompany The Doctor and became one of his most avid travelling Companions. Throughout her travels, she has 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, he sent her a version of K9 (Mark III) as a present.

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 communicates best with The Doctor at those times. She can be quite courageous, and though she is often frightened, she is rarely daunted. Early in her travels with The Doctor, Sarah was a staunch feminist, but later her manner mellowed. She will still have an adverse reaction, however, to anyone belittling women.



PLAYER'S HANDOUT

The following data entries are available through the TARDIS computer banks. Players may access the information through the names printed in bold-face. Players should note that the information is available only when they are aboard the TARDIS or through the TARDIS Remote Computer Link (see description below).

DRUIDS, THE

(History, Earth; History English)



A religious sect of the Celtic tribes of ancient Earth, Druids were the principal religious leaders of kingdoms from Ireland to southwestern Europe during the heyday of Celtic power in this region. As the sect was mystic in nature (and thus very secretive), little hard evidence of their beliefs or traditions survives. Time Lords who have investigated Druid practices report that they worship nature, particularly the natural cycle of death and rebirth. Trees, especially the oak tree, are important in their religious practices. Some Druid groups are known to have practiced human sacrifice by confining victims in wicker cages and burning them. However, the Druids were also a great source of knowledge and a civilizing influence on their people. They promoted education, religious-based laws, oral literature and poetry, and other such accomplishments among the Gallic and Briton peoples.

The British Isles were the center of the Druidic religion in ancient times. A neo-Druid cult arose there again in the 19th and 20th centuries (Earth dating), which is known to have been directly connected to the affair involving the interstellar criminal Cessair of Diplos. Dessair impersonated the Celtic goddess Cuillean over a period of about 4,000 years.

HYPNOTIC INDUCTION

(Common knowledge to any Time Lord)



Numerous methods have been developed throughout time to bend sentient beings to the will of others, or to cause illusions that can be taken for reality. A few of the more notable efforts are discussed below.

ORDINARY HYPNOSIS

Ordinary hypnosis, involving direct domination of one will by another, has been practiced by many races in many different times. There are a number of Time Lords who are fairly adept in this practice. These include The Doctor and the renegade Master, who is said to be especially proficient in hypnotic domination of others.

PERCEPTUAL INDUCTION

Perceptual induction is a form of mass hypnosis carried out through the use of pure mental power. It causes the subjects to perceive their surroundings and actions in a manner totally contradictory to reality, usually in a manner that agrees with what the subject wishes to see. Perceptual induction requires a particularly powerful mind, such as that of a multi-being link like the Xeraphin Consciousness, to be effective on large numbers of people.

HYPNOSOUND DEVICES

A machine-induced form of perceptual induction, the hypnosound device uses sonics to stimulate various brain centers into false interpreting sensory data. The most common form is the device employed by The Master in his attempt to start a war between Earth and the Draconian Empire, which caused anyone exposed to hypnosound sonics to perceive strangers as the species or race they most feared.

Hypnosound induction is effective only for the period in which it is actually in use. Afterwards perception returns to normal, but memories continue to interpret events in light of the falsified sensory data received. This can result in confusion and a subconscious restructuring of anomalies to fit the fantasy induced by hypnosis.

PROCESSING MACHINE

An invention of the War Lords, the processing machine was used to set up a partial but supposedly permanent state of perception induction through the manipulation of rho patterns in the subject's brain. Under the influence of a processing machine, the victim is extremely susceptible to suggestion, perceiving his surroundings as he is ordered to do. Words, objects, or people that do not fit the fantasy are reinterpreted or edited out entirely.

Processing machines can only be used on one individual at a time, and there is a five percent chance (among humans, at least) that the processing will wear off. Time Lord scientists studying the War Lords have theorized that the device could be modified by a device that would support initial processing with continued rho wave transmissions to constantly reinforce the original effects. Not only would this virtually eliminate the failure rate, it would also permit more complex perceptual induction and alternate reality perceptions. Such experiments had not even reached the prototype stage, however, when the War Lords were time-looped.

RENEGADE TIME LORDS

(Common knowledge to all Time Lords)



AZMAEL

Renegade in 101,195. Stowed away aboard a TARDIS bound for field research on planet Jaconda. Interference in local affairs on that planet earned him position as Master of Jaconda. Intervention was deemed favorable by the CIA, and the High Council took action at Agency request. When Jaconda was conquered by a race of militant gastropods, Azmael took the name "Edgeworth" and assisted the creatures in their plans, secretly hoping to save his people. Later, with The Doctor's help, he led resistance against the gastropods. This cost him his final incarnation. File closed.

COLONEL, THE

Name taken during stay on planet Earth. Became renegade in 101,178. Transported by daughter Leoradrusendalular to retirement on planet after death of son in Prydonian Academy uprising. Deemed non-interventionist by High Council and left unmolested. Recruited by the CIA. Scientific adviser to UNIT/North America (West Coast) in period 72,687 - 72,691 TL.

DOCTOR, THE

Renegade in 101,177. Stole a Type 40 TARDIS and fled, accompanied by granddaughter "Susan Foreman", after the deaths of other family members in Prydonian Academy revolution. He now travels through time and space, intervening in the timestream when he deems necessary.

The Doctor has an affinity for Temporal Nexus Point *Earth*, and can often be found there. Tried and sentenced to exile on TNP *Earth* (period 72,686 - 72,688 TL) for interventionism and TARDIS theft by High Council. Scientific advisor to UNIT/Europe (Great Britain) during period of exile. Sentence lifted in aftermath of Omega affair by request of the CIA. Elected (by default) Lord President of Gallifrey, 101,198 TL. Held office (in absentia) to 101,200, then resigned in favor of President Borusa. Appointed again in 101,208, left power in hands of Acting-President Flavia. Sometime operative (usually unwilling) for the CIA.

DRAX

Renegade in 101,185. Stole a Type 63 TARDIS to wander through space and time. Noted as builder of Mentalis Computer on the planet Zeros. Aided The Doctor during the latter's quest for the Key to Time. Considered harmless and apolitical.

K'ANPO

Renegade in 100,698. Stowed away on a TARDIS bound for field research on TNP *Earth*. Remained there. Non-interventionary, and not molested by the High Council. Noted for studies of mental powers, including teleportation and telekinesis. Aided The Doctor during affair involving Metebelis III, and assisted in his third regeneration. Considered harmless and apolitical. Since 72,688 TL, known under the alias of Cho'je.

MASTER, THE

Leader of the abortive Prydonian Academy uprising in 101,176. Renegade thereafter. Stole a TARDIS Type 40 Model B and fled Gallifrey. Reportedly involved in repeated attempts to change the history of Temporal Nexus Point *Earth*. Suspected assassin of Lord President Pandar V and Chancellor Goth, and believed involved in the theft of the Sash of Rassilon. Reported deceased on Sarn in 72,6983 (101,109 Gallifreyan timestream), but believed by some to be alive.

MONK, THE

Alias used by The Master (see above) in early interventionist attempts on Temporal Nexus Point *Earth*.

NESBIN

Renegade in 101,178. Fled capital to Gallifreyan wilderness, where he was believed deceased. Found again in 101,200 as leader of Shobogan community. Assisted The Doctor in repelling Sontaran/Vardan assault on Gallifrey. Remains in Shobogan community, considered harmless and apolitical.

RANI, THE

Exiled by order of the High Council in 101,172 TL for misuse of scientific equipment, vivisection, and aggravated negligence while engaged in authorized scientific experimentation. Hijacked the TARDIS carrying her into exile, and disappeared. Recently reported to be engaged in vivisection experiments on Temporal Nexus Point *Earth*, but believed to be permanently based elsewhere.

SUSAN

Also "Susan Foreman" and "Susan Campbell". Granddaughter of The Doctor (see above). At age 16, accompanied him in flight from Gallifrey in 101,176. Shared wanderings in time and space, developing an affinity for Temporal Nexus Point *Earth*. Married human resistance fighter David Campbell and settled permanently on TNP *Earth* in year 72,843 TL. Considered harmless and apolitical, but contacted as an observer for CIA.

TAMOZAR

Renegade in 101,177. Fled capital to Gallifreyan wilderness, where he was believed deceased. Reports now suggest Tamozar is living as hermit outside the capital, studying application of mental powers. No confirmation available. File closed.

WAR CHIEF, THE

Participated in Prydonian Academy revolution in 101,176. Renegade thereafter. Fled in stolen Type 42 TARDIS. Later found involved in kidnapping of humans from TNP *Earth* for use in 'war games' conducted by the War Lords. Apparently revealed the secrets of time travel to War Lords, as well as constructed temporal vehicles (SIDRATS) for them. Killed by War Lord leader, but body not recovered. File closed.

RHO WAVES

(Force Field Systems Technology)



A phenomenon discovered in connection with experiments in telepathy and hypnosis, rho waves (also called rho patterns) are intangible mental signals unique to all living and semi-living things. They can be manipulated by natural or artificial sources to induce hallucinations, personality changes, or hypnotic control. A rho wave field projector has a range of about a mile, and can be used to alter the rho wave functions of any individual whose patterns have been previously analyzed and processed. Signal strength falls off rapidly, however. Because a TARDIS is semi-living, all Time Lords are cautioned to shield TARDIS consoles from interference before attempting to use or manipulate rho wave projectors, as these waves may cause TARDIS malfunctions.

ROMAN CONQUEST OF BRITAIN, THE

(History, *Earth*; History, *English*)



Undertaken in the 1st and 2nd centuries A.D., the Roman conquest and occupation of the British Isles on TNP *Earth* was a gradual process. Julius Caesar invaded Britain twice (55 and 54 B.C.) with no permanent results. The Emperor Claudius invaded the island again in 43 A.D., and was personally present for the submission of Camulodunum, a major tribal capital. (Sources differ as to the true measure of his involvement in the campaign as a whole.)

A succession of governors continued to hold the Roman province and expand its territory. Suetonius Paulinus defeated a major uprising under Queen Boudicca in 50 A.D., and Graeus Julius Agricola expanded Roman influence far into the north in the period 78-84 A.D. The frontier stabilized along Hadrian's Wall in the 2nd century A.D. Although a second wall was built further north under Antoninus Pius, it was never as strong a border.

The turmoils of the 3rd and 4th centuries ultimately caused Rome to withdraw from Britain, leaving the way open for the Anglo-Saxon invasions that followed.

CAMPAIGN OF 43 A.D.

A civil war in southwestern Britain gave the Romans a pretext to intervene, precipitating the campaign of 43 A.D. The primary motive of the invasion was probably the Emperor's desire to win military glory. The Romans consisted of four legions plus auxiliaries under Aulus Plautius. The Briton confederation was led by Caractacus and several lesser chiefs.

After the Roman victories at the Medway and Thames rivers, Claudius joined the Roman army in person. He may have commanded in a third battle before capturing Camulodunum, but sources conflict (and no Time Lord research has been done on this era). The campaign was short and triumphant. At no point were Roman arms significantly endangered by their barbarian foes.

ROMAN EMPERORS, FIRST CENTURY

(History, Earth)



AUGUSTUS (31 B.C.- 14 A.D.)

Grandnephew of Julius Caesar, Augustus was the victor of the civil wars against Republicans, Pompeians, and Mark Antony. He established "principate" system of the Roman Empire, and reorganized all aspects of imperial government and society. His stepson Tiberius succeeded him.

TIBERIUS (14-37 A.D.)

The stepson of Augustus, Tiberius was a prominent general before accession. A suspicious and unpleasant character, he eventually withdrew from Rome and left the administration in the hands of others. Notable for the treason trials that decimated the Roman aristocracy, his reign was one of strength abroad and terror at home. Succeeded by grandnephew Gaius.

GAIUS (37-41 A.D.)

Also called "Caligula", Gaius was the son of the popular general Germanicus. His reign began with widespread support, but Gaius' instability gave way to insanity. His regime grew even more devastating than that of Tiberius. Assassinated by members of the elite Praetorian Guard, Gaius was succeeded by his uncle, Claudius.

CLAUDIUS (41-54 A.D.)

Proclaimed emperor by the Praetorian Guard following the death of Gaius, Claudius was totally unsuited to his new position. Previously a scholar, Claudius was believed to be weak-willed and feeble-minded. His reign was, however, stable and prosperous (save for the excesses of his wives). It is uncertain how much of the credit is his and how much belongs to his various advisors. It is generally believed that Claudius was poisoned. Succeeded by his stepson Nero.

NERO (54-68 A.D.)

Like Gaius Caligula, Nero was an unstable personality, but with more support through most of his reign. During Nero's time, there were serious revolts in Britain (60 A.D.) and Gaul (68 A.D.). The latter triggered additional risings. Nero committed suicide and was succeeded by the chief rebel, Galba.

GALBA (68-69 A.D.)

Governor of Spain under Nero, Galba rebelled in 68 A.D. and became Emperor after Nero's suicide. His attempted reforms proved unpopular, resulting in his assassination by Otho, who succeeded him.

VITELLIUS (69 A.D.)

Governor of the Rhine Frontier under Galba, Vitellius revolted early in 69 A.D. His forces defeated Otho's and he took the throne, but proved dissolute and generally unworthy. A new revolt in the east broke out, and Vitellius was murdered when rebel forces sacked Rome. He was succeeded by Vespasian.

VESPASIAN (69-79 A.D.)

A noted legionary commander in the British conquest, then governor of Palestine under Nero, Vespasian fought in the civil wars of 69 A.D. His legions proclaimed him Emperor, which power he assumed on the death of Vitellius. Vespasian was the founder of the Flavian dynasty, and was succeeded by his son Titus.

TITUS (79-81 A.D.)

Short-lived but popular son of Vespasian, Titus carried on the policies of his father. He was succeeded by his younger brother Domitian.

DOMITIAN (81-96 A.D.)

A paranoid, vicious ruler, Domitian resembled the tyrannical Tiberius. He was eventually assassinated, and followed by the elderly Nerva.

NERVA (96-98 A.D.)

The only emperor in the 1st century chosen by the senate, Nerva was an old and rather infirm ruler whose one major accomplishment was the selection of Trajan as his successor. This set the pattern for the 'adoptive emperors' of the 2nd century.

TRAJAN (98-117 A.D.)

Governor of Spain under Nerva. Trajan was selected as heir to the throne as a way of placating the army for Nerva's appointment by the senate. Trajan waged the Roman Empire's last great wars of expansion, conquering Dacia (in central Europe) and large expanses of the Middle East before his death. Upon succession, Hadrian reversed Trajan's expansionist policies.

SONTARAN RECON DRONES

(Common knowledge to any Time Lord)



Sontaran recon drones are flattened cones, about 1 meter long by .75 meters wide and .25 meters thick, used for patrols and security work by the Sontaran Empire between 71,500 and 72,100. Some drones continued in use after this period, but they were generally replaced by the smaller, more lethal Scout Seeker (with its independent brain).

The recon drone is equipped with a wide array of sensor devices, including visual, infrared, audio, radio, radiation, electromagnetic, and special sensors that can detect the electrochemical fields surrounding any concentration of Rutans. In addition, it mounts two blasters, a disruptor, and a small-caliber hypervelocity cannon. Recon drones operate on gravitic fields, and must be piloted from a remote location by an operator or by a preprogrammed computer.

