

THE WEB OF FEAR



'Lethbridge-Stewart. Expect you're wondering who the devil I am, eh?'

SYNOPSIS

London Underground, 1968

The now elderly Professor Travers managed to reactivate a control sphere. He visited a private museum that contained a deactivated yeti that he had sold to the museum's owner, Silverstein, many years previously. Silverstein refused to sell the yeti back to the professor, despite Travers' insistence that he needed it to experiment with the control sphere. Soon thereafter, the control sphere escaped from Travers' possession, crashed through the window and reactivated the Yeti (reconfiguring it into a Mark II version in the process).

Sometime later, central London was evacuated as a mist appeared, along with a mysterious web-like fungus in the Underground. Those that entered the mist didn't return, and an evacuation was underway. The army was trying to contain the fungus but were being attacked by the Yetis, who were now using web guns.

The Yetis, the mist, and the fungus were controlled by the Great Intelligence, which was once again trying to manifest on Earth. It reached out and tried to capture the TARDIS, but the Doctor managed to land in the Underground. Jamie and Victoria were soon captured by the army, where they meet Travers and his daughter. Travers was shocked that they hadn't aged. Meanwhile, the Doctor followed a cable to explosives and watched as the Yetis used their webs to contain the explosion.

As the webs advanced through the Underground, Anne believed the Doctor might be behind the Yetis. Jamie and some soldiers were trapped by Yetis, but the Yetis were called away. Victoria slipped free and found the Doctor, who'd also bumped into Colonel Lethbridge-Stewart, who'd survived a Yeti attack and was looking for the rest of the army in the Underground. They found the army base at Goodge Street and Lethbridge-Stewart assumed command, although Captain Knight was suspicious of him.

The military and the Doctor worked to buy some time by sealing the base, but there was a saboteur inside that kept a door opened. The saboteur used a Yeti homing device to let a Yeti inside and destroy the explosives inside the locker. A Yeti also attacked Travers and Anne, dragging away the elderly professor. The Doctor and his companions found Anne and told her that her father was taken. Suspicion ran wild amongst the army personnel over who was behind the attack and the sabotage.



The Doctor learned that Travers was working on a control unit for the spheres and convinced Anne to help him complete the work. He also told Lethbridge-Stewart that he was a time traveller and needed his TARDIS back. The Colonel mounted a retrieval operation and the Doctor accompanied him. They were ambushed by the Yetis and failed to get it, but the Doctor did get some electronic components that he needed for the control unit. The army suffers a serious defeat and retreats.

They returned to base and Travers appeared, escorted by two Yetis. Travers had been taken over by the Great Intelligence, and admitted that this was all a trap for the Doctor; the being wanted to take



over the Doctor's body. He gave the Doctor twenty minutes to decide and took Victoria to Piccadilly Circus station as a hostage. There, they found a pyramid structure unlike anything they had seen in Tibet. The Doctor and Anne finished work on their control unit and managed to control a Yeti.

The base was overcome by the webs, and the Doctor, Jamie, Lethbridge Stuart and the others were captured and taken to Piccadilly Circus. Jamie hid with a Yeti-controlling microphone, while the Doctor was forced to put on a headset, but managed to tamper with it first. The Great Intelligence revealed itself to be in Staff Sergeant Arnold's body (he had been the traitorous saboteur). The Doctor donned the headset the Intelligence would use to take over his mind, but Jamie used the controlled Yeti to attack the other robots. Despite the Doctor's protests (he was hoping to use the tampered headset to destroy the Great Intelligence for good), Jamie seizes the headset and hurls it into the control pyramid, destroying it and foiling the schemes of the Great Intelligence once more.

CONTINUITY

This is the first appearance of Colonel Lethbridge-Stewart. UNIT is formed partly as a reaction to this adventure and Lethbridge-Stewart's role in defeating the Yeti leads to an offer to lead the British branch of UNIT, which he accepts.

