CHAPTER THREE
THE FOURTH DOCTOR’S ADVENTURES
"1980, Sarah, if you want to get off."
"It’s a trick!"
"No. That’s the world as Sutekh would leave it. A desolate planet circling a dead sun."

**SYNOPSIS**

Future site of British UNIT HQ and Mars, 1911

While en route to see the Brigadier, the TARDIS was knocked off course by a powerful mental projection. The time travellers materialised exactly where they meant to land in space, but decades off in time. Instead of landing in UNIT HQ, they arrived in the old priory that previously stood on the same site. They arrived in a room full of Egyptian sarcophagi – the property of an archaeologist named Marcus Scarman. While exploring a tomb in Egypt some years earlier, Scarman had made contact with the alien god Sutekh. It was this psychic link that threw the TARDIS off course and drew it here.

The caretaker of the priory was Namin, an Egyptian that worshipped Sutekh. Dr Warlock, a colleague of Scarman, visited the priory in search of his friend, but when Warlock asked too many questions, Namin tried to murder him. The Doctor and Sarah rescued Dr Warlock and fled into the forest, where Namin sent a robot mummy after them. They made it to a hunting lodge used by Scarman’s brother Laurence. Laurence was an amateur scientist and developed a primitive radio telescope that was receiving a signal.

The signal came from Mars and said 'beware Sutekh'. The Doctor knew that Sutekh was the last of the Osirans and had been imprisoned for his crimes eons ago. The Doctor, Sarah, and Laurence returned to the house in time to see a black-clad Servant of Sutekh appear from a dimensional portal, or lodestone, inside a sarcophagus and kill Namin. The Servant then revealed he was Marcus Scarman. Communicating through the lodestone, Sutekh ordered Scarman to secure the perimeter and construct an Osiran war missile from components brought from the tomb in Egypt.

After creating a force field around the perimeter, Scarman found Warlock and killed him after asking if anyone else remained within the field. Meanwhile the Doctor figured out that he could stop Sutekh with Namin’s ring and the radio telescope. The Doctor, Sarah, and Laurence managed to retrieve the ring and get into the TARDIS. Sarah wanted to leave, rationalising that Sutekh must have failed since she came from the future. The Doctor took the TARDIS to 1980 and showed Sarah a destroyed world; her future would only exist if they stopped Sutekh.
The three returned to the hunting lodge to create a jamming device. Unfortunately, Laurence didn’t believe his brother was lost and stopped the Doctor, enabling the robot mummies to break in and ruin the device. Luckily, Sarah was able to use Namin’s ring to call off the attack. As a back-up plan the Doctor intended to blow up the missile that was being built. While the Doctor and Sarah went to do that, Laurence was confronted by his brother. Laurence attempted to appeal to Marcus’ humanity, but in the end Marcus Scarman killed him.

The Doctor and Sarah rigged a bomb to the rocket and tried to detonate it, but Sutekh’s power was too strong – he was able to telekinetically contain the explosion. The Doctor met Sutekh in his prison and distracted him long enough for the bomb to explode. Angered, Sutekh used his mental powers to ‘persuade’ the Doctor to take Scarman to Mars and release Sutekh from his prison. The Doctor faked his death when a robot mummy strangled him and, once Sutekh was no longer paying attention, he and Sarah passed a number of tests to get to the final chamber. Unfortunately, the Doctor was not able to stop Scarman in time and Sutekh was released. As Sutekh travelled through a lodestone to Earth, the Doctor beat him there in the TARDIS and reprogrammed the lodestone to terminate several thousand years in the future, beyond Sutekh’s lifespan – effectively killing him. A side-effect burnt down the priory, leaving the land vacant for the future UNIT building.

CONTINUITY

Sutekh is an alien that caused havoc throughout the universe thousands of years ago. The Doctor equates him with his more common Egyptian name of Set as well as the Judeo-Christian Satan. Both Sutekh and Horus (and presumably most of the Egyptian pantheon) are members of a race called the Osirans. Sutekh destroyed their homeworld of Phaester Osiris (in a parallel of the Osiris myth). Sutekh’s tomb is on Earth but the device holding him, the Eye of Horus, is on Mars. Sutekh has been imprisoned for 7000 years. Sarah mentions the Mars pyramid’s similarity to the Living City of Exxilon, although she never ventured inside the latter herself. The Doctor likely explained what happened after that adventure.

