

THE MARK OF THE RANI



THE MARK OF THE RANI



'What's he up to now? It'll be something devious and overcomplicated. He'd get dizzy if he tried to walk in a straight line.'

SYNOPSIS

England, 1820s

Something was very wrong in the English village of Killingworth. With the Luddite riots gripping the country, groups of enraged miners were attacking anyone with machinery. To make matters worse, the men were behaving brutal and savagely.

The Doctor and Peri saw this first hand when they arrived. Initially on course for Kew Gardens, they were drawn to Killingworth for reasons the Doctor didn't understand. Detecting an anomaly in time, he and Peri set out for the village, with his companion more than a little fed up that her fancy outfit would do nothing but get dirty.

Before they could get very far, they saw a group of men assaulting a horse and trap carrying machinery. The men fled and when the Doctor tried to help one with his wounds, he saw a distinctive red mark on the side of his neck. The man ran from him before the

Doctor could do anything and he and Peri accepted a lift from the grateful trap driver into town. On the way, they passed an old lady running the local bath house and the time scanner spiked briefly.

Unknown to the Doctor, the old lady was the Rani, a Time Lady exiled from Gallifrey. And unknown to her, the Master was also in Killingworth and after sending a group of the Luddites to try and kill the Doctor, he visited the Rani. She admitted who she was, and explained that the inhabitants of the planet she had taken as her own, Miasimia Gorja, had a problem. The Rani's experiments had destroyed their ability to sleep and she was using a parasite to alter the brain chemistry of the local men and use their cerebral fluid to help her people rest. The Master pointed out the Doctor was here and suggested they team up. The Rani reluctantly agreed.

The Doctor and Peri, meanwhile, had found out George Stephenson, an engineering genius the Doctor greatly admired, was in town. Even better, he was giving a talk to a group of equally historical vital figures. The Doctor and Peri bluffed their way to the meeting but were accosted by the Master's Luddites on the way. The attack left the Doctor hanging from a chain over a mineshaft and his time

scanner destroyed. One of the Luddites had already plummeted to his death and the Doctor looked set to join him before Lord Ravensworth, the local mine owner, appeared and scared the men off. He berated the Doctor and Peri, revealing he knew they were impostors.

Discovering that several men in the village had disappeared and realising there was something unusual about the old woman they'd seen, the Doctor disguised himself as a miner and visited it. However, he was soon knocked out and woke up strapped to a gurney by the Rani. They bickered and the Rani admitted she'd been harvesting humanity for centuries. Peri was captured and the Master returned mockingly showing the Doctor his TARDIS being thrown down a mine shaft and ordering his Luddites to wheel the Doctor outside. The Doctor kicked the Master's weapon free and he and Peri escaped. However, his gurney was pushed the wrong way and the Doctor began hurtling back towards the open shaft, with Peri in desperate pursuit.



At the last possible moment, George Stephenson stopped the gurney and unstrapped the Doctor. Fleeing with Stephenson, Peri and the Doctor met his assistant, Luke, whose father was one of the men the Rani had taken. Stephenson explained that he was planning on assembling the various engineering geniuses so they could pool their talents but the Doctor was cautious about doing so in such a dangerous climate. Peri, a botanical specialist, suggested using a sleeping draft to knock the miners out and was told the herbs she would need were in Redfern Dell. Whilst they were talking the Master cornered Luke and hypnotised him into killing anyone who tried to stop the meeting. The Master's plan was simple; control the geniuses of the Industrial Revolution, shape their minds and use

them to create an Earth that he would rule, at the centre of a vast empire.

As this was happening, the Doctor and Peri snuck back to the bath house and the Doctor discovered the Rani's TARDIS, hidden behind a screen print of a volcano that spewed actual mustard gas. Disarming the booby traps, he went aboard and was amazed to discover dinosaur embryos and, suddenly, the TARDIS dematerialising. Peri watched in horror as it vanished. He discovered dinosaur embryos in storage in her control room and was surprised both by this, and the TARDIS disappearing with him inside. The Master and the Rani came aboard, the Rani picking up a stack of land mines that she revealed she'd laid in wait for the Doctor in Redfern Dell. In the meantime, Peri, to try and get over her panic at seeing the Doctor vanish, had gone looking for the herbs she needed for the sleeping draft. She met Luke, who, unknown to her, realised she was a threat to the meeting. He took her to Redfern Dell, planning to kill her.



