‘It’s a very complicated thing, time, Jo. Once you’ve begun tampering with it, the oddest things start happening.’

SYNOPSIS
Earth, UNIT Era and an alternative 22nd Century.

On the eve of a summit to prevent a Third World War, a ghostly figure tried to kill Sir Reginald Styles. In the grounds of his house, UNIT found an unconscious soldier, a futuristic disintegrator and a crude time-machine. The Doctor and Jo – who had just met identical versions of themselves when the TARDIS malfunctioned – stayed in the apparently haunted house. Nothing happened that night, but in the morning, three more soldiers appeared from a tunnel in the grounds and attacked.

The soldiers, who had come to assassinate Styles, imprisoned the Doctor and Jo in the basement. When they were released, Jo grabbed the time machine and threatened to destroy it, but it catapulted her into the 22nd century. Ogrons, a slave race of the Daleks, attacked the house and the Doctor and the soldiers ran to the tunnel. There, a Dalek appeared, and the time machine sent the Doctor and soldiers into the future. One soldier, Shura, was left behind.

In the 22nd Century, humans were forced to work in mines and factories, as part of the Dalek Empire. The Controller, who worked for the Daleks, had captured Jo, keeping her in luxurious quarters as a ‘guest’. The Doctor was also captured and taken to join her. The Daleks, who had not yet met the Third Doctor, used mind analysis to identify him.

Before the Daleks could kill the Doctor, the soldiers rescued him. They explained why they had travelled back in time to assassinate Styles. In the 20th century, the peace summit had been destroyed by a bomb, which toppled the Earth into all-out war, leaving it ripe for Dalek invasion. They wanted to change history, by killing Styles, whom they believed had planted the device. The Doctor realized it had in fact been Shura who planted the explosives in an attempt to complete his mission. The assassination, intended to stop the bomb, was in fact achieved by planting the bomb. The Earth was trapped in a paradox.

The Doctor returned to 20th Century Earth, where Styles’ summit was about to start. As UNIT battled Daleks, who were attempting to preserve their version of history, the Doctor persuaded Shura not to kill Styles with the bomb. Once Styles had left, the house began filling with Daleks and Ogrons pursuing the Doctor, but they were destroyed when Shura detonated the explosives.

CONTINUITY
The Doctor mentions the Blinovitch Limitation Effect for the first time.
The Daleks have discovered time travel.
Dalekanium is the only explosive that works against Daleks. [But don’t confuse it with the identically-named Dalekanium, the metal of which Dalek casings are made.]

RUNNING THE ADVENTURE
It’s time for a paradox. While this adventure starts with a ghost story – indeed, the Doctor and Jo even spend the night in a ‘haunted’ house – it ends when the Doctor realizes that the whole thing is a mistake.
The guerillas travelled back in time to stop a bomb detonating, but ended up detonating the bomb themselves.

The paradox isn’t the whole story. The adventure contains familiar themes: capture, imprisonment and escape; a gunfight and a peace conference; a bleak future and a totalitarian government; the morally-ambiguous Controller and a moral dilemma (is it wrong to kill one person, if it prevents many dying?); and, from Shura, a noble self-sacrifice.

Most of all, however, it is about a paradox.

**This Time It’s Going to Be Different**

At the start of this adventure, the Doctor and Jo met alternative versions of themselves. It was a reminder that, when you tinker with time, strange things happen. As it turned out, the whole future of Earth was an anomaly in time. (Why didn’t it attract the Reapers? Perhaps the Daleks continually needed to fight them off.) The adventure ended when the Doctor prevented the event that caused the anomaly.

How can you write time paradoxes into your adventures? Here’s a tip: don’t try and understand how time works. There is basic guidance in the *Gamemaster’s Guide*, lots more in *The Time Traveller’s Companion*, but it’s much more complicated than that. Unless you’re the Doctor – in which case, hello, and we hope you’re enjoying reading about your adventures – you won’t be able to explain time paradoxes.