🌀 RUNNING THE ADVENTURE

Forget about shaggy giants with web guns, deadly mists, and fungi filling the London Underground; what really makes this adventure sizzle is the 'whodunit' mystery. Specifically, who is working with the Great Intelligence on the inside against the army and the time travellers? Every character in the adventure is painted as a possible mole through suspicious backgrounds, actions, or coincidences. And just when you think you've figured it out, another character comes along and makes your choice less likely.

Time Travellers are, of course, immediately suspect, as they tend to appear out of nowhere with no references and have strange mannerisms and styles of dress (even psychic paper can only help so much). Characters have to solve the mystery while maintaining their innocence.

This type of adventure works well when there is little mystery about the adversary. In this adventure the Doctor, Jamie, and Victoria know why the Yeti

are here and what the Great Intelligence is up to, for the most part. Their efforts to defeat the Great Intelligence are hampered by the confusion, distrust, and sabotage caused by the mole.

If you have a copy of *Defending the Earth: The UNIT Sourcebook*, you could use the battle rules to play out the efforts of the army to resist the spread of the Yetis and the fungus through the underground, perhaps using the names of particular stations as the boxes on the battle grid.



FURTHER ADVENTURES

- The Doctor declares that the Great Intelligence is in space. While this could simply be shorthand for another dimension, it's also possible that the Great Intelligence's efforts in *The Abominable Snowmen* and *The Web of Fear* have enabled it to manifest enough that it is floating in outer space. The characters appear aboard a luxury space liner, where the Great Intelligence takes over the Ood servants to strengthen its manifestation.
- There are a number of crimes being committed in London using Yetis. Is the Great Intelligence back, or has someone else figured out how to control them? The characters are thrust into this mystery when they arrive at the scene of the latest crime.
- During the evacuation, the British Museum was looted of particular artefacts. The characters have the misfortune of arriving in the museum just as the curator notices the theft. The characters are immediately suspected, but there's an additional complication; one of the artefacts taken was alien, and its use alerted its previous owners to its presence. A company of Judoon is dispatched to recover it just as Londoners are returning to the city.



PROFESSOR EDWARD TRAVERS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft 3, Fighting 1, Knowledge 5, Marksman 3, Medicine 2, Science 5, Subterfuge 2, Survival 4, Technology 4, Transport 2

TRAITS

Brave: Travers gets a +2 on rolls when he needs to show courage.

Charming: Travers has natural charm and gets a +2 on rolls when using it.

Obsession: Travers is obsessed with unlocking the secrets of the control spheres.

TECH LEVEL: 5 STORY POINTS: 12

ANNE TRAVERS

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

SKILLS

Craft 3, Knowledge 3, Science 4, Subterfuge 2, Survival 1, Technology 3

TRAITS

Attractive: Anne gets a +2 bonus to any rolls that involve her attractiveness.

Boffin: Anne can create Gadgets through Jiggery-Pokery.

Technically Adept: Anne gets a +2 to any Technology rolls to fix a faulty device or use complex gadgets.

TECH LEVEL: 5 STORY POINTS: 6

COLONEL ALISTAIR GORDON LETHBRIDGE-STEWART



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Survival 3, Transport 3

TRAITS

Brave: Alistair gets a +2 bonus on all rolls in which he needs to show courage.

By the Book: Alistair always follows protocol.

Impulsive: Gets -2 to rolls to resist impulsive reactions.

Indomitable: Alistair gets a +4 bonus to resist mind control.

Keen Senses (major)

Military Rank: UK Army Colonel.

Obligation: UK Military

Quick Reflexes: Alistair usually goes first.

Technically Inept: Alistair gets a -2 penalty when trying to fix computer or electrical equipment.

Tough: Any damage that affects Alistair is reduced by 2.

Voice of Authority: Alistair gets a +2 bonus on Presence and Convince rolls to get people to follow his orders.

TECH LEVEL: 5 STORY POINTS: 10