The Doctor arrived at the last possible minute, with Peri already terrified by the sight of Luke stepping on one of the mines and becoming a tree. The Doctor, holding the two other Gallifreyans hostage, forced the Rani to walk Peri out of the minefield and was taking them back to the TARDIS to face justice when the enraged Luddites appeared. The Rani and the Master mockingly pointed out the moral dilemma he faced, and Peri volunteered to hold them at gunpoint whilst he tried to save the miners. The Doctor did what he could but was captured, and strung up by the miners on a pole. When they walked through the minefield, the two men carrying him became trees and the Doctor only just avoided it himself.

Peri, in the meantime, had been holding the Master and the Rani hostage. The Rani faked a coughing attack and begged to be allowed to use her tablets. Peri relented and the Rani threw a 'tablet' at the



ground, dispensing dust that knocked her out. The two Gallifreyans escaped and the Doctor found Peri, alive and unharmed, but guilty at letting them go. The Doctor reassured her he'd picked up a few tricks, something the Master and the Rani found out to their cost as the Rani's TARDIS accelerated far faster than normal. Stuck to a wall by the force of the acceleration, the two evil Gallifreyans watched in horror as one of the Rani's dinosaur embryos was knocked from its jar and began to grow...

Back in Killingworth, the Doctor and Peri said their goodbyes to Stephenson and Lord Ravensworth, who had arranged for the TARDIS to be retrieved from the mineshaft. The Doctor gives Ravensworth the vial of brain fluid the Rani had harvested (and he'd picked from her pocket) And they leave.

CONTINUITY

- This is the first time we've seen the Master since his apparent demise at the end of *Planet of Fire*. Presumably he escaped, somehow.
- Time Lords are immune to rabies, or so Peri surmises.

🌀 RUNNING THE ADVENTURE

There's a lot of fun to be had in this adventure, with the historical setting, multiple Time Lords and some wonderfully nasty traps (the Tree Mines especially). There are three things to remember when running it:

Earth Doesn't Mean Safe

The Luddite Riots were a feverish, terrifying time for those in the middle of them. Look at the Doctor in this adventure, nearly pushed down a mine shaft twice, constantly interrupting or getting into fights and strung up on a pole at one point. Use the familiar setting to lull the characters into relaxing, then hit them with the first incident and see how they react.

Cat and Mouse

All three Time Lords we meet here are clearly playing a very different sort of game. The Master is so driven to kill the Doctor he purposely diverts the Doctor's TARDIS just so they will encounter one another, the Rani is happily using one race to give her what she needs to help another one and the Doctor views both of them as intellectual rivals far more than actual threats.

There's a real opportunity here, much like in *Family of Blood* (see **The Tenth Doctor Sourcebook**), to

show just how alien he is. This adventure is a game of three-way chess, played between three alien geniuses. Make it feel like that.



With that in mind, don't be afraid to throw big ideas at your characters, the adventure certainly isn't. The Rani, the Master, the Luddite riots, human geniuses, the parasites, the brain fluid, the Rani's TARDIS, the tree mines and near constant peril all combine to make this a breathless story. Make sure your characters feel that. Once they hit the first reveal, keep them coming, as they're dragged further and further into the insane schemes of the Rani.

Historical Doesn't Mean Dull

Historical stories are just as action, and idea, packed as any other; they just have an added advantage: context. The Luddite riots are a fascinating, visceral period of history where people were, they felt, being forced to choose between their families and their jobs. Whilst the answer was never quite that simple, it's an emotive, exciting time for an adventure, as is the Industrial Revolution itself. This is the moment where Britain stood on the cusp of something massive and, as no less an authority than Captain Jack says, you've got to be ready. Keep it action packed and fast paced, but throw characters in there too and use technology level to show how this is just as alien a world as any other planet. After all, Killingworth is a place where you need to go to an entirely different building to bathe, there's every chance you'll be attacked on the way into the village and everyone works for the same person. Think of it like Varos, but cheerier and with more flat caps.