Sarah puts on a dress that was once Victoria’s, a former companion. Interestingly, the Doctor refers to said companion as ‘Vicki’, who was actually a different companion. The Doctor may simply prefer more familiar nicknames, as he called Sarah ‘Sarah Jane’ in his previous incarnation.

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The Doctor claims to have lived for ‘some 750 years’, although he doesn’t qualify if those are Earth or Gallifreyan years. The Doctor is the cause of the old Priory burning down, paving the way for the UNIT HQ to be built on the site decades later.

**RUNNING THE ADVENTURE**

Oh, what a joy! *Pyramids of Mars* is one of the Doctor’s most famous adventures, and deservedly so – it’s a beautifully constructed rollercoaster of twisty plots. It opens with a mystery that combines a historical setting (Edwardian England, with its country houses and legacy of Empire) with pulpy occult horror (Mummies! Egyptian sorcery! Vampires! Enchanted rings! Curses!) that’s actually alien super-science, so you’ve got pyramids on Mars and ancient astronaut psychic demigods. (A similar formula is used to great effect in *The Curse of Fenric*, in *The Seventh Doctor Sourcebook*).

It’s a heady brew that can be replicated in your games. Start by picking a real-world myth or legend. Next, pick a historical period, location or idea that resonates with it. Then come up with a science-fiction explanation for all the occult weirdness, and finally mix in your player characters.

The next part of the adventure is a problem in tactics and survival. Sutekh seals off the priory and the surrounding forest with a forcefield. Think of this as a sort of locked-room variant of the Base Under Siege plotline – instead of the player characters and some semi-reliable allies being trapped in a stronghold with enemies outside, everyone’s trapped in a relatively small area. In this case, the Doctor, Sarah-Jane, Laurence and a poacher, Ernie Clements are trapped along with Scarman and the Mummies. There are three key locations – the priory, the hunting lodge, and the forest in between – and lots of potential weapons and resources to be used, like the mining gelignite, the TARDIS, Laurence’s Marconiscope, the poacher’s rifle and the relics brought back from Egypt. Nothing from outside can get in. Both sides have to make do with what’s inside the sealed zone. Adventures set on space stations or ships often have a similar quality. Only what’s on the ship matters.

Note that the plans of both factions change in response to events. The Doctor initially plans on using the Marconiscope to jam Sutekh’s control signals, but Laurence stops him out of a misguided desire to protect his brother, and the Mummy-robots destroy the scope. The Doctor then uses the explosives to blow up Sutekh’s rocket, only for Sutekh to seize control of the TARDIS through the Doctor. One can easily imagine another sequence of events where the Doctor uses the poacher’s traps to immobilise the Mummies, or where Sutekh uses his Marcus Scarman puppet to persuade Laurence into changing sides.

To set up a plot like this, pick a constrained but varied geographical area – a university campus, a farm, a space station, a freighter that’s run aground on an uncharted Pacific island – and give both sides roughly equal forces and opposing goals. Scatter various items, tools and other resources around the area. These resources should all be useful in some way, but don’t turn the situation into a puzzle. Don’t come up with a solution like “oh, the players have to use the magnifying glass to light the spilled rocket fuel” – let the players come up with their own solutions. Build a playground, not a maze.

The final section of the adventure is a dungeon crawl on Mars, complete with traps and monsters. What makes this section really interesting is the threat of Sutekh – he’s powerful enough to suborn even the Doctor to his will, ruthless enough to eliminate those who are no longer of use to him, and intelligent enough to outwit his foes. Even better, the characters have already seen the consequences of failure. The Doctor’s little side trip to 1980 brings home the stakes of the conflict far better than any description of what might happen.

**CAN HISTORY BE CHANGED?**

When they get back to the TARDIS Sarah simply wants to leave based on a reasonable premise; it’s 1911 and she’s from the future so she knows Sutekh can’t succeed in destroying the world. This seems to contradict her experience in *The Time Warrior* but there the stakes were smaller; Sarah presumed that...
Lynx would only kill a few locals before leaving and she wasn’t considering their descendants. In both adventures, however, it was the Doctor’s actions that allowed history to continue on its proper course. What was implied in _The Time Warrior_ is made explicit here; Earth’s history would be forever altered if the aliens’ plans were left unchecked.

