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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



2ND DOCTOR

EXPANDED UNIVERSE SOURCEBOOK

The Second Doctor Expanded Universe Sourcebook
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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WELCOME TO THE EXPANDED UNIVERSE

Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 50 years later, we've seen 26 seasons of the original series, seven and counting of the new series, and eleven Doctors.

That's if you were only watching television.

But Doctor Who is much more than that. Comic strips, short stories, novels, plays, and audio adventures have rounded out the Doctor's adventures through time and space, and continue to do so. This is the Expanded Doctor Who Universe.

Cubicle 7 is doing an amazing job bringing GameMasters and Players' alike all the characters, creatures, places and things from the canonical Doctor Who – the Doctor Who as seen on television – but what of all those other adventures? Unfortunately, they are not part of Cubicle 7's licensing agreement with the BBC. Those extracanon-ical tales are what this series of digital, fan-made, not-for-profit, unofficial and unapproved sourcebooks will do its best to cover.

In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artifacts to discover, all from books, audios and comics based on the second Doctor's adventures. To make this book as useful as possible, we've divided it by category (Companions and Allies, Monsters and Villains, Locations in Time and Space, and Gadgets and Artefacts) rather than by story (as Cubicle 7's Doctor sourcebooks have done), and because you might not have discovered these stories yet, we've tried to keep the spoilers to a minimum. Each section is numbered individually to help us add content even after initial publication (see Note, below).

But wait, there's more. We've also included a section on canonical characters that were left out of the official sourcebook because of space considerations. Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did he visit Vortis centuries after his first incarnation or repeatedly fight the Selachians? – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

And please don't skip the Credits page, where we thank all the contributors to this book, as well as the people whose imaginations brought these concepts to life in the first place.

Note: *This sourcebook is dynamic. That means we may yet add to it as new stories from the expanded universe continue to be released. If you would like to contribute something to this series of sourcebooks, we hope you won't hesitate to contact us through the DWAITAS Proboards.*



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The television stories represent but a fraction of the Doctor's total adventures. But how do these stories fit in the complete chronicle of his life?

Bold entries represent televised material.

The Power of the Daleks: The newly-regenerated Doctor finds over-helpful Daleks on a colony world.

Invasion of the Cat-People: The Doctor tangles with Cat-People at various points in Earth's history.

The Murder Game: The TARDIS crew visit the Hotel Galaxian where a murder-mystery weekend turns into a real-life murder mystery.

Dying in the Sun: The Doctor is embroiled in yet another murder mystery, this time in 1947 Hollywood.

Wonderland: The Doctor, Ben and Polly run afoul of the Colour-Beast in 1967 San Francisco.

H.M.S. TARDIS: The Doctor tries to save Horatio Nelson's life in defiance of history.

The Highlanders: Jamie McCrimmon joins the crew in 18th-century Scotland.

The Underwater Menace: The TARDIS crew visit modern-day Atlantis and stop Professor Zaroff from destroying the world.

The Moonbase: The TARDISers defeat Cybermen on the moon.

The Macra Terror: The Doctor runs afoul of the Macra on an Earth colony.

The Roundheads: The TARDIS lands in 17th-century England where its crew gets mixed up in the intrigue surrounding King Charles.

Resistance: In WWII France, Polly believes she's met her long-lost uncle.

The Three Companions: The TARDISers find themselves prey to the Gatheronaut on a planet scheduled for cremation.

The Forbidden Time: The TARDIS crew fight the Vist in a sideways dimension.

The Selachian Gambit: The Doctor and his friends are caught in a Selachian heist at Galacti-Bank.

House of Cards: The TARDIS lands in a futuristic space casino where the Doctor tangles with the Sidewinder Syndicate.

The Faceless Ones: Ben and Polly leave after defeating the Chameleons.

The Evil of the Daleks: Victoria Waterfield joins the Doctor and Jamie after her father is killed by the Daleks, but the Daleks are apparently destroyed as well.

The Tomb of the Cybermen: The Doctor helps an archaeological team open the Cybermen's tomb, and close it back again.

Heart of TARDIS: The Doctor is a suspect in a murder investigation in the American Midwestern town of Lychberg.

The Abominable Snowmen: The Doctor encounters the Yeti and the Great Intelligence for the first time, in Tibet.

The Ice Warriors: The Doctor first encounters the Ice Warriors, thawed out of the ice on future Earth.

Dreams of Empire: The TARDIS crew get involved in the end days of the Haddron Empire.

Combat Rock: The time travellers land in the dangerous jungles of Papul Island where mummies stalk the living.

The Enemy of the World: The Doctor meets his double, the Mexican despot Salamander.

The Web of Fear: The Doctor fights the Yeti in the London underground with the help of one Colonel Lethbridge-Stewart.

Twilight of the Gods: The Doctor returns to a much-changed Vortis many years after the events of The Web Planet.

The Dark Path: The TARDIS lands on the last enclave of the old Earth Empire just as the Federation comes in to integrate them into the rest of humanity.

The Great Space Elevator: The time travellers board a space elevator that's been taken over by an alien intelligence.

The Emperor of Eternity: The Doctor is taken prisoner by a Chinese Emperor who wants the secret to immortality.

Fury from the Deep: Victoria leaves the crew after she helps defeat a seaweed creature.

The Revolutionaries: The Doctor almost destroys history in a chance meeting with George Washington.

The Wheel in Space: Zoe joins the TARDIS crew after the Doctor helps her space station home resist the Cybermen.

Fear of the Daleks: Zoe is used as an assassin by a scientist working with the Daleks.

The Dominators: The TARDISers fight the Dominators and their robot servants, the Quarks.

The Mind Robber: The Doctor and his companions are snared by the Land of Fiction.

The Invasion: The Doctor works with UNIT for the first time to defeat a Cyberman invasion.

The Colony of Lies: The TARDIS lands on Axista Four where various factions, human and not so human, are clashing.

The Indestructible Man: The Doctor and his friends face the Myloki.

Foreign Devils: The Doctor works with the medium Carnacki to find Jamie and Zoe, whisked out of time and space by Chinese Spirit Gate.

The Krotons: The TARDISers tangle with the Krotons.

Prisoners of Time: The TARDIS lands in the Frenko Bazaar, a giant alien shopping mall.

The Memory Cheats: The time travellers land in Uzbekistan in 1919, where children are being abducted.

The Jigsaw War: The Doctor faces Side, a fifth-dimensional being, in a grand and complex game.

The Uncertainty Principle: The Doctor and his friends go to the wake of a scientist who died under mysterious circumstances.

The Seeds of Death: Ice Warriors take over a lunar base and attempt to use T Mat to deliver a biological weapon on Earth.

The Final Sanction: Zoe is captured by Salachians in the year 2204, during their final conflict with humanity.



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The Glorious Revolution: The TARDISes land in the court of King James II in the year of the Glorious Revolution.

Echoes of Grey: The Doctor and his companions face the Achromatics.

The Apocalypse Mirror: The TARDISes visit the city of Tromesis on Earth, but it's like no place they've seen before.

The Dying Light: The Doctor lands in Sanctuary and faces Quadrigger Stoyne for the second time.

Shadow of Death: The TARDIS lands on a remote world orbiting a pulsar that warps time.

Prison in Space: The time travellers are arrested and sent to a prison run by the malevolent Chairman Babs.

The Rosemariners: On a mothballed space lab, the Doctor meets the dangerous Rosemariners.

The Queen of Time: The Doctor meets the Toymaker's sister Hecuba, the self-styled Queen of Time.

Lords of the Red Planet: The TARDISes visit Mars in the early days of the Ice Warriors' civilization.

Tales From the Vault: Zoe's mind is copied onto a computer crystal.

The Menagerie: The Doctor leads an expedition to find the fabled Menagerie of Ukkazaal.

The Wheel of Ice: The TARDIS lands in the Mnemosyne Cincture, a ring of ice and steel around a moon of Saturn.

The Space Pirates: The TARDISes fall prey to the interstellar pirates who plague a mining company.

Fallen Angel: The Doctor meets Lucas Seyton, the gentleman thief known as the Fallen Angel.

The War Games: Unable to stop the War Lords from capturing humans from history to fight in their war games, the Doctor is forced to call the Time Lords for help. They intervene, but put the Doctor on trial, sentence him to (eventually) regenerate, and send his companions back to their home times, without any memory of their travels.

Season 6B begins: Before being forced to regenerate, the Doctor is sent on several missions for the CIA, sometimes with Jamie, and even manages to get away for a time (see page A2).

World Game: The Doctor undertakes a mission for the Time Lords that takes him across two centuries of Earth history.

TV Comic up to Operation Wurlitzer: The Doctor continues to have adventures with John and Gillian, and later Jamie, meeting the Trods and self-aware Quarks during this period.

The Two Doctors: On a mission for the Time Lords, the Doctor meets his sixth incarnation.

Helicon Prime: The Doctor and Jamie solve a crime at a luxurious resort.

The Nameless City: The TARDIS is transported to a glass city by an ancient book written by the Archons.

TV Comic (from Action in Exile): The Doctor settles on Earth in a self-imposed exile to escape the Time Lords' sentence, but is eventually found and forced to regenerate.

Downtime: Long after leaving the Doctor, Victoria Waterfield has a run-in with the Great Intelligence.