THE LUDDITES

The Luddites were part of a larger movement of popular protest throughout the UK in the 19th Century. A lot of these riots were about food, but the Luddites were protesting something more insidious;



a threat to their jobs. Initially textile workers protested the new machinery that was taking work away from them. They were often met with local support and were almost a private army, meeting on the moors at night to practice drills and manoeuvres. They were a persistent threat throughout Nottinghamshire, Yorkshire and Lancashire especially and even went as far as assassinating William Horsfall, a mill owner in West Yorkshire. In fact they were so feared that several mill owners had 'panic rooms' put in their buildings so they could hide during a Luddite attack. This level of fear couldn't be tolerated for long, and through the combination of a mass trial and the never-ending stream of innovation, the Luddite movement faded away.



In adventure terms, the Luddites are an interesting, ambiguous group. They were clearly a real threat to the Doctor in this adventure, but had the Master's plans to industrialise Earth worked, they would have come in very handy. The enemy of my enemy is my friend, after all.

GEORGE STEPHENSON

George Stephenson was the father of the modern railway. An engineer, he developed the rail gauge that is still used worldwide today. He was born in 1781 and is best known for building the first public inter-city railway line in the world to use steam locomotives in 1830. The Liverpool and Manchester Railway sealed an already renowned position as one of the figureheads of the self-starting, hard-working Victorian work ethic that included developing early locomotives and a working miner's safety lamp that was amongst the first of its kind.

When the Doctor meets him, it's instantly clear that Stephenson is not only a genius (so no psychic paper) but also a kindred spirit. He's fascinated by engineering, by the nuts and bolts of how things work

and why they do, and finds real beauty and peace in that. He's also an idealist, a man who believes that any problem he can't solve simply needs more brain power. No wonder he and the Doctor get on so well.

GEORGE STEPHENSON



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|---------------------|---|-----------------|---|
| AWARENESS | 3 | PRESENCE | 3 |
| COORDINATION | 4 | RESOLVE | 4 |
| INGENUITY | 5 | STRENGTH | 3 |

SKILLS

Athletics 2, Convince 5, Craft 4, Knowledge 5, Science 4, Technology 5.

TRAITS

Boffin
Obsession (Engineering/Railways)
Technically Adept

TECH LEVEL: 4 **STORY POINTS: 2**

LORD RAVENSWORTH

Lord Ravensworth was born in 1775 and succeeded his father in 1791. He owned family estates at Ravensworth Castle and Eslington Park, and had large interests in coal mining. He was also an MP and High Sheriff of Northumberland. He'd go on to be made Baron Ravensworth of Ravensworth Castle in 1821.

But what makes him really interesting, especially here, is how smart a patron he was. Ravensworth had his house demolished in 1808 and replaced with a new Gothic mansion and he employed George Stephenson at his Killingworth Colliery to



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research and develop steam power. This was then used to improve the efficiency of the wagons that transported coal to the Tyne, which made the colliery more efficient and the mine safer.

It also means he was a futurist, a man who saw the possibilities that could make life better, was smart enough to realise he wasn't smart enough to do it himself and decided to throw money at the people who could. That willingness to step aside is an admirable trait and, combined with his belief in Stephenson, made him a powerful ally for Stephenson and, potentially, your characters.

both views Stephenson as a mentor and a lifeline, and is desperate to get his father back.

LORD RAVENSWORTH



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|---------------------|---|-----------------|---|
| AWARENESS | 3 | PRESENCE | 4 |
| COORDINATION | 4 | RESOLVE | 4 |
| INGENUITY | 2 | STRENGTH | 3 |

SKILLS

Athletics 3, Convince 4, Marksman 4, Knowledge 4, Technology 2.