TARDIS MODEL 65

(Temporal Science; Temporal Vehicles)



The so-called "secure recon TARDIS", this model was famous (or infamous) for the elaborate internal security system designed to screen out unauthorized personnel to prevent theft, hijacking, and stowaways. The key to the system was the SID (Scanner Identification) computer system, which ran parallel to but independent of the TARDIS main computer banks. This scanning computer

was programmed to read the retinal prints and characteristic rho patterns of personnel coming on board, then compare them with an 'approved entrance' file. The SID program took appropriate action to eject anyone not on file.

In keeping with Time Lord philosophy, the SID program was basically non-violent. Usually, the program discouraged or rendered harmless any intruders with the use of non-lethal gas and trick doors that caused every passageway to lead out of the real-world interface. However, there were weapons installed to defend against true hostiles such as Daleks, Cybermen, or Sontarans who might attempt to come aboard.

Various bizarre malfunctions plagued the Model 65, however, including an acute paranoia that produced a lethal attack on *anyone*, friend or foe, who entered. The model also made random scanner misidentifications, sudden operations of the trick doors or gas mechanisms at inconvenient times, and so forth. The SID computer system was deemed a failure, and the Model 65 generally withdrawn from service or heavily-modified for field use.

TARDIS REMOTE COMPUTER LINK

(Common knowledge to any Time Lord)



This small communications link puts the TARDIS crew in constant contact with the information banks of the TARDIS computer. Working directly through the Vortex, it can request data from the TARDIS even when the temporal vehicle is in a distant place or time. For obvious reasons, the link is restricted purely to information, not remote operation, and is tuned only to a single TARDIS computer.

TIME FIELD DISTURBANCE EFFECT

(Temporal Science)



An anomaly caused by the operation of a TARDIS or other temporal vehicle using TARDIS principles, a time field disturbance is a detectable change in the pattern of energy radiated by the Eye of Harmony through the Vortex. The pattern is picked up at the receiving end, where the energy is channeled through another temporal vehicle's power source and harnessed. Thus, the latter vehicle is able to identify an operating TARDIS and to pinpoint its coordinates. The anomalies are normally so small as to be almost unnoticeable unless fairly sophisticated research instrumentation is scanning for them.

There are some circumstances when the disturbance might be noticeable to vehicles in the Vortex, however. This is especially true when TARDIS power is diverted for the purpose of external broadcast (for communications, control of remote vehicles, or other transmission purposes) across the real-world interface.

D / The Legions of Death

Standing CIA procedures require the investigation of any Time Field Disturbance Effect detected in an era when no known Time Lord or CIA operations are recorded. With the constant threat of meddling by The Master or other temporal marauders, any anomaly of this nature must be suspect, even it might turn out to be perfectly legitimate.

TIME LORD CONTACTS:

**TEMPORAL NEXUS POINT EARTH,
1ST CENTURY A.D. (70,708- 70,808)**



25 A.D.

CIA agents defeat The Master in a plot to alter the history of the Han Dynasty in China.

64 A.D.

The Doctor and Companions involved in the burning of Rome under Nero.

66-67 A.D.

Activity by the Rani suspected in connection with the Jewish revolt in Palestine. Operatives investigating.

69 A.D.

The Colonel, in pursuit of The Master, visits northern Italy.

79 A.D.
Dalek time travellers defeated near Herculaneum and Pompeii. Eruption of Mt. Vesuvius triggered by premature detonation of the Inferno Bomb.

86 A.D.

The War Lords kidnap a Roman Legion from Britain. This unit is returned to the same time and place by the Time Lords.

98 A.D.

The Master awakens a Silurian colony in Mexico. The Silurians are defeated by CIA operatives.

No other incidents of intervention or Gallifreyan visitation to this era of Earth history currently on file.

ZINTORRA



Fourth planet of Beta Hydri, Zintorra is in many ways a twin of Earth, but failed to evolve intelligent life. A Third Zone scientific expedition colonized Zintorra in 72,640. The planet subsequently became a battleground for Sontaran and Rutan forces, which caught the Third Zoners in the middle. The Third Zone has appealed to Gallifrey for assistance.

Name: Brigadier Alastair LETHBRIDGE-STEWART

Race: Human

Sex: Male

Profession: Commander of UNIT

Attributes

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

Combat Statistics:

AP: 9
Armed Combat
 Knife Level III
 Pistol Level VI
 Machine Gun Level IV
Unarmed Combat
 Brawling Level IV
 Martial Arts Level III
 Grappling Level III

Significant Skills

	Level
Administration	IV
Carousing	III
Climbing	III
Leadership	VI
Medical Sciences	
General Medicine, Human	II
Psychology	II
Military Sciences	
Ordinance Construction/Repair	III
Small Unit Tactics	V
Trap Discovery	IV
Trap/Ordinance Disarmament	III
Security Procedures	
Concealment	III
Stealth	III
Surveillance	IV
Social Sciences	
Law, Modern British	III
History, Military	III
Political Science	III
Sports	
Boxing	IV
Swimming	III
Streetwise	IV
Vehicle Operation	
Ground Vehicle	IV
Water Vehicle	III
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	V
Wilderness Survival	
Cool Temperate	IV

Appearance:

Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Middle-Aged Adult
Actual Age: 48
Recognition Handle: Uniformed; bold moustache, piercing blue eyes. Erect posture.

Distinguishing Physical Characteristics:

The Brigadier could be considered the very model of a modern British officer. He was rarely seen out of uniform until he retired. Even then, however, his military bearing and clipped commanding speech told of his profession.

With his blue eyes, carefully groomed moustache, crisp uniform and air of authority, the Brigadier, especially in his younger days, was sometimes considered dashing.

Brief Personal History:

Birthplace: TNP Earth, 1932 A.D.
Colonel Lethbridge-Stewart first worked with The Doctor during the invasion of London by the Yeti. Concerned about the threat to Earth from extra-terrestrials, Lethbridge-Stewart asked British leaders to create a multi-national military force to investigate and contend with aliens on Earth. In 1978, the United Nations formed UNIT (United Nations Intelligence Task-force). Brigadier General Lethbridge-Stewart was appointed head of the British Branch.

Personality:

Motivations/Desires/Goals:

Brigadier Lethbridge-Stewart, although a conventional, rigid military man, must also be appreciated as a man of vision. He could not only accept such bizarre notions as extra-terrestrial invaders and a time-and-space-hopping cohort, but could also recognize the necessity for uniting the world's military community to battle outside forces. Although he finds it difficult to articulate, the Brigadier hopes for a united Earth undisturbed by evil-minded aliens.

Manner:

The Brigadier's military posture is never completely shaken. His love for order is severely tried by The Doctor's casual approach to problem-solving. Because of his unshakable faith in The Doctor's ability, the Brigadier simply shakes his head in bemusement at his advisor's ways. The Brigadier often serves as a buffer between the military bureaucracy and The Doctor.

GAMEMASTER'S NOTE: If the Brigadier is a player character, another companion should be substituted in the false story given in *Under Compulsion*.



Name: Roderick MITCHELL*Race:* Human*Sex:* Male*Profession:* UNIT Officer*Position:* First Lieutenant**Attributes**

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

Combat Statistics:

AP: 7
 Armed Combat:
 Automatic Pistol Level V
 Sub-machine gun Level III
 Combat Knife Level IV
 Unarmed Combat,
 Brawling Level V

Significant Skills**Level**

Administration	III
Carousing	VI
Climbing	IV
Gambling	III
Gaming, War Games	III
Leadership	V
Medical Sciences,	
General Medicine, Human	III
Military Sciences	
Small Unit Tactics	V
Trap Discovery	IV
Security Procedures	
Concealment	IV
Stealth	IV
Surveillance	III
Sports, Swimming	V
Streetwise	V
Trivia, Scuba	V
Vehicle Operations	
Ground Vehicles	V
Watercraft	IV
Verbal Interaction	
Haggling	III
Negotiation/Diplomacy	VI
Wilderness Survival,	
Warm Temperate	VI

Appearance:*Height:* Average*Build:* Muscular*Looks:* Average*Apparent Age:* Mature Adult*Actual Age:* 28*Recognition Handle:* Muscular

and strong. Bull-headed and often rash.

Prone to violent actions. Highly patriotic.

Distinguishing Physical**Characteristics:**

A robust, muscular young man, Rod Mitchell is rugged and large-boned, but his weight is muscle, not fat. He wears U.S. Army camouflage combat fatigues, but with a UNIT beret and insignia. People who see him are always impressed by his obvious physical prowess, and are doubly surprised to find him articulate and intelligent as well.

Brief Personal History:

Birthplace: Bay City, Texas, USA,
TNP Earth, 1952 A.D.

Roderick Mitchell grew up in a small Texas town, in love with the ideas of patriotism and military service. He lied about his age and joined the Army, then managed to win an appointment to OCS to become an officer. In 1985, he was transferred to Special Forces. In 1988, he was transferred again, to UNIT/NA.

Mitchell's new CO, Col. Martin, was not particularly happy to have the zealous young commando assigned to his command. In the early days, before Martin really believed in extraterrestrial invasions and UNIT's whole concept, Col. Martin found a special task for Mitchell. He assigned the young man to his other chief problem, his "Scientific Advisor", who answered only to the title of "the Colonel", to the confusion of all concerned.

Mitchell's official title is "Scientific Liaison Officer", but he has become a sort of combination bodyguard-errand boy to the Colonel. It was not long before his dogged determination to stay at the Colonel's side at all times led him to discover the secret of the TARDIS, and into a variety of adventures in time and space.

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

Mitchell is an extremely 'gung-ho' young officer, eager for action and excitement and dedicated to his duty as a soldier. He came to terms with the reality of life on a TARDIS early, and now rushes into battle against Cybermen, Daleks, or Sontarans with the same enthusiasm he showed ten years ago against Viet Cong.

Taking his duty seriously, Mitchell wants to safeguard the Earth. Unfortunately, he has a tendency to equate 'safeguard' with 'destroy the enemy', and is considerably more violence-prone than either the Colonel or Leora. They must continually keep him from doing violence, or bail him out of trouble after Mitchell has rushed headlong into a dangerous situation. On the other hand, the young man's methods have turned the tide a few times when nothing else worked.

An indefatigable lady's man, Mitchell has an unerring instinct for finding damsels in distress, or just damsels of any kind. In his spare time, he wants to play military simulation games with the Colonel, who frustrates him by going off on tangents about mistakes in the game's interpretation of history, or telling long anecdotes about the battle or leaders in question.

Manner:

Rod Mitchell is a surprisingly smooth operator, able to trade jibes with the very best. He has conned his way into a variety of places where he should not have been allowed, and continues to do so regularly. Unfortunately, he has not learned yet that words are as useful against the enemy as they are against friends.

In times of stress, Mitchell slips into a broad East Texas accent, but mostly his origins are masked. He is loyal, brave, frequently bull-headed, and with an odd love-hate relationship with the sometimes haughty Lady Sandra Cathcart, another member of the group.



THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME

Name: Lisa DRAKE

Race: Human

Sex: Female

Profession: College Student

Attributes

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

Combat Statistics:

AP: 9
Armed Combat, Automatic Pistol Level II

Significant Skills

	Level
Administration	IV
Artistic Expression	
Painting	IV
Writing, Fiction	V
Carousing	IV
Engineering, Cartography	IV
Gambling	III
Leadership	III
Public Performance	V
Security Procedures	
Concealment	IV
Stealth	IV
Surveillance	IV
Social Sciences	
Archeology	V
Economics	IV
History, American (pre-1975)	VI
History, Ancient Earth	V
History, Earth (pre-1975)	IV
History, Earth (post-1975)	II
History, Galactic	II
Sports	
Swimming	V
Tennis	IV
Streetwise	III
Trivia	
Instruction	VI
Photography	V
Vehicle Operations	
Ground Vehicle	V
Watercraft	IV
Verbal Interaction	
Haggling	VI
Negotiation/Diplomacy	III

Appearance:

Height: Tall

Build: Slim

Looks: Attractive

Apparent Age: Young Adult

Actual Age: 22

Recognition Handle: Tall,

dressed in severely-tailored clothing.

Highly intelligent and insatiably curious.

Distinguishing Physical Characteristics:

Tall, with shoulder-length brown hair, Lisa Drake is the typical stereotype of a 'brainy' woman who wears glasses and very severe, conservative clothing. Far from being the usual shy, awkward bookworm, she is smart and shows it. Lisa is articulate and argumentative, known for her stubborn refusal to be pushed around by others.

Brief Personal History:

Birthplace: Los Angeles, California, USA, TNP Earth, 1956 A.D.

A college student heading for a teaching degree in history and interested in writing historical fiction, Lisa Drake heard about the Colonel through her father, a friend of Col. Martin. She became determined to meet the man who, according to Martin, knew "everything you never wanted to know about history". Thinking he had some books or papers she might find useful for research, Lisa shamelessly snooped in the Colonel's home while visiting there with her father. When his footsteps sounded outside the room where she was spying, Lisa hid in a wardrobe — only to discover herself aboard the TARDIS. She joined the Colonel on one of his jaunts, and became addicted to seeing (rather than just reading about) history in the making.

Personality:

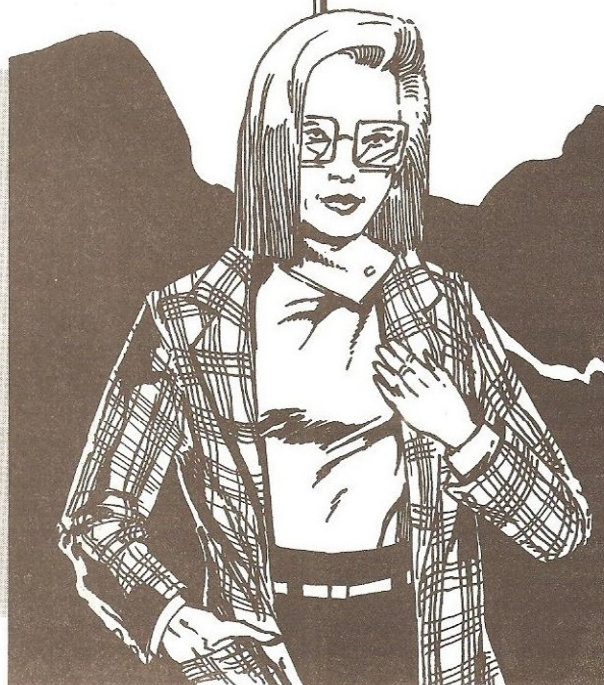
Motivations/Desires/Goals:

Lisa is insatiably curious, a trait that frequently gets her into trouble. She also arrogantly assumes that she knows more than the people around her (at least in her chosen field of expertise), and this is another frequently-troublesome trait. In combination, these personality traits keep her life with the Colonel exciting, to say the least.

The young historian has an embarrassing habit of being drawn toward important historical figures, like a time-hopping groupie. Occasionally, she makes major gaffes, as when she asked Christopher Columbus about his discovery of the New World on a visit to Spain in the year 1490. Nosy, adventurous, supremely self-confident, and easily-bored, Lisa Drake's primary desire may not actually be getting into trouble, but it might as well be.

Manner:

Lisa is so confident in her knowledge of history that it makes her somewhat supercilious and occasionally pompous. She is also stubborn in her belief in what she has learned, resulting in regular arguments with the Colonel, Leora, and others about different periods of history. Her usual response to unfolding events not recorded in any of her books is an oft-repeated "This can't be happening".