COMPANIONS

VICTORIA WATERFIELD *(Downtime)*

After Victoria first left the Doctor and Jamie and put her days of travelling in the TARDIS behind her, she lived with Frank and Maggie Harris in Yorkshire for a little over ten years. However, at some point during this period Victoria was reunited with the Doctor and Jamie, travelling again for a little while before returning back to her adopted home with the Harrises. It wasn't until the early 1980s that she made a clean break, moving to London and a job at the British Museum. Shortly afterwards, Victoria inherited her father's fortune as provided for in a will written in his hand and dated 1966, which she assumed he must have done during his experiments with time travel. This made her an independently wealthy woman. Experiencing recurring dreams of the Det-sen monastery, Victoria decided to make a return visit to Tibet to try to lay its ghosts to rest. She found the monks to be keeping a mysterious figure captive in their inner sanctum, but by breaking the spirit trap she released the figure and caused an enormous outpouring of energy that destroyed the monastery.

Back in London, Victoria was contacted by the elderly Professor Travers who encouraged her to use her wealth to found the New World University (*see L21*), where students would be taught by computer. Victoria became the Vice Chancellor of the NWU with Travers as the Chancellor, and it is not until 1995 that Victoria realises that she has been manipulated. The real Professor Travers died years before and his body is now being used as a vessel for the Great Intelligence. The NWU is part of its plan to conquer the Earth using the virtual reality of the internet. With Victoria ensnared in the scheme and threatened by the presence of the Children of the New World ("Chillys"), it may be up to other companions and allies of the Doctor to rescue her and prevent the Earth falling to the Intelligence!

By the 1990s, Victoria is in her early forties. She is a more confident woman than the young girl who travelled with the Doctor more than twenty years before, though she is still cautious by nature. She retains some aspects of her prim and proper 19th Century values and behaviour, and while she still lived with the Harrises she found it difficult to adjust to the 20th Century. But by and large, Victoria has finally come to terms with her displaced life and has embraced modern technology, though with a hint of mysticism thrown in. Until the realisation of what the New World University actually represents, her intention is to use it to bring technological advances to the masses for

VICTORIA WATERFIELD



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

SKILLS

Athletics 1, Convince 3, Craft 3 (AoE: Graphology), Fighting 1, Knowledge 3, Marksman 2, Medicine 1, Science 3, Subterfuge 3, Survival 1, Technology 3, Transport 1

TRAITS

Attractive
Charming
Code of Conduct
Empathic
Time Traveller – Familiar with Tech Level 5
Unadventurous
Wealthy (Major) – Stinking Rich

TECH LEVEL: 4

STORY POINTS: 12

the benefit of society. In her business dealings, she is perhaps naïve and she relies heavily on the advice of her Chancellor and the NWU's all-seeing computer.



SEASON 6B

THE SEASON 6B HYPOTHESIS

There is a fan theory, though not one that is universally accepted, that the 2nd Doctor didn't regenerate at the end of *The War Games* but had a number of further adventures prior to *Spearhead from Space* in what is commonly referred to Season 6B. In this extension to the 2nd Doctor's life, the Time Lords have agreed to postpone regenerating the Doctor in return for him acting as their agent for a time. Although this is never referred to on-screen, proponents of Season 6B place the 2nd Doctor's appearances in both *The Five Doctors* and *The Two Doctors* within this period, and also the novel *World Game*, the Big Finish audio *Helicon Prime*, several short stories and at least some of the stories from *TV Comic*. Under this hypothesis, the Doctor is even reunited with Jamie and Victoria for a while. However, by the time of the *TV Comic* story *Action in Exile*, his companions have both been returned to their respective times and places and his exile on Earth has begun, even though he is still in his second incarnation.

World Game actually begins with a scene following directly on from the Doctor's trial, in a sequence in which the Doctor is offered the chance to delay his regeneration by acting as an agent of the Celestial Intervention Agency. The 2nd Doctor's adventures in *TV Comic* can also be placed in Season 6B, not least because he is reunited with Jamie for a number of adventures, and the final few stories lead directly to the Doctor's eventual regeneration – for more about which, read on.

In the case of *The Five Doctors* and *The Two Doctors*, fans point to the Doctor looking visibly older than he did in *The War Games* (and likewise with Jamie in the latter of these). But even discounting this on the grounds that it was the actors rather than the characters who had aged, in *The Two Doctors* the Doctor is expressly working for the Time Lords and has even been given a Stattenheim Remote Control to help him ("Some of us have earned these little privileges"). As for *Helicon Prime's* placement in Season 6B, this relies entirely upon dialogue which refers to Victoria being on a graphology course, placing it at around the same time as *The Two Doctors*: if *The Two Doctors* is in Season 6B, then so is *Helicon Prime*.

In addition to all of these, a number of short stories from both BBC and Big Finish Short Trips anthologies can be placed in Season 6B, either expressly so or by implication.

ACTION IN EXILE

Towards the end of the 2nd Doctor's appearances in comic-strip form, during the period between the broadcast of *The War Games* and *Spearhead from Space*, *TV Comic* took a rather unusual decision. Rather than just continue with the 2nd Doctor's travels in space and time until they could replace him with the 3rd Doctor, the writers depicted the Doctor (or rather, "Dr Who") as not yet having been regenerated, but already living in exile on contemporary Earth. The TARDIS is nowhere to be seen until the final story. Instead in the first of these stories, *Action in Exile*, the Doctor checks into the swanky Carlton Grange Hotel in London, from where he is based until his regeneration is forced on him.



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In a foreshadowing of his days as UNIT's scientific advisor, the Doctor seems to be well known to the authorities, as in one story he is called upon to assist the Ministry of Defence. In fact, he appears to be quite famous: on one occasion, he is contacted at the hotel by an eminent scientist, and in his final story he is even invited to appear on a TV show. The final 2nd Doctor comic-strip (and final Season 6B story) is *The Night Walkers*, in which the Doctor is lured to a remote spot where scarecrows animated by the Time Lords take him into the TARDIS and trigger his regeneration.

GAMING IN SEASON 6B

Season 6B offers a couple of options for a DWAITAS campaign, either one with the classic team of the 2nd Doctor, Jamie and Victoria acting as semi-official agents of the Time Lords or one with the 2nd Doctor stranded on Earth but not yet linked up with UNIT. Working on the orders of Gallifrey, the Doctor would have more control over the TARDIS than previously – though it would frequently be hijacked by the Time Lords in order for the team to carry out their appointed missions. Once his exile begins, the Doctor seems to have more freedom of action (even though he is stuck on one planet in one time period). Perhaps this indicates that the Doctor has temporarily given the Time Lords the slip and although he no longer has access to his TARDIS, he is lying low to avoid his regeneration being carried out. After all, the Doctor doesn't go to meet the Time Lords' scarecrow servants willingly. So a series of Earth-bound adventures against mad scientists, environmental threats or alien menaces, but interspersed with pursuit by the Time Lords and their minions, could form the basis of a DWAITAS campaign.

ANIMATED SCARECROW



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

SKILLS

Fighting 2, Marksman 3, Technology 1, Transport 2

TRAITS

Fear Factor 1

Immunity – Bullets

Special Trait – Trigger Regeneration (Contest of Presence + Resolve to trigger a regeneration in a Time Lord)

Vortex

Weakness – Fire (Double normal damage)

STORY POINTS: 1-3



ZOE HERIOT (*Echoes of Grey, et al.*)*"I remember everything. I remember nothing."*

When Zoe and Jamie were both returned to their respective time periods by the Time Lords, their memories of travelling with the Doctor were removed. Zoe remembers meeting the Doctor on the Wheel in Space, but has no recollection of stowing away aboard the TARDIS and believes that the Doctor and Jamie left without her. This loss of memory has caused her problems ever since.

Within a month of her returning to the Wheel, a medical examination uncovered that Zoe was physically two years older than she should be. Zoe concluded that the only logical explanation was that she had had more adventures with the Doctor and Jamie, but that her memories of these had been deleted. Another attack by the Cybermen on the Wheel shortly afterwards led to Zoe being subjected to conversion into a Cyber Planner, which she only narrowly avoided, but not before her missing memories were restored. But once the Cybermen had been defeated, the Time Lords' imposed amnesia reasserted itself and she once again forgot about her travels in time and her missing two years.

Throughout her life, Zoe has always found it difficult to build close relationships as a result of the mental damage caused by the Time Lords' conditioning of her mind. She began to experience nightmares of her missing adventures, which caused her enough concern that she sought psychiatric counselling. At one point, Zoe was visited by the 3rd Doctor who was hoping that her eidetic memory would enable her to remember the dematerialisation codes for his TARDIS. But the shock of seeing the TARDIS again caused Zoe to collapse. The Doctor suspected that the Time Lords had sent him to check whether their conditioning of Zoe was still in place.

Now in her fifties, Zoe was contacted by a woman who claimed to have met her, along with the Doctor and Jamie, at the Whitaker Institute in Central Australia. The woman was able to use a device to restore Zoe's memories of that adventure, at least temporarily. But the real reason for the woman approaching her was that the company which owned the Institute wanted Zoe to provide them with the genetic code of the Achromatics (*see V1*), which they intended to develop as weapons. When this failed, the company had her arrested for a long list of trumped up charges and threatened to have her executed if she did not give them the secrets of time travel. Even though they have managed to recover more of Zoe's lost memories, she still believes that she did not travel with the Doctor and Jamie and that the company are trying to discredit her for reasons she does not yet know.

Quite how Zoe's predicament will be resolved is as yet unknown. But while she remains in custody, she is at the mercy of people who only care about wresting the knowledge of time travel from her mind, with no concern about the damage they might inflict on Zoe herself!