TRAITS

By The Book
Indomitable
Voice of Authority

TECH LEVEL: 4 **STORY POINTS: 2**

LUKE

Stephenson's assistant, Luke is the son of one of the miners the Rani has taken. He's a smart young man, instinctively academic in a way that has isolated him from the other people in his village. As a result, he

LUKE

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|---------------------|---|-----------------|---|
| AWARENESS | 2 | PRESENCE | 2 |
| COORDINATION | 3 | RESOLVE | 3 |
| INGENUITY | 4 | STRENGTH | 3 |

SKILLS

Athletics 3, Craft 3, Marksman 1, Knowledge 3, Science 2, Technology 3, Transport 1.

TRAITS

Brave

TECH LEVEL: 4 **STORY POINTS: 1**

MINERS

The men who've had their cerebral fluid drained by the Rani are just the same as they were before the process, aside from one thing. They're constantly aggressive and that aggression is coupled with a total lack of morality. These are good men, certainly but they're no longer in control and that makes them dangerous to everyone who crosses their path.

MINER

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|---------------------|---|-----------------|---|
| AWARENESS | 4 | PRESENCE | 3 |
| COORDINATION | 5 | RESOLVE | 1 |
| INGENUITY | 3 | STRENGTH | 5 |

SKILLS

Athletics 4, Fighting 5, Marksman 1.

TRAITS

Impulsive
Quick Reflexes

TECH LEVEL: 4 **STORY POINTS: 1**

TECHNOLOGY

Time Scanner (Minor Gadget)

The Doctor's Time Scanner is a handheld offshoot of the TARDIS console itself. It detects the traces of temporal energy left on a time traveller from several miles away, emitting a rising tone as it gets nearer to the subject.

Traits: Scan

THE MASTER'S POCKET WATCH

Of course, the Master, and the Doctor, both use pocket watches later in their lives (see both *The Family of Blood* and *Utopia* in *The Tenth Doctor Sourcebook*). Whilst the Master is clearly himself in this adventure, there's nothing to stop the watch being part of his Chameleon Arch, just one he's repurposed a bit. Here are some ideas how:

Past Regeneration: The watch contains the memories of a past regeneration, giving the Master a sounding board as well as doubling his hypnotic abilities.

Future Regeneration: The Master was sent the watch by a future incarnation, who encoded his memories into it. It helps him out, as above, but has an ulterior motive, steering him just as the Master steers the Doctor in this story.

Other Time Lord: The Master has stolen the memories of another Time Lord and trapped them in the watch. Which means he gets extra help when he needs it and somewhere out there is a human who used to be a Time Lord, wondering why they have strange dreams...

Hypnotic Watch

Both the Doctor and the Master are gifted hypnotists, but the Master, like any good villain, likes his toys. This appears to be a normal, 20th century pocket watch from Earth. However, when the Master swings it in front of a subject's face, he gets an extra +2 to any attempt to get them to do something.

Tree Mines

The Rani's oddest, and cruellest, weapon, appear to be pressure-sensitive mines. In reality, they're disc-shaped containers with a pressure switch on top. When the switch is pressed, the container fires

a concentrated burst of nanites straight upwards. These are programmed with one pattern; a large grey tree (which, rumour has it, was the Rani's favourite childhood hiding place) and when released, the nanites instantly rewrite the target's genetic coding into that tree. This, frankly horrifying, weapon has no known cure. Once the subject is turned, they can't be placed on another mine programmed with their own genetic coding because they're rooted to the spot. To make matters worse, the subject retains their memories and awareness, just distributed through the structure of the tree. Awareness + Survival Difficulty 9 is needed to spot the mines when they're loosely concealed and 11 when they're completely buried. When triggered they instantly reduce every attribute aside from Awareness and Presence to 0. Those get a +1 bonus.



THE CURE

Of course there's a cure. The Rani knows it. And if you do just a couple of little favours for her, she'll give it to you.

THE RANI

Gallifrey is home to a lot of geniuses but some of them are broken and, when you live as long as the Time Lords do, those broken individuals can cause some real trouble. The Rani was a brilliant chemist, with an instinctive understanding of her field and a tremendous aptitude for technology to go with it. However, she was cruel, her sense of humour and morality warped and broken by gazing into the Untempered Schism. The fault wasn't detected at first and the Rani worked as a trusted Time Lady for some time. Then, an unfortunate 'accident' involving forcing mice to grow to huge size led to a scandal. That in turn led to exile. The Rani was still brilliant, but now she was alone. That couldn't stand.



