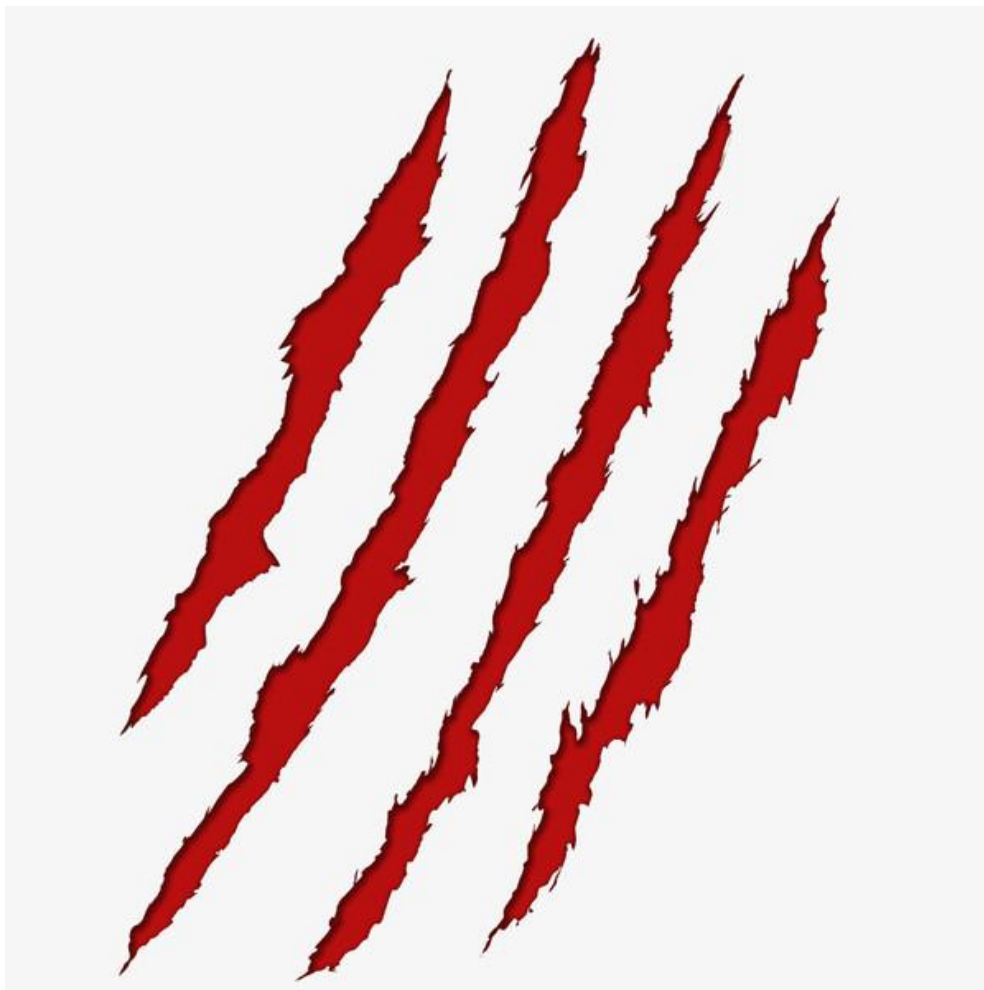


THE BEAST OF KILTUNNOCH MOOR

A scenario for Doctor Who Adventures in Time and Space
by misterharry



This scenario has been written for a group of time travellers with a TARDIS. If this is the Doctor and his companions, then any incarnation after the 1st Doctor would be suitable, and the 2nd Doctor, Jamie and Victoria would be ideal. Alternatively, with a little modification and a different introduction, the scenario could be run for a UNIT or Torchwood team.

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INTRODUCTION

GM'S INFORMATION

Arriving in the Highlands of Scotland in the year 1979, this adventure sees the time travellers become involved in an investigation of the Beast of Kiltunnoch Moor. But all is not as it seems, and the Beast is in reality a Yeti, one of the robot servants of the Great Intelligence!

The Intelligence has been brought back to Earth by a former astronaut from the UK space programme of the 1970s, Sir James Muir, who has been secretly building the Yeti in his production plant near the village of Kiltunnoch. But Sir James is now only a servant of the Intelligence, and the players will need to look elsewhere to find its true host. The adventure will lead them to the castle of Donald Munro, 12th Earl of Kiltunnoch, within whose walls the Great Intelligence is preparing the final stages of its plan for the invasion of Earth. As the stars and planets move into alignment, the Intelligence will once again take on physical form and engulf first the Highlands, then the British Isles and finally the Earth itself... unless the players can stop it!

This adventure is fundamentally a re-telling of *The Abominable Snowmen*, with the setting moved to Scotland.

PLAYERS' INTRODUCTION

The TARDIS lands and all the scans seem to indicate Earth. The scanner shows a foggy landscape, with bleak moorland half hidden in the misty swirling clouds. Temperature readings are a little on the cold side, only a couple of degrees above freezing. There is nothing to indicate dangers from the TARDIS's readings – the atmosphere is damp but breathable with low pollution levels and minimal background radiation. The console provides the date as Friday, 9th March 1979.

If the time travellers are at all adventurous, they will want to exit the TARDIS and explore their surroundings. Any companions from the late 20th or early 21st Centuries might be pleased to be back in (more or less) their own time and want to find out precisely where they are. And if Jamie McCrimmon is one of the team, he will immediately jump to the (correct) conclusion that they have arrived in Scotland and will be eager to show his friends around.

The rest of this introduction assumes that the PCs emerge from the TARDIS to have a look around. But if they are unwilling to do this, then the GM will need to adapt and have some of the action viewed on the TARDIS scanner before the players allow themselves to become involved.

Outside the TARDIS, a cold breeze drives the fog in waves, as it lifts and draws in again in quick succession. The ship has materialised on a rocky slope, with patches of heather forming a springy carpet beneath the feet. Snow lies here and there. Behind the TARDIS, the slope rises upwards and a brief break in the fog shows that the ground levels out about 30 metres or so away. As the fog descends again, the players can each make an Awareness + Awareness roll against a difficulty of 14. Any who succeed catch a quick glimpse of a man running parallel to them from left to right along to top of the rise. They get an impression of dark clothes covered in mud stains; a Good result gives the clear indication that the man is terrified and running from something, and he glances back over his shoulder as he disappears back into the fog; and a Fantastic result briefly reveals something large lumbering after him through the fog – this sighting only lasts a split second, and the PC who sees this can only make out a rough shape in the fog, with perhaps a glimpse of glowing red eyes.

If the PCs noticed the man, they might start to head up the slope after him. But even if not, they cannot fail to hear a monstrous roar, like an angered beast, followed by a scream (of fear or pain?) a second later. They will presumably hurry up the slope, but this is hard work, and the GM might want the players to make Strength + Athletics rolls to determine how quickly they each cover the ground and who arrives first. As they get to the top of the rise, the PCs can hear shouts from the fog to the left (from the direction both man and creature came from). But from the right there is another terrifying roar and another scream, this time drawn out and ending abruptly.

If the PCs wait where they are, the Muir Spacetechnology security team will suddenly burst out of the fog and the group will find themselves on the wrong end of several guns. If they hurry on in the direction of the scream, after a few dozen more metres the rocky ground suddenly gives way to a sheer drop of 30 metres or so. The GM might ask

the leading PC to make an Awareness + Coordination roll to prevent him or herself from going straight over the edge in the fog. But this is only the beginning of the adventure, so we don't want any of the players seriously injured or killed at this early stage! So maybe the luckless character will merely be left dangling from a protruding rock, while their friends have to help pull them up to safety.

In the gully at the bottom of the cliff, half hidden in the fog, lies the broken body of the man who had been running from the lumbering beast. The creature itself is nowhere to be seen. As the PCs stare down, the Muir Spacetechnology security team emerges from the fog behind them, rifles at the ready.

How this scene pans out from this point on is determined by how the players interact with the security team. There are five men in the team. Two of them will move a little way around the cliff to a point where a narrow ledge forms a steep path descending down to the gully below. The remaining three will keep the time travellers covered and their leader, identified by his badge as Wills, will begin questioning them.

MUIR SPACETECH SECURITY OFFICERS:

ATTRIBUTES: Awareness 3; Coordination 3; Ingenuity 2; Presence 2; Resolve 3; Strength 4.

TRAITS: By the Book (Minor); Tough (Minor).

SKILLS: Athletics 2; Fighting 2; Marksman 2; Subterfuge 1; Survival 1; Transport 1.

WEAPONS: Rifle [6(3/6/9) damage]; baton [Strength +2 damage].

EQUIPMENT: Walkie-talkie; handcuffs.

STORY POINTS: 2.

Wills, Muir Spacetechnology's Head of Security, has the same stats as above, but with an Ingenuity of 3.