ZOE HERIOT

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

SKILLS

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

TRAITS

Amnesia (Minor)
Attractive
Boffin
Eccentric
Experienced
Impulsive
Insatiable Curiosity
Photographic Memory
Technically Adept

TECH LEVEL: 5**STORY POINTS: 6**

ALLIES

AILLA *(The Dark Path)*

Although Ailla is actually a Time Lord, when the Doctor, Jamie and Victoria met her she was working undercover and was posing as a human from 28th Century Earth at the height of the Empire. In her first incarnation, Ailla is tall with bright, inquisitive eyes and short, dark hair sculpted into curls. She tends to wear comfortable but smart clothing, such as a billowing blouse under a loose jacket, slacks and high boots. Ailla is an expert with computers and similar technology.

Ailla is an agent of the Celestial Intervention Agency and was planted on Earth in order to encounter the Master, then using the name Koschei. This ploy worked and Ailla became Koschei's travelling companion, possibly even his lover. At this early stage in his life, Koschei isn't the megalomaniac that he would later become. He is travelling the universe, investigating its wonders. However, he already has an unethical streak and an edge of ruthlessness about him. The Time Lords have become concerned as to the mental stability of Koschei and it is Ailla's mission to keep an eye on him. She has been trained to observe and report her findings back to Gallifrey, and has familiarised herself with the history and culture of Imperial Earth as part of her preparations.

Ailla is the consummate agent and her real personality is hidden beneath the role she has adopted. She tries to appear casual, maintaining a cool front, but her mask occasionally slips when she is focussed on an engrossing task. Ailla usually carries an air of loyalty to Koschei and paradoxically serene excitement. Although she is actually loyal to Koschei up to a point, the latter is the more truthful of the two emotions, as she enjoys the thrill of the adventures that Koschei lands them in.

In their travels together, apparently as Time Lord and companion, the two have become very close. In fact, Koschei has formed an emotional attachment to Ailla. To call it love would perhaps be overstating the case, particularly considering his Time Lord heritage. But he would certainly do much to protect Ailla from harm – maybe even so far as to destroy a world if it would save her life. In return, Ailla seems to return Koschei's feelings. But quite how genuine she is is a matter of debate. Undoubtedly, she places her mission and her obligations to the CIA above her personal desires, and her outward feelings are likely to be in part to maintain the charade for Koschei. However, Ailla enjoys watching him perform apparent miracles and is fascinated by his brightness and talent.

Although the above describes Ailla's first incarnation, the Doctor has also encountered her in her second body. This incarnation is known to be smaller than her first and has shoulder-length auburn hair, expressive eyes and high cheekbones. She retains the poise and air of the original Ailla.

AILLA



AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft 1, Knowledge 3 (AoE: Imperial Earth), Marksman 2, Medicine 1, Science 4, Subterfuge 5, Technology 5 (AoE: Computers), Transport 2

TRAITS

Attractive
Brave
Charming
CIA Agent (Major)
Code of Conduct (Minor) – uphold the Laws of Time
Dark Secret (Major) – CIA agent
Feel the Turn of the Universe
Friends (Major) – CIA
Obligation (Major) – CIA
Technically Adept
Time Lord
Time Traveller – Tech Level 6
Vortex

EQUIPMENT

Key to the Master's TARDIS (on a chain around her neck)

TECH LEVEL: 10

STORY POINTS: 8

CAPTAIN DOUGLAS CAVENDISH *(Downtime)*

In 1984, Second Lieutenant Douglas Cavendish of UNIT was sent to the Det-sen monastery in Tibet to investigate reports of an explosion. Finding the monastery destroyed, he inadvertently touched a strange web-like substance and fell under the control of the Great Intelligence. Eleven years later, Cavendish is a captain in UNIT's Virtual Ordnance Group, the department which specialises in investigating computer threats. During the intervening years, Cavendish has been a sleeper agent within UNIT while the Intelligence has manipulated Victoria Waterfield (see A12) into preparing the way for its next attempt to invade the Earth.

As the Great Intelligence's plans come to fruition, Cavendish is tasked with finding out whether UNIT has any "souvenirs" from the old days. In particular, the Intelligence is trying to obtain something it calls the Locus, one of the miniature Yeti figures which acts as a focus for its energies on Earth. Cavendish is also the Intelligence's inside man for information on UNIT's activities and can be used to run interference against UNIT to undermine their investigations and actions. Ultimately he can also be used as a puppet possessed by the consciousness of the Intelligence itself.

Captain Cavendish is a tall slim man, whose classically handsome face and aquiline nose make him instantly recognisable. He is an Old Etonian and has the polite and suavely charming manner of an upper-class English gentleman. While undetected, Cavendish is a trusted officer within UNIT. But the mental turmoil from the influence of the Great Intelligence means that he is acting more and more irrationally.

LIFE AFTER UNIT

Following the failure of the Great Intelligence's plans, Captain Cavendish was discharged from UNIT, but as he had not been in control of his actions, there was no blemish placed on his service record. However, the mental scars of his experience meant that Douglas spend several years in a psychiatric hospital, during which time his only visitor was Kate Lethbridge-Stewart (see A12). Cavendish eventually retired to a cottage in the country, but he sought Kate's assistance when he again fell prey to another outside influence, this time from ghostly apparitions who seem to somehow be connected to the Daemons.

When he left UNIT, Captain Cavendish clandestinely took a number of artefacts from the UNIT Vault – a preserved giant maggot, a deactivated Dalek exterminator gun, a jar of jelly babies and so on. Who knows what other items he has in his secret collection - and what dangers they present?

THE VIRTUAL ORDNANCE GROUP

The Virtual Ordnance Group is a department within UNIT which specialises in investigating computer threats against the Earth or against UNIT itself. Each country has its own VOG within

CAPTAIN CAVENDISH

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

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 1, Marksman 3, Science 1, Subterfuge 3, Survival 1, Technology 3 (AoE: Computers), Transport 2

TRAITS

Attractive
Dark Secret – Servant of the Great Intelligence
Charming
Distinctive
Enslaved
Friends - UNIT
Military Rank - Captain

TECH LEVEL: 5

STORY POINTS: 4

the local organisational structure, usually comprised of a small group of technical staff headed up by a junior officer reporting directly to the commanding officer within that country.

The Virtual Ordnance Group was initially set up to counter menaces posed by computers themselves, particularly artificial intelligences in the wake of the Llanfairfach affair. But in the age of the internet and home computing, it has a much wider remit and investigates phenomena as diverse as advances in virtual reality technology, sentient software viruses and even computer-based alien races.

Adding the Virtual Ordnance Group to a UNIT-based campaign opens up additional possibilities for technically-minded PCs beyond that of the role of scientific advisor.

CARNACKI THE GHOST FINDER *(Foreign Devils)*

Thomas Carnacki is a detective of the supernatural based in a flat in Cheyne Walk, Chelsea. In the early part of the 20th century, he often found himself charged with investigating and putting a stop to various hauntings, several of which he proved to be hoaxes. To do so, he employs a variety of scientific methods, as well as resorting to more traditional folklore and ancient texts. Favored technologies include photography and his own invention, the Electric Pentacle. Never presumptuous, he always uses evidence to draw his final conclusions, and remains open to the possibility that the supernatural is real. He is a level-headed Edwardian gentleman with a prototypical Englishman's stiff upper lip.

Carnacki is a man slim of build, with dark hair and mustache. He normally wears a well-groomed suit and smokes the pipe. One of his guilty pleasures is to invite his friends to a dinner party after each of his cases to tell the story and discuss the events he's witnessed (though never during the meal itself, that would be rude). In fact, many of his cases are known thanks to the chronicling efforts of one such friend, Dodgson, who wrote under the pseudonym William Hope Hodgson.

Thomas Carnacki met the 2nd Doctor, Zoe and Jamie when he was a young man. Though he was already an expert on the supernatural, he was a little more impulsive with his conclusions. Together they investigated mysterious murders on the Upcott family estate, murders that involved an ancient curse, people rising from the dead, tattoos turning into monsters, and the whole estate being suspended in a pocket dimension. Though super-science was likely the explanation for all of this phenomena, from Carnacki's perspective, it proved the existence of the supernatural.

Chief among the equipment he would later use in his career, the Electric Pentacle is an electronic device consisting of a series of wires and glowing vacuum tubes, and designed to protect the investigator against malign ghosts or other spiritual manifestations. It combines the more traditional protective magical pentacle with the traditional protective power ascribed to the pentacle with pseudo-scientific theories about spiritual "vibrations," connected to the Spiritualism popular in his era. The pentacle is not omniprotective against spiritual manifestations. Some classes of malign entities, particularly those Carnacki labeled as "Saiitii" manifestations, as opposed to the less potent "Aeirii," are capable of overpowering its defensive capacities easily. The pentacle also offers no defense against phony "ghosts."

GameMasters are encouraged to seek out Hodgson's Carnacki stories, some of which are available online, or those Carnacki stories later written by other authors, as they are good sources of adventures for a DWAITAS campaign. The supernatural mysteries are well thought-out and their solutions, whether real or fake, can easily be attributed to the adversaries typical of Doctor Who.

THOMAS CARNACKI

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

SKILLS

Convince 3, Craft 2 (AoE: Photography and Story Telling), Fighting 1, Knowledge 3 (AoE: The supernatural), Marksman 1, Science 3, Subterfuge 1, Technology 3, Transport 2

TRAITS

Boffin
Code of Conduct (Minor) – The scientific method
Insatiable Curiosity
Psychic Training

EQUIPMENT

Camera
Electric Pentacle

TECH LEVEL: 4

STORY POINTS: 12

ELECTRIC PENTACLE [Minor Gadget]

Traits: Forcefield (Minor; limited to low-level psychic phenomena or "spirits").