The larger question is this; if Sutekh had succeeded, then what would happen to Sarah? She should blink out of existence (causing minor paradoxes) but as a time traveller she may be insulated and the only human from a forgotten future who, along with the Doctor, is the only one who remembers what happened. If it is assumed that, if Sutekh was freed and someone else intervened to stop him, then a ‘new’ Sarah may appear in an altered timeline. The most likely outcome, of course, is the creation of a time spur.

Still, this is an excellent technique to use to get players involved in a story. For example, they may arrive in a 1920s Earth completely ravaged by an alien chemical weapon used during World War I. In order to preserve Earth’s history, they have to travel back in time and prevent the alien interference. Alternately, the player characters may change something in the past and a quick trip to the future illustrates the damage wrought. Now they have to travel back in time and minimize the impact while adhering to the Blinovitch Limitation Effect.

### A Li EN G OD S

In the tradition of Azal and Kronos, Sutekh is a god that turns out to be a powerful alien. In Sutekh’s case, the entire pantheon of Egyptian deities is rewritten as an alien race called the Osirans with the ‘gods’ as prominent members. Given this, we have a blueprint for re-imagining other pantheons as alien races.

First, rather than start from the top down, take an interesting character or myth and reimage it as alien. Perhaps Hel or Pluto, like Sutekh, are locked beneath the Earth, or perhaps the Golden Fleece is used as the material for an alien’s spacesuit. Once you have this in hand, reinterpret the mythology to fit the circumstance. For example, Hel is supposed to lead a dead army in the final battle. Perhaps she is an imprisoned alien that, through her agents, has been slowly collecting enough psychic energy to break free and take over the world. Perhaps the Golden Fleece is desired as a weapon and it is guarded not by a dragon, but by the automatic defences of the spaceship that houses it.

Second, pick and choose elements from the relevant mythology to season your adventure. Hel’s story may take place in the modern (or UNIT Era) world, but technological runes and an alien or robotic Fenris wolf may make appearances. The search for the Golden Fleece may simply find the time travellers aboard a historical Greek vessel reminiscent of the Argo.

Finally, the villains should be able to be defeated by wits and jiggery-pokery. Hel’s psychic device and the space ship containing the Golden Fleece can be destroyed; in Hel’s case the psychic backlash may destroy her as well.

### O S IR A N S ERVICER

An Osiran Servicer is a robot that resembles an Egyptian mummy. Its wrappings are chemically treated to make them particularly resilient against attack.

**SKILLS**
Athletics 4, Craft 3, Fighting 3, Technology 3

**TRAITS**

- **Armour (Major):** Reduce damage by 10 (-1 Coordination).
- **Enslaved (Major):** Must obey Sutekh’s servants or anyone with a slave relay ring.
- **Impaired senses:** Servicers are mute.
- **Robot**

**STORY POINTS:** 1-3
NEW GADGET – SLAVE RELAY RING
The Osiran Slave Relay Ring enables the wearer to control Osiran Servitors. 

Traits: Voice of Authority (Osiran slave robots only).
Cost: 1 Story Point

NEW GADGET – LODESTONE
The Lodestone is a time travel cabinet that resembles a sarcophagus. A character can enter a lodestone and then travel either to another time or place. Unfortunately, the character ages at the normal rate while travelling through time, meaning that he could die before he gets to her destination.

Traits: Restriction (user ages with time travel), Teleport, Vortex
Cost: 7 Story Points

NEW GADGET – MARCONISCOPE
The Marconiscope is a prototype of a radio telescope. Laurence Scarman received signals from Mars from it. The Doctor later used it to transmit a signal to block Sutekh’s control of Scarman, but an Osiran Servitor destroyed it before Scarman could be destroyed.

Traits: Scan
Cost: 1 Story Point

FURTHER ADVENTURES
• The Doctor was wrong. Osirans have a longer lifespan than he anticipated. An incredibly aged and weakened Sutekh staggers out of the time corridor 11,000 years later. With his powers limited until he can restore himself, Sutekh begins to take over the New Roman Empire of the far future. He plans to use his mind-control powers to manipulate the Roman senate into declaring his pawn Emperor. The characters must stop Sutekh’s scheme before he becomes the ruler of the empire – and draws upon the psychic energy of a trillion citizens to restore himself to full power!