Instead, just think of some interesting tricks to play with time. What happens if you save your own father from dying (*Father’s Day*)? What happens when you meet someone you’ve never met, but who has met you before (*Silence In The Library*)? What happens if you kill Hitler (*Let’s Kill Hitler*, of course)?

Think, too, of the moral implications. When the Doctor faces a time paradox, it often leads to a moral dilemma. If you could go back and save someone who died, would you do it? Would you kill someone, if you knew that it would save millions of lives? In this adventure, the Doctor didn’t just solve the paradox. He was drawing a moral lesson: often, humans are their own worst enemy.

So think of similar ways to play with time. If you could travel back and live your life again, would you do it? If you went back to the best day in your life, would it be the same? Think of a dilemma. Build a paradox around it. Then throw in some adversaries and you have an adventure worthy of the Doctor.

**We Know the Future Now.**

Do you remember, in *A Christmas Carol*, when the Eleventh Doctor showed Kazran Sardick his future? (There were lots of pasts and futures involved in that adventure, so it was complicated, but it did happen.) He wasn’t just telling him what would happen. He was warning him what he would become.

When, in his adventures, the Doctor sees the future of humanity, it is a similar warning. It isn’t just the future: it’s a warning of what humanity might become. In this adventure, the Doctor saw the Earth devastated by war. In *The Mutants*, he saw the Earth drained of resources. Later, the Ninth Doctor would see humans enthralled by reality television, while the Tenth would find them perpetually sitting in traffic.

These future versions of humanity are often ruled by powerful, and cruel figures. In this adventure, the Doctor finds humans forced to work under harsh conditions: “There will always be people who need discipline,” the Controller tells the Doctor. Later, in *Rise of the Cybermen*, the Tenth Doctor found Cybus Industries preying on homeless people. Later still, in *The Beast Below*, the
Eleventh Doctor would meet a society that monitored its citizens closely and punished children when they failed at school.

Sometimes, as in *The Mutants* or *The Beast Below*, what the Doctor sees is humanity’s real future. Sometimes, as in this adventure, *Inferno* or *Rise of the Cybermen*, it is an alternative version. And sometimes the Doctor can put things right. In this adventure, he prevents a war. In *The Mutants*, he prevents humans oppressing an intelligent alien race. In *The Beast Below*, it is Amy who puts things right: she stops the government torturing a benevolent creature and stops the Doctor from killing it.

When, in the Doctor’s adventures, you describe the future of humanity, make it a bleak one. What you’re saying is: “This is what humanity could become.” If the Doctor and Companions are lucky, they will find a way to put it right.

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**NEW GADGET – TIME TRANSFERENCE MODULE**

A crude time machine, which takes the form of a case packed with electronics. It requires an area that is unchanged in the two time periods it travels between.

**Traits:** Vortex (Special Trait), Teleport, Restriction (Can only travel between unchanged areas)

**Cost:** 4 Story Points

**NEW GADGET – DALEKANIUM BOMB**

A bomb that can destroy Daleks.

**Traits:** One Shot, Special (Explosive)

**Damage:** 4/L/L

**Cost:** 1 Story Point

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**FURTHER ADVENTURES**

- In a crater in Surrey, UNIT investigates a perfectly spherical object, which has fallen from the sky. The Doctor recognizes this as a Void Ship, used to cross between dimensions. Inside is Anat, one of the guerilla fighters, who has escaped from the alternate future of the Dalek Empire into the real world. However, the Void Ship has left a breach, and soon the Daleks follow, intent on spreading their Empire throughout time!

- When travelling to Earth in the 27th Century, the Doctor instead arrives on a ship filled with alien races, including the Ogrons, Spiridons and Ice Warriors. All are searching for a new home, yet each day, many mysteriously disappear. Quickly, he realizes the ship is a holding pen for immigrants to Earth. Can he convince the new Earth government that the aliens are a benefit, not a threat?

- In a forgotten corner of Savannah, Georgia, one row of houses lives the same year, over and over again. Why are they in a time loop? Who has placed them there? If released from the loop, what will happen to them?