Cost: 1 point

DUKE OF WELLINGTON *(World Game)*

The 2nd Doctor met Field Marshal Arthur Wellesley, 1st Duke of Wellington, on a number of occasions when Wellington had become a pawn in a game between members of a race of immortals called the Players. At the time, the Doctor was acting as an agent of the Celestial Intervention Agency, trying to prevent one of the Players (see V31) from assassinating the Duke before his defeat of Napoléon Bonaparte at the Battle of Waterloo.

The Honourable Arthur Wellesley was born in Dublin in 1769, the fourth son of the 1st Earl of Mornington. Despite enrolling at Eton at the age of 12, he showed little intellectual promise and had to be withdrawn three years later due to a shortage of family funds. He was subsequently educated in France and made a remarkable improvement, becoming a proficient horseman and learning the French language. In 1787, Wellesley was commissioned into the British Army and became aide-de-camp to the Lord Lieutenant of Ireland. The following year, he made his first venture into politics and was elected as Member of Parliament for Trim in the Irish House of Commons.

Wellesley's early military promotions were largely obtained by purchasing the ranks, a common practice at the time. So in 1793 he became first a major in the 33rd Regiment and a few months later, lieutenant-colonel. While still a major, he saw his first active service in the Netherlands as part of an unsuccessful campaign to invade France. In 1796, Wellesley was now a full colonel and accompanied his regiment to India before being sent on a brief expedition to the Philippines. Over the following years, he saw extensive action in India, returning to Britain as a brigadier-general in 1805. He was then involved in an Anglo-Russian expedition to north Germany, the war against Denmark (becoming lieutenant general) and, from 1808-1813, the Peninsular War against France. Wellesley became a full general in July 1811 and was created Duke of Wellington in May 1814 after driving the French out of Spain.

Although a failed attempt had been made on Wellesley's life in London in 1805, the major threat from the Players is to come in the build-up to the Battle of Waterloo itself in 1815. The Doctor even pops forward in time to see what would happen to history if Wellington was killed and finds that, with Wellington's death, the Player known as the Countess has urged Napoléon on to greater and greater conquests. The Doctor and fellow Time Lord, Serena (see A17), must work to prevent history from being hijacked!

The Duke of Wellington is an impressive figure and a powerful personality. He keeps his public emotions well in check, but privately displaying grief at the loss of British lives under his command. He can also appear to be disdainful of those he considers to be beneath him, either socially or in terms of ability, and does not even speak to his servants unless he has to, preferring to leave his instructions for them on written notes.

It should be noted that Wellington doesn't become known as "the Iron Duke" until well into his later political career, a long time after

DUKE OF WELLINGTON

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 4, Craft (Violin) 2, Fighting 3, Knowledge 5 (AoE: Military Tactics), Marksman 3, Subterfuge 2, Survival 2, Transport 1

TRAITS

Adversary - Napoléon Bonaparte
Brave
Distinctive
Friends - British Army
Indomitable
Military Rank - Field Marshal
Obligation - King and Country
Voice of Authority

EQUIPMENT

Sword: Strength +2

TECH LEVEL: 4**STORY POINTS: 8**

the 2nd Doctor's encounters with him. He is destined to meet the 8th Doctor, Charley Pollard and C'rizz in 1851, towards the end of his life.



GEORGE WASHINGTON *(The Revolutionaries)*

The Doctor and Jamie's encounter with George Washington during the American Revolutionary War is a demonstration of just how easy it is to inadvertently change history with potentially catastrophic results! Landing in a snowy New Jersey landscape in December 1776, the time travellers quickly find themselves imprisoned by Hessian soldiers under the command of the British. But when the Doctor learns that Washington and his troops have also been captured, he realises that the timeline has gone off course. History records that Washington should easily have won the Battle of Trenton, as the Hessians were caught napping at Christmas. But the appearance of a pair of time travelling schoolteachers from the 30th Century had put the Hessians on alert, resulting in Washington's defeat.

The Doctor found George Washington to be a stern imposing figure. At this point in his career, he is 44 years old and is General and Commander-in-Chief of the Continental Army. The Revolutionary War has been underway for almost two years. Washington had been appointed as Commander-in-Chief due to his experiences in the North American theatre of the Seven Years' War, and as Colonel of the Virginia Regiment, in which latter capacity he fought in several campaigns against the Native Americans.

Since the outbreak of the Revolutionary War, Washington had successfully concluded the siege of Boston, forcing the British to withdraw from the city in March 1776. However, the following August, Washington's forces were defeated at New York and were forced to flee, leaving the city to the British attackers. Other defeats meant that the Continental Army was in difficulties in terms of losses and morale, and it was Washington's victory at the Battle of Trenton, followed shortly afterwards by another at Princeton, which enabled the Americans to drive the British back to New York. Trenton is therefore a key victory for Washington, and his defeat and capture by the Hessians would have unforeseeable consequences on the outcome of the War – something the Doctor will need to put right!

George Washington was a commanding physical presence and a powerful leader, famous for his determination, personal integrity and patriotism. He was noted for his humility and for his maturity of judgement even as a young man. As a military tactician, Washington used harassing tactics of quick attacks and retreats following his early defeats in 1776, but later favoured large-scale battles. Although not in the first rank of military strategists, he was an accomplished politician able to use his charismatic personality to best advantage. It is therefore not surprising that he became the first President of the United States, serving in that office in two terms from 1789 until 1797, but refusing to serve for a third term. Washington retired to his home in Mount Vernon, Virginia in March 1797, living there until his death in December 1799.

GEORGE WASHINGTON

AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 4 (AoE: Military Tactics), Marksman 2, Subterfuge 1, Survival 2

TRAITS

Brave
Charming
Code of Conduct – Virtue, integrity, self-restraint and moderation
Distinctive
Friends – Continental Army (later replaced by U.S. Government)
Military Rank – Commander-in-Chief (later supplemented with Authority – President of the United States)
Obligation – Continental Army (later replaced by United States)

TECH LEVEL: 4

STORY POINTS: 8



GODS OF LIGHT *(Twilight of the Gods)*

On the planet Vortis (see L29), the Menoptra have built temples to their deities, the Gods of Light. There are many tales which tell of these Gods being seen to manifest in the skies as fields of light which the Menoptra feel compelled to fly towards – almost literally, moths to the flame. But the true nature of these Gods is that they are advanced lifeforms which live within the dust clouds and suns of a distant star cluster. These entities are composed of electromagnetically organised plasma, usually seen as billowing, swirling clouds a mile or more across within which multi-coloured pulses of light form complex patterns, or as globes of light. Their lifespans are so great that they can observe the rise and fall of other species, and the Doctor theorised that a hundred years might be the equivalent of a lazy summer afternoon to the Gods. For all practical purposes, they are considered to be immortal. The Gods use hyperspatial tunnels to travel between the stars. They build their machines using isocryte, a substance born in the hearts of suns and found in abundance on Vortis.

The Gods of Light are highly advanced and Vortis itself was created as a secret science project by two of their students, Bris and Ilex, and populated with the Menoptra. Their occasional appearances on Vortis are in order to collect samples. Deep within the planet are a control centre and powerful engines to allow Vortis to be piloted through space. Also present is machinery designed to maintain its biosphere in order to keep its inhabitants alive on its interstellar journeys and which is also capable of triggering seismic and volcanic activity on Vortis. Twel, a rival student, used a sample of banned organic material to create the Animus in an attempt to contaminate the experiment. The Gods knew that the Animus was one of the Great Old Ones and could become powerful enough to threaten even them.

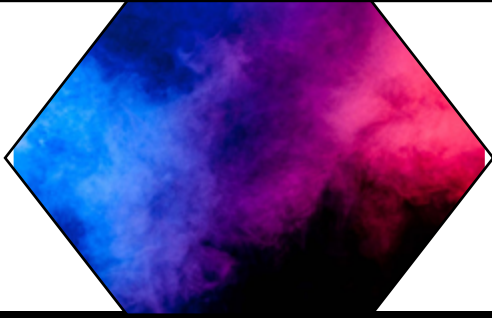
The Gods of Light are totally alien to most organic lifeforms and communication with them is difficult. Apart from anything else, the difference in size between the Gods and most other species is a problem. Among themselves, the Gods use a combination of telepathy and the flickering of their internal lights in place of speech. Even if they could be understood, their speech patterns are odd. They begin each statement with an identification of the sentence to follow, e.g. “query”, “observation”, “warning” and so on. The resulting sentence itself is usually structured oddly as well, as the following example demonstrates: (Priority request): ‘Bris/Ilex/Twel. Relate complete explanation current circumstances’ (query). ‘Elucidate immediately term: “project world”.’

Although the Gods of Light are powerful entities, they are not immune to fear and are rightly wary of anything which is capable of damaging them. An adult God was badly injured by the Animus which was boosted by the power it derived from absorbing large quantities of isocryte, giving it the ability to manipulate gravity and tear the God in two. This wasn’t sufficient to kill it, but was enough of a shock for it to retreat back through its hyperspatial tunnel to the safety of its home star cluster.

Without a solid form, the Gods of Light have limited ability to

manipulate objects. Their machinery is designed to be controlled by fingers of light which stab down from the Gods’ underside. But they have developed an image generator which projects holograms with a tactile dimension, allowing them to touch and manipulate objects. These “solid” holograms can interact with the physical world, touching (but not feeling), lifting, manipulating and even attacking if needed. The images can be sized according to need and are usually at the same scale as the Gods themselves. The holograms replicate whoever is being scanned by the machine and mimic their actions. The Doctor was able to generate a hologram of himself blown up to gigantic proportions in order to more easily communicate with the Gods. He later generated images of his allies to fight the Animus. The images can exert a force equivalent to Strength 12.