Wills will be suspicious of the group, but if the PCs can convince him that they are innocent bystanders or suchlike, they will be released. If, however, they push Wills too far, it is possible that the group will be taken back to the Muir Spacetechnology plant at gunpoint. The security team will not respond to the PCs' questions about why they are here, though the logo on their uniforms will reveal where they are from.

If the players have the opportunity to check the body, they can confirm that the man is dead, with multiple injuries. On close examination, an Awareness + Medicine roll against a Difficulty of 12 can be made:

- **Disastrous:** The body has been here for some time, possibly an hour or more.
- **Bad:** The man looks like he was run over by a truck!
- **Failure:** There are too many injuries for the cause of death to be conclusive.
- **Success:** The man's neck is broken and there are several other injuries consistent with the fall.
- **Good:** As above, but it's not conclusive that all of the injuries were caused by the fall.
- **Fantastic:** As above, but there are clear lacerations possibly caused by animal claws.

There is no identification on the body. A wallet in his inside pocket contains only a few pound and five pound notes. There is a smashed camera lying next to the man, but if the time travellers don't investigate the body immediately, one of the security guards will pick it up and expose the roll of film inside. If a PC picks the camera up, the guard will take it from them (or attempt to, at least). If by some means, the players manage to keep hold of the camera and develop the film later, they will be presented with a series of photos of a production plant (Muir Spacetechnology's plant, to be precise), with the last three depicting a line of robot Yeti, but without their fur disguises fitted – so the players may just think they're generic robots at this stage. In fact, the dead man was an industrial spy and accidentally stumbled upon Muir Spacetechnology's secret assembly line for the Yeti (see later).

The security team will use their walkie-talkies to call for a Muir Spacetechnology helicopter to rendezvous with them and retrieve the body. Unless the player characters are taken away with them, the men will start to head back down the hillside, leaving the time travellers to make their own way down. The PCs can follow them if they wish.

MUIR SPACETECH HELICOPTER: Armour: 6. Hit Capacity: 15. Speed: 10.

This is a large helicopter with the Muir Spacotech logo on the sides. It can carry 2 crew plus up to 8 passengers.

If the PCs think to examine the ground first, an Awareness + Survival roll against a difficulty of 14 will allow them to discover some marks in a muddy patch near to the top of the cliff, around the spot where the dead man presumably fell from:

- **Disastrous:** A trail of animal tracks lead away from the spot, probably red deer.
- **Bad:** The ground is too churned up by the security team to make anything out.
- **Failure:** The players find the dead man's footprints in the mud, but nothing else of interest.
- **Success:** The dead man's prints are overlaid by other marks, which don't appear to be human prints.
- **Good:** As above, plus the marks form a large claw-like scrape in the mud.
- **Fantastic:** As above, plus they find a partial print in the mud – a large animal print, with three thick claws and made by something much heavier than human. The PCs can try to identify the creature that made it by using Ingenuity + Knowledge, but unless they have encountered the Yeti before, they will fail to recognise the print. Unfortunately most of the ground is too rocky to locate a trail leading away.

During the PCs' encounter with the Muir Spacotech team and their examination of the area, the fog lifts revealing a scenic Highland panorama. The sun is low in the sky, perhaps only an hour or so before setting.

If the time travellers opt to follow the security team down off the hillside, they eventually come to a country road, where a Muir Spacotech Range Rover is parked. The security team get in and drive off in the direction of a village that can be made out about a half mile along the road. A sign proclaims this to be Kiltunnoch. As the PCs reach the village, night is falling and the temperature is dropping. Lights are coming on inside the houses.

MUIR SPACETECH RANGE ROVER: Armour: 6. Hit Capacity: 16. Speed: 6.

THE BIG REVEAL

This adventure doesn't follow a fixed path after the introductory scene, so when and where the players will first directly encounter a Yeti is dependent on where they go and what they do. The players may begin to suspect the presence of the Yeti very early in the adventure, maybe even during the first scene, but they will not know this for certain until they actual meet one of the creatures. The GM should ensure that whenever it happens, the first encounter should be a dramatic scene – the Yeti looming out of the fog or the darkness with a mighty roar!



KILTUNNOCH VILLAGE

The village of Kiltunnoch is a collection of only a few dozen cottages and farms spread over a wide area in the rugged Highland landscape. It has a total population of 175. Among the buildings in the centre of the village are a church (with a community hall), a village shop, the police constable's house and the Stag's Head Hotel. There is also a telephone box (of the traditional red design) and a bus shelter. The timetable in the shelter lists one bus to and one from Fort William on Wednesdays and Saturdays only.

The nearest hospital is in Fort William, 30 miles away, and the closest doctors' surgery is in Sturt, a larger village about 8 miles away (as are the nearest schools). Apart from Kiltunnoch's village policeman, all other emergency services (including Mountain Rescue) are based in Fort William.

Kiltunnoch is where the time travellers can pick up a lot of the gossip and information that will be useful in understanding much of the background of the adventure and hearing about some of the key characters and locations they should investigate. The Stag's Head is very important in this regard, but a visit to the village shop could also be helpful. And potential allies could be found at the church and police station, as well as in the public bar of the Stag's Head.

ST ANDREW'S CHURCH

St Andrew's is a grey stone Church of Scotland "Kirk" with a small prefab community hall alongside. The minister is the Reverend Thomas Mackay, a small dapper man in his early fifties with a deep booming voice. Reverend Mackay lives alone in a cottage across the road from the Church. He has been the minister at Kiltunnoch for the past 20 years. Mackay is a spiritual man but does not believe in the stories of the Beast of Kiltunnoch (though he could be persuaded if presented with evidence). He offers moral guidance and support to his parishioners, and the players might be able to use him to rally the villagers around if they need to.

REVEREND THOMAS MACKAY, MAN OF THE CLOTH:

ATTRIBUTES: Awareness 3; Coordination 3; Ingenuity 4; Presence 4; Resolve 3; Strength 3.

TRAITS: Code of Conduct (Minor: Christian Values); Empathy (Minor); Voice of Authority (Minor).

SKILLS: Convince 3 (AoE: Sermonising); Craft (Singing) 2; Knowledge 3; Medicine 1; Science 1; Subterfuge 1; Transport 1.

STORY POINTS: 4.

Sunday service at St Andrew's is at 11:15, lasting about an hour and usually attended by twenty or so villagers. On other days, Reverend Mackay may be found in the church, at home or travelling about his parish ministering to his flock.

KILTUNNOCH VILLAGE SHOP

The village shop is also the Post Office. It is open from 8am to 5pm Monday to Saturdays, except Wednesdays when it closes at 12:00 noon; it is closed all day Sunday.

The shop is small and only offers a limited selection of groceries, plus newspapers and general goods, and of course, the services of the Post Office. The shop is run by Mike and Judith Brown, a middle-aged couple who only moved here from Yorkshire about seven years ago. Although they are still considered to be outsiders by many villagers, they are well liked. The couple are both prone to gossip and could be a useful source of information about the village, Muir Spaceteck, the Beast of Kiltunnoch Moor and just about anything else the players think to ask about.

MIKE BROWN, VILLAGE GOSSIP:

ATTRIBUTES: Awareness 4; Coordination 3; Ingenuity 3; Presence 4; Resolve 3; Strength 3.
TRAITS: Charming (Minor); Face in the Crowd (Minor).
SKILLS: Convince 2; Fighting 1; Knowledge 1; Technology 1; Transport 2.
STORY POINTS: 2.

JUDITH BROWN, VILLAGE GOSSIP:

ATTRIBUTES: Awareness 3; Coordination 4; Ingenuity 3; Presence 3; Resolve 4; Strength 3.
TRAITS: Charming (Minor); Sense of Direction (Minor).
SKILLS: Convince 3; Knowledge 2; Subterfuge 2; Transport 1.
STORY POINTS: 2.

THE STAG'S HEAD HOTEL

The Stag's Head Hotel is an unprepossessing grey building with a sign badly in need of being repainted. Inside though, it is warm and cheerful. The Hotel has plenty of rooms available in the off-season, so the PCs can stay here for the night if they don't fancy the trek back up to the TARDIS in the dark. A tourist Information notice board is located at the entrance of the Hotel. The most useful item here is a walkers' map of the area, including footpaths across the Moor.

The public bar is open between 11am and 2.30pm at lunchtimes and again from 5.30pm to 11.00 pm in the evenings. A log fire burns brightly and hot food is available. The bar is usually crowded in the evenings, both by locals and by a motley group of half a dozen people holding court in one of the corners. These are the monster hunters, a collection of individuals drawn to the village by recent reports of the Beast of Kiltunnoch Moor. Several of these are veteran Nessie enthusiasts who normally spend most their time on the shores of Loch Ness. But one of the monster hunters is clearly of a different breed: Brett Davenport, a stereotypically loud American cryptozoologist and author of a number of books on anything from dinosaur survivors in Africa to Bigfoot in North America. Brett is clearly the Alpha Male of the group and the others all defer to him.