Name: David WORTH*Race:* Human*Sex:* Male*Profession:* Fireman/Paramedic**Attributes**

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

Combat Statistics:

AP: 7
 Unarmed Combat, Karate Level III

Significant Skills

	Level
Administration	V
Artistic Expression	
Guitar	V
Vocal Music	IV
Carousing	IV
Climbing	IV
Construction	III
Leadership	VI
Medical Science	
General Medicine, Gallifreyan	II
General Medicine, Human	IV
Public Performance	V
Security Procedures	
Concealment	III
Disguise	III
Stealth	V
Surveillance	III
Space Science, Astronomy	IV
Sports, Swimming	V
Vehicle Operation, Ground Vehicles	VI
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	V

Appearance:*Height:* Tall*Build:* Average*Looks:* Average*Apparent Age:* Mature Adult*Actual Age:* 32

Recognition Handle: Wears fireman's uniform. Aggressive and headstrong.

Distinguishing Physical Characteristics:

David Worth has rather ordinary features but a definite aura of command. He wears a uniform of the Los Angeles Fire Department, and sometimes carries a medical kit.

Brief Personal History:

Birthplace: Chicago, Illinois, USA, TNP Earth, 1946 A.D.

Worth, a paramedic with the Los Angeles police department, first became involved with time travel when he answered an emergency call and mistakenly climbed into the back of a van where he thought a heart attack victim was waiting. It turned out to be Leora's TARDIS, which had taken the precise shape and appearance of the real van where the injured man was resting. Leora was in the midst of staving off a Sontaran invasion and could not do anything about her bewildered passenger at the moment. By the time the mission was over, Worth, an amateur astronomer, was hooked.

He has since learned something of Gallifreyan physiology and other skills not normally learned by paramedics, such as how to hide from a Dalek and how to pass for a Thal security officer in a bad light.

Personality:*Motivations/Desires/Goals:*

David Worth was always interested in astronomy, space travel, and science fiction. When he blundered into a science-fiction story come true, he found it the most stimulating event of his life. He loves to travel from place to place, see the universe, help people, and and so forth, but his attitude is more that of a tourist than a fighter against injustice. Worth's relative indifference to the plight of the unfortunate exasperates Leora and disturbs the Colonel, but he often ends up helping, despite his basic detachment.

Manner:

Due to his desire to impress the others with his value, Worth comes on strong. His natural charm and fire department training make him very good at handling people, when he remembers to use those skills. More often, he is aggressive and headstrong. He tends toward rash action, and does not like to admit defeat. This never-say-die attitude is the stuff heroes are made of, and David Worth will always keep on swinging even against the bleakest of odds.



Name: Mikhyl NEVENSKOI*Race:* Human*Sex:* Male*Profession:* Revolutionary**Attributes**

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

Combat Statistics:

AP: 9
 Armed Combat:
 Knife Level III
 Laser Pistol Level IV
 Laser Rifle Level IV
 Unarmed Combat, Brawling Level V

Significant Skills

	Level
Environmental Suit Operation	V
Leadership	IV
Military Sciences	
Ordinance Construction/Repair	V
Small Unit Tactics	IV
Trap/Ordinance Disarmament	IV
Security Procedures	
Concealment	IV
Disguise	III
Lockpicking	V
Stealth	V
Surveillance	IV
Streetwise	VI
Trivia, Explosive Manufacture	VI
Vehicle Operation, Spacecraft	III
Verbal Interaction	
Haggling	VI
Negotiation/Diplomacy	IV

Appearance:*Height:* Tall*Build:* Thin*Looks:* Striking*Apparent Age:* Young Adult*Actual Age:* 21

Recognition Handle: Tall and somewhat awkward. Dressed in blood-red jumpsuit and boots. Fanatic in his views and their expression.

Distinguishing Physical Characteristics:

Mikhyl is tall and gangling, with blond hair and blue eyes. His habitual expression has a fanatic quality, and he takes little care with his appearance. When Mikhyl speaks, which is often, his voice is forceful. If his views were not so rabid and extreme, he would also be very persuasive. Nevenskoi wears a blood-red jumpsuit and boots. The suit has attachments (gloves and an inflatable, clear plastic helmet) that change it into a short-term environmental suit when necessary.

Brief Personal History:

Birthplace: Novylen, Mars Colony, 2135 A.D.

Mikhyl Nevenskoi was born in the Soviet Mars colony of Nova Leningrad. While still in his teens, he joined a band of revolutionaries dedicated to the overthrow of the colonial regime, becoming quite accomplished in many of the arts of revolution. He was captured, however, and sentenced to political exile in the asteroid belt. There he lived alone, confined on a small planetoid. He had to mine out minerals to trade for supplies from a ship that called once every six months — the only humans he ever saw.

In 2156, the Daleks invaded Mikhyl's asteroid as part of their plan to conquer the Sol system. They planned to use the supply ships as a means of infiltrating a strike force past the fairly extensive Mars base defenses. However, Leora also arrived on the asteroid, determined to thwart the Daleks.

Mars had to survive the invasion to provide aid to the rebel movement on Earth during the Dalek occupation there. Mikhyl helped Leora defeat the Daleks, and pleaded for a chance to join her instead of languishing in exile on the asteroid. As Leora knew that the Mars Colony would stop running ships to the asteroid in another year, she decided that to leave Mikhyl was tantamount to condemning him to death. She agreed to take him as a Companion, and the young revolutionary has travelled with her ever since.

Personality:*Motivations/Desires/Goals:*

Mikhyl hates all injustice and oppression. He is a firm believer in the writings of the neo-communist philosopher Borozhev, who wrote a sweeping condemnation of Russian communism in 2025, calling upon the workers of the world to return to the visions of Marx and renounce the false principles of Soviet government. Thus, Mikhyl's perceptions are colored by the neo-communist ideals of a classless society, utopian cooperation, and the elimination of government as the instrument of authority. Everywhere he goes, Mikhyl zealously preaches his ideals, which leads to some rather sticky problems from time to time. (The CIA is still investigating one case, and may decide to severely reprimand the Colonel and Leora for the part they played in starting the uprising of Spartacus and his gladiators against Rome.)

Manner:

Mikhyl is a fanatic, forever talking about overthrowing tyranny and freeing the oppressed. He likes bombs and guns, and is definitely a man of action. Despite his continued rantings, however, the young neo-communist has begun to face a few facts of life, and is learning to control his impassioned outbursts and rash decisions.

Mikhyl is genuinely fond of Leora, who rescued him (and who sometimes seems as much an anarchist as he is). He resents the Colonel for always asserting his authority, and engages in lively arguments (but without any real enmity) with Lt. Mitchell, the "capitalist military oppressor", and with Lady Sandra Cathcart, an "obsolete parasite of the leisure class".



**Name: Sven LANGBARD (OR
LONGBEARD)**

Race: Human

Sex: Male

Profession: Viking

Attributes

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

Combat Statistics:

AP:	7
Armed Combat:	
Longsword	Level VI
Battle-Axe	Level VI
Spear	Level V
Dagger	Level V
Unarmed Combat:	
Brawling	Level VII
Grappling	Level VI

Significant Skills

	Level
Artistic Expression	
Saga Composition	V
Vocal Music	III
Carousing	VII
Leadership	V
Military Sciences, Small Unit Tactics	VI
Public Performance	IV
Security Procedures	
Concealment	IV
Stealth	V
Sports	
Swimming	V
Wrestling	V
Trivia, Primitive Watercraft	VI
Verbal Interaction, Hagglng	VI
Wilderness Survival,	
Cool Temperate	VI

Appearance:

Height: Gigantic

Build: Stocky

Looks: Striking

Apparent Age: Mature Adult

Actual Age: 30

Recognition Handle: Huge,

muscular man with dirty blond hair and unkempt beard. Friendly and cheerful but inclined to use force.

**Distinguishing Physical
Characteristics:**

Sven looks every inch a Viking even when he reluctantly adopts more civilized clothing. As he dislikes bathing, he skips it as often as possible. Sven also defies anyone to try to trim his hair or beard, which he controls by hacking off any hair that gets in his way. When he can, Sven wears his own hairy breeches, a scale-armor hauberk, and a conical helmet. He is distinctly uncomfortable without a small arsenal of edged weapons at his side.

Brief Personal History:

Birthplace: Norway, TNP Earth,
975 A.D.

Sven Longbeard was a fairly typical Viking warrior, interested in pillage and plunder until he became involved in an unfortunate incident. A Sontaran scout-ship crashed at sea and encountered the longship carrying Sven. The Sontaran officer on board captured the Viking vessel single-handedly, and forced the crew to take him to the nearest shore. His ship being beyond repair, the Sontaran planned to set himself up as local overlord, and eventually conquer the entire planet in the name of the empire.

He was defeated by the Colonel and the CIA, whom Sven aided. Awed by their 'supernatural' powers, he stowed away on the TARDIS to "get a glimpse of Valhalla". Though he has not been there yet, Sven has seen many other strange sights since that day.

Personality:

Motivations/Desires/Goals:

Sven is a simple man, a barbarian who holds battle and glory as the two most important things in life, with gold, beer, and women close behind. He rarely gets involved in interventions because of any moral considerations, but rather from sheer love of a good fight. Because he accepts the Colonel as a kind of god (despite the Time Lord's best attempts to persuade Sven otherwise), the Viking will obey him in all things. However, he does not hesitate to let his comrades know when he thinks they are wrong.

The Viking wants nothing more than to die gloriously in battle against a worthy opponent. He has decided that the Sontarans are his most worthy opponents (ever since the time he picked up a Dalek and used it to knock down three others), and hopes some day to meet one in hand-to-hand fight. Despite the vast physical strength of the Sontarans, several of the TARDIS crew are betting on Sven to win such a fight.

Manner:

The Viking is hearty and good-natured, a good friend and a cheerful enemy who fights for fun, not for hate. He talks and acts like the barbarian he is. Architecture he evaluates for defensibility, artifacts for value as plunder, people for usefulness as fighters or as slaves. The wonders of the universe are largely lost on him, but he is a loyal comrade, intelligent and talented in his own limited way. Force is his usual solution to a problem, but he shares that trait with many more sophisticated Companions traveling with the Time Lords.



Name: Lady Sandra CATHCART

Race: Human
Sex: Female
Profession: Aristocrat/Nurse

Attributes

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

Combat Statistics:

AP: 6

Significant Skills

	Level
Administration	IV
Artistic Expression	
Harpichord	IV
Violin	IV
Vocal Music	V
Carousing	III
Gaming, Whist	IV
Leadership	IV
Life Sciences, Agriculture	III
Medical Sciences,	
General Medicine, Human	III
Public Performance	VI
Security Procedures	
Concealment	IV
Stealth	V
Social Sciences	
History, Earth (before 1850)	III
History, England (before 1850)	IV
Sports	
Horsemanship	IV
Swimming	IV
Trivia	
French Language	IV
Greek Language	III
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	VII

Appearance:

Height: Short
Build: Slim
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 28

Recognition Handle: Auburn hair and beautiful grey-green eyes. Aristocratic, petite, and slender. Charming but reserved, with a great need to render useful service.

Distinguishing Physical Characteristics:

A young lady of aristocratic features and regal bearing, Lady Sandra is very beautiful. Her original Victorian clothes proved unequal to the rigors of life aboard the TARDIS, and so she has taken to wearing 20th-century garb furnished by Lisa Drake. She finds these clothes "shockingly revealing", however, and dresses far more conservatively than Miss Drake.

Brief Personal History:

Birthplace: London, England, TNP Earth, 1826 A.D.

Lady Sandra Cathcart is the eldest daughter of the Duke of Marston, one of the wealthiest peers in 19th-century England. She grew up with a very unfeminine interest in activity and usefulness, and learned more than her father or brother thought quite proper about subjects such as farming, running an estate, and sports.

When the Crimean War broke out, Lady Sandra became interested in Florence Nightingale's work, eventually contributing both money and service to the cause of nursing in the Crimea. It was there that Lady Sandra came into contact with the Lady Leora, into whose TARDIS (disguised as a tent) Lady Sandra stumbled by accident one day. Leora left in pursuit of time-hopping Daleks before Lady Sandra's presence on board was discovered. After several adventures and a look at a more liberated future, Lady Sandra Cathcart chose to stay with the time travelers rather than return to her old life.

Personality:

Motivations/Desires/Goals:

Lady Sandra's primary goal is to live a useful life. Although raised as a Victorian noblewoman, she was by nature too restless and active to sit on a pedestal. Lady Sandra views her travels with the Time Lords as the ideal chance to make her mark in life, but worries that she lacks skills that would make her essential. She strongly dislikes anyone (such as Mitchell) who mocks her lack of ability, while secretly worrying that he might be right. Should Lady Sandra ever find a time and place where she fit comfortably, she would probably abandon the TARDIS crew and strike out on her own.

Lately, despite almost constant friction, Lady Sandra has taken a strong romantic interest in Lt. Mitchell, though neither will openly admit it.

Manner:

Lady Sandra is a very charming woman, her *Negotiation/Diplomacy* skill representing natural talent rather than any formal training or exceptional experience. She is compassionate, warm, and friendly, but reserved rather than outgoing. Her breeding shows in an almost indefinable snobbishness, almost a reverse snobbishness that is just a little too eager to deny any ill feeling toward anyone from a lower social class.



NPCs

The following character descriptions are for the various NPCs who appear during the course of this adventure. Most of them are not fleshed out in quite the same detail as the previously described player

Name: THE WAR CHIEF

Race: Gallifreyan

Sex: Male

Profession: Time Lord

Attributes

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

Combat Statistics:

AP:	9
Armed Combat, Stunner	Level IV
Unarmed Combat, Brawling	Level II

Significant Skills

	Level
Administration	V
Engineering	
Electrical Engineering	IV
Leadership	III
Medical Sciences,	
Psychology, Human	III
Military Sciences,	
Small Unit Tactics	IV
Security Procedures	
Stealth	IV
Surveillance	III
Social Sciences, History, Earth	VI
Technology, TARDIS Systems	V
Temporal Science	VI
Vehicle Operation,	
Temporal Vehicle	VI
Verbal Interaction	
Negotiation/Diplomacy	VI

Appearance:

Height: Tall
Build: Average
Looks: Average
Apparent Age: Mature Adult
Actual Age: 750+
Regenerations Used: At least 1
Recognition Handle: Dark hair, black uniform with red and silver trim.

Distinguishing Physical Characteristics:

The War Chief is a tall man of average build, with dark hair and an aura of fanatic determination about him. As War Chief of the War Lords, he wore a black uniform with red and silver trim, the standard garb of high-ranking members of the War Lord hierarchy.

characters. Only the most significant skills are listed, and the character descriptions tend to be shorter.

Three characters are, however, more fully detailed. One is the War Chief, the renegade Time Lord who is the villain of this adventure. The other two, the Roman tribune Falco and the warrior-princess Branimandua, are not only important to the story as a whole, but could potentially become new Companions to the Time Lord leading the players' group. A player whose character is killed or a new player who cannot otherwise be

Brief Personal History:

Birthplace: Gallifrey

Known only as the War Chief, this renegade time Lord was associated with The Master at the time of the Prydonian Academy revolution, fleeing Gallifrey in the aftermath of that abortive coup. He eventually wound up on the planet of the War Lords, a highly militaristic race with ambitions of galactic conquest. Using his Gallifreyan knowledge and talents, he eventually rose to become the right-hand man to the leader War Lord, and adopted the title "War Chief" to reflect his status.