GOD OF LIGHT



AWARENESS	5	PRESENCE	8
COORDINATION	3	RESOLVE	6
INGENUITY	8	STRENGTH	N/A

SKILLS
 Convince 3, Craft 3, Fighting 1, Knowledge 5, Marksman 4, Science 6, Technology 6

TRAITS
 Alien
 Alien Appearance
 Environmental (Major)
 Flight (Major)
 Immortal
 Immunity – Physical attacks and damage from heat/plasma/electromagnetics
 Indomitable
 Natural Weapons – Plasma Bolt: L(4/L/L) damage
 Psychic
 Size: Massive (Special: see the entry for Arkive)
 Telepathy

TECH LEVEL: 7

STORY POINTS: 6-8

HORATIO NELSON (*H.M.S. TARDIS, World Game*)

Horatio Nelson, 1st Viscount Nelson, 1st Duke of Bronté, Knights Companion was an English naval officer famous for his service during the Napoleonic Wars. Born in Norfolk on 29th September 1758, Nelson joined the Royal Navy in 1771 at the age of 12 as an Ordinary Seaman and Coxswain, serving on HMS *Raissonable* under the command of his uncle, Captain Maurice Suckling. He was quickly appointed as Midshipman and began his officer training. During this time he took part in an Arctic expedition to find the fabled Northwest Passage, which came within 10 degrees of the North Pole before turning back.

Nelson fought in the American War of Independence, first as a Lieutenant aboard HMS *Worcester*, later as Master and Commander of HMS *Badger* and then Post-Captain commanding HMS *Hinchinbrook*. During the Napoleonic Wars, Nelson saw extensive action in the Mediterranean and the Atlantic, losing the sight in his right eye during an assault on Calvi on Corsica in 1794 and his right arm in the Battle of Santa Cruz de Tenerife in 1797, and turning the tide of the Battle of Cape St Vincent by disobeying orders. Although the British were defeated at Tenerife, Nelson – now a Rear Admiral of the Blue – returned to Britain to a hero's welcome.

In 1798, Nelson won one of his most significant battles, the Battle of the Nile, which dealt a crippling blow to Napoléon's ambitions in the eastern Mediterranean. Over the following years, he received several promotions, finally becoming Vice Admiral of the White in April 1804.

On 21st October 1805, Nelson commanded the British fleet against the combined French and Spanish fleets in his most famous battle, the Battle of Trafalgar. Although this was a major British victory – the most decisive naval victory of the Napoleonic Wars – Nelson was shot by a French marksman and died, his last recorded words being "God and my country".

Nelson is regarded as being a highly effective leader and naval commander, and a strategic genius, but with a personality prone to violent mood swings, vanity and insecurities. Outside his naval career, Nelson had an interest in the sciences, natural history in particular.

The 2nd Doctor met Nelson on two occasions. The first was at the Battle of Trafalgar where, despite recorded history, he hoped to save Nelson's life. The second was paradoxically a few weeks earlier in time for Nelson, when the Doctor was fighting against a race of immortals (see *V31*) who were manipulating human history for their own pleasure.

Adventure Seed: CIA Clean-Up Operation "Fate Defied"

What if the Doctor *had* saved Lord Nelson's life? The Celestial Intervention Agency tasks the player characters with making sure Nelson indeed meets his preordained fate. Can they overcome their ethics and keep out of view of the Doctor in the bargain?

HORATIO NELSON

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

SKILLS

Convince 3, Fighting 3, Knowledge 5 (AoE: Naval Tactics), Marksman 2, Science 2, Subterfuge 2, Survival 1, Transport 4 (AoE: Sailing Vessels)

TRAITS

Adversary – The French (particularly Napoléon Bonaparte)

Brave

Code of Conduct – Duty to King and Country
Distinctive

Eccentric – Vain and insecure

Eccentric – Violent mood swings

Experienced

Friends – The Royal Navy, the British Government
and King George III

Impaired Senses – No sight in right eye (*limited field of vision and -2 penalty on actions requiring depth perception – factored into Marksman skill*)

Impulsive

Indomitable

Weakness – Malaria (*recurring bouts during which: -4 penalty on all physical activity and -2 on mental activity, and Strength and Coordination are both reduced to 1*)

Weakness – No right arm (*-4 penalty on any actions normally requiring both arms or hands, and an effective Strength of 3 for such actions*)

Weakness – Sea-sickness (*-2 penalty on all actions during first few days at sea*)

Voice of Authority

TECH LEVEL: 4

STORY POINTS: 6

KATE LETHBRIDGE-STEWART (*Downtime*)

Kate Lethbridge-Stewart is the daughter of Brigadier Alistair Gordon Lethbridge Stewart and his first wife, Fiona. As a young girl, Kate didn't see much of her father and was aware that he was often away being a soldier. She was five years old at the time of UNIT's encounter with the Silurians under Wenley Moor, around which time her parents' marriage broke up, with Fiona taking Kate away to live closer to her grandparents near Chichester. Because of the absence of her father from much of her childhood, Kate and the Brigadier grew apart, becoming estranged from each other.

While she was still in her teens, Kate had a son who she named Gordon (usually shortened to Gordy) after her father despite their distant relationship. Gordy's father, Jonathan, wanted to marry Kate but she refused and the couple split up when Gordy was only two years old. Kate and Gordy then spent several years living on a houseboat on the Great Coker Canal just outside London.

After more than six years without even speaking to her father, Kate met him again in 1995 as a result of the Great Intelligence's attempt to invade the internet, when students from the New World University (see L21) began menaced her, believing that she could lead them to the Brigadier. In fact, unknown to Kate, she was in possession of what the students were looking for, an object known as the Locus in the form of a miniature Yeti figurine that her father had given to her as a child.

It was only during this incident that the Brigadier learned that he had a grandson and met Gordy for the first time. It was also as a result of this incident that Kate and her father first began to reconcile their differences and start to grow closer to each other. This would ultimately result in Kate joining UNIT (under the name Kate Stewart, as she didn't want the family link to influence her career) – but this still lies several years into the future.

At the time of the New World University crisis, Kate is in her early twenties. She is an attractive young woman with long blonde hair. She is intelligent and is fiercely protective of her independence. At this time, Gordy is almost five years old. Following the defeat of the Great Intelligence, Gordy seems to have acquired an imaginary friend, Danny – this may in fact be the ghost of Daniel Hinton, the first person to have been transformed into the new breed of Yeti (see V34), so maybe not so imaginary after all!

**KATE LETHBRIDGE-STEWART**

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

SKILLS

Athletics 2, Convince 3, Fighting 1, Knowledge 2, Technology 1, Transport 3

TRAITS

Attractive
Dependent (Major) – Gordy
Devotion – Gordy
Friend (Major) – Brigadier Lethbridge-Stewart
Stubborn (+2 to resist Convince attempts)

TECH LEVEL: 5

STORY POINTS: 5

GORDY

ATTRIBUTES: Awareness 3, Coordination 2, Ingenuity 1, Presence 2, Resolve 1, Strength 1

SKILLS: Athletics 1, Convince 1

TRAITS: Impulsive, Inexperienced, Size – Tiny (Minor)

TECH LEVEL: 5

STORY POINTS: 4

LUCAS SEYTON, THE FALLEN ANGEL *(Fallen Angel)*

In the London of the 1930s, the Fallen Angel is a thorn in the side of the police and criminals alike. A latter day Robin Hood, the Angel steals from the rich and gives to the poor. Although hunted by both sides of the law, neither knows his true name: Lucas Seyton. Tall, lean and with green eyes, the unflappable and immaculately dressed Lucas Seyton is the scion of one of the oldest, most aristocratic and wealthy families in Britain. Dating back to the Norman invasion of 1066, his ancestors have almost without exception been murderous scoundrels, using their position of nobility to commit all manner of atrocities and escape punishment. Pillage, torture, murder, blackmail – nothing was too low for the Seytons. Lucas, however, is ashamed of his ancestry and is determined to do whatever he can to make up for the sins of his fathers. A trained marksman, expert safecracker and skilled burglar, the Fallen Angel is a gentleman thief from the same mould as the Saint (as commented on by the Doctor). And like the Saint, the Fallen Angel leaves a calling card at the scene of his exploits, a card with the figure of a man with the feathered wings and white robes of an angel, but also with a devilish smirk and forked tail.

Lucas Seyton describes himself as “a champion of the fallen, reviver of sunken spirits, recoverer of lost boodle [stolen loot] and scourge of spurious morality”. He targets only those who he believes deserve to be his victims – criminals who are beyond the reach of the law and those who prey on others but escape prosecution or conviction for their crimes. But the Fallen Angel is not an executioner; instead he acts to deprive his victims of the things they hold dear, and in particular of art, antiques, jewellery and other items which are both valuable and personal to them. He then distributes all proceeds from the sale of the stolen valuables to the less fortunate and more deserving. Seyton hides the seriousness of his mission of justice behind a façade of almost constant flippancy and wisecracks. He is brave to the point of being suicidally so and will always help those in need. Seyton’s position in society has provided him with vast personal wealth, including a mansion and townhouses in and around London.

The Fallen Angel rescued the 2nd Doctor from an attack by flying robots near Covent Garden and helped him save Jamie and Zoe who were trapped in a country house being used to imprison a group of alien warmongers (see V9). On a later occasion, the Fallen Angel stumbled across the schemes of the Tong of the Black Scorpion and, although he didn’t personally meet with the Doctor this time, the information he was able to provide to a mutual ally helped in the 4th Doctor’s fight against a plan to rescue Magnus Greel from his fate. Seyton insists on calling the Doctor Archibald (or sometimes Alphonse, depending on his mood), as he says he dislikes doctors and doesn’t want to be reminded of them!