BRETT DAVENPORT, MONSTER HUNTER AND POSSIBLE ALLY:

ATTRIBUTES: Awareness 4; Coordination 3; Ingenuity 3; Presence 4; Resolve 4; Strength 4.
TRAITS: Brave (Minor); Distinctive (Minor); Impulsive (Minor); Insatiable Curiosity (Minor); Keen Senses (Minor: Sight); Obsession (Major: Monster Hunting); Quick Reflexes (Minor); Sense of Direction (Minor).
SKILLS: Athletics 3; Convince 2; Craft (Writing) 1; Fighting 2; Knowledge 2; Marksman 2; Subterfuge 2; Survival 3; Technology 1; Transport 1.
WEAPONS: Hunting knife [Strength +2 damage].
EQUIPMENT: Cameras, binoculars, audio recording equipment, maps, etc.
STORY POINTS: 6.

The monster hunters can provide the PCs with plenty of information about the Beast of Kiltunnoch Moor, as well as other legends of the area. They are also able to update them on recent sightings and have a range of anecdotal stories about strange things seen on the hills by farmers, hillwalkers and even a couple of their own group. The veracity and usefulness of the information gained from the monster hunters is up to the GM to determine, according to how much guidance the players need. The GM should use information from the section on Village Gossip and Information, or add details of their own.

The monster hunters have very little in the way of hard evidence, just a handful of blurred photos of vague shapes in the fog or the distance, one or two of glowing red lights (eyes?) in the darkness, and a couple of reports of sheep having been killed and partially eaten by something within the past week – these latter were actually the result of a local dog running wild on the hills, not the Yeti. If the players look at the monster hunters' information in enough detail, or ask enough questions, it becomes clear that most of the more reliable sightings occur near to the estate of Kiltunnoch Castle, the home of the Earl of Kiltunnoch.

The bar of the Stag's Head is also a useful place for the PCs to first encounter the Earl of Kiltunnoch, as he has become a frequent visitor in recent weeks. In fact, he wants to keep an eye on what the monster hunters know about the Yeti. If he is here, the time travellers will see a grizzled looking man in his sixties dressed in a heavy tweed suit and brogues. He is sitting in a leather armchair next to the fireplace and nursing a large whisky. Standing at his side is a large, broad shouldered man with a red ponytail and beard, dressed in corduroy breeches and a wax jacket; this is Malcolm "Mac" MacPherson, the Earl's ghillie (a gamekeeper-cum-stalker). If the PCs don't introduce themselves to the Earl, an opportunity will arise at some point during the evening when he rises from his armchair and ambles over to ask the monster hunters about their progress. If this is early in the adventure, the GM should portray the Earl as a potential ally, rather than cast suspicion on him at this stage. Background information and stats for the Earl and his ghillie can be found in the section on Kiltunnoch Castle.

POLICE STATION

The village constable, PC James Stonehouse, lives in a small semi-detached house with a sign outside proclaiming "POLICE". He is a solidly built individual in his early 30s. Being a village bobby, PC Stonehouse has limited resources immediately to hand, but reports to the police HQ in Fort William. If he is not at home, there is a phone next to the front door which goes straight through to the police switchboard.

PC STONEHOUSE, VILLAGE BOBBY:

ATTRIBUTES: Awareness 3; Coordination 3; Ingenuity 3; Presence 3; Resolve 4; Strength 4.
TRAITS: By the Book (Minor); Distinctive (Minor); Tough (Minor).
SKILLS: Athletics 1; Fighting 2; Knowledge 1; Medicine 1; Survival 1; Transport 1.
WEAPONS: Police truncheon [Strength +2 damage].
EQUIPMENT: Handcuffs.
STORY POINTS: 4.

PC Stonehouse is open-minded about the stories of the Beast of Kiltunnoch, and claims to have seen many unexplained things in his line of work. If the players go to him about the death of the man on the hillside, he will look into it, calling on the Muir Spacetech facility. However, Sir James Muir will call in a few favours, resulting in Stonehouse receiving a call from his superiors in Fort William to the effect that they are dealing with the investigation.

MISCELLANEOUS VILLAGERS

TYPICAL VILLAGER:

ATTRIBUTES: Awareness 3; Coordination 3; Ingenuity 3; Presence 3; Resolve 3; Strength 4.
TRAITS: Face in the Crowd (Minor); Tough (Minor).
SKILLS: Athletics 1; Fighting 1; Knowledge 1; Marksman 1; Survival 1; Transport 1.
WEAPONS: Several villagers have shotguns [7(3/7/10) damage] or rifles [6(3/6/9) damage].
EQUIPMENT: Various; most have their own vehicles, with Land Rovers being popular.
STORY POINTS: 2.

LAND ROVER: Armour: 6. Hit Capacity: 15. Speed: 5.

Many of the villagers, both men and women, are involved in farming or manual labour in some way, either directly or indirectly. They're a tough breed! Others are employed at the Muir Spacetech plant just outside the village – though the majority of the workforce there are outsiders who either live within the plant's compound or are bussed in each day from Fort William.

VILLAGE GOSSIP AND INFORMATION

The following is information that the GM can reveal to the players as they interact with the NPCs in the village. It can be added to or embellished as the GM desires.

The Beast and other legends:

The Beast of Kiltunnoch is actually a modern variant of the legend of the Wild Man of Kiltunnoch, a sinister apparition that dates back to the Middle Ages. The most famous incident involving the Wild Man dates from the 1840s, when a coach became stuck in the muddy ruts of the rough road that used to cross the Moors. When the coachman went to fetch help, the four passengers left in the coach spotted a distant figure approaching as darkness fell. They then spent a terrifying few hours huddled together as the Wild Man clambered all over the coach, banging and scraping the roof and doors, and frightening the horses into such a frenzy that they broke free of their reins. Their ordeal was only halted when the coachman and a rescue party arrived.

During the early 20th Century, rumours of a panther or other big cat loose in the area gave rise to the story of the Beast of Kiltunnoch Moor, but no firm evidence of its existence was ever produced. It is only within the last year that the Beast has metamorphosed from a big cat into something else – nobody is certain what it is as descriptions vary. It is generally described as upright on two legs though, so the most common theory is a bear or gorilla escaped from a private menagerie. But the Beast has also become linked with the old legend of the Wild Man of Kiltunnoch.

There are plenty of ghost stories associated with the Moors as well, including a phantom child in Victorian clothes and a number of unreliable reports of a lost Roman legion that appears on the Moors at midnight on New Year's Eve.

There are also stories of strange lights on the hilltops above the Moors. Like the legend of the Wild Man, these date back centuries and are most often attributed to faeries - *Sidh* in Gaelic (pronounced "Shee").

Weird happenings on the Moors:

Lights in the hills have again been seen several times over the last few months, only half-jokingly linked to the *Sidh* legends by the locals.

In separate incidents, two sheep have been found dead in the past week, killed and partially eaten. [This is actually the work of a local dog running wild on the Moors.]

Several farmers have commented on finding a strange fungus high on the hills while out inspecting their flocks. A pair of hillwalkers also mentioned something similar, but described it as a foam-like substance. They took a sample, sealing it in a plastic lunchbox. But when they opened it in the bar of the Stag's Head Hotel, the box was found to be empty.

Other farmers have found marks in the softer ground of the Moor, in one case described as a trail of giant footprints, in others as if something heavy had been dragged along the ground.

The weather in this part of Scotland is noted for being very changeable and unpredictable, but many people have commented on the strange fogs which seem to form out of nowhere and disappear just as quickly. These fogs appear to be very localised, with clear blue skies and perfect visibility only a few dozen metres away.

Muir Spacetechn Enterprises:

Muir Spacetechn first moved to the area in 1975, when construction of the Kiltunnoch facility began. It was completed the following year, though more buildings have been added since then. The company was founded and is still owned by Sir James Muir, a former astronaut from the British space programme of the late 1960s and early '70s. Sir James lives locally, in a cottage within the Muir Spacetechn compound. He is a frequent visitor to Kiltunnoch Castle and is believed to be on friendly terms with the Earl.

Precisely what is manufactured at the plant is a matter of speculation, as much of the production line is automated and the locals who are employed there aren't particularly knowledgeable. In addition, all employees are subject to stringent confidentiality clauses in their employment contracts. However, Muir Spacetechn is known to be a manufacturer of electronic components for the UK's space programme, and is also a defence contractor.

The Muir Enterprises compound is highly secure, with security guards and dogs patrolling behind a tall fence topped with barbed wire. The security guards live within the compound and don't come into Kiltunnoch village. They are all outsiders from south of the Scottish border.

On a couple of occasions recently, security teams were spotted up in the hills, apparently searching for something. The locals believe this to have been a crashed satellite or something experimental which went wrong and needed to be recovered. The monster hunters have their own theories of course.