THE MARK OF THE RANI

The Rani found Miasimia Gorja and with it, a new sense of belonging, a place she could call home and a planet-sized laboratory. Since then she's ruled the planet, happily experimenting on the subjects and seeing how she can make them better. However, a side effect of her work has recently become apparent; the Miasmia Gorjans can no longer sleep, and it's killing them. Desperate to save her subjects, the Rani discovered a cure on Earth. The cerebral fluid of human males, if their inhibitions were dropped and aggression lifted, produced exactly the chemicals she needed. The Rani began harvesting what her people needed and, eventually found herself in Killingworth. Setting up the bath house was a perfect cover for the work she needed to do but what the Rani didn't realise was she was far from the only Gallifreyan in the village...



Personality

The Rani is elegant and clinical, the epitome of the brilliant doctor who is unconcerned with her patients. To her, anyone who isn't a Time Lord isn't really any more than an animal to her. Certainly she has favourite pets, but they don't really have feelings. While she is polite and mannered, she is also utterly ruthless and used to getting what she wants. She always works to a precise plan and engages enemies with her intellect, which is also her greatest weapon. She views the Master and the Doctor as both beneath her and deeply foolish, obsessed with their own rivalry to the exclusion of getting any of the real work done.

Background

The Rani is not only a graduate of the same year but the same class at the Prydonian academy as the Doctor and the Master. Like them she found the rules of Gallifrey not to her taste, and as a result was exiled. Not even the Time Lords should be allowed to meddle with her experiments. As she keeps to herself and has few plans to take over the universe the Time Lords

mostly leave her alone. A cynic might suggest they hope to benefit from the incredible discoveries she has made, even if they are at the cost of so many lives.

THE RANI'S TARDIS

The Rani's TARDIS appears to be a more recent model than the Doctor's. It's certainly got a functioning Chameleon Circuit and can be controlled remotely, although the Doctor seems to think that's something she developed herself. The interior is stone work with an orrery-like time rotor instead of the Doctor's cylinder.

Stattenheim Remote Control

The Rani's TARDIS has a Stattenheim Remote Control enabling her to summon it to her. The Sixth Doctor is openly impressed, and envious of both this and the one his Second incarnation has when they meet. The Stattenheim can be keyed to a specific TARDIS and allows the holder to summon that TARDIS to wherever they happen to be at that point in space and time. It's an immensely useful device, especially for a pilot with the eccentricities of the Second Doctor.

Clearly the Doctor loses the Stattenheim sometime between his second and sixth lives. We'd suggest he look down the back of the sofa, but as the sofa could be on the other side of the infinite, constantly shifting interior of the TARDIS, it may take a while

Trait: Transmit
Cost: 1 Story Point

THE PARASITES

The parasites the Rani uses are unusual creatures. These small worms attach themselves to the base of the target's brainstem, most commonly from a position on either side of the neck, leaving a distinctive red circular mark. It then disperses over half its body weight into the neural pathways of the brain, both sampling the chemical make-up of the subject and blocking the pathways for sleep and relaxation inducing chemicals. These are diverted back to the body of the parasite itself, which grows and distends to over five times its normal size. The parasite can also be tailored to make the subject docile, imprinting on the first person they see when the parasite takes effect and following their orders.



The parasite's presence creates a red mark on the neck of the subject as the soft tissue bruises from constant pressure. At this point the parasite can either be removed surgically, or, if left unchecked, swells to the point where its presence proves fatal to the host. Once this happens, the parasite can, again, be removed and milked, the fluid its collected removed for later use. The parasite takes so little of the fluid, and filters it so effectively, its ready for medical use immediately. More importantly, it acts as a powerful soporific (-4 to all Resolve rolls to stay conscious if the subject has been fed the fluid)

and, when introduced to the brains of a similar species, will encourage relaxation, restfulness and sleep.