LUCAS SEYTON

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

SKILLS

Athletics 2, Convince 3, Craft 2 (Singing), Fighting 3, Knowledge 1, Marksman 4, Subterfuge 5, Transport 4

TRAITS

Adversaries (Minor) – Many (*on both sides of the law*)
 Attractive
 Brave
 Charming
 Code of Conduct (Major) – Help those in need; steal only from the deserving
 Dark Secret (Major) – Gentleman thief
 Eccentric (Minor) – Supreme confidence; flippancy and sarcastic wit in the face of danger
 Insatiable Curiosity
 Quick Reflexes
 Wealthy (Major) – Stinking rich

EQUIPMENT

Webley Revolver: 6(3/6/9)

TECH LEVEL: 4

STORY POINTS: 8



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MMAC (*The Wheel of Ice*)

The Malenfant-IntelligeX Modular Autonomous Component (MMAC for short) is a robot encountered by the Doctor and his friends when they visited the Mnemosyne Cincture in Saturn orbit in the 21st Century. Vaguely resembling a gigantic fat metal spider floating in space, with a roughly spherical body about 10 metres across and studded with rocket nozzles, sensors and dozens of arms, MMAC was constructed by Bootstrap, Inc. to build the Wheel of Ice that makes up the Cincture. He was sent out to Mnemosyne (see *L20*) long before any of the human colonists arrived there, spending years in space preparing for their arrival with only unintelligent drone robots for company.

MMAC himself was manufactured on Clydeside in Scotland back on Earth. In order for him to develop loyalty to humans, his makers decided to trick him into believing he was human. He was raised as a human child by a computer programmer “father” and a starship welder “mother” who used false sensory input to give him experiences and memories. Only when MMAC reached what would have been his puberty and began to show interest in girls was he told the brutal truth. He has never seen his human parents since, though his mother stayed in contact until he was sent off to Saturn. As a result of his faked upbringing with its memories of a childhood in Govan, MMAC has a strong Glaswegian accent and frequently uses Scottish dialect. He has a very realistic human personality including a wry sense of humour, and can even emit a passable impression of a human laugh. Although he’s a robot, MMAC has a great deal of autonomy in his decision-making and behaviour.

Being charged with maintaining the Wheel that he built, MMAC spends all of his time in space. In fact, his size would make it difficult for him to get in and out of the inhabited areas in the Cincture, let alone move around inside them. MMAC’s numerous limbs include grabbing claws, cutting and welding tools and meson blasters capable of pulverising large chunks of ice and rock among the rings of Saturn. In the vacuum of space, MMAC is capable of towing impressively-sized objects. He can also see into the infrared and ultraviolet ends of the spectrum. MMAC is programmed for safety and must help those in danger. He can override the privacy settings on communicators and take control of computer systems in order to protect others. MMAC is however antiquated and out of date – or, as he puts it himself, “knackered”. Bootstrap considers it to be too costly to transport him back to Earth for an upgrade and refurbishment and so he has been left at the Cincture to help the colonists as best he can.

MMAC takes a great deal of pride in his work, particularly the construction of the Wheel. He dreams of retiring, restoring the old space rockets which form part of the Wheel and opening a museum of space travel. He is close friends with Phee Laws, the teenaged daughter of the Mayor of the Mnemosyne Cincture, who often rides her space scooter to zip around outside with MMAC.

MMAC

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	10

SKILLS

Knowledge 1, Marksman 4, Science 1, Subterfuge 2, Technology 4

TRAITS

Additional Limbs x6 (manipulatory arms)
 Alien Senses – IR and UV vision, and radar
 Armour (5 points)
 Code of Conduct (Major) – must protect others
 Control (Minor) – can override the Cincture’s computerised systems
 Environmental (Major)
 Flight (Major)
 Natural Weapon – Meson Blaster: 10(5/10/15) damage
 Open/Close
 Robot
 Scan x4
 Size – Huge (Major)
 Transmit
 Weld

TECH LEVEL: 5

STORY POINTS: 4

OCKORANS *(The Final Sanction)*

Ockora is a beautiful, unspoiled planet covered in vast freshwater oceans, which initially made it a very attractive destination for tourists. It was colonised by the Kalarians, a race of fish-like humanoids from Kalaya, who built hotels and resorts along the planet's extensive coastlines. The beaches are of golden sand, with trees resembling Earth palm trees and maroon bushes covering the islands in lush forests. All in all, a paradise world.

But unknown to the vast majority of its former visitors, Ockora does have a sentient species. Hidden beneath the ocean waves, cities hewn out of the rock of the sea bed and lit by bioluminescent mosses are inhabited by the native Ockorans. These people are like a bizarre cross between men and salmons, with long webbed fingers, three sets of gills down the sides of their bodies, a noseless face with narrow black eyes adapted for seeing in the murky depths and an undulating white crest running from the head down the back. Their lower torso is that of a fish tail, like a mermaid. Their smooth skin is pink in colour and they have violet blood. Ockorans are spindly and frail-looking, but possess a surprising strength. They speak with a plaintive, melodic voice. Although they are water-breathers, Ockorans are able to survive in air for several minutes but have to pull themselves along using their arms. When venturing onto land to forage for the berries they enjoy eating, Ockorans wear breathing apparatus formed from a living octopus-like creature.

Not realising that the Ockorans are intelligent, the Kalarians hunted them for sport. According to Ockoran legends, they even killed their Great Mother who died protecting her hatchlings. The Ockorans have an advanced organic-based technology and were able to develop weapons to fight back. This has culminated in the creation of the Selachian battlesuits, which have enabled the formerly peaceful Ockorans to drive the Kalarians off their world and wage war against them and all other air-breathers.

The 2nd Doctor, Jamie and Zoe visited Ockora during the final, tragic moments of the war against the Selachians (see V23). The 11th Doctor, Amy and Rory also visited Ockora, but at a much earlier time – possibly prior to its colonisation by the Kalarians, as hunting the Ockorans was then illegal under galactic law (though illegal expeditions still took place). The Ockorans seen on this occasion seemed to be of a different sub-species, as they had legs as well as mermaid tails.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tragically, the Selachians' warmongering will eventually result in the destruction of Ockora, when Earth forces will detonate a G-bomb on the planet in 2204. Whether any Ockorans survive off-planet after this catastrophe is unknown.

The Ockorans encountered by the 11th Doctor

OCKORAN

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

SKILLS

Athletics 4 (AoE: Swimming), Fighting 3, Knowledge 1, Survival 3 (AoE: Ocean), Technology 2

TRAITS

Alien

Alien Appearance

Dependency – Needs water to breathe (1 damage per minute)

Environmental (Minor) – Water

Keen Senses (Minor) – Vision

Weakness – Aquatic Creature (Coordination 1 when out of water)

TECH LEVEL: 6

STORY POINTS: 2-4



PRISM (*The Indestructible Man*)

PRISM is a global military organisation whose mission is to protect the Earth from extraterrestrial threats. During the mid-21st Century, it grew out of a number of worldwide security organisations (including UNIT) with experience in resisting alien invasions. In 2066, PRISM was pivotal in the war against the Myloki (see V17) and, although it was successful in defeating the alien threat, the cost of the war was so great that there was worldwide economic and social collapse.

At the start of the war against the Myloki, one of PRISM's officers, Captain Karl Taylor, was captured by the aliens and duplicated. The new Taylor became a mindless killing machine under the control of the Myloki. Six months later, a second PRISM officer, Captain Grant Matthews, was also captured and duplicated, but PRISM was able to deprogram him and restore his humanity. The improvements made by the Myloki to his DNA have given him superhuman strength and an immunity to almost all injuries (though unlike Taylor, Matthews does feel pain). Even if his body is totally destroyed, it will eventually reconstitute itself and Matthews will return to life. Captain Matthews worked for PRISM as "the Indestructible Man" during the Myloki war.

Much of the technology used by PRISM was acquired from the Sharon Consortium and was commandeered from the owner, Texan billionaire Buck Sharon. Among its facilities and vehicles (see L26) are Lunar Base, SKYHOME (PRISM's mobile orbital headquarters), OCEAN FLOOR (a deep sea facility), KINGFISHER (a sub-orbital submarine launcher), SEWARD (Space Early Warning And Radar Detection, a space station in orbit around Jupiter) and the Lightnings (four rapid-response rescue vehicles plus a communications satellite, Lightning 5, all piloted by Sharon's sons). Sharon's genius designer, Professor Dwight "Boffin" Graham, transferred to PRISM, but Sharon himself committed suicide.

AFTER THE WAR

After the defeat of the Myloki in 2068, the global economic collapse plus a tell-all exposé written by a former PRISM officer caused such outrage that PRISM had to go underground. The cost of maintaining PRISM was too great in the new financial climate, so it was forced to downsize, becoming a much smaller organisation known as SILOET. Although it has the same remit as PRISM, SILOET operates in the shadows, out of the sight and knowledge of the general public. Its headquarters is hidden within the British Film and Television Corporation in London (though SKYHOME is still in orbit). Captain Matthews, disillusioned by the prospect of immortality, wanders the ruins of the Earth.

During the Myloki war, PRISM was under the command of Colonel LeBlanc, at least until his back was broken by Captain Taylor. In the 2090s, SILOET is headed by his successor, Hal Bishop.