• The wars of the gods raged across the stars millions of years ago – but with a TARDIS, all that’s just outside your door. The Osirans were beings of immense power and cunning (with ‘cerebellums like spiral staircases’ as the Doctor put it). They were easily on a par with the Time Lords – the Osirans may not have had the same mastery of time, but an individual Osiran was more powerful than a lone Time Lord. They devastated worlds in their wars. The characters travel back in time to a world that they know will

MARCUS SCARMAN, SERVANT OF SUTEKH

| Awareness | 3 | Presence | 4 |
| Coordination | 3 | Resolve | 2 |
| Ingenuity | 1 | Strength | 5 |

Marcus Scarman was an archaeologist and Egyptologist that unearthed Sutekh’s tomb in Sakkara, Egypt in 1911. Sutekh killed and possessed him so that Scarman could return to England and build the Osiran War Missile that could be launched at Mars. In this state Scarman had much of Sutekh’s power, but his original personality was gone.

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

Traits
Enslaved (Special): Scarman must obey Sutekh. If Sutekh releases his hold, then Scarman’s corpse collapses and disintegrates into dust.
Force Field (Special): Scarman can project a psychic force field that offers Protection 10.
Shapeshift (Minor): Scarman can adopt the form of a servant of Sutekh. He can manifest the jackal head of Sutekh as well as black robes and a helmet. With Sutekh’s power coursing through him to maintain it, this form is extremely hot and causes (4/L/L) damage to anything Scarman touches.
Weakness (Major): Scarman takes 4 levels of damage each round he is deprived of a connection to Sutekh.

Equipment: Servant robes

Tech Level: 4 Story Points: 7
be destroyed in a conflict between two Osirans. An evil Osiran, Babi, died in this conflict. Do the characters try to change history and save the world, when doing so may change Babi’s fate.

- The Doctor defeated Sutekh, but the Pyramid still stands on Mars, alone in the deserts of a dead world. What treasures and traps lie there? Could the British government or Torchwood have known about the Pyramid, explaining their mad rush to get to Mars (see *The Ambassadors of Death* and similar adventures in *The Third Doctor Sourcebook*) – or did someone else get there first?

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**SUTEKH THE DESTROYER**

Sutekh is presumably the last of the Osirans, an ancient star-spanning race. He was most notable for being ‘the Destroyer’, as he devastated many worlds, including his own. The last 740 Osirans, led by Horus, battled Sutekh on Earth 7000 years ago. With a code against killing, Horus instead entombed Sutekh; Sutekh cannot move so long as the Eye of Horus is intact on Mars.

Even without his physical body, Sutekh is a dangerous threat. He can use his considerable psychic powers to kill and possess people; he can also see what is going on in the world around him. If he should be freed, he plans to devastate Earth before once again becoming the scourge of the universe. When set free Sutekh simply wants to destroy the universe. It’s likely that his goal wasn’t so final prior to his incarceration, but millennia of waiting have destroyed any vestiges of sanity he had left.

### Skills

**Awareness** 5  
**Presence** 10  
**Coordination** 4  
**Resolve** 14  
**Ingenuity** 10  
**Strength** 4

**Traits**

- Alien
- Alien Appearance
- Clairvoyance (Special): Sutekh can see other locations; his range is enhanced by Osiran technology.
- Fear Factor 3: Grants a +6 bonus to inspire fear.
- Force Field (Special): Sutekh can project a psychic force field that offers Protection 10.
- Possess (Special): Sutekh may attempt possession with a +4 bonus. He may also create animated puppets by killing a victim and then animating him. Sutekh can use his psychic powers through his puppets.
- Pyrokinesis (Special): Sutekh can kill with his mind, causing lethal (4/L/L) damage.
- Psychic (Special): +4 against mental attacks and Sutekh may attempt to read minds.
- Special – Restricted Movement: Sutekh cannot move while the Eye of Horus is active.

**Telekinesis (Special):** Sutekh may move objects using Resolve instead of Strength. He can also contain explosions so long as he concentrates.

**Telepathy (Special):** May create a mental link to read minds or converse telepathically.

**Equipment:** Osiran Technology

**Tech Level:** 9  
**Story Points:** 12