The War Chief's own ambitions came into conflict with those of the other War Lords, and he was executed when his private schemes were discovered. Though believed dead, he was not at the end of his cycle of regenerations. In the confusion surrounding the Gallifreyan intervention against the War Lords, the War Chief made good his escape in a crude temporal vehicle called a SIDRAT, reaching his own TARDIS and then seeking a safe haven where he could regenerate.

Since that time, the War Chief has been building a new power base, and hatching new schemes of conquest.

introduced into an ongoing campaign might wish to complete the adventure with one of these characters rather than trying to introduce a completely new one.

There are also statistics for two typical character types, Roman soldiers and Briton warriors. Many incidental encounters with such NPCs may occur in the course of the adventure, and the same stats and skills can be used over and over again for each encounter.

Personality:

Motivations/Desires/Goals:

The War Chief is supremely ambitious, a student of The Master's gospel of conquest and domination over time and space. To this end, he will use anyone and everyone. He is a consummate politician, devious enough to hide even the most deep-seated hatred, so long as his ultimate purposes are served.

The War Chief's plans are outlined in the **Historical Information** chapter. Beyond his desire for power, the War Chief has one other major goal: revenge against The Doctor and The Master, the two Time Lords he believes are most responsible for his exile and continued ill-fortune.

Manner:

The War Chief is a smooth and persuasive speaker, capable of completely suppressing his own emotions in order to win over others to his cause. He is a master of skilled lies and devious propaganda overtly evil and in some ways may be considered more dangerous than The Master himself because his evil is less overt than his former mentor's.



Name: Marcus Cornelius FALCO

Race: Human

Sex: Male

Profession: Legionary Tribune

Attributes

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

Combat Statistics:

AP:	7
Armed Combat:	
Gladius	Level VI
Pilum	Level III
Dagger	Level IV
Unarmed Combat:	
Brawling	Level IV
Grappling	Level V

Significant Skills

	Level
Carousing	V
Construction	IV
Engineering, Cartography	III
Gambling	V
Leadership	V
Medical Sciences	
General Medicine, Human	III
Veterinary Medicine	IV
Military Sciences, Small Unit Tactics	VI
Security Procedures	
Concealment	IV
Stealth	V
Sports	
Wrestling	V
Horsemanship	V
Verbal Interaction	
Haggling	VII
Negotiation/Diplomacy	IV
Wilderness Survival	
Warm Temperate	IV

Appearance:

Height: Short

Build: Slim

Looks: Attractive

Apparent Age: Young Adult

Actual Age: 23

Recognition Handle: Small, wiry.

Handsome, aristocratic face. Wears ornate armor.

Distinguishing Physical

Characteristics:

Falco is a small, handsome man. He wears ornate, finely-crafted armor (helmet, breast and back plates, greaves) in the Roman manner, with a red cape. He is never voluntarily without his gladius.

Brief Personal History:

Birthplace: Cumae, Italy, TNP Earth, 20 A.D.

A scion of a minor branch of the Roman Cornelian family, Marcus Cornelius Falco is a member of the patrician aristocracy. His father held administrative posts under Augustus and Tiberius, but was killed as a supporter of the Praetorian Prefect Sejandus while Marcus was still a boy.

Falco's uncle, a military officer, obtained the young man a posting as tribune in the Second Augusta Legion in Germany in 41 A.D. Now, two years later, Falco is seeing his first real military action. He distinguished himself at the battle of the Medway River, in which the Second played a crucial role.

Personality:

Motivations/Desires/Goals:

Falco is a devoted, patriotic Roman, ready to give his life for the Empire and the Emperor. Duty is his overriding watchword. He will not quit a mission until it is either accomplished or he has died trying.

The tribune is very much attached to his legate, Titus Flavius Vespasian, whom he respects and admires very much. Except where his plain duty to Rome interferes, protecting Vespasian is his number one priority.

Finally, Falco has a sense of destiny. While still a boy, he was taken by his uncle to see the Sibyl at Cumae, a famous prophetess. The Sibyl told him that one day he would see "people and places even Emperors know nothing about". As the truth about the Time Lord and their Companions slowly becomes clear to Falco, he will recall this prophecy and allow it to influence his actions.

Manner:

The tribune is steeped in the ideas of honor and duty. He takes his responsibilities seriously, and is always fair, just, and honorable in his dealings. Though Falco may mistrust a stranger, he will not act until the other's loyalties are clear.

A proud man, Falco sneers at barbarians and barbarous practices, believing that Rome is the only true force of civilization. He is torn between a natural tendency toward superstition and the agnostic ideas of his hero Vespasian, and so vacillates from one to the other.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

**Name: Tiberius Claudius Drusus
NERO (CAESAR)**

Race: Human
Sex: Male
Profession: Emperor

Attributes

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

Combat Statistics:

AP: 6
Armed Combat, Dagger Level III
Unarmed Combat, Level III
Grappling

Significant Skills

	Level
Administration	V
Carousing	IV
Leadership	IV
Social Sciences	
History, Roman Republican	V
History, Carthaginian	V
History, Etruscan	V
Trivia, Etruscan Language	III
Verbal Interaction	
Negotiation/Diplomacy	IV

Appearance:

Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Middle-Aged
Actual Age: 53
Recognition Handle: Tall,

handsome. Dignified in repose, but with a stutter, tic, limp, and consistently runny nose otherwise.

Distinguishing Physical Characteristics:

In repose, Claudius appears to be a tall, handsome, dignified man with abundant white hair and considerable charm and intelligence. Unfortunately, all this is only surface. Claudius walks with a pronounced limp, stutters terribly, is bothered by a nervous tic that sometimes makes his head toss uncontrollably from side to side, and he has a consistently runny nose. He is frequently vague and inattentive, or may erupt into loud and raucous laughter for no apparent reason.

Brief Personal History:

Birthplace: Lugunum, Gallia, Roman Empire, TNP Earth, 10 A.D.

Claudius was the son of a famous Roman general and the grandson (on one side) of Mark Antony and (on the other) of the Emperor Augustus' wife. His own position in the Imperial family was not very secure, however, owing to his many infirmities and the widely-held belief that he was mentally deficient.

After Emperor Caligula's assassination, his nephew Claudius was proclaimed Emperor of Rome by the Praetorian Guard. Claudius proved to be a hardworking and surprisingly able ruler, but was easily manipulated by his wife Messalina and the Imperial freemen who administered the government for him.

In 43 A.D., Claudius decided to launch the invasion of Britain as a way of solidifying his none-too-secure following with the army. He joined the expeditionary force in time for the climactic battle and the march on Camulodunum that followed.

Personality:

Motivations/Desires/Goals:

Claudius never wanted to be Emperor. In fact, his fondest wish was always to see restoration of the Republic. Now that he is ruler, however, he works long and hard to perform his Imperial duties. Well-educated but lacking in judgment, he is regarded as a fool by many of his contemporaries. In reality, Claudius is merely untrained and something of the 'absent-minded professor' who is smart but not always wise.

The Emperor is extremely concerned for his personal safety, and thus prone to believe in any rumored plots against him. Anyone who comes into his presence is searched, and all his food is tested by a food-taster before Claudius will eat.

Weak-willed and easily hoodwinked, the Emperor is frequently at the mercy of his advisors. On the other hand, he can be very stubborn. Once Claudius has arrived at a decision (on his own or prompted by others), it is very difficult to change his mind.

Manner:

The Emperor Claudius is a vulgar, somewhat bloodthirsty man who nevertheless is also steeped in learning. This seeming contradiction arises from his checkered history. He can fly into a terrible rage at any time, often ordering extreme punishments (including execution in the mist of such rages) without even realizing that he has done so. (A few years after the time of this adventure, Claudius will have his wife executed, only to ask after her at breakfast the next morning!)

Because he is timid and suspicious, Claudius must be dealt with carefully to avoid disastrous consequences.



Name: Aulus PLAUTIUS*Race:* Human*Sex:* Male*Profession:* Army Commander**Attributes**

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

**Combat Statistics:**

AP: 9
 Armed Combat:
 Gladius Level IV
 Pilum Level III
 Dagger Level IV
 Unarmed Combat,
 Brawling Level IV

Significant Skills **Level**
 Administration VI
 Leadership V
 Military Sciences,
 Small Unit Tactics V
 Verbal Interaction
 Negotiation/Diplomacy V

Appearance:

Height: Average
Build: Average
Looks: Average
Apparent Age: Mature Adult
Actual Age: About 40
Recognition Handle: Tough-looking. Wears long, red cloak and very ornate armor.

Distinguishing Physical Characteristics:

Plautius is a tough-looking man whose looks are dominated by a distinctively 'Roman' nose and sour expression. He wears especially ornate armor and a long, red cloak.

Brief Personal History:*Birthplace:* Italy, TNP Earth

A distant relation to the Emperor by a previous marriage, Plautius was a legionary commander on the Danube frontier prior to being appointed commander of the British expedition. Before the arrival of Claudius, he had won two victories against the Britons.

Personality:*Motivations/Desires/Goals:*

Plautius knows well that he was not the Emperor's first choice as expedition leader. That man, the future Emperor Galba, fell sick before the army could be assembled. Plautius also cannot help but resent the fact that Claudius has come to snatch all the glory for the Roman conquest from his general. As a result, Plautius is now playing up the difficulties faced by the army, hoping to make Claudius decide to leave the campaign to his professional soldiers.

Manner:

Plautius is subservient, but discernibly sullen toward the Emperor. He will be eager to cooperate with the adventurers as long as it seems that their information gives him the wedge he needs to frighten Claudius into returning the campaign to him. Beyond that point, Plautius will be rather indifferent toward the players' group.

Name: Titus Flavius VESPASIANUS*Race:* Human*Sex:* Male*Profession:* Legion Commander**Attributes**

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

**Combat Statistics:**

AP: 7
 Armed Combat:
 Gladius Level V
 Pilum Level III
 Dagger Level III
 Unarmed Combat:
 Brawling Level IV
 Grappling Level III

Significant Skills **Level**
 Administration IV
 Leadership V
 Military Sciences,
 Small Unit Tactics V
 Verbal Interaction
 Haggling V
 Negotiation/Diplomacy IV

Appearance:

Height: Average
Build: Stocky
Looks: Average
Apparent Age: Mature Adult
Actual Age: 34
Recognition Handle: Stocky and powerful. Unarmored and unarmed, dressed in simple tunic.

Distinguishing Physical Characteristics:

A heavy-set man with broad, coarse features, Vespasian is strong and powerful. When encountered in this adventure, he is unarmored and unarmed, clad in a simple tunic. He is most noticeable for a habitual strained facial expression, probably the result of his recent hazardous situation.

Brief Personal History:*Birthplace:* Falacrina, Italy, TNP Earth, 9 A.D.

The scion of an obscure family, Vespasian has served in military and civilian posts around the Empire. After the accession of Claudius, he used his influence with the freeman Narcissus, one of the Emperor's principal ministers, to win command of the Second Legion. He served on the Rhine frontier before coming to Britain, where he has distinguished himself in several of the campaign's crucial battles.

Personality:*Motivations/Desires/Goals:*

Vespasian is ambitious, and so his whole career has been one long attempt to rise higher. He even kowtowed quite effectively to the Emperor Gaius during the latter's insane reign of terror, coming out of it with friends at court, popularity in Rome, and experience in government. Vespasian perceives the British campaign as a chance for glory. When encountered in **The Legions of Death**, Vespasian will be interested primarily in escaping the clutches of the War Chief.

Manner:

Vespasian is a blunt-spoken, sometimes cruel man, very direct in his speech and actions. Subtlety does not impress him and is not his strong suit, though he is a good tactician. Despite his blunt manner, Vespasian is a very charismatic leader. He betrays a strong agnostic streak, but uses religion (like anything else) when it is expedient.

Name: Lucius GETA
Race: Human
Sex: Male
Profession: Praetorian Guard
 Officer

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



Combat Statistics:
 AP: 7
 Armed Combat:
 Gladius Level IV
 Dagger Level V

Significant Skills
 Administration Level IV
 Leadership III
 Military Sciences
 Small Unit Tactics IV
 Security Procedures
 Concealment IV
 Stealth IV
 Surveillance V
 Verbal Interaction
 Negotiation\Diplomacy IV

Appearance:
Height: Short
Build: Stocky
Looks: Average
Apparent Age: Mature Adult
Actual Age: 30+
Recognition Handle: Prefers plain toga to wearing armor. Very suspicious, seeing plots and treachery everywhere.

Distinguishing Physical Characteristics:

Geta is a dark, quiet little man with suspicious eyes. He rarely wears armor, preferring a plain toga. He will don the armor, however, when his duties as Guard Commander require it. He is never far from the Emperor.

Brief Personal History:
Birthplace: Italy, TNP Earth
 Lucius Geta enjoys his status largely because of his brother Gnaeus, who won honor for a successful campaign in Mauretania and is now a legionary commander in Britain. Lucius has been appointed to command eight cohorts of the Praetorian Guard, which makes him responsible for the Emperor's safety.

Personality:
Motivations/Desires/Goals:
 Geta has a suspicious mind, and so he sees spies and traitors everywhere. He also knows that this is the best way to impress a safety-conscious Emperor and thus get ahead. He is not the true Praetorian Prefect (commander), but hopes to get there. In the meantime, he wants to do his job, keep his nose clean, keep Claudius safe, and safeguard his own position. These aims are all closely related.
Manner:

Geta distrusts the adventurers, as he distrusts everyone. On principle, he will not believe anything they say. He will watch them closely, question their motives (no matter what they do), and consistently suggest that Claudius torture, kill, or confine them.

Name: POSIDES
Race: Human
Sex: Male Eunuch
Profession: Military Secretary

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



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

Significant Skills
 Administration Level VI
 Leadership III
 Verbal Interaction
 Haggling V
 Negotiation\Diplomacy IV

Appearance:
Height: Average
Build: Fat
Looks: Average
Apparent Age: Mature Adult
Actual Age: 40+
Recognition Handle: Fat, with a superior air. High-pitched voice.

Distinguishing Physical Characteristics:

Posides is an overweight, unpleasant Greek with a high-pitched voice and supercilious air. He wears a plain Greek tunic and carries no weapons.

Brief Personal History:
Birthplace: Asia Minor, TNP Earth
 Posides is one of several Greek ex-slaves (freemen) employed by the Imperial government in an administrative capacity. Though he has no actual military expertise, he serves under Claudius as Military Secretary, an advisory and administrative position over military affairs.

Personality:
Motivations/Desires/Goals:
 Like most of his fellow Greek freemen in the Imperial government, Posides is primarily interested in using his position to win power and wealth. He wants Claudius to succeed in Britain because he stands to win extra influence with the Emperor through his advice, which often runs counter to what the various generals counsel. Posides will fight to protect his position at all times.
Manner:

Posides is smooth and ingratiating toward Claudius. He will treat the adventurers with contempt, believing they are trying to undermine his influence with the Emperor. Posides and Geta have a sort of informal alliance against Plautius, and will strive to influence Claudius to ignore the adventurers and proceed with the campaign.