CAPTAIN GRANT MATTHEWS

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	8

SKILLS

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

TRAITS

Adversaries – Captain Taylor; the Myloki

Alien

Brave

Environmental (Major) – Does not eat, sleep or breathe

Fast Healing (Special)

Friends - PRISM

Immortal (Special)

Immunity – Conventional damage

Military Rank – Captain

Obligation – PRISM

Quick Reflexes

TECH LEVEL: 5

STORY POINTS: 8



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SERENA *(World Game)*

When the Doctor first agreed to act as an agent of the Celestial Intervention Agency, they appointed Serena as his supervisor to keep an eye on him. Serena is a young Time Lord from the House of Dellatrovella, an eminent family in Gallifreyan society, and her full name is Lady Serenadellatrovella. She is politically ambitious, aiming to be one of the relatively few female Time Lords to become President of Gallifrey. But although eminent, her family is regarded as being ineffectual, having been inactive in politics for too long. Serena realises this and knows that she has to distinguish herself in some way if she is to advance her career. It was this that gave the CIA the lever they needed to persuade her to act as their agent. A prominent CIA member, Lord Sardon, promised to provide his backers' influence and financial support for her political career if she agreed.

The CIA provided the Doctor and his new supervisor with a Type 97 TARDIS (fully equipped and with a functioning chameleon circuit), though on the understanding that it is to be piloted by Serena. Serena also has a new item of equipment: recently developed by the CIA: psychic paper. The pair's first mission is to investigate evidence of possible historical interference on Earth in the late 18th and early 19th Centuries. This takes them initially to 1794, where they begin to uncover the machinations of a group of immortals (*see* V31) who are playing games with history for their own amusement.

The relationship between the Doctor and Serena gets off to a poor start as she makes it clear that she regards him as a convict guilty of capital crimes. However, she quickly finds herself to be impressed by the Doctor's courage and resourcefulness. Despite her own inexperience, Serena eventually proves to be effective in the field and the pair makes for an efficient team, going undercover in various historical settings.

Serena is tall and slender with green eyes and elegantly patrician features, her golden hair piled above a high forehead. She is startlingly beautiful, as the attentions of the young aristocratic officers of the Capitol Guard testify. But their lack of any romantic success with her has led them to call her the Ice Maiden behind her back. Accordingly, her personality is rather frosty, with more than a hint of haughty imperiousness in her tones. Serena dresses elegantly in clothing appropriate to the time period she is visiting chosen from the extensive TARDIS wardrobes.

**SERENA**

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	2

SKILLS

Convince 2, Knowledge 4 (AoE: Gallifreyan Political History, Secrets of the Time Lords), Science 2, Subterfuge 3, Technology 3, Transport 4

TRAITS

Attractive
Brave
CIA Agent (Major)
Code of Conduct (Minor) – uphold the Laws of Time
Dark Secret (Major) – “unsanctioned” temporal inference
Feel the Turn of the Universe
Friends (Major) – CIA
Friends (Minor) – House of Dellatrovella
Obligation (Major) – CIA
Obsession (Minor) – politically ambitious
Time Lord
Vortex

EQUIPMENT

Type 97 TARDIS (use the stats for an Advanced TARDIS from *The Time Traveller's Companion*, page 116)
TARDIS key
Psychic paper – Traits: Psychic; Restriction (doesn't work on psychically trained). Story Points: 1

TECH LEVEL: 10

STORY POINTS: 6

TIBARI (*Fear of the Daleks*)

At some point in the distant past, an unknown alien race transplanted a species of fish from Earth's oceans to a distant planet. Whether this was done as part of a long-forgotten experiment or for more practical purposes is not known. But those prehistoric fish thrived and evolved in their new environment, eventually becoming the Tibari, a race of amphibious humanoids who – until the coming of the Zantha - lived a peaceful existence on the planet now known as Tibari Prime. Zoe considers that the Tibari look like they are descended from something like a red snapper. Although superficially not too dissimilar to humans, they have flat faces, wide mouths filled with shark-like teeth, large staring eyes and gill creases in their necks. Even though they are now primarily air-breathing, Tibari are equally comfortable in air or water. All Tibari have a small degree of psi-powers, latent in many of them but more developed in others.

When the Zantha Empire (founded by descendants of an independent former Earth colony) invaded Tibari Prime, decades of war resulted between the two species. After fifty years of conflict, the Tibari Republic and the Zantha Empire are finally meeting to hammer out a peace between them. The negotiations are taking place on Livonia, an independent city built inside a protective dome on an asteroid in neutral space.

But not everyone wants peace. The Tibari scientist, Professor Atrekar, is working with a number of dissident Zantha and intends to assassinate the Tibari president using a psychic assassin controlled by his Mind Projector (*see G4*). Atrekar then plans on conquering both the Tibari and Zantha and uniting them under his rule. When the Doctor, Jamie and Zoe arrive on Livonia, they quickly fall foul of Atrekar's schemes, and the situation gets even worse when the Doctor realises that Atrekar has also allied himself with his old enemies, the Daleks. The Daleks, naturally, have their own motives for helping Atrekar...


Adventure Seed: On the Origin of Species

Tibari Prime is a planet of wide rolling oceans dotted with chains of islands like pearl necklaces on a blue cloth. But why exactly were the Tibari's remote ancestors brought here untold millions of years ago? Opinions among the Tibari are divided: some believe that it was the action of a benevolent god; others that it was a cosmic experiment; still others that they were merely a food resource for their unknown creators; and a vocal minority that it is all a conspiracy hatched by the Zantha. Now an unexplained phenomenon has appeared high in orbit above the main city on Tibari Prime: an enormous orb of blinding light hanging in space like a miniature second sun. All attempts at communication have been met with silence and all approaches have been rebuffed by an invisible forcefield. Have the Tibari's primal creators returned? And if so, for what purpose? Does the shining orb bode well for the Tibari, or is it a portent of their doom?

A Note on Spellings: As most Big Finish releases are audio plays with limited accompanying text, some variation in the spelling of

names occurs across different reference sources. In the case of *Fear of the Daleks*, the *Doctor Who Reference Guide* and the *TARDIS Data Core* websites both use the spellings "Xantha", "Atrika" and "Levonina". However, volume 1 of the *Big Finish Companion* goes with "Zantha", "Atrekar" and "Livonia", and as this is published by Big Finish themselves, these spellings are considered official and are used here.

TIBARI



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Convince 1, Fighting 1, Knowledge 2, Marksman 2, Subterfuge 2, Technology 2, Transport 2

TRAITS

Adversary – The Zantha
Alien
Alien Appearance
Environmental (Minor) – can breathe in air or water
Psychic

TECH LEVEL: 6

STORY POINTS: 3-5

PROFESSOR ATREKAR

ATTRIBUTES: Ingenuity +2, Resolve +1

SKILLS: Convince +2, Knowledge +1; Science +4, Technology +3

TRAITS: Remove Adversary; add Boffin, Obsession – Power Mad (Major), Technically Adept

STORY POINTS: 5

VELTROCHNI *(The Dark Path)*

The Veltrochni are a tree-dwelling race from the forest world of Veltroch, a planet in the Fomalhaut system. Adult Veltrochni are around 8 feet tall with brown reptilian skin, long powerful arms and clawed fingers, and a crest of quills from their head and down their back. They have a set of protruding dog-like jaws which they can retract to show emotion. They speak in deep, hissing voices.

Veltrochni society is organised into Great Houses, each having its own council. The Great Houses are in turn split into extended family groups called Packs, each led by a Pack Leader. Known Packs include Pack Huthakh, Pack Hysoth, Pack Zanchyth and Pack Lorkhal. The Veltrochni are not normally an aggressive species, and under Veltrochni law a guest on Veltroch may not be harmed. But they will defend themselves if attacked and will exact revenge against their enemies.

The Veltrochni are an ancient species, older than most of the other known races in the universe and having records of contact with the Great Old Ones. In 2172, Veltroch was invaded by the Tzun Confederacy, and the Tzun wiped out a whole generation of every Veltrochni Pack by destroying their hatching grounds. But the Packs joined forces and fought back. They drove the Tzun off of Veltroch and attacked the planets of the Confederacy, destroying many and rendering the Tzun homeworld uninhabitable. Many Veltrochni continue to feel a degree of guilt at the deaths of the Tzun's subject races on the planets they destroyed.

The Veltrochni had encountered humans by the 23rd century, referring to them as lirdmon (a corruption of "Earthman"). During the 25th century, many Packs fled from Veltroch in fear of the expansion of the Earth Empire. Since then, almost half of all Veltrochni have lived a nomadic lifestyle, with their fleets continually journeying across the cosmos. By the 35th century, the Veltrochni are members of the Galactic Federation.

Veltrochni use sleek Dragon Class cruisers resembling dragonflies and equipped with transmats, cloaking devices and quantum lances powerful enough to penetrate even the shielding and hulls of Tzun Stormblades and able to carve up planets. Each Pack owns its own fleet of ships, crewed exclusively by members of its family. Veltrochni warriors are often members of the Self Defence Force. They wield rifles firing either Kinetic Energy Missiles (KEMs) or polycarbide bolts, and often wear flexible exoskeletons capable of rendering the wearers nearly invisible or disguising them as members of other species, and also capable of absorbing the blasts from most types of energy weapon.

Adventure Seed: Guilt Trip

A Pack of Veltrochni have acquired a time machine and aim to undo the damage wrought on the Tzun homeworld. They don't know what they're doing and may inadvertently cause the destruction of Veltrochni and humans alike at the hands of a too-powerful Tzun Empire. It's a race against time as the heroes try to stop them and keep their terrible history on track.