More information about Sir James and the Muir Spacetechn facility can be found in the section on Muir Spacetechn Enterprises.

The Earl of Kiltunnoch:

Donald Munro, the 12th Earl of Kiltunnoch, referred to as Lord Kiltunnoch or the Earl, is the last of his line. He lives at Kiltunnoch Castle, the estate of which borders on the edge of the Moor. He also owns most of the land around here, apart from the area he sold to Muir Spacetechn Enterprises for their facility a few years ago.

It is believed that Lord Kiltunnoch is poverty stricken, most of the family wealth having been spent on keeping Kiltunnoch Castle in good repair. The Earl dismissed most of his staff a couple of years ago, possibly due to his lack of finances. A cook and a pair of cleaners, both from the village, go in to attend to their duties during the day, but do not stay overnight. They say that most of the rooms in the Castle are unused now, with furniture covered by sheets and windows boarded over. The Earl seldom has visitors these days, except that Sir James Muir is known to drop in on him occasionally.

Lord Kiltunnoch has retained his ghillie, Malcolm "Mac" MacPherson. Mac is the Earl's gamekeeper, stalker and general right-hand-man. He lives in a lodge within the estate of the Castle. Mac doesn't mix much with the villagers, except in the company of the Earl.

Lord Kiltunnoch has started coming into the village more frequently recently, often stopping for a drink in the bar in the evenings. He always has a chat with the monster hunters before heading back to the Castle.

More information about the Earl of Kiltunnoch and Mac MacPherson can be found in the section on Kiltunnoch Castle.

THE VILLAGE BESIEGED

As the adventure progresses and the plans of the Great Intelligence unfold, it is likely that the village will become cut off from the outside world. The GM should initiate this at the most appropriate point in the proceedings to add tension and indicate that events are moving towards a climax.

When this happens, the telephone lines will go dead and any radios and TVs will just receive static. A cold, clammy mist will descend on the village and the surrounding areas, with visibility reduced to a few metres at

most. It almost seems to solidify in the air, with strands of vapour appearing to pluck at clothing or stick like a spider's web. The mist moves and twitches like a living thing, responding to activity around it.

Worse, a circle of denser fog will surround the village, encompassing both Kiltunnoch Castle and the Muir Spaceteck compound as well as Kiltunnoch itself. Anybody approaching it will find that it is indeed a physical presence, and progress through it gets more and more difficult, like trying to walk through increasingly thick treacle. It even becomes difficult to breathe as the air itself seems to be solidifying. Anybody persevering through this will eventually find themselves stuck, suspended in the substance like flies, with a real risk of suffocation (use the Drowning rules from the GM's Guide). They might be able to free themselves (with much effort) if they try to go back, but going forward requires superhuman strength – even vehicles such as Land Rovers and tractors will fail to get through, their engines dying as the strange substance chokes them. Note however that the fog parts for the Yeti and other servants of the Great Intelligence, allowing them to pass without impediment.

Yeti sentinels will also appear at various key points, standing motionless on the roads out of the village and in clusters around the Castle and the Muir Spaceteck facility. Yeti patrols will lumber slowly through the village and across the Moor, but will not interfere with anybody unless they are attacked or threatened in some way.



KILTUNNOCH MOOR

THE MOOR

Kiltunnoch Moor is a bleak place in bad weather, but a beautiful one on a sunny day. It is a large undulating area of moorland, bordered on one side by a series of hills which in turn give way to mountains, and on the other by a broad river valley. Vegetation consists mainly of gorse and heather, with some stretches of grassland and large patches of sucking bog.

Towards the slopes of the hills, the vegetation gives way to large areas of rock, and the ground becomes rougher, with small ravines and gorges making walking more difficult.

The TARDIS landed on the lower slopes of the hills. If the time travellers return to it during the course of the adventure, they will find that it is covered in a thin layer of what appear to be cobwebs. These can be brushed aside, and the group can enter the ship without hindrance if they wish.

The Moor leads down onto the Kiltunnoch Castle Estate, which is bounded by a tall fence to keep deer out.

Things to discover if the PCs explore the Moor:

They can make an Awareness + (their choice of either Survival or Awareness) roll against a Difficulty of 20, with a +2 bonus for each hour spent exploring after the first:

- **Disastrous:** Each of the party must make a Difficulty 12 Strength + Athletics roll to avoid a minor injury (2 points of damage) from a fall.
- **Bad:** The member of the party with the lowest Coordination must make a Difficulty 12 Strength + Athletics roll to avoid a minor injury (2 points of damage) from a fall.
- **Failure:** The party finds loads of tracks in the mud and peat, but nothing identifiable.
- **Success:** They find numerous tracks, mainly animal but at least one with clear claw marks.
- **Good:** They find a series of tracks leading towards the hills.
- **Fantastic:** As above, plus they spot a Yeti in the distance – or at least... *something*... that vanishes out of sight in a bank of fog which appears out of nowhere (the GM might not want to positively confirm it as a Yeti at this point)!

THE HILLS

The hills are harder going than the relatively flat moorland below. They have sparser vegetation, with more areas made up of rocky slabs divided by river gullies coming down off the tops. The tops are covered with snow.

A bothy (a stone hut used for shelter by walkers) can be seen high on the slopes from a long way off. The players could use this if they need to stay out in the hills overnight. The inside is empty apart from a couple of old whisky bottles with candles stuck in them, and a box of matches left by the last visitors. The floor is hard bare earth. The door is thick wood and can be barred from the inside. Once barred, it requires a Strength + Strength roll against a difficulty of 18 to force open from the outside (so not much of a challenge for a Yeti!), or it can be smashed down by overcoming its 5 points of Armour and Hit Capacity of 8.

Things to discover if the PCs explore the hills:

Again, they can make an Awareness + (their choice of either Survival or Awareness) roll against a Difficulty of 20, with a +2 bonus for each hour spent exploring after the first:

- **Disastrous:** Each of the party must make a Difficulty 12 Strength + Athletics roll to avoid a minor injury (2 points of damage) from a fall.
- **Bad:** The member of the party with the lowest Coordination must make a Difficulty 12 Strength + Athletics roll to avoid a minor injury (2 points of damage) from a fall.
- **Failure:** The party finds a trail of gigantic footprints in the snow, but no clue as to what made them.
- **Success:** As above, plus they hear a monstrous roar from the hills above them.

- **Good:** As above, plus they find a patch of web-like fungus blocking their ascent along a valley towards the top of the hills – see under “Mountain Lair” for attempts to push through this.
- **Fantastic:** As above, plus they locate a gap in the web to squeeze through – it trembles and pulses ominously if they do so, but is otherwise inert!

MOUNTAIN LAIR

If the PCs explore high on the snowbound hilltops, they have a chance to discover the mountain lair of the Yeti! They might already have spotted a Yeti in the distance on the Moor, heading in this direction; or they might have encountered the web-fungus on the lower slopes, blocking a valley up to the top. In the latter case, if they fail to find a way through the fungus (as described above) they can try to force a path through it. The substance of the barrier does not burn, but if they have a blade of some sort, they can cut it by exceeding its 4 points of Armour. The cut strands shrivel back but start to grow again immediately. If no blade, they will have to make a Coordination + Strength roll against a Difficulty of 12 to push a path through, though they will see that it closes up again behind them, pulsing angrily. Otherwise, they can circle around the edge of the web to try to find another entrance, requiring an Awareness + Awareness against a Difficulty of 15 to be successful.

If they haven't spotted a Yeti they can follow, nor come across the web-fungus barrier, they still have a chance to locate the mountain lair. If they climb up on top of the hills, they get a good view across a wide area. A successful Awareness + Survival roll against a Difficulty of 12 reveals an odd cloud or mist formation concealing a neighbouring hilltop. At night, they might instead see a pulsing glow. If the PCs head towards this, they will eventually find themselves approaching the web barrier as described above.

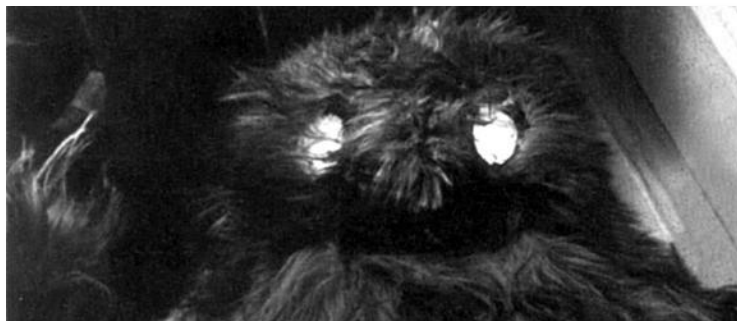
Beyond the web barrier, the hilltop is shrouded in a strange mist which is almost an extension of the web itself. The crown of the hill is further hidden within a natural rock formation, a ring of jagged boulders which jut skyward like a stone circle. In the middle of this is a space about 10 metres across, in the centre of which is a small pyramid formed of a pile of silver spheres, each about 20cm in diameter. There are 10 spheres in the pile: 6 on the bottom row, 3 in the middle and 1 on the top. The pyramid pulses with a metallic glow.