Name: CALAGUNDUS*Race:* Human*Sex:* Male*Profession:* Briton Prince**Attributes**

STR — Level V

CHA — Level V

END — Level V

MNT — Level IV

DEX — Level IV

ITN — Level III

**Combat Statistics:**

AP:

7

Armed Combat:

Longsword

Level V

Spear

Level IV

Short Bow

Level IV

Unarmed Combat, Brawling

Level VI

Significant Skills**Level**

Leadership

V

Military Sciences,

Small Unit Tactics

III

Security Procedures

Concealment

IV

Stealth

IV

Trivia, Charioteer

V

Verbal Interaction

Haggling

V

Negotiation/Diplomacy

III

Appearance:*Height:* Short*Build:* Slim*Looks:* Attractive*Apparent Age:* Mature Adult*Actual Age:* 34*Recognition Handle:* Powerful

personal presence. Long, tangled hair and beard. Zealous and fanatic.

Distinguishing Physical Characteristics:

Calagundus is a small man, but seems to dominate any group of which he is part. His hair and beard are long and tangled, his eyes afire with fanatic zeal. An inspiring leader and a frightening enemy, he carries himself with absolute confidence.

Brief Personal History:*Birthplace:* Northern England, TNP Earth, 9 A.D.

A prince of one of the northern tribes, Calagundus was summoned to war in the south by a holy vision (actually a holographic image transmitted by the War Chief), and he has arrived with as many warriors as he could raise. Calagundus became de facto leader of the Briton forces because the War Chief finds him the easiest to control.

Personality:*Motivations/Desires/Goals:*

Calagundus was something of a fanatic even before the War Chief started using him. He has claimed to have visions and hear voices before, but his 'divine inspiration' has now made him a powerful leader as well as gone to his head. The War Chief has supplied Calagundus with the 'sacred purpose' of destroying the Romans, which he intends to carry out. Even without the War Chief's control, he is unlikely to abandon this cause without a struggle.

Manner:

A charismatic leader and speaker, Calagundus is a fiery demagogue who knows how to stir up his followers. While under the War Chief's control, it is impossible to influence him from taking any set course of action. Without the War Chief, he might be swayed, but still has all the stubborn determination of a true zealot.

Name: CUNOVELLASUS*Race:* Human*Sex:* Male*Profession:* Briton Prince**Attributes**

STR — Level VI

CHA — Level IV

END — Level V

MNT — Level IV

DEX — Level V

ITN — Level IV

Combat Statistics:

AP:

9

Armed Combat:

Longsword

Level VI

Spear

Level IV

Short Bow

Level IV

Unarmed Combat, Brawling

Level VI

Significant Skills**Level**

Leadership

VI

Military Sciences,

Small Unit Tactics

III

Security Procedures

Concealment

IV

Stealth

III

Trivia, Charioteer

IV

Verbal Interaction

Haggling

IV

Negotiation/Diplomacy

V

Appearance:*Height:* Average*Build:* Stocky*Looks:* Average*Apparent Age:* Mature Adult*Actual Age:* 36*Recognition Handle:* Stocky and

broad-shouldered. Stubborn and strong. Fiery red hair and beard.

Distinguishing Physical Characteristics:

A broad-shouldered, powerful-looking man with a bull neck and temperament to match, Cunovellanus is slow-moving, stubborn, and immensely strong. His fiery red hair and beard are quite distinctive.

Brief Personal History:*Birthplace:* Northern England, TNP Earth, 7 A.D.

Like Calagundus, Cunovellanus hails from one of the northern Briton tribes, and was similarly enticed to this area by the War Chief's 'visions'. Although Cunovellanus is better-suited by birth, nature, and

talents to lead the coalition of tribes, the War Chief finds him less malleable, and so has relegated him to a secondary role in the British leadership. Nonetheless, Cunovellanus has many followers, and if it came to a showdown, would probably command more support than Calagundus (were it not for the War Chief's domination of the Briton leaders).

Personality:*Motivations/Desires/Goals:*

Cunovellanus wants what is best for his people, but he is no fanatic. At first, he genuinely believed that his gods wanted him to fight. Now, under compulsion, he has no choice but to believe it. He is sensible, however, and so if the War Chief's control were removed, Cunovellanus would almost certainly see just how hopeless this campaign really is.

Manner:

Under the War Chief's control, Cunovellanus has little choice but to believe in Calagundus and the cause, and so he echoes the sentiments of the fanatic leader. Even so, he remains independent enough in spirit to question some of what he is told. Cunovellanus will listen to someone like Branimandua until he begins to hear 'nonsense' that does not agree with what he has perceived. Removed from hypnotic control, Cunovellanus is as fiercely independent as any Celt, resenting all attempts to rob him of his free will. This will cause him to turn on the War Chief and Calagundus whenever his mind becomes free of the compulsion.



Name: BRANIMANDUA*Race:* Human*Sex:* Female*Profession:* Briton Princess**Attributes**

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

Combat Statistics:

AP:	9
Armed Combat:	
Longsword	Level IV
Spear	Level IV
Dagger	Level IV
Short Bow	Level IV
Unarmed Combat:	
Brawling	Level IV

Significant Skills

	Level
Artistic Expression,	
Bardic Poetry	V
Carousing	IV
Leadership	V
Medical Sciences,	
General Medicine, Human	II
Military Sciences,	
Small Unit Tactics	III
Public Performance	V
Security Procedures	
Concealment	V
Stealth	VI
Surveillance	IV
Sports, Swimming	V
Trivia	
Charioteer	V
Druid Law	IV
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VI
Wilderness Survival,	
Cool Temperate	V

Appearance:*Height:* Average*Build:* Slim*Looks:* Striking*Apparent Age:* Young Adult*Actual Age:* 23*Recognition Handle:* Long, red hair. Restless and active. Wears ragged tunic and is well-armed.**Distinguishing Physical Characteristics:**

Branimandua is a beautiful young woman with long, untamed auburn hair. She wears a short, somewhat ragged tunic, but also wears ornaments indicating her high birth and status. Generally quite well-armed, she is adept and confident with many weapons and all manner of survival and woodcraft skills.

Brief Personal History:*Birthplace:* Scottish lowlands, TNP Earth, 20 A.D.

A Briton, Branimandua comes from a far northern tribe near the bounds of Pictish territory. Her father, the king, wanted her to be a warrior, but she was more interested in the arts of the Druids. Although Branimandua learned many of their traditions and secrets, her father's wishes won out in the end and she became a leader, not a teacher or priestess.

Branimandua was not among those who actually saw visions sent by the War Chief. Her sister, however, was betrothed to Cunovellanus, and so Branimandua learned of the crusade and raised a fairly large force of warriors to join in. Her relationship to Cunovellanus entitles Branimandua to considerable respect, but she is not among the inner circle of 'initiates' in the War Chief's 'mysteries'. Thus, she is free to think, question, and act for herself.

Personality:*Motivations/Desires/Goals:*

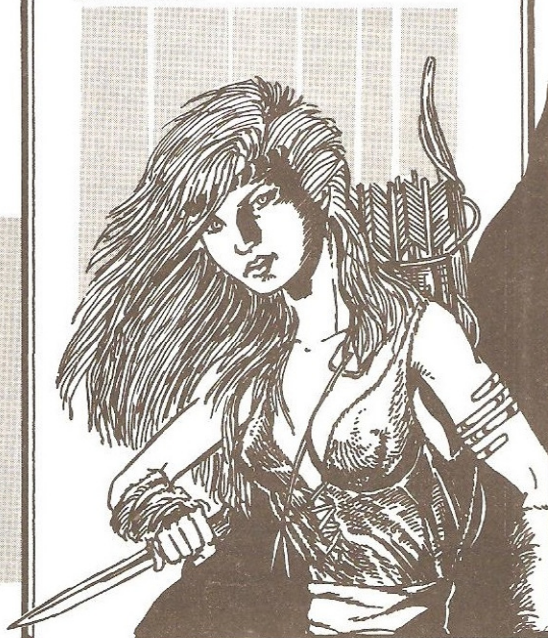
Branimandua is restless, and has no clear direction. All her training make her a leader and woman of action, a warrior princess. Her mind, however, is inquisitive, always thirsting for knowledge and understanding, which at times makes her feel pulled in many directions at once. Branimandua strongly suspects that her narrowly-channeled life is far from being all there is to do and be, and she is eager for new ideas and new places. Branimandua is, in short, perfect TARDIS-fodder, the sort of person quite likely to stow away once she learns of the wonders the adventurers represent.

More immediately, Branimandua is a skeptic who is beginning to doubt the holy cause that brought her subjects and friends south to this distant war. She is particularly concerned over the change in her future brother-in-law Cunovellanus, who is no longer acting like himself. She is growing more and more determined to find out the truth behind the situation, and is willing to risk divine wrath and the hatred of her people to achieve that end.

Manner:

Branimandua is no great friend to Rome (or, by extension, to the adventurers), but she is not a bitter enemy or zealous fanatic either. In camp, she will use the adventurers to make her point regarding prisoners. This is because they are handy, not out of any desire to save them. Once the princess discovers the War Chief's plans to betray the Britons, she will rapidly conclude that her interests coincide with the adventurers'. From then on, she will help them if she can. If Branimandua finds out they are time travelers, or at least realizes they are from some far place (time travel is not a concept she is likely to grasp quickly), she will be eager to work with them in hope of leaving with them later.

The princess is charming and persuasive, an excellent speaker and a good judge of character.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

**Name: TYPICAL ROMAN
LEGIONNAIRE**

Race: Human
Sex: Male
Profession: Soldier

Attributes

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

Combat Statistics:

AP: 7
Armed Combat:
Gladius Level V
Pilum Level IV
Dagger Level IV
Unarmed Combat, Brawling Level IV

**Name: TYPICAL BRITON
TRIBESMAN**

Race: Human
Sex: Usually Male, some Female
Profession: Soldier

Attributes

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

Significant Skills

	Level
Construction	III
Medical Sciences, General Medicine, Human	II
Military Sciences, Small Unit Tactics	III
Security Procedures Concealment	IV
Stealth	IV
Wilderness Survival, Warm Temperate	IV

Appearance:

Height: Average
Build: Average
Looks: Plain
Apparent Age: 15-50
Recognition Handle: Game-
master's Choice

Combat Statistics:

AP: 9
Armed Combat:
Longsword V
Spear IV
Unarmed Combat, Brawling VI

Significant Skills

	Level
Security Procedures Concealment	V
Stealth	VI
Wilderness Survival, Cool Temperate	V

Notes:

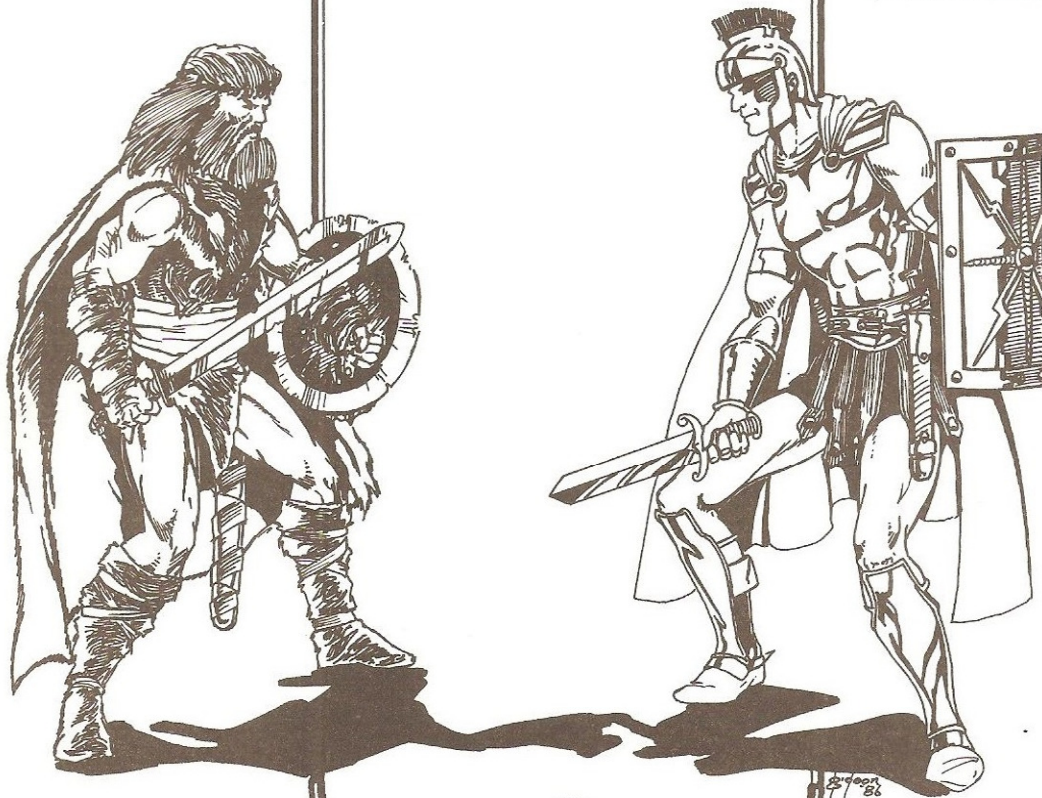
Roman legionnaires appear as members of Falco's party, as guards and soldiers around the Roman camp, during some random encounters, and as servants of the War Chief. (These latter are armed with laser pistols, and have a Skill Level of V in their use.)

Appearance:

Height: Average
Build: Average
Looks: Plain
Apparent Age: 15-50
Recognition Handle: Game-
master's Choice

Notes:

Briton tribesmen will appear in the British camp and inside the War Chief's TARDIS. They may also be encountered during the *Overland Trek*, as indicated by the course of the encounters.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

GAMEMASTER'S NOTES



HINTS FOR PLAY

CREATING THE CHARACTERS

The characters in this game should include at least one Time Lord and his or her Companions (Gallifreyan, human, or otherwise). Although an NPC may be the Time Lord who binds the group together, that may cause problems by making the players too dependent on the gamemaster's direct participation. It is best if the players have total control of their destinies, which generally requires that one of the player characters be a Time Lord.

One option the gamemaster may wish to explore is that some of the player characters in the adventure begin as natives of the year 43 A.D., either as Romans, Britons, or others who might be involved in the time and place. In the *DOCTOR WHO* television series, most Companions begin as incidental acquaintances in a given adventure. They help or hinder the Time Lord in that first story, and later join him on a more permanent basis. Players who wish to join this way can be given one of the pre-generated NPCs in the **Cast of Characters**. (Marcus Cornelius Falco and Branimandua were created for just this purpose.) Alternatively, these players can create brand new characters with suitable backgrounds. In such cases, the gamemaster should set up the story in a way that introduces, then involves these native characters appropriately.

The core of the group, however, will always be a band of time travelers voyaging through space and time in a particular TARDIS, led by one or more Time Lords. These characters may be employed by the CIA, though this is not essential to the adventure.

CREATING THE ATMOSPHERE

In all role-playing situations, it is up to the gamemaster to create and preserve an appropriate atmosphere through his descriptions as well as through the events that take place. The flavor of an adventure is crucial to the task of making the game world come alive.

For more information, the gamemaster should study the sections of *The Doctor Who Role Playing Game* containing numerous tricks and techniques for creating this sort of atmosphere.