Effects

- The subject gains the Impulsive trait.
- The subject loses 1 level of Resolve for every day the parasite is in place
- The subject gains 1 level of Strength for every day the parasite is in place
- The subject stops sleeping and becomes enraged at the slightest provocation

THE RANI

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|--------------|---|----------|---|
| AWARENESS | 4 | PRESENCE | 5 |
| COORDINATION | 4 | RESOLVE | 6 |
| INGENUITY | 9 | STRENGTH | 2 |

SKILLS

Athletics 3, Convince 3, Craft 1, Fighting 1, Knowledge 5, Marksman 2, Medicine 4, Science 4 (Biology, Chemistry), Subterfuge 4, Survival 2, Technology 3, Transport 3.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve the Rani's looks.

Biochemical Genius (Major Good): May create biological and chemical 'gadgets'. Using science instead of Technology for jiggery pokery.

Boffin (Major Good): Allows the Rani to create Gadgets.

Doctorate (Minor Good): +3 when using Biology or Chemistry.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Reverse the Polarity of the Neutron Flow (Major Good): May reverse a test result once per adventure.

Quick Reflexes (Minor Good): The Rani always goes first in her Action Round unless taken by surprise.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Time Lord (Special Good)

Time Traveller (Major Good): Familiar with Tech Level 5 and below.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.



Vortex (Special Good): The Rani may pilot time craft through the Vortex, and gains +2 when doing so.

Insatiable Curiosity (Minor Bad): The Rani will investigate anything that sparks their curiosity unless they pass a Resolve or Ingenuity roll at -2.

Obsession (Major Bad): Experimentation and biological advancement.

Selfish (Minor Bad): The Rani puts her own needs first.

Wanted Renegade (Special Bad): The Rani is actively hunted by her own people who may catch up with her at awkward moments to bring her to justice.

EQUIPMENT: Mind Control Worms (Special Gadget); Hypnosis (Special), Weapon (4 /L /L)

REGENERATIONS USED: 1

TECH LEVEL: 10 **STORY POINTS:** 7



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- Five days in to implantation, with the parasite swelling, the subject begins to feel light headed (-1 to Resolve rolls) and experience blinding headaches. This only enrages them further. Removing one of the parasites is a Coordination + Medical roll (Difficulty 16). The subject must be unconscious before the procedure takes place. If the roll is failed by 4 or less, the parasite floods the host's system with adrenalin and they wake up. If it fails by 5 or more, the subject goes into cardiac arrest and a Coordination + Medical roll (Difficulty 20) is required to revive them.

THE RANI IN HISTORY

The Rani has an interesting relationship with Earth, almost the mirror image of the Doctor's. Where he leaps in feet first to help at every opportunity, she insinuates herself into established historical conflicts and makes them just a little bit worse for reasons that, from a certain angle, look altruistic. Combined with the sort of absent-minded genius it takes to leave live dinosaur embryos lying around it shows she and the Doctor have a lot more in common than she'd care to admit.

After all, it's the Master who wants to take over the planet, whereas the Rani just wants to fix her people. She's cruel and callous, certainly, but she's as close to the Doctor in approach as the Master and that makes for some interesting ambiguities that you can have a lot of fun exploring.

You could play her as troubled by what she's had to do and furious at being put in exile. Alternatively you could play her as revelling in the chance to be free of the stifling hierarchy of Gallifrey (sound like anyone we know?) or as a scientist in the purest sense, a woman utterly unfettered by questions of morality and concerned only with "Can I?" not "Should I?" However you choose, the Rani's combination of intellectual curiosity and amorality makes her a fascinating antagonist and, on occasion, an ally too.

THE MASTER

The Doctor's oldest enemy and closest rival has, like the Rani, seen better days. He's tried everything to deal with the Doctor and none of his elaborate, elegant, savage plans have come to fruition. Defeated, again, the Master found himself faced with a choice: move on or try, once again, to defeat his nemesis. A sane man would have moved on. The Master went to Earth. The Doctor's beloved second home, a place he was sure to come.