What the time travellers might not immediately notice is that around the edge of this space are standing three Yeti. Currently motionless, they might seem to be inactive. But if any of the party approaches the pyramid, they will immediately lurch into life to protect it and pursue the intruders.

If the party somehow manages to attack the pyramid, they will find that the spheres are fragile and actually made of a glass-like substance. If smashed, a thick white gunge oozes out. The pyramid acts as something like a communications relay for the Great Intelligence. Destroying it will not defeat the Intelligence, but it will delay its plans.

WANDERING MONSTERS

As well as the encounters described above, the GM can add an encounter with a Yeti at an appropriate moment to increase the tension. The party is unexpectedly engulfed in a dense mist which disorients them, and there is the sound of heavy footsteps coming straight towards them. As they turn, a deafening roar shatters the silence and a Yeti lurches out of the fog at them, its eyes glowing murderously red...



MUIR SPACETECH ENTERPRISES

THE MUIR SPACETECH FACILITY

The Muir Spacotech Facility is a collection of industrial buildings a couple of miles outside the village of Kiltunnoch. It is surrounded by a 3 metre high chain link fence topped with rolls of barbed wire. The main gates are manned by several security guards in a prefab hut. Other security guards patrol within the compound, including some with dogs.

MUIR SPACETECH SECURITY OFFICERS:

ATTRIBUTES: Awareness 3; Coordination 3; Ingenuity 2; Presence 2; Resolve 3; Strength 4.

TRAITS: By the Book (Minor); Tough (Minor).

SKILLS: Athletics 2; Fighting 2; Marksman 2; Subterfuge 1; Survival 1; Transport 1.

WEAPONS: Baton [Strength +2 damage].

EQUIPMENT: Walkie-talkie; handcuffs.

STORY POINTS: 2.

In line with many private security forces in the *Doctor Who* universe, Muir Spacotech security guards are licensed to carry firearms, though they don't do so as a matter of course. In emergencies, rifles are issued: 6(3/6/9) damage. Wills, Muir Spacotech's Head of Security, has the same stats as above but with an Ingenuity of 3.

GUARD DOGS:

ATTRIBUTES: Awareness 4; Coordination 4; Strength 3.

TRAITS: Alien Senses (Minor: Scent Tracking); Keen Senses (Minor: Smell); Natural Weapons (Minor: Teeth, Strength +2 damage); Tough (Minor).

SKILLS: Athletics 3; Fighting 3; Survival 1.

STORY POINTS: 1.

These are Alsatians (German Shepherds).

Within the compound, the main building houses the production facility for various electronic components that Muir Spacotech is contracted to build for the UK space programme. There is a secondary production facility, much smaller than the first, which is used for their Ministry of Defence contracts. Other buildings house the administration block, quarters and facilities for the employees that live on site, the main security building, warehouses and stores, an R&D unit, Sir James's cottage and so on.

The compound employs several hundred people, but for the purposes of this scenario the only significant ones are Sir James Muir and the Head of Security, Wills. The GM can improvise and add other named NPCs as they wish. Everyone except Sir James is unaware of the secret purpose of Muir Spacotech; and those that become aware have their memories edited by the Great Intelligence. Only personnel under the mental control of the Intelligence are allowed access to the secret facility manufacturing the Yeti, for example, and they retain no memory of what they have seen or done.

GETTING IN

The easiest way in is if the PCs were taken back to the compound as a result of their encounter with the Muir Spacotech security team in the opening scene. In this case, they will be transported down in the company's helicopter along with the body of the dead industrial spy and taken straight to the main security building. Once there, the PCs will be questioned about what they were doing on the hillside and what they saw.

If the time travellers just turn up at the main gates and ask to speak to Sir James Muir, then they will need to convince the gate security that they are bona fide visitors. Security will put a call through to Sir James if they can be convinced, but Sir James himself needs to be presented with a reason for wanting to meet them. If the players say something that indicates that they may know more about what is happening and Muir Spacetech's involvement, for example, or if they demonstrate knowledge of technology beyond that currently available on Earth.

Alternatively, the team can try to break into the compound to scout around. In this case, they have to get through the outer fence and avoid the patrolling security guards and dogs, and then break into whatever buildings they wish.

MEETING SIR JAMES MUIR

One of the key encounters at the Muir Spacetech facility is a meeting with Sir James Muir. Whether the PCs came here under armed guard or voluntarily, they should be given the opportunity of meeting Sir James. If they are being interrogated by Wills and his goons, then Sir James will intervene. If the 2nd Doctor is among the player characters, then the Great Intelligence will have recognised him from their previous encounters and will be willing to play the Doctor along for the moment. If it is another incarnation of the Doctor, or even another Time Lord, the Intelligence will sense that they are not human. Otherwise, Sir James is just curious to know who they really are. In any event, he does not want to attract undue attention to Muir Spacetech at this time by illegally holding innocent bystanders prisoner.

Sir James will try to limit any damage already done by launching a charm offensive. Taking the PCs back to his luxurious office, he will offer them his utmost apologies, refreshments and the offer of a tour if they seem at all interested in what his company does. Obviously, there are secure areas where they cannot go – the MoD building in particular – but otherwise, he will be quite open with the time travellers. Of course, Sir James cannot reveal too much. The dead industrial spy, for example, is an unfortunate occurrence. A tragic accident of course, but also an example of the lengths some of his competitors will go to.

SIR JAMES MUIR, FORMER ASTRONAUT AND ENTREPRENEUR:

ATTRIBUTES: Awareness 4; Coordination 3; Ingenuity 5; Presence 4; Resolve 4; Strength 4.

TRAITS: Attractive (Minor); Charming (Minor); Dark Secret (Major); Enslaved (Major); Networked (Major); Technically Adept (Minor).

SKILLS: Athletics 3; Convince 3; Fighting 2; Knowledge 3; Marksman 1; Science 3 (AoE: Physics); Subterfuge 2; Survival 1; Technology 4; Transport 3 (AoE: Rockets).

STORY POINTS: 6.

Sir James is a tall athletic man in his mid 40s, usually dressed in a smart business suit and tie during working hours, and in a sports jacket outside of these. He is charming and witty.

A physicist by education, James Muir joined the British Rocket Programme in the early 1960s and trained as an astronaut. The collapse of the BRG prevented him from undertaking any space missions at that time, but he then joined the UK Space Programme, becoming their chief test pilot in 1969. In this capacity, he flew a number of prototype rockets, including several test flights for the Mars Probe series. During a test flight of a new design of rocket to the Moon in 1975, all contact was lost with Muir's ship for a period of 15 minutes. When communications were restored, all seemed to be well and Muir returned to Earth safely. He resigned from the Space Programme shortly afterwards and founded his company, Muir Spacetech Enterprises, using his contacts in the industry to win contracts for the design and building of various electronic components, but specialising in communications equipment. Muir was knighted in 1977.

Although he is not the main host, the Great Intelligence can fully possess Sir James' body if it needs to. In this eventuality, use the stats for the Intelligence as set out in Appendix 1.

SIR JAMES MUIR, PUPPET OF THE GREAT INTELLIGENCE

What really happened during that 15 minutes of radio silence during his last space flight? Muir's rocket passed through an area of space occupied by the Great Intelligence. Invisible and intangible, the Intelligence was not picked up on any of the ship's equipment and it passed unnoticed into Muir's cabin, where it immediately took control of the astronaut. Since then, Muir – now Sir James – has been its puppet. The Great Intelligence has been using Sir James to further its plans to manifest itself on the Earth. With numerous satellites containing electronics designed and built by Muir Spacetechnology now in orbit, the Intelligence is ready to return.

Sir James is no longer the Great Intelligence's host – though he remains under its control. Shortly after opening the production facility near Kiltunnoch, the Intelligence took over the body and mind of the Earl of Kiltunnoch. While Sir James is the front man, the Intelligence is content to wait in the background while its plans come to fruition.

THE YETI ASSEMBLY PLANT

The real business of the Muir Spacetechnology facility is to further the plans of the Great Intelligence. The company has secretly been including additional circuitry within the components it has been building for the UK Space Programme. These components are now in place in many of the satellites orbiting the Earth. These will enable the Intelligence to open a space-time gate and channel the extra-dimensional substance that it needs to transform the Earth into a suitable new body for itself. If the players are able to examine any of the electronic components or the schematics for them (by breaking into the main production building or the R&D unit, for example), an Awareness + Technology roll against a Difficulty of 15 will allow them to identify some extraneous circuits. A Good result reveals that they allow communications on a frequency unknown to present day Earth, and a Fantastic result will allow them to realise they form links in a chain to open up a hole in reality.