Therefore, the following material does not address the entire problem of spinning out a tale and bringing the adventure to life. Rather, it focuses the gamemaster's attention on certain desirable or necessary factors that should be taken into account in **The Legions of Death**.

The Setting

First and foremost, the gamemaster must keep in mind just where and when the adventure takes place. Roman Briton has a flavor all its own, and should not be described in a way that might confuse it with, say, Victorian London, San Francisco's Chinatown, or a colony in outer space. The gamemaster must create in the players' minds a mental picture of the wild, robust, primitive land that is Britain in the first days of the Roman conquest. There are no roads or cities, only trails and villages of crude mud huts. The Britons are barbarians under attack by the greatest military power in the world, but are nevertheless putting up a valiant struggle for freedom.

To impress this world on the players' minds, descriptions should emphasize the unspoiled wilderness of the woodland and marsh, the superb organization and spectacle of the Romans on the move, or the uncivilized appearance of the British camp. Artwork from this booklet can also be used to help evoke the right images, but the imagination always makes the best visual aid of all.

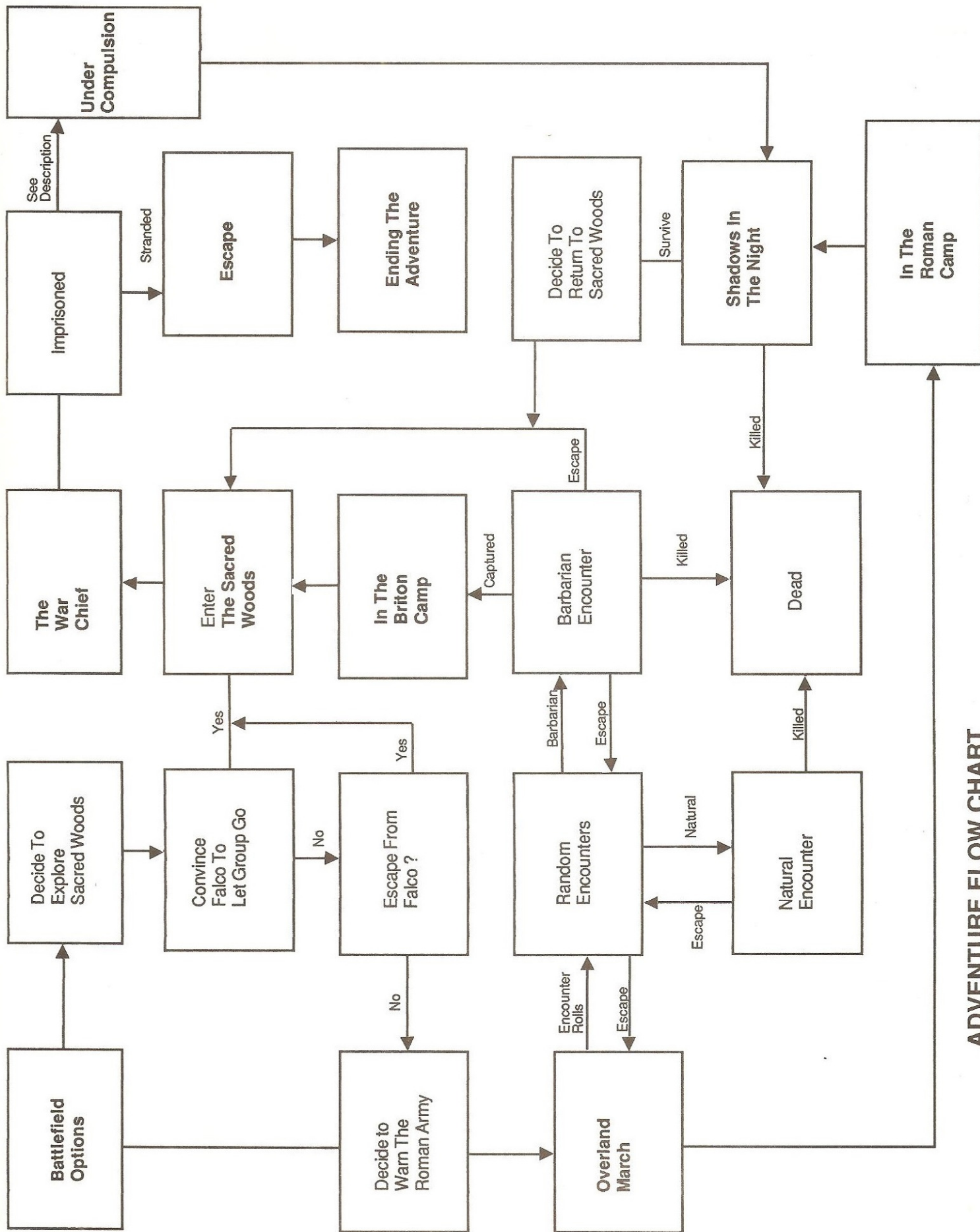
The Sacred Wood is a place where good description is especially important. The gamemaster should play up its darkness and mystery as the adventurers move through it. He should also add subtle touches such as the absence of singing birds or a feeling that someone or something is watching, which should really unsettle the players. Creating a dark, mysterious, evil mood here helps to set the stage for the very real evil of the War Chief.

Using NPCs

Descriptions of how the various NPCs interact with the group, with one another, and with the events unfolding around them are among the most important the gamemaster must create. This booklet provides a large number of NPCs, particularly Romans, to help or hinder the adventurers, but the gamemaster should not limit NPC interaction to just these. The way common soldiers react to events or situations is just as important to bringing out the mood as the reactions of Claudius or Aulus Plautius.

Remember that the NPC is the gamemaster's direct line into the game world. Though he can control encounters and events and the broad sweep of the game, the gamemaster can only directly participate in the action while running NPCs. By their attitudes (superstitions, violence, hostility, or nobility, for example), various NPCs can help remind the characters that they are in another time, and can also help the players gauge how to react to their surroundings. If the brave, hardy, and agnostic Falco seems seized with unnameable dread and starts making signs to ward off the evil eye, that should tip off the adventurers to just how disturbing their surroundings really are.





ADVENTURE FLOW CHART

ADVENTURE FLOW CHART

Unlike many role-playing adventures, events in **The Legions of Death** will not always unfold in a set, pre-established order. The decisions of the players and the results of Random Encounters may change the course of the adventure. Decision points and the chances of success or failure at each important encounter allow the story to take shape in several different ways. This is especially true if player characters separate, either deliberately or accidentally, along the way.

The Adventure Flow Chart is provided to help the gamemaster follow the adventure through a variety of foreseeable events or circumstances. In every case, the adventure begins with the detection of the anomalous reading that lures the group to land in the battlefield and meet Falco. The box marked "Battlefield Options" in the upper left-hand corner of the flow chart represents this opening, and connects to the boxes representing the possibilities that might follow.

From here, the flow chart portrays possible decisions and results that may occur. Each box with a boldface heading represents the events covered in a corresponding section of **The Adventure**, so that the gamemaster can refresh his memory on the situation and events of a given encounter by consulting the appropriate section. Other boxes are descriptive, and deal with decisions or actions not specifically described in a separate section.

The gamemaster should be judicious in administering events from the individual sections, particularly when the players' group splits up for any reason. Obviously, not every group of British captives will be subjected to Branimandua's harangue about the War Chief's trustworthiness, and it is never wise to tip off the

player characters about the War Chief's purposes too early. If the Britons capture two or more different groups, only one party will hear Branimandua speak. The others will be quickly interrogated and then sent to the Sacred Wood.

Characters captured in the Sacred Wood at the very start of the adventure should be rendered unconscious after only a glimpse of the War Chief (a view of "a black-clad man" just before the player character is clubbed unconscious by an over-anxious hypnotized Roman is a great way to trigger an acute case of "Master-phobia"). When they wake up, the characters have been hypnotically treated and are in the fantasy adventure of **Under Compulsion**. By such means, different groups or individuals obtain different pieces to the puzzle (much as in a typical television episode), until they are reunited to work together against the foe. The gamemaster can implement such minor changes in the contents of the various sections as he sees fit.

The flow chart cannot, and DOES NOT, cover every eventuality. It is a law of gamemastering (as true and as unavoidable as Murphy's Law) that any group of sufficiently talented players will always find an avenue not provided for in the adventure text. That is why a gamemaster is necessary. When the unexpected arises, the gamemaster must use what he knows about the situation, the ultimate aims of the adventure, and quite a bit of quick wit and creativity to come up with a way to meet the group's new course. Conservative gamemasters will steer things back to the basic flow-charted possibilities as quickly as possible, while a more daring gamemaster may welcome the chance to work with a whole new set of adventuring possibilities.



GENERAL ADVENTURE PROCEDURES

Certain basic procedures necessary to effectively judge the course of the adventure are discussed below. In order to handle the many situations bound to arise during the course of **The Legions of Death**, the gamemaster should be familiar with all the following material.

JUDGING RANDOM ENCOUNTERS

Random Encounters take place as a result of travel across country, and are discussed in the **Overland March** section of **The Adventure**.

When a Random Encounter occurs, roll 2D6 on either the Natural Encounters or Barbarian Encounters Table to determine the event.

NATURAL ENCOUNTERS TABLE

Die Roll	Encounter
2	Open ground
3	Path ends
4	No encounter
5	Bog
6	Broken ground
7	No encounter
8	Noise in brush (I)
9	Path ends
10	No encounter
11	Bog
12	Open ground

BARBARIAN ENCOUNTERS TABLE

Die Roll	Encounter
2	Roman cavalry patrol
3	Briton deserters
4	Briton scouting party
5	Lone Briton
6	Briton scouting party
7	No encounter
8	Noise in brush (II)
9	Briton scouting party
10	Lone Briton
11	Roman deserters
12	Briton ambush

Open Ground

A wide stretch of open ground provides an added danger of barbarian encounter. If crossed openly, roll 2D6 for a Barbarian Encounter in addition to all normal Barbarian Encounters. If crossed using *Stealth*, it is a Difficulty Level V task. Failure of the task causes the the encounter to occur normally. If the *Stealth* roll is made, then there will be no Barbarian Encounter.

Path Ends

The path being followed plays out. Finding a new path is a Difficulty Level V task using skill in *Wilderness Survival*. Each failed attempt calls for a 2D6 Natural Encounter roll in addition to all normal encounters. Success allows the journey to resume.

No Encounter

The encounter possibility proves to be a false alarm. Nothing happens.

Bog

Characters suffering this encounter must compare their DEX scores with a Difficulty Level of V. A successful interaction roll must be made to avoid stepping into a bog. Once in, the player character cannot free himself, and must be rescued by others. Rescue is a Difficulty Level VII task, using the STR of a rescuer with a rope, branch, pole, etc. Multiple rescuers combine half of their STR scores with the full STR of the main rescuer. Anytime an unsuccessful roll for a rescue attempt is made, the main rescuer also falls into the bog. After each failed attempt, the character in the bog must roll on the Interaction Table, comparing his END score to an increasing Difficulty Level (I the first time, II the second time, etc.) If this roll fails three times in a row, the character drowns in the bog.

Broken Ground

The characters who suffer this encounter are faced with dangerous footing in an overgrown area. Each character must make an Interaction roll, comparing his DEX score to a Difficulty Level of IV to avoid a fall. A fall causes the character to suffer a single, automatic Critical Hit.

Noise in the Brush

There are two versions of this encounter. In the first, the noise is caused by a small animal, and is not a serious encounter. In the second, re-roll on the Barbarian Encounters Table and apply the new result. The individuals encountered are out of

sight when the encounter begins, and may be avoided automatically if the adventurers so desire.

Roman Cavalry Patrol

A large party of Roman cavalry scouts is encountered. If the adventurers are accompanied by Romans who can vouch for them, there are no further encounters. Adventurers without Roman escort will be spotted, surrounded, and called upon to surrender, unless they make a Difficulty V *Concealment Skill Roll* on the Interaction Matrix. If captured, they have no further encounters either.

Briton Deserters

A group of 1D6+1 Britons are encountered travelling along the path. They are tired of fighting, and do not want a confrontation, but will defend themselves if attacked. Should a fight occur, roll automatically for another Barbarian Encounter when the fight is resolved. (The noise may attract additional company.) The player characters may also bargain with the deserters. If the Britons will act as their guides, the player group promises to release them later. Guides reduce the Difficulty Level used for establishing the chance of an encounter by -1 for every two (or fraction) people, but the gamemaster should secretly roll 2D6. On a 10+, the gamemaster will convert the next barbarian encounter to a Briton Ambush, for the guides may well lead the party into a trap.

Briton Scouting Party

A total of 2D6 Britons spot the party. If there are fewer Britons than adventurers (and escorts), this result

is reported to the players as a Noise in the Brush. After 1D6 more Barbarian Encounters take place, the next such encounter will automatically be a Briton Ambush. If there are more Britons than characters and escorts, the Britons attack immediately, and a fight ensues.

Lone Briton

The adventurers encounter a single British tribesman. The gamemaster and the players should each roll 2D6. If the player roll is higher, the adventurers spot the Briton first, and can attack him or try to take him prisoner. The tribesman can be made to guide the party, with the same possible results as in Briton Deserters, above. If the gamemaster throws higher, the Briton spots the party first, and the result is treated as a Noise in the Brush. Nothing further happens, as the Briton cannot track the party AND set an ambush.

Roman Deserters

The group encounters 1D6 Romans who are attempting to desert from the army. The deserters will claim to be scouts, but at the first opportunity – the next Barbarian or Natural Encounter – they will abandon the party, possibly pausing to attack Falco if he is present.

Briton Ambush

An overwhelming force emerges from the underbrush and surrounds the party. This force is 1D6 times the size of the group's party. The characters have only two options: to fight or to surrender.



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JUDGING EQUIPMENT USE

The various special pieces of equipment available in this adventure are described below.

Recon Drone

The blaster and disruptor weapons on the drone are equivalent to rifles of the appropriate type, and fire as if with a Level III Skill Level. They may be targeted independently, and all can fire in the same round. However, all weapons must fire in the same *general* direction. They cannot combat assailants in two directions simultaneously. Treat drones mounting a hypervelocity minicannon as machineguns with twice normal range. Drones have an END Level of VI and 2D6 points of armor.

War Chief's TARDIS

The War Chief has a special defensive system installed around his TARDIS. When switched on, the field paralyzes all humans (not Time Lords or other nonhumans) within 30 meters of the TARDIS. The War Chief will use this only in an extremity, as it will paralyze his allies as well as his enemies.

Hypnotic Equipment

Procedures for handling the War Chief's hypnotic induction methods are discussed in **The War Chief's Equipment**. Processing must be done on an individual basis, and requires an hour or more per person if complex instructions are to be issued. Simple hypnosis can be performed in a matter of minutes, leaving the subject docile and obedient, but completely lacking in initiative of any kind.

The Players' TARDIS

The adventurers should be completely cut off from their TARDIS at the outset of the adventure, because its resources would make certain elements of the scenario much too easy to handle. Rho waves, such as are being transmitted by the War Chief to control his various puppets, interfere with the operation of TARDIS control circuitry (which, being semi-living, is warped by the operation of the rho field).

The field's effect should bar the adventurers from re-entering their TARDIS. It will either scramble the lock mechanism (rendering the TARDIS key useless), or cause the SID computer system (in a Model 65 TARDIS) to go completely berserk and to take lethal action against anyone who tries to enter.

