



# Giants in the Playground

Introducing the [Minister of Chance](#) to your game.

**WARNING!!! This information WILL SPOIL the audio dramas. Listen to them first!**

Disclaimer - Images used are from promotional images, or from [Lee Sullivan](#) official illustrator of The Minster of Chance.

- The Death Comes to Time webcast audio drama is available here-
  - [Episode 0](#), [Episode 1](#), [Episode 2](#), [Episode 3](#), [Episode 4](#)
  - The audio drama can be bought through [Audible](#)
- The Minister of Chance audio drama is available here-
  - Prologue and all 5 episodes on the [website](#)
  - Prologue and all 5 episodes on [iTunes](#)

## Setting

The basic premise of the audio drama “The Minister of Chance” and to some extent its prequel, “Death Comes to Time” is that godlike beings reduce themselves to the level of mortals, locking away the majority of their powers into objects (or places) in order to have some purpose to their lives, to be able to struggle, interact and not suffer the unendurable ennui inherent in immortality.

- [Before the Grand Stair](#)
- [Death Comes to Time](#) - Giants in this setting are referred to as “Time Lords” or “Gods of the Fourth”.
  - Note on continuity: For the purposes of this setting ignore any Doctor Who episodes after “War Games” (the last Patrick Troughton, which first introduces the Time Lords as a race) up until Sylvester McCoy, and anything after Sylvester McCoy. Death Comes to Time is set 10 years after the episode “Survival”.
- [The Minster of Chance](#) - The race the Giants belong to in this series is not named.

## The Power

The native power of a God of the Fourth enables them to do anything. However, according to the agreements made when the temple was constructed, all Gods of the Fourth decided to renounce their power and live without it. Various safeguards were put into effect to help the Gods to police each other - including a warning system if Gods started to abuse their powers - such as the creation of black holes that can be observed with normal mortal scientific devices. Gods further restricted their powers by investing them into objects. These artifacts were divided into specific types - travel objects

were called time capsules or TARDISes by mortals. The Gods do not age, but can be killed. The loss of an artifact, however, seriously reduces the power available to the owning God, any powers locked in that artifact are lost.

## Game Rules

The Power breaks the rules of the World in which it is used. The Power works in any World - whether the rules of that World allow the use of magic, or the use of technology, or something else. Every use that breaks the rules, breaks the World. Treat this as accumulating Bad Stuff for the World.

Artifacts that have been invested with the Power to perform specific tasks will function in any World and will not break the rules of that World because they function under their own specific rules (ergo the TARDIS can travel to e-Space, or Pete's World or the realm of the Celestial Toymaker)

## Gods of the Fourth

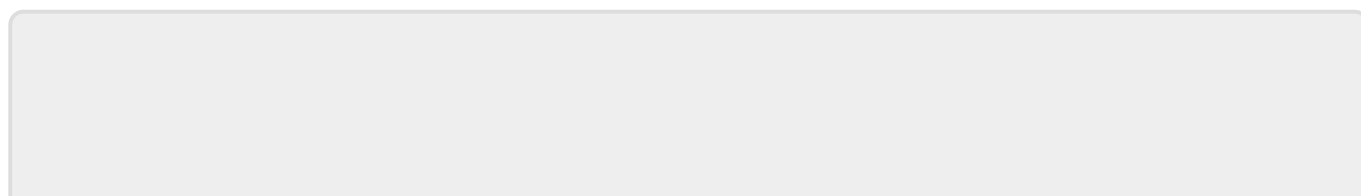
- Both Audios
  - [The Minister](#) (Julian Wadham/Stephen Fry)
- Death Comes to Time
  - [The Castellan](#) (Leonard Fenton)
  - [The Doctor](#) (Sylvester McCoy)
  - [The General](#) (John Sessions)
  - [The Kingmaker](#) (Peggy Batchelor)
  - [The Saints](#) - Antinor and Valentine (Anthony Head)
- The Minster of Chance
  - [The Horseman](#) (Peter Guinness)
  - [The Sage](#) (Tamsin Greig)

## Demigods

- Death Comes to Time
  - [Ace](#) (Sophie Aldred)
- The Minster of Chance
  - [Lord Rathen](#) (Paul Darrow)

## Other Characters

- [Other Characters](#)



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Last update: **2013/06/26 19:04**