In addition, Sir James has set up a secret production line within a secure area in the MoD building, which has been manufacturing both the robot Yeti and their control spheres. The PCs will obviously not been shown around this area by Sir James, the MoD building being off-limit to visitors. The main entrance is guarded at all times, but there are plenty of other means of access if the group are trying to break in – side doors, fire exits and windows – all will be locked, so suitable rolls will be needed: (either Coordination or Ingenuity) + Subterfuge against a Difficulty of 15. A Success means that they have managed to overcome the lock, but an alarm is triggered; Good or Fantastic means they get in undetected. The alarm will alert the security team at the building entrance.

Inside the secure area are the regular MoD production lines, plus a sealed area at the back. Behind a further security door (unguarded) is the area where the robots are assembled. This area is strictly off limits to the security guards, unless they are under the mental control of the Great Intelligence. A silent alarm on this door isn't linked to the security building, but to a pager carried by Sir James himself. Sir James will either seek to activate one of the control spheres in the area (see below) or send a squad of mind-controlled security guards.

A half dozen robots stand lined up against the wall, but they are not yet covered by their fur disguise, and their chest cavities do not yet contain control spheres. A rack of six silver spheres stands nearby, ready to be installed

Against the opposite wall of this secret area is a workbench on which is a large scale map of the area, covering the village, the Castle Kiltunnoch estate, the moors and hills, as well as the Muir Spacetechnology compound itself. Placed at various points on the map are a number of small model Yeti. These indicate the locations of the real Yeti and can be moved around the map to instruct the real robots to move correspondingly. Note that if the PCs do move any of the models, the robots will indeed start to relocate, but the Intelligence will soon become aware of this interference and override the commands. It will also seek to investigate, alerting Sir James and activating one or more of the control spheres – as described below. If they take a model with them, the Intelligence will be able to track their movements and even send a Yeti to their location – the model acts as a tracker.

If the time travellers study the locations of the models on the map, they will see the following:

- Six positioned on the Muir Spacetechnology compound – these are the currently inactive control spheres on the rack in this room.

- Three positioned in a tight circle on a hilltop above Kiltunnoch Moor – see the “Mountain Lair” section.
- Several in and around Kiltunnoch Castle – see the “Kiltunnoch Castle” section.
- A number of others scattered individually on the Moor and the hills above it.

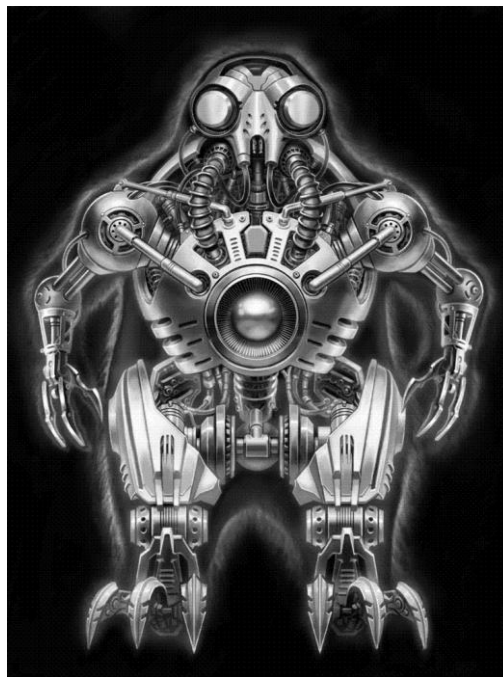
At the far end of the secure area is a transparent booth, like a larger version of a telephone kiosk. Anybody from a Tech Level 6+ society can recognise this as a teleport booth. Examining the controls, a Difficulty 12 Ingenuity + Technology roll will reveal that the destination is a fixed point, probably a second teleport booth. A Good result will reveal that the coordinates of the other booth are somewhere local, within a few miles only; and a Fantastic result can pinpoint the location (by cross-referencing with the map on the workbench, for example) to Kiltunnoch Castle. This is used to teleport the completed Yeti to the Castle’s cellar.

Beep... beep... beep...

The GM can use this option if the PCs disturb the model Yeti on the map, or if they triggered Sir James’ silent alarm when breaking into the secure area. Even if neither of these has happened, a wily GM might want to use this option anyway...

As the PCs are looking around this secret area, they will become aware that a regular bleeping sound has started. One of the control spheres has levitated off of the rack and is rolling across the floor towards the line of Yeti. If nobody tries to stop it, it will rise to the chest cavity and insert itself, bringing the robot to life.

The PCs may try to stop it by various means. In *The Abominable Snowmen*, the Doctor blocked a robot’s chest cavity by wedging a rock in it. Alternatively, they could try to physically restrain the sphere – though it is quite strong (see the stats in Appendix 1) – and trap it in a suitable container. Or with a bit of imagination, they could use the sonic screwdriver or whatever other suitable gadget they have to disrupt the sphere in some way. If the players manage to prevent the control sphere from activating a Yeti, then a second sphere comes to life to take its place, and so on. Possibly, the PCs can use a sonic screwdriver to provide background interference to blanket the area and close off this eventually in one fell swoop. It is also possible for the players to reprogramme one or more of the spheres before they start to activate, either to use now (to activate a Yeti to protect them, perhaps) or for later in the adventure. See the section on “Defeating the Intelligence” for information on reprogramming a control sphere.



KILTUNNOCH CASTLE

THE CASTLE GROUNDS

The grounds of Kiltunnoch Castle enclose an estate comprised of a large area of open heath bordering the Moor, several sections of which have been forested with row after row of pine trees, beneath whose canopy is a perpetual twilight devoid of other vegetation. The estate is bounded by a wire fence about 3 metres high designed to keep deer out. There are however a number of gates allowing access through the fence, and more recently a couple of large gaps have appeared for the Yeti to pass through.

A number of Yeti are located within the grounds of the estate, inactive for most of the time unless interfered with in some way. During the day, they largely remain under cover of the forest – an ideal and eerie environment for the PCs to encounter one! At night they patrol the grounds more freely, and they will do so more openly as the plans of the Great Intelligence advance.

The Castle itself is about half a mile from the main entrance to the estate, at the end of a gravel road which winds its way through a tunnel of ancient trees. At the entrance itself is the Lodge, a small cottage where the Earl's ghillie "Mac" MacPherson lives.

THE LODGE

The Lodge is a single-storey cottage at the gates to the estate. It is the home of Malcolm "Mac" MacPherson, the Earl of Kiltunnoch's ghillie – a gamekeeper and hunter/stalker. Mac is not under the control of the Great Intelligence and, although he is concerned about the behaviour of the Earl, he is very loyal to his employer. It's possible that he could be persuaded to help the PCs. But until that happens, he will remain very protective of the Earl.

Mac has seen the Yeti in the grounds of the estate and out on the Moor, but Lord Kiltunnoch has told him that they are his "pets" and he is not to approach them or to speak of them to others. Mac doesn't really understand this, but has so far obeyed this instruction.

The Lodge is well positioned for Mac to monitor the comings and goings at the Castle. He knows that Sir James Muir is a frequent visitor.

MALCOLM "MAC" MACPHERSON, LOYAL RETAINER:

ATTRIBUTES: Awareness 4; Coordination 4; Ingenuity 3; Presence 3; Resolve 4; Strength 5.

TRAITS: Brave (Minor); Code of Conduct (Major: Loyalty to the Earl); Distinctive (Minor); Keen Senses (Minor: Hearing); Obligation (Minor: Earl); Sense of Direction (Minor); Tough (Minor).

SKILLS: Athletics 3; Fighting 1; Knowledge 1; Marksman 4; Medicine 2; Subterfuge 3; Survival 3 (AoE: Highlands); Transport 1.

WEAPONS: Shotgun [7(3/7/10) damage] or hunting rifle [6(3/6/9) damage]; knife [Strength +2 damage].

EQUIPMENT: Binoculars.

STORY POINTS: 6.

Mac is a 6' 6" tall Highlander, with a bushy beard and red hair worn in a ponytail. He is taciturn by nature and speaks quietly when he does talk. Mac is usually dressed in clothing suitable for the outdoors, heavy trousers, thick fleeces, waterproof coats and walking boots.

Mac keeps a number of guns, which he uses for hunting. These are stored in a locked cabinet in the Lodge. He also carries a hunting knife when out on the Castle estate or the Moor.

THE CASTLE

Kiltunnoch Castle is a magnificent 19th Century Scottish manor house built of grey granite. It is surrounded by what were once well-kept formal gardens, but which are now running wild. Since being possessed by the Great Intelligence, Lord Kiltunnoch has dismissed virtually all of his staff, apart from Mac MacPherson and three ladies from the village who come in each day to cook and clean. As a result, most of the Castle is now unused, the windows barred and the furniture covered in sheets. The Castle now presents a gloomy interior, with dimly lit wood-panelled corridors and halls.