The SID system should not otherwise be used in the adventure. Unless the gamemaster wants to inject an additional, ongoing problem with the TARDIS in a campaign, it remains on standby rather than active mode. In a campaign, the gamemaster can decide how much trouble the system is causing at any given time. Such a fault, however, should be no more important to the adventure than the chameleon circuit malfunction in The Doctor's TARDIS. It is an annoyance provided for the sake of humor rather than as a constant cause for alarm.



USING THE PLAYER'S HANDOUT

The material in the **Player's Handout** is intended for use by the players of this adventure. The gamemaster will probably find it easiest simply to lift out these pages, to be photocopied and passed around to the players. The gamemaster may also choose to withhold some of the material.

The handout provides information that is necessary (or merely useful) to role playing **The Legions of Death**. However, not **ALL** the entries are actually related to this adventure. This irrelevant information has been inserted to keep the players guessing. It would be too easy for them to learn important clues about this adventure if **ONLY** the information they needed were included in the **Player's Handout**.

The player characters can obtain the information through the TARDIS computer banks. These files are available only when the group is actually aboard the TARDIS, or through the TARDIS Remote Computer Link. The gamemaster may also allow individual characters access to particular sections based on their previous knowledge. This would be a Difficulty Level III task on the Interaction Matrix, using the skill noted in parentheses after the topic title.



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EXTENDING THE ADVENTURE

Any adventure scenario can serve as a stepping stone to additional adventure situations. The gamemaster may implement the following ideas and suggestions **ONLY** if he wishes to extend this adventure into a campaign.

PLOT COMPLICATIONS

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

Roman Intrigue

The situation in the Roman camp is hinted at in both the **Adventure** and **Cast of Characters** chapters. It can be expanded upon as the gamemaster desires.

If the gamemaster wishes to place emphasis on the politics of the Roman camp, Claudius should be portrayed as completely dominated by his various advisors, and thus easily manipulated by them. The Emperor would not be the decision-maker at all, and player characters who spend their time talking to him will find the effort wasted. For example, if they urge the Emperor to react to the Briton campaign, he will respond with a total non-sequitur, such as a confused account of Hannibal's crossing of the Alps or comments on the beauty of his wife Messalina.

In order to persuade the Romans to take some particular action, such as halting for more than a day or so, the adventurers will have to identify and influence the real powers behind Claudius. The character descriptions (*SEE Cast of Characters*) hold the keys to the personalities of Plautius, Posides, and Geta, the Emperor's chief advisors. With good role play, the adventurers should be able to discern these key traits, then use *Verbal Interaction* to use them to advantage.

If, for example, the player characters could convince Geta that Posides was part of a plot against the

Emperor and was luring the Roman army into a trap, Geta would join Aulus Plautius in holding back. Or, the adventurers might persuade Posides that Geta is trying to discredit him as a key advisor. If two out of the three key men are feeding Claudius a particular piece of advice, that is the course the Emperor will order.

Of course, if Claudius resumes the march, the Roman army will walk into the War Chief's Briton ambush. In that case, the gamemaster must improvise the result, based on the information in **Historical Information**. Hypnotized Romans will join the battle to spirit Claudius away in the confusion, and the processing machine will go to work. Rescuing Claudius now becomes the new imperative. That is because once the War Chief controls Claudius, he controls four Roman legions, and nothing the adventurers can do or say will overcome that force.

Briton Politics

In similar fashion, more can be made of the political situation among the ranks of the Britons. If the adventurers choose to take an active role in trying to persuade the Britons that they are being tricked, the gamemaster can spin out the sequence in the Briton camp for a longer period to make the situation more interactive.

The Britons are divided into two groups. The major chiefs are controlled by the War Chief and command the largest individual contingents. The minor leaders are not controlled. Though these minor leaders wield less power individually, collectively they control the majority of the Briton troops. Branimandua has a large force of her own, and is among the 'minor leaders' not controlled by the War Chief.

Once they detect the division within the Britons' ranks, the player characters may wish to try and exploit the situation. That means persuading the uncontrolled minor chiefs to believe Branimandua rather than Calagundus. The gamemaster should roll 3D6 and add 30 to the result to get the number of 'persuasion points' the adventurers need to convince the Briton chiefs that Branimandua is correct. If the number falls to 0 or less, the adventurers are sent immediately to the Sacred Wood. If it falls to -10 or less, Branimandua is sent with them, and so cannot rescue the group later on.

The players' group initially receives 10 persuasion points. As various conditions are met, points are added or subtracted from the total, according to the following table.

PERSUASION POINTS TABLE

EVENT	POINTS
Adventurers captured with Romans	-5
Adventurers demonstrate 'magic power'	+5
Adventurers claim to be gods	(x3**)
Adventurers claim to be Druids	(x2**)
Adventurers make speed against Calagundus	x1**
Branimandua claims to have been in the Sacred Wood	-2

****Use Verbal Interaction**, setting the Difficulty Level by rolling 1D6+1 (modified if the gamemaster feels it necessary, such as if the adventurers claim to be gods and then demonstrate god-like powers). If the interaction (using *Negotiation/ Diplomacy* skill) is successful, the result is +10 points. If unsuccessful, the result is -5 points. The number in parenthesis is multiplied by this result to get the number of Persuasion Points awarded. Thus, a successful claim of godhood is worth +30 points, while an unsuccessful one is worth -15. (The gamemaster should feel free to offer other awards for similar solutions by the player characters.)

The War Chief

The War Chief has been specifically provided as a good on-going villain, a sort of minor-league version of The Master. In the *DOCTOR WHO* universe, The Master is the very personification of evil, an extremely powerful foe who cannot easily be overcome by novices. The War Chief, on the other hand, is considerably less dangerous but still an enemy to be reckoned with. That means less experienced players can be pitted against a renegade more in line with their own experience and powers, while The Master is reserved for those few occasions when a really difficult, deadly scenario is desired. Moreover, the War Chief can be made into a recurring enemy more easily than The Master simply because the latter already has an ongoing nemesis – The Doctor.

To keep the War Chief recurring, he must obviously be able to escape justice after most of his encounters (as does The Master). It is true that The Master was caught and imprisoned once in his long career, and was also lost several other times. However, he simply manages to get away most of the time. If the War Chief is to return for other adventures, he needs the same chances to escape.

There are a number of ways to give him the opportunity. Even if the adventurers control every other way out, the War Chief can still elude

pursuit (except by the Time Lords) if he reaches the chamber holding his SIDRATS, primitive but effective temporal vehicles that can carry him from ancient Britain. A SIDRAT's range and service life are limited, but the War Chief can use one until able to acquire a new TARDIS in a subsequent adventure.

Other escapes routes may also be left open, depending on the particular circumstances of the adventure. Even if the War Chief is shot and 'killed', he may have the chance to regenerate. If captured, there is always the chance that he will escape.

When plotting new adventures involving the War Chief, the game-master should remember that this villain is primarily interested in military situations. Though devious, he is also a great believer in military force. He is also particularly fond of human soldiers, and will always strive to use them somehow to carve out his personal empire. Unlike The Master, the War Chief has no desire to destroy the Earth, only to dominate it. He does, however, have personal scores to settle with The Doctor, The Master, and anyone else (such as the adventurers) who happens to get in his way.

The War Chief should not be used too often because the types of schemes he can hatch are by nature rather limited. He does make an interesting addition to the list of possible temporal marauders, however.



ROLE PLAYING THE ADVENTURE

As it stands, **The Legions of Death** is a perfectly straightforward adventure for use with *DOCTOR WHO:RPG*. However, a good game-master with a good group of players can give the adventure an extra boost by paying special attention to role-playing techniques as they tackle the problems posed by the scenario. This section describes some considerations the gamemaster should keep in mind when setting up and running this (or any other) adventure situation.

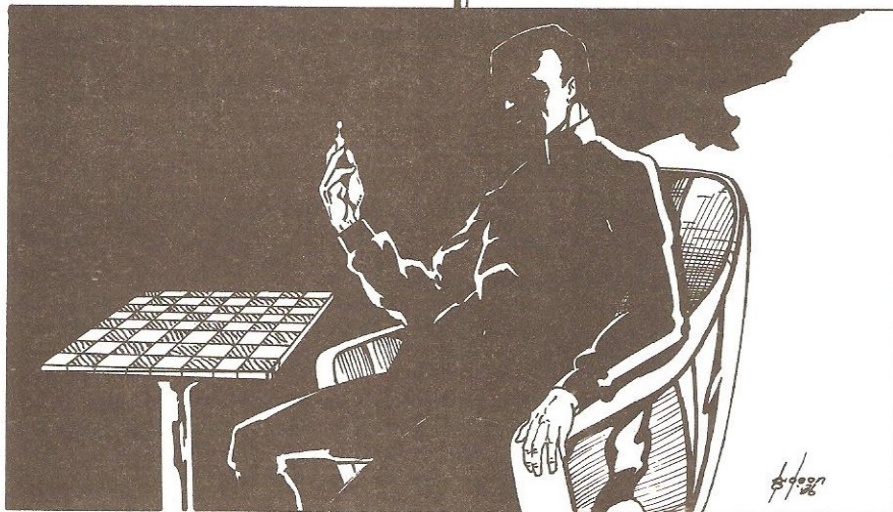
While characters are being created or assigned, the gamemaster and each player should sit down and discuss some aspects of the character to make sure that both are in agreement on how to play the character. In the course of the game, the gamemaster may wish to make suggestions to the players as to how their characters are likely to react. That does not mean the players must act or respond in certain ways (what is the use of having players if they cannot handle the character as they wish?). Nevertheless, the game will be more fun if the gamemaster can count on player character foibles and personality traits to interact with his own plot twists and verbal sallies.

PRE-GENERATED CHARACTERS

The Cast of Characters section explains the motivations and manner of the pre-generated characters in this adventure fairly well. Some additional notes for both gamemasters and players are provided below.

The Colonel

The Colonel's obsession with The Master can be used to good advantage. He should jump to the conclusion early on that The Master is behind the temporal disturbance. Thereafter, he will be extremely impatient to get to his enemy, meaning he is not likely to care much about the fate of the Romans. Later, when he finds out The Master is *not* involved, the Colonel is just as likely to lose



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interest in everything (though he will have to do something to free the TARDIS). This may throw the other characters on their own at crucial moments.

Leora

Though she may act rather odd at times, Leora is basically level-headed, and should serve as a balance-wheel to her father. However, if the Colonel does something rash, she will be torn between doing what is right and helping him. (If the Colonel is not one of the characters, then Leora should be encouraged to be as flakey as Tom Baker's Doctor at his oddest.)

Rod Mitchell

Mitchell should be played as a gung-ho commando, nothing more or less. He will be the first to want to rescue lost colleagues, and the last to turn his back on a fight. The Colonel, Leora, and Lady Sandra are his three main concerns in life.

Lisa Drake

The gamemaster should make sure that the player running Lisa is aware of whichever interpretation of Claudius is the *opposite* of the way he intends to play him. If Claudius is a dithering fool totally under the thumb of his advisors, Lisa should be utterly convinced that he was much more competent than some historians claim. If he is to *be* competent, impress upon Lisa the interpretation of Claudius as a feeble-minded idiot. Lisa will then be in a position to foul things up for everyone by taking exactly the wrong turn in all her dealings with the Romans.

David Worth

Because Worth wants so badly to be a hero, he is the ideal person to get other members of the party into trouble. Encourage him to be pugnacious, to try to rescue people at inappropriate times, and so forth.

Mikhyl Nevenskoï

The party's incurable revolutionary, Nevenskoï should be quick to adopt an anti-Roman attitude. Never mind that history requires a Roman conquest of Britain. Nevenskoï is rooting for the Britons and probably will not hesitate to let people know it. This can have some embarrassing effects on dealings with the Romans.

Sven Langbard

Like Mikhyl, Sven is on the side of the Britons, but in a less direct way. He understands the Britons better and sympathizes with them. He is thus a good voice to have on the player group's side in the Briton camp. On the other hand, if Sven is with the group when they are among the Romans, he will contribute to making people like Geta and Posides even more suspicious than usual.

Lady Sandra Cathcart

Lady Sandra is snob enough to despise the Britons for being dirty barbarians. She is also the sort of person whom trouble follows. Think of her as a Tegan Jovanka, and the nature of her contribution to the adventure will become clear.

The Doctor's Party

If The Doctor is used, he offers an extra dimension to the adventure. It was the Second Doctor who brought about the end of the War Lords, and so the War Chief would be eager for revenge. This adds another whole layer to the renegade's gloating and to his efforts to hypnotically dominate the Time Lord's mind.

The Third Doctor, the "unofficial protector of the Earth", is the best candidate for participation in this adventure, though almost any of The Doctors that follow him are nearly as valid. What makes the Third Doctor ideal are his strong compassion, his fight with The Master, and the fact that he so closely follows the Second Doctor, who made the War Chief a fugitive.

If The Doctor is used, the involvement of his Companions will depend upon their individual natures. Jo Grant is likely to get into trouble simply by wandering off, while Sarah Jane Smith would find Branimandua a woman after her own heart. Other Companions may be used, too. These might be pre-generated characters (with suitable changes to reflect the participation of The Doctor instead of the Colonel and Leora) or perhaps newly-created ones.

New Characters

When creating brand-new groups, it is up to the gamemaster (using some of the above notes as a guideline) to decide what special personality traits will create interesting interactions. The sky is the limit, so long as the choices reflect the true spirit of *DOCTOR WHO*.

NPCs

The gamemaster (or players controlling characters native to 43 A.D.) must remember that all the NPC's except the War Chief are unsophisticated primitives when it comes to technology, but otherwise are just human. They may have trouble coping with oak trees that are bigger on the inside than on the outside, and so magic may provide a handier explanation than that of dimensional transcendence. Just because they are uneducated, these characters still have hopes and fears, emotions and values, and should *never* be played as unintelligent.





THE WAR CHIEF'S EQUIPMENT

The War Chief has a full stock of standard and special TARDIS equipment on hand, either on his person, or in the wardrobe room or storerooms of his TARDIS.

TARDIS MODEL 43

The War Chief's stolen TARDIS is a Model 43, almost as old and shabby as the one used by The Doctor. Even though it is obsolete, this unit is in good repair, with all major systems and most subsystems functioning properly. It has no particularly unusual quirks.

A map showing some of the more important rooms of this TARDIS is provided. Although it does not show every room, all the key rooms that might be encountered during this adventure are indicated. Some of these are also described below. The gamemaster can use these maps and descriptions anytime the adventurers are exploring the TARDIS.

Door Chamber (1)

The external interface of the TARDIS leads into this narrow room, while a second door opens into the Main Control Room. The chamber is otherwise featureless.

Main Control Room (2)

The standard central console dominates the control room. There are no furnishings in the room. One door opens into the Wardrobe Room.

Wardrobe Room (3)

The War Chief keeps a stock of weapons, costumes, and other useful equipment and material here. One door leads to the chamber housing the hypnosis machinery, while a second door leads to the War Chief's planning room, and a third to Main Control.

Processing Room (4)

This chamber houses the equipment used for hypnotic compulsion, as well as transmission equipment for the rho waves used to maintain control over victims at a distance from the TARDIS. Doors lead to the Wardrobe Room, a Store Room, and the War Chief's Interrogation Chamber.