Once there, the Master isolated the one thing that the Doctor most admired; the industriousness of humanity, and worked out how to turn it against him. He would control the Industrial Revolution, steer Earth towards his own special brand of greatness and steal humanity out from under the Doctor's nose. The plan was perfect, elegant and simple. There was only one problem; the Doctor had no idea he was there. So, the Master directed his old foe's attention to his plans. It was only then that he realised there was a Time Lady on the board now too...



FURTHER ADVENTURES

- **Fellow Travellers:** There are ghosts in the TARDIS, echoes of companions, and Doctors, from the past, present and future. They're being caused by something that should be impossible: a branch in the Vortex, a place where all of time divides like a river along two wildly different paths. The Doctor takes the TARDIS there and finds a second TARDIS, its size circuits completely broken, at the centre of the branch. It's the Rani's TARDIS and it's hours from exploding, an action that will have disastrous consequences for all of time. The Doctor and companions must enter the feral TARDIS, discover who else the Rani was travelling with and repair the TARDIS before it's too late.
- **Life In A Northern Town:** Saltaire, just outside Bradford, is a utopian town at the height of the Industrial Revolution. There's no alcohol allowed inside the town, everyone is housed, schooled and fed. So why are the streets patrolled? Why have four patrol men been killed? What's being built inside Salt's Mill? And why are there Time Agents guarding it? With the help of a very unusual Consulting Detective and her staff, the Doctor and his companions must find out the secret of Salt's Mill, before the utopian town becomes a slaughterhouse.



- **Lives of the Rani:** Stopping by 2012 London to enjoy the Olympics (again), the Doctor is astonished to find a statue of the Rani in the grounds of Thames House. She's dressed as a nurse and the inscription reads: NURSE AGNES RANIER, ANGEL OF THE EASTERN FRONT

He discovers that she was a nurse, and nursing pioneer, during the First World War and instrumental in saving hundreds of men's lives. Her sisters were equally extraordinary, Giselle Ranier becoming the first French aviatrix and Dominique Ranier lying about her gender and serving on the front lines. There are statues to the other two in France, and the Sisters of Ranier

are an established, well-respected charity organisation. Except, of course, it's the Rani. The Doctor begins investigating but everything seems above board. The Sisters of Ranier carry out great work, the historical records all agree that they were three extraordinary women and nothing seems out of place.

Has the Rani finally made peace with herself and her work? Did she die happily and at the end of a long life in the early 20th century? Or is the woman sitting in UNIT headquarters' holding cells insisting that she's Agnes Ranier and her life has been stolen telling the truth?

THE MASTER

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|---------------------|---|-----------------|---|
| AWARENESS | 3 | PRESENCE | 4 |
| COORDINATION | 4 | RESOLVE | 6 |
| INGENUITY | 9 | STRENGTH | 3 |

SKILLS

Convince 5, Craft 2, Fighting 4, Knowledge 6, Marksman 3, Medicine 3, Science 4, Subterfuge 5, Survival 4, Technology 4, Transport 4

TRAITS

Adversary (The Doctor, The Daleks) Block
 Transfer Specialist
 Boffin
 Charming
 Eccentric
 Hypnosis
 Indomitable
 Obsession (Major, Beat the Doctor, Control the Universe)
 Percussive Maintenance
 Photographic Memory
 Reverse the Polarity of the Neutron Flow
 Selfish
 Technically Adept
 Time Lord*
 Time Lord Engineer
 Time Lord (Experienced x12)
 Time Traveller (All)
 Voice of Authority
 Vortex Born



Wanted Renegade Weakness (Minor-Gloating)

EQUIPMENT: Tissue Compression Eliminator (2D6/L/L): The Master's weapon of choice is a hideous device that compresses the space between molecules. This not only kills the victim but shrinks their body down to a precise, seemingly unharmed, doll-like version of itself. A direct hit from it instantly kills living creatures and destroys complex mechanical or electrical circuitry but even a graze will still cause serious damage.

REGENERATIONS USED: 12+

TECH LEVEL: 10 STORY POINTS: 6

*The Master can no longer regenerate, nor does he have any of the anatomical advantages of a Time Lord.