Lord Kiltunnoch spends much of his time alone in one of the drawing rooms, sat brooding in front of an unlit fire. During the day, he may be joined by Mac, while the village ladies potter around the other rooms which are still in use. In the early evenings, the Earl has taken to being driven into the village by Mac and spending an hour or so in the bar of the Stag's Head Hotel, to spy on the monster hunters; this is the time of day when the PCs can most easily break into the Castle without interruption. During the nights, the Earl will be found down in his cellar laboratory in a trance-like state as he prepares for his forthcoming invasion attempt.

DONALD MUNRO, 12TH EARL OF KILTUNNOCH, PUPPET OF THE GREAT INTELLIGENCE:

ATTRIBUTES: Awareness 4; Coordination 2; Ingenuity 8; Presence 8; Resolve 8; Strength 2.

TRAITS: Alien (Special); Fear Factor 1; Hypnotism (Special); Immortal (Major); Immunity (Major: Firearms); Indomitable (Major); Networked (Major); Obsession (Major: gain physical form); Psychic (Special); Telekinesis (Special); Telepathy (Special); Weakness (Major: Control Pyramid).

SKILLS: Convince 4; Knowledge 6; Medicine 2; Science 4; Subterfuge 2; Technology 3 (AoE: Robotics); Transport 1.

STORY POINTS: 8

Donald Munro, Earl of Kiltunnoch, usually addressed as Lord Kiltunnoch or My Lord, is the last of his line. He is the major villain of the piece, or its human face at least. However, the GM shouldn't reveal his hand too early – the Earl should initially be presented as a possible ally, maybe just a minor character.

Lord Kiltunnoch is outwardly a genial if old-fashioned gentleman. In appearance, he is a grizzled looking man in his sixties, usually dressed in a heavy tweed suit and brogues. But this is just the outer shell housing the Great Intelligence. The Intelligence passed from Sir James Muir to the Earl two years ago, and while Sir James is intended to be the focus of any suspicions which might arise, the benign Lord Kiltunnoch is the true danger.

Lord Kiltunnoch has led a reclusive life for many years. In recent weeks though, he has begun to visit the village to spy on the monster hunters. Despite this, he is still very much a stranger to the locals.

The above stats represent Lord Kiltunnoch as the puppet of the Great Intelligence. If the Intelligence is somehow ejected from the Earl's body, use the stats set out in Appendix 1 for the non-corporeal entity. If the Earl's body is somehow killed, or if the Great Intelligence abandons it fully, it will collapse and shrivel, becoming a lifeless husk. The real Lord Kiltunnoch died two years ago and cannot be saved.

The Cellar:

The Castle cellar is the centre of the Great Intelligence's scheme. There are a few means the GM can use to draw the PCs' attention to this: anybody with *Feel the Turn of the Universe* can make a Difficulty 12 Awareness + Awareness roll to "feel" the presence of a dimensional gateway below their feet; at night in particular, there is a pale silvery pulsing glow around the door frame; or a Difficulty 15 Awareness + Awareness roll will detect a whispering susurraton, the sound of the open dimensional gate in the cellar.

The door to the cellar is kept locked during the day, in case the cleaning women accidentally discover its secret. The lock can be picked by a successful Difficulty 12 Coordination + Subterfuge roll. The stone steps lead down into a cavernous space lit by a handful of bare light bulbs. On the floor in the centre of the cellar is a shining glass pyramid a little under a metre tall, surrounded by a ring of nine silver globes resembling the Yeti's control spheres. In the air above the apex of the pyramid is a swirling whirlpool, a dimensional gateway not too dissimilar

to the Vortex, casting silvery shadows around the room. Standing guard to either side of the pyramid are a pair of Yeti, which will move to protect the pyramid. A third Yeti is hidden in the shadows in a corner of the room. A throne-like chair is placed facing the pyramid, in which Lord Kiltunnoch spends the nights in rapport with the rest of his consciousness through the gateway.

A bank of machinery against one wall of the cellar is in contact with various satellites in Earth orbit, using the Muir Spacotech components built into them to maintain and control the dimensional gate. This can be used to open or close the gateway, redirect it or even reverse it. It requires Ingenuity + Technology rolls to operate.

Next to the bank of machinery is a transparent booth similar to the one in the secure area in the Muir Spacotech facility. Anybody from a Tech Level 6+ society can recognise this as a teleport booth. As with the other booth, a Difficulty 12 Ingenuity + Technology roll with reveal that the destination is a fixed point, probably a second teleport booth. A Good result will reveal that the coordinates of the other booth are somewhere local, within a few miles only; and a Fantastic result can pinpoint the location - if the PCs have a map to cross-reference against, they can work out that the other booth is within the MoD facility in the Muir Spacotech compound (if they didn't already know this).

The Climactic Battle:

The cellar is likely to be the prime candidate for the climax of the adventure, with the players discovering it in time to prevent the Great Intelligence from fully manifesting through the dimensional gateway. They might make an initial foray but have to retreat in order to regroup and prepare themselves, but the cellar is where they can truly defeat the Intelligence.

However, it's entirely possible that the players will suspect the Earl of Kiltunnoch early on in the adventure and discover the cellar before they have fully investigated the situation. In this eventuality, the GM can allow events to play themselves out – though if the group are unprepared, they may find themselves outmatched by the Yeti. Alternatively, if the GM wishes to extend the adventure, he or she can fudge the situation and relocate the focus of the Intelligence's plan to the Muir Spacotech facility instead.

See the section on "Defeating the Intelligence" for details of the Intelligence's plan and how the players might be able to foil it.



DEFEATING THE INTELLIGENCE

WHAT ACTUALLY IS THE INTELLIGENCE'S PLAN?

So what precisely is the plan of the Great Intelligence? The Intelligence's objective is as always to gain a physical body, and the planet Earth itself is still its target to achieve this. With the Muir Spacetechnology components installed in various satellites orbiting the Earth, the Intelligence just needs the correct alignment of stars and planets to enable it to fully manifest by summoning the ectoplasmic substance through the dimensional gateway in the cellar of Kiltunnoch Castle. As it attempted in Tibet, this substance will pour through the dimensional rift like lava from a bottomless volcano, smothering first the Highlands, then Britain and eventually the world. This ectoplasm is animated by the Intelligence, allowing it to transform the entire planet and all life on it into a vessel for its consciousness. Earth will become a gestalt organism controlled by the Great Intelligence.

DEALING WITH THE YETI

Although the Yeti are powerful creatures, their robotic nature provides for a number of options for the players. If these do not occur to them, the GM may wish to nudge them in the right direction.

It might be possible for the PCs to block the animating signals between the Great Intelligence and the control spheres in the Yeti's chests, effectively shutting the robots down. Something similar to the device the Doctor rigged up in *Spearhead from Space* to block the Nestene signals to the Autons perhaps. The GM should be careful not to allow this device to be too powerful. Perhaps it can only affect a single Yeti at a time, or only those in a small area. Perhaps it only has a temporary effect as the Intelligence changes the frequency it "broadcasts" its mental commands on. Or perhaps the device is bulky, only works at very short range, or repeated usage drains the device's power.

Reprogramming the control spheres is also an option. If the players can access a dormant sphere, it can be opened up and reprogrammed using Ingenuity + Technology, with a suggested Difficulty of 12 for each attempt. This could allow the players to control one or more of the Yeti.

Taking this a level further, the players may be able to devise a way to reprogramme the Yeti remotely, perhaps by using equipment found in the Muir Spacetechnology secure facility to broadcast a software programme to multiple Yeti over a wide area – this should have a higher Difficulty rating, say 15. For an even higher Difficulty rating, say 18, they might even be able to broadcast a virus to attack and destroy the Yeti.

Another option for distracting the Yeti, if not actually disposing of them, would be if any of the PCs has the means to contact UNIT in this era. In this case, UNIT will arrive in force, setting the scene for some military action. If the players leave this option until too late though, UNIT will be prevented from entering the area when the Great Intelligence imposes its blockade (see "The Village Besieged"). Obviously a similar option exists if the players have any links to Torchwood, the regular army or other similar group.

FOILING THE INTELLIGENCE

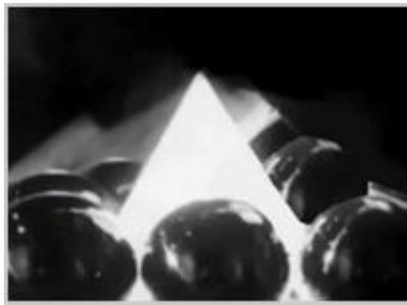
Similarly, there are a number of options for defeating the Great Intelligence itself. Again, the GM should be prepared to nudge the players towards these solutions, though if they come up with their own ideas, so much the better.