Planning Room (5)

This is the War Chief's office. It contains an ultra-modern desk and chair, a computer terminal, maps, reference books and tapes, and so forth. The War Chief will hold his interview with the captives here. Doors lead into the Wardrobe Room, the War Chief's private quarters, and the Interrogation Chamber. A special door leads simultaneously to a storage area and to the chamber housing several SIDRATS. This door is designed so that a Time Lord can enter the SIDRAT chamber, but any other species is automatically shunted to the Store Room.

War Chief's Quarters (6)

The War Chief's private rooms are located here. The only door leads to his Planning Room.

Interrogation Chamber (7)

The War Chief keeps various torture devices, from crude thumb-screws to sophisticated Movellan constrictor collars, in this small room. It has very little furniture (lockers and a torture chair with an arrangement of straps and restraints). There are doors leading to the Processing Room, the Planning Room, and the Prison Cell.

Store Room (8)

Several racks of finished laser weapons are housed here. A door opens to the Workshop. A second discriminatory door admits Time Lords into the SIDRAT Chamber and all others into the War Chief's Planning Room.

SIDRAT Chamber (9)

This is the War Chief's private escape hatch, and four of his primitive SIDRAT time machines are kept here. Doors lead to the Store Room and Planning Room, but only a Time Lord can enter the chamber through these doors.

Workshop (10)

Several hypnotized Britons and Romans (and, eventually, some of the player characters) may be found working here, assembling laser guns to outfit the War Chief's new model Roman army. Doors lead to the Store Room and the Dormitory area.

Dormitory (11)

Roman guards sleep in this large dormitory chamber, which is lined with beds and simple chests for armor and equipment. At any given time, there are between ten and 60 men in this long, narrow room. Doors lead to the Workshop and to the Cell.

Cell (12)

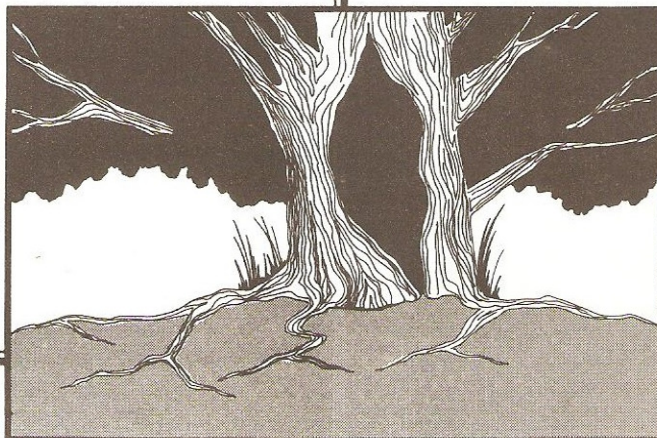
This is the chamber where player characters (plus Vespasian and Falco) will be kept prior to being hypnotized or to escaping. It has several crude cots, sanitary facilities in one corner of the room, but no other significant features. Locked doors lead to the Interrogation Chamber and the Dormitory area.

Drone Storage (13)

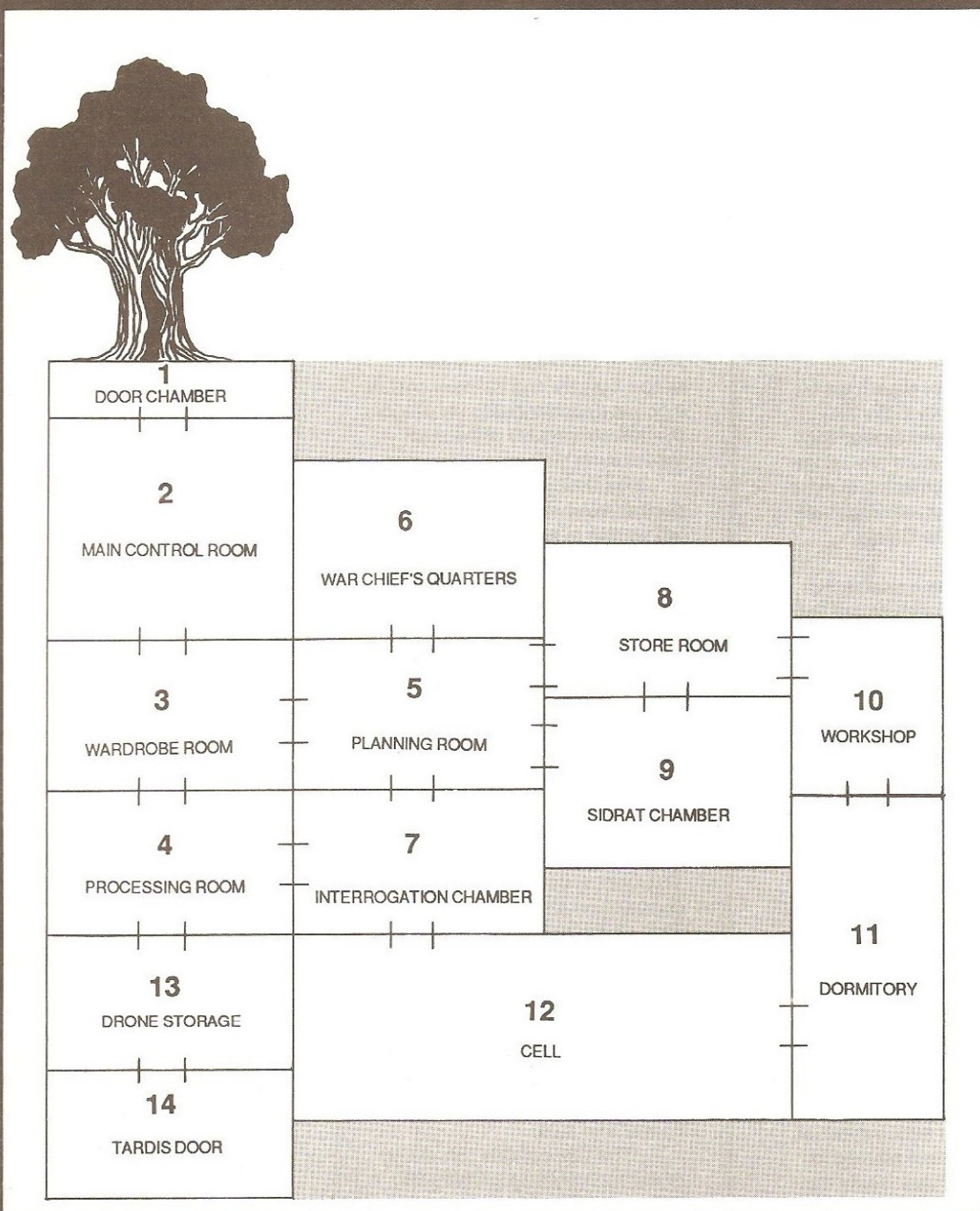
Several spare recon drones are stored in this room, together with miscellaneous electronic components of all kinds. Doors open into the Processing Room and into the rest of the TARDIS.

Tardis Door (14)

This denotes the route back into the rest of the War Chief's TARDIS, a veritable mass of endless rooms and corridors of all kinds.



THE WAR CHIEF'S TARDIS





SPECIAL EQUIPMENT

Several special pieces of equipment are available to the War Chief.

Laser Pistols

These are a more compact design than most laser pistols, capable of ten shots before the self-contained power pack is exhausted. The War Chief carries one on his person, and each of his Roman guards is also armed with one.

Recon Drones

There are a total of perhaps 50 recon drones available to the War Chief. Six are deployed around the Roman camp, three more around the Briton camp, and another ten at more distant locations. The remainder are stored aboard the War Chief's TARDIS.

Each recon drone retains the twin blasters and the disruptor of the original, but no longer mounts the small hypervelocity projectile weapon. In place of this is the transmission and amplification equipment for the War Chief's holographic communications and rho wave relay systems. The recon drones also contain full sensor arrays, and use an anti-gravity field of movement.

Processing Machine

The War Chief's hypnotic equipment is of the rho wave control type. The War Chief processes his victims with a fantasy tailored to fit the preconceptions and experiences of the various subjects as closely as possible. There are subtle variations from one person to another, so that the compulsion will have maximum credibility. A computer system then runs the program for each individual, broadcasting rho waves attuned to the victim's mind. These create the compulsion to continually update and reinterpret events and surroundings to match the imposed fantasy.

In the absence of these rho waves, reality usually reasserts itself. While the transmission remains strong, however, only a jarring shock or a counter-hypnosis can snap the victim back to the real world.



THE SYBIL'S PROPHECY

The Colonel limped across the TARDIS control room to the center console, his walking stick loud against the hard flooring.

"It's good to be back aboard, sir," Mitchell said. "I was beginning to think your ship had flipped its chips for good." He glanced nervously up at the red optic pickup of the SID computer. It was no longer glowing, but still a reminder of danger.

"Nonsense," the Colonel retorted. "This TARDIS is in perfect shape, boy, as long as there are no external disturbances to unbalance the delicate circuitry of the main control systems."

Lisa Drake made a face. "Peddle it somewhere else, Colonel. I'm still waiting to see the Crusades. Last time, you popped in on the Spanish Armada. I admit that's an improvement over Waterloo and the Dalek invasion, but not what I call 'perfect shape'."

"Nonsense," the Colonel insisted, snorting indignantly. "The TARDIS goes where I want to go, Miss Drake, and I'm not running guided tours of history." He touched a control, and the time machine gave an alarming lurch as the central pillar began rising and falling rhythmically. The Colonel caught the edge of the console and glared at his Companions, as if daring them to comment.

Any comments forthcoming were cut off when the inner door opened and the Colonel's daughter entered the room, followed by a familiar figure clad in Roman armor.

"Father, I think we have a passenger who needs to be taken home," she said.

The Colonel said something under his breath about fixing SID before anymore humans could force their way into his company, then

turned back to the controls. "It's not a shuttle service, either," he said aloud.

"Please," Falco protested. "Please do not send me back."

The others looked at him, and the young tribune flushed. "Years ago, I visited the Sybil at Cumae," he continued. "She told me that I would one day see wondrous places and things, things no Emperor would ever see. And now that I've met you, seen what you are capable of, I know the prophecy is true. I want to go with you, to see more. It is my destiny."

Mitchell frowned. "Seems to me like you've already seen some things. Sure you're ready for more?"

"And what about Vespasian?" Leora asked. "Yesterday you told me his safety meant more to you than anything, that he was like a father to you."

Falco nodded. "Yes, I did. But the Lady"—he nodded toward Lisa—"has told me that Titus Flavius will be safe, that he will go on to become Emperor when the line of the Claudians gives out. Vespasian will save the Empire, and does not need me. And every child must one day leave his father."

The Colonel turned an angry eye on Lisa. "One day, young lady, your mouth will do more than a dozen Time Lords can undo." He glanced at Leora. "We could, of course, make him forget," he said hopefully. "Just this once..."

Leora shook her head. "You know how I feel about that, Father. A man's mind is his own, and his memories most of all." She cocked her head to one side and grinned. "Unless you liked me better working for the War Chief?"

The Colonel shook his head. "I suppose not." He turned to Falco. "I don't like troublemakers aboard my ship," he said severely. "If you cause me trouble, I'll dump you somewhere you'll never escape, and I won't give it a second thought. Cause a *lot* of trouble and you get to keep Miss Drake as a traveling companion. Get my point, boy?"

Falco nodded slowly. The Colonel made no further comment, but turned his back on the control console and limped out of the room without another word.

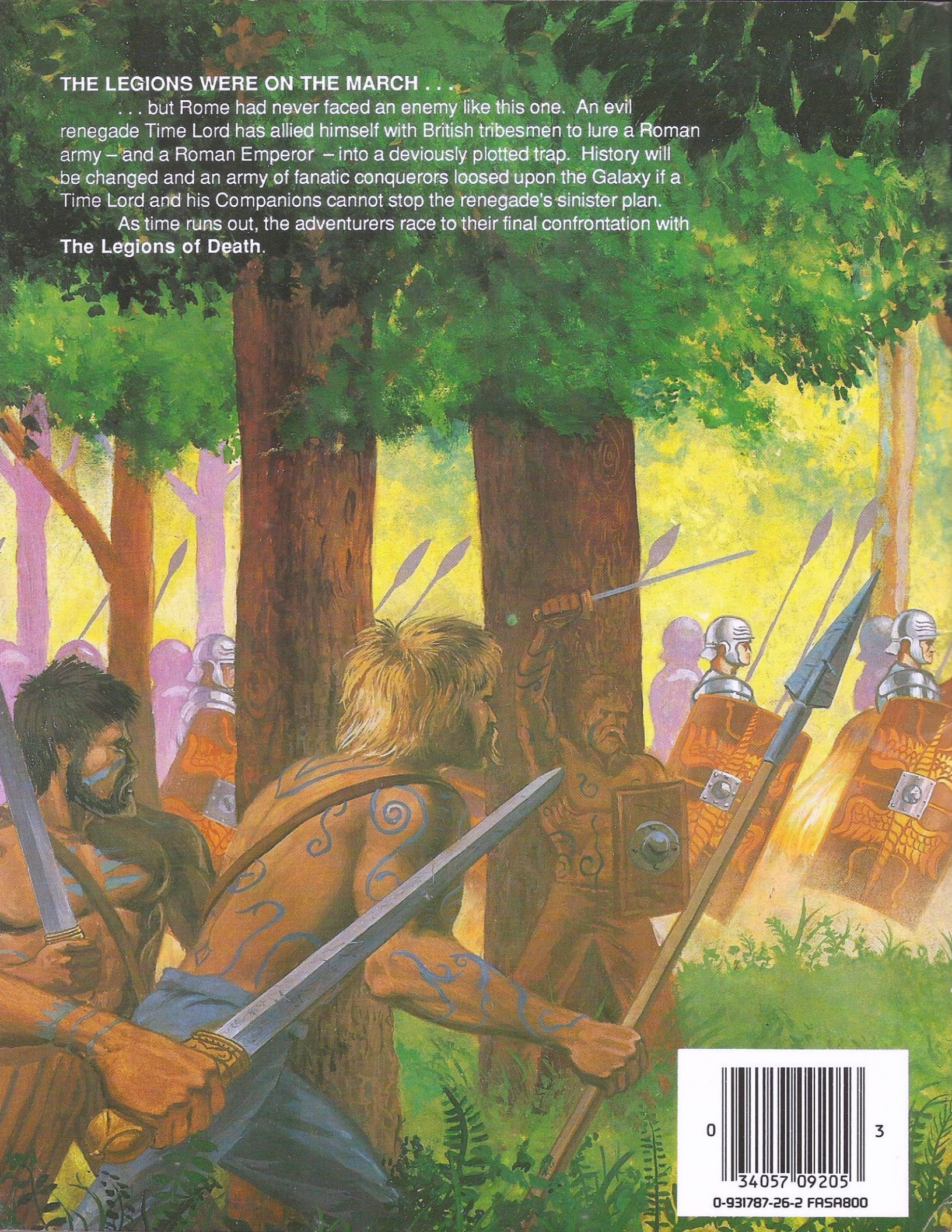
"Well, Marcus Cornelius," Leora said, "now you'll get to see the Sybil's prophecy fulfilled. You've already seen the grouchiest being in the known universe, so it's all downhill from here. Welcome aboard!"



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