As in the televised Yeti stories, the glass pyramid in the Intelligence's lair is its weakest link. Until it can open the dimensional gateway fully to allow the ectoplasmic substance through, the pyramid contains its earthly essence. Destroying it will cause the Intelligence to lose focus, breaking its control over Lord Kiltunnoch's body and flinging it back into space. This won't actually kill the Intelligence, but it will be weakened and cast adrift once again.

The players could also seek to sabotage the dimensional portal in the cellar of Kiltunnoch Castle. The control equipment could be reprogrammed to work in reverse, for example, drawing the Intelligence back through the gateway into out into space. This is a fairly simple process if the PCs have access to the equipment, a Difficulty

level 9 Ingenuity + Technology roll. For a greater Difficulty of 15, the PCs could reprogramme the equipment to drain the Intelligence completely, destroying it forever. When either of these options begins to take effect, it will still take several Rounds for the Intelligence to be drained or drawn back through the gateway, so it could try to defend itself using the Yeti, if they are still available, or with its own mental powers.

Another option from the TV episodes is the 2nd Doctor's plan to allow the Great Intelligence to try to drain his mental powers, only for him to turn the tables and try to drain the Intelligence instead. If the players suggest this, then the Intelligence could be drawn into this trap – though the Intelligence will not suggest it itself. The Intelligence or the players will need to build the apparatus to allow a mental combat to occur. The chosen player then enters into a contest of Presence + Resolve against the Great Intelligence over several Rounds, each defeat draining 1 point from each of the loser's mental Attributes (Ingenuity, Presence and Resolve); the first to zero in any of these has lost. Given the Intelligence's high scores in all three Attributes, this is a very risky strategy unless the players somehow manage to sabotage the contest.



APPENDIX 1: THE GREAT INTELLIGENCE & THE YETI

THE GREAT INTELLIGENCE

According to some spin-off books, the Great Intelligence is actually Yog-Sothoth from H.P. Lovecraft's Cthulhu Mythos. It is either a survivor from a previous universe, or from another dimension. As a disembodied entity, it has drifted through space for uncounted millennia seeking a physical form, and has identified the Earth as a suitable host for it. It can manifest a web-like substance from an extra-dimensional source.

The Great Intelligence is a very powerful opponent with few weaknesses. The Doctor has defeated it on two occasions, but only by managing to locate its inner lair and destroy the pyramid which contains some of its essence and links it to the Earth. In *The Web of Fear*, the Doctor also sought to trick the Intelligence and drain it of mental energy – though this is a very risky plan, given the Intelligence's high Presence and Resolve.

ATTRIBUTES:

Awareness: 4

Coordination: * (has the Coordination of its host body; if no host, then N/A)

Ingenuity: 8

Presence: 8

Resolve: 8

Strength: * (has the Strength+2 of its host body; if no host, then N/A)

TRAITS:

Alien (Special)

Environmental (Major): Can survive in all environments, including the vacuum of space.

Fear Factor 2: +4 to instil fear. The Great Intelligence's ghostly, disembodied voice is particularly creepy.

Hypnotism (Special): In addition to its possessed host body, the Intelligence can control other humans.

Immaterial (Special): The Great Intelligence itself is non-corporeal and can pass through solid matter or drift through space; without a physical host body, it can only interact with the physical world by using Telekinesis or via any host it possesses.

Immortal (Major): Has existed since the end of the previous Universe and does not age.

Immunity (Major): The Great Intelligence is immune to all material damage. Restriction: The body of its host may be injured and killed, though that will have either Armour or an Immunity to certain attacks, as an undead puppet of the Intelligence.

Indomitable (Major): +4 to resist being hypnotised, possessed, etc.

Networked (Major): The Great Intelligence is connected to its robot Yeti and to its possessed host. It can use small Yeti figurines to direct the movements of the robots, though these are not absolutely necessary as the Intelligence can also exert mental control.

Obsession (Major): The Great Intelligence's overwhelming goal is to acquire a permanent physical form, and it particularly desires the Earth for this purpose.

Possess (Special): The Great Intelligence can possess a host indefinitely; it will have a single primary host at any one time, but may control others using its Hypnotism ability.

Psychic (Special): Can attempt to read a target's mind.

Special Trait – The Web of Fear: The Great Intelligence can manifest a sticky web-like ectoplasm. Although the growth rate of this substance is relatively slow (determined by the GM according to the dramatic requirements of the adventure), in confined spaces it can be used to cut off retreat routes, trap characters and/or capture them. Anybody overcome by the web is either subdued and captured (Stunned), or suffocated (see description of the Yeti Web Gun, below), as the Intelligence requires. The web was also able to engulf the TARDIS in space and draw it to Earth. It can also absorb the blast of explosives and energy from attacks – treat as a Force Field for these purposes.

Telekinesis (Special): Can lift objects using Resolve instead of Strength.

Telepathy (Special): Can communicate over distances with the mind.

Weakness – Control Pyramid (Major): The Great Intelligence seems to link itself to the Earth by creating a mysterious glass pyramid which it can anchor itself to. The pyramid presumably contains the core psychic essence of the Intelligence. If smashed, the Intelligence is flung off into deep space, possibly injured, and all links to controlled or possessed humans and its Yeti are broken. Although this is unlikely to finally kill the Intelligence, it will need time to recover and return...

SKILLS:

Convince 4

Knowledge 6

Science 4

Technology 3 (AoE: Robotics)

TECHNOLOGY LEVEL: unknown, possibly 12 (as an entity that survived the collapse of the previous universe).

STORY POINTS: 5

MARK III YETI

The Yeti are the robot servants of the Great Intelligence. Covered in fur and massive in build, they look like living creatures, bulky lumbering bipeds with glowing red eyes, savage claws and a terrifying roar. The first Yeti were built by the Tibetan monk Padmasambhava, and although they were more appropriate to their original Himalayan setting, the Intelligence has found them to be efficient enough to recreate for its other invasion attempts.

In designing the Mark III Yeti, Sir James Muir has provided the robot with in-built weaponry: a nozzle built into its paws capable of spraying the Intelligence's web-substance or clouds of thick fog. However, the main weakness of the Yeti remains – each is animated by a control sphere housed in a cavity in its chest. The cavity is covered by a flap of fur, and if the sphere can be removed, the Yeti falls dormant.

ATTRIBUTES:

Awareness: 2

Coordination: 2

Ingenuity: 1

Presence: 3

Resolve: 2

Strength: 8

TRAITS:

Armour (Major): The Yeti's robotic body provides 10 points of damage reduction.

Fear Factor 2: Their formidable appearance and terrifying roar gives them a +4 bonus to scare or intimidate.

Immunity (Major): Yeti take no damage from weapons that inflict small wounds, such as bullets or arrows.

Natural Weapon – Mist/Web Gun (Major): The Mark III Yeti has a weapon built into the palms of its paws. This can emit clouds of mist to conceal its presence and reduce visibility in a wide area around it; or it can fire a stream of web-like material. This web can be used to entangle a target within a cocoon, within which the victim begins to suffocate if their face is covered (use the Drowning rules in the GM's Guide). To break out of the web from within requires the victim to overcome its Strength of 6; from outside, the web can be cut open by cutting through its 4 points of Armour.

Networked (Major): The Yeti are in networked contact with each other and of anybody under the influence of the Great Intelligence. They are also linked to miniature models of the Yeti, which can be used to control their movements and actions.

Robot (Special): Despite their bestial appearance, the Yeti are in fact fur-covered robots.

Weakness – Control Sphere (Special): If the control sphere can be removed from a Yeti's chest cavity, that Yeti is rendered inoperative until it is replaced. The removed control sphere has a life of its own though!

SKILLS:

Athletics 2

Fighting 2

Marksman 2

STORY POINTS: 2-4

CONTROL SPHERES

Each Yeti is controlled by a silver sphere housed within its chest. If removed, the sphere can be opened and reprogrammed by anybody making the appropriate rolls (based on Ingenuity + Technology, preferably with an Area of Expertise in Computing or Robotics).

Control spheres are capable of independent movement, usually rolling along but occasionally levitating for brief periods. They can therefore make their own way back to a dormant Yeti. Control spheres make a high-pitched beeping noise when communicating with their fellows.

ATTRIBUTES:

Awareness: 2

Coordination: 1

Ingenuity: 1

Presence: 1

Resolve: 2

Strength: 5

TRAITS:

Armour (Minor): A control sphere's metal shell provides 5 points of damage reduction.

Flight (Minor): Although they normally roll along, control spheres are capable of levitating for short periods.

Networked (Major): Control spheres are under the control of the Great Intelligence; they can communicate with and locate other spheres and robot Yeti.

Robot (Special): Control spheres are robotic in nature.

Size: Tiny (Major): -4 to be hit; -8 to be seen.

Weakness – Lack of Limbs (Special): Control spheres have no limbs of any sort and may have difficulty opening doors, for example.

SKILLS:

Fighting 1

Subterfuge (Sneaking Around) 3

STORY POINTS: 1-3