VELTROCHNI

AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	9

SKILLS

Athletics 3, Fighting 4, Knowledge 2, Marksman 3, Subterfuge 1, Survival 3 (AoE: Forests), Technology 2, Transport 3

TRAITS

Alien
Alien Appearance
Alien Senses – Super-acute Hearing and Smell
Climbing
Eccentric – Pack animals (*cannot cope in solitude*)
Natural Weapons – Claws: Strength +2 damage
Obligation – Pack
Tough

EQUIPMENT

KEM Rifle: fires KEM bolts for 7(3/7/10) damage.
Polycarbide Rifle: fires polycarbide bolts for 6(3/6/9) damage.
Holographic Exoskeleton [Special Gadget:
Immunity (Major) – immunity to energy weapons (but provides no protection against physical attacks); Invisible (Major) – allows the wearer to appear virtually invisible providing -4 to be spotted, even if moving around; Shapeshift (Special) - holographic disguise allowing the wearer to be seen as another species: Transmit (Minor) – wrist communicator.]

TECH LEVEL: 7

STORY POINTS: 2-5

THE VISITOR *(The Glorious Revolution)*

When Jamie inadvertently created a temporal paradox by causing the Glorious Revolution (see L10) to fail, the Celestial Intervention Agency sent one of its agents to rescue the timeline. This representative visited Jamie forty years after he had been returned back to Scotland by the Time Lords. As he needed to identify the point at which history diverged, Jamie's visitor used a small device to restore the memories of his travels with the Doctor.

Although the otherwise anonymous Visitor is a high-ranking Time Lord, he has built up some experience of working in the field, and unlike many of his colleagues in the Capitol, he is unfazed by having to work in primitive times and places. He maintains a superficial veneer of emotional detachment, but is not callous or uncaring of the effects of his intervention on the locals. The Visitor is above all a professional and remains cool under pressure. In appearance, he is a tall, slim man in early middle age (in human terms) with short dark hair. He prefers to wear the traditional Time Lord robes (of the style seen in *The War Games*), but will dress in less conspicuous attire when going under cover. He is an expert on dealing with temporal anomalies and paradoxes.

The Visitor carries a Memory Manipulator, a small electronic device which can either remove or restore memories. This is primarily of use when the Visitor needs to preserve the Time Lords' secrets. But it can also be used if a subject is suffering from amnesia, or to help sharpen memories which have otherwise become hazy or forgotten in the mists of time.

Adventure Seed: The Paradox Wars

The Meddling Monk has been wreaking havoc throughout Earth's timelines, tweaking history here and there to try to accelerate mankind's progress towards civilisation. In his temporal footsteps comes the Visitor, trying to undo the paradoxes and other damage that the Monk is causing to the Web of Time. But he needs help. With the TARDIS crew recruited to his cause, are even their combined efforts enough to stop the renegade do-gooder before time itself frays and snaps with catastrophic consequences?

SPECIAL TRAIT – MEMORY MANIPULATION

[Minor/Major/Special Good Alien Trait]

This trait manipulates a subject's memory by adding or removing the Amnesia trait via a contest of Ingenuity + Convince. At the Minor level, it adds or removes the Minor Amnesia trait. At the Major level, it adds or removes the Minor and Major Amnesia traits as desired. At the Special level (costing 3 points), it can also be used to create false memories.

[In the case of the Visitor's Memory Manipulator, the device is assumed to have an Ingenuity + Convince equivalent to that of the Visitor.]

THE VISITOR

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	7	STRENGTH	3

SKILLS

Convince 3, Knowledge 4 (AoE: Secrets of the Time Lords), Marksman 1, Science 3 (AoE: Temporal Science), Subterfuge 3, Survival 1, Technology 4, Transport 3

TRAITS

Boffin
Brave
CIA Agent (Major)
Code of Conduct (Minor) – uphold the Laws of Time
Dark Secret (Major) – “unsanctioned” temporal interference
Feel the Turn of the Universe
Friends (Major) – CIA
Gadget (Major) – Memory Manipulator
Obligation (Minor) – CIA
Technically Adept
Time Lord
Time Lord (Experienced) x2
Time Traveller – familiar with Tech levels 3, 4 and 5
Vortex
Vortex Born

EQUIPMENT

Type 85 TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*, page 115)
TARDIS key
Memory Manipulator – Traits: Memory Manipulation (Major). Story Points: 2

TECH LEVEL: 10
STORY POINTS: 8

MONSTERS AND VILLAINS

ACHROMATICS *(Echoes of Grey)*


The Doctor, Jamie and Zoe encountered the Achromatics when the TARDIS landed at the Whitaker Institute in Central Australia about 30 years after Zoe's time. It was immediately apparent to the time travellers that the Institute was a hospital as they explored its corridors and wards. But what was strange was that it was empty of patients. Although the hospital records listed the names of dozens of patients, all diagnosed with fatal diseases, they had all apparently been cured and discharged. Even odder were the ranks of clear cylinders lining the walls of a central laboratory area, each containing an inhuman figure. Tall and emaciated, these dead creatures had yellow scaly skin and noseless faces.

The Whitaker Institute is run by about 30 staff led by its director Professor Julius Cadden. The secret to the apparent success of the Institute is the Achromatics, the inhuman figures in the cylinders. These creatures are grown in large vats, rather like the Flesh. The shimmering material in the vats is organic and looks like fluid but has the properties of a solid, a liquid and even gas. An Achromatic can heal injuries and absorb the diseases of anything it comes into contact with. The Doctor speculated that it might even be able to remove the effects of ageing. But the Achromatics are not immune to the injuries and diseases they absorb and they are eventually killed by them. A newly grown Achromatic is white, but they yellow as they sicken and die. However, the Achromatics are only at the prototype stage and currently absorb everything from their victims: not just injuries and disease but life itself, which was the true fate of the Institute's patients – none have survived the process.

When an Achromatic tries to heal somebody, it grasps its victim. It has psi-powers which induce a blissful state so that the victim does not struggle. The Achromatic's body blurs, its substance becomes partly gaseous and shrouds them both in a grey haze. The creature's malleable genetic structure allows it to move through its victim's cells at a microscopic level like nanobots. As it does this, any injuries and diseases are healed, but the process is unstoppable and continues on to healthy cells. The victim's skin ages rapidly, losing its colour as all life drains away and leaving just a withered corpse.

Achromatics have limited sentience, but they are capable of speech. As an Achromatic prepares to treat a patient, it repeats the refrain: "I love you. You are beautiful." They are genetically programmed to

ACHROMATIC



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

SKILLS
Athletics 2, Fighting 2

TRAITS
 Alien
 Alien Appearance
 Alien Senses – detect diseases
 Fear Factor 1
 Hypnosis (Major) – put victims in state of bliss
 Natural Weapon – Healing Touch: L(4/L/L) damage
 Obsession (Major) – heal others
 Psychic
 Weakness – take any injuries or diseases of the victims of their Healing Touch

TECH LEVEL: N/A

STORY POINTS: 1-3

want to heal others, even though it kills them. They are compelled to seek out injuries and sickness, and in the absence of those will be attracted to minor defects such as imperfect vision and even totally healthy individuals. The Institute is working on an electronic remote device, a small silver rod, to control the Achromatics' behaviour and draw them away from patients before they kill them. Normally, Achromatics are kept in a dormant state until needed.

ACHROMATIC REMOTE CONTROL [Minor Gadget]

Traits: Hypnosis (Major; limited to Achromatics)

Cost: 1 point

ANIMUS DRONES AND DUPLICATES *(Twilight of the Gods)*

Although the Animus on Vortis (see L29) was seemingly destroyed by the Menoptra's Isop-tope, it had prepared for the eventuality of its death. The Animus was able to plant a seed of itself, which only became active centuries after its defeat. This seed grew into another, identical Animus which had all the memories of the original up to its death. The new Animus has the same abilities as its parent (and therefore the same stats), though it later became much more powerful as it absorbed greater quantities of the mineral isocryte (enabling it to control gravity - adding the Flight, Forcefield and Telekinesis traits, for example).

The new Animus can create lumbering, zombie-like drones from its fungus/web substance. A drone is a monstrous, dull, grey form almost eight feet tall. From a long torso sprout two pairs of arms as sinuous as elephants' trunks and tapering to curious pointed stubs. These stubs can split open to form three, chisel-like fingers which flex and writhe like blind worms. The creature's head is no more than a mound rising from the upper pair of shoulders without any distinct neck. It has no features other than a broad, dark pucker in the middle of an otherwise blank face. Stocky legs, as jointless as its arms, end in great oval foot pads. Its skin resembles matted, coarse, grey wool interwoven with loose patches and scraps, giving it an odd, slightly shaggy appearance. The flesh of these monsters burns unprotected skin as if it were plunged into a mass of stinging nettles.

The new Animus considers its predecessor's plan to have been flawed and has hatched a new one, but one which will take years to come to fruition. In the meantime, it has hidden away from the Menoptra. The Animus's plan is to gather enormous amounts of isocryte to it, so that it will gain in power until it is unstoppable. To do this, it needs an army of slaves to mine the isocryte. Its grey drones are too crude and obtrusive to be of real use in furthering this plan. Rather than enslave Menoptra and Zarbi as the original Animus had done, this Animus intends to create its own army, using its fungus-like web substance to corrupt buried corpses and use them to create duplicates of the dead. Unfortunately for the Animus, it is the Menoptra's practice to burn their dead, so it has had to wait until the arrival of the Rhumons on Vortis so that it can use the buried bodies of their dead soldiers.

The duplicates are grown like fruit, each in a wrinkled pod about three feet wide and five long. Six pods grow at a time from a single corpse, emerging from the ground in a circle like a fungus ring around the grave. When the duplicate inside is ripe, the pod splits open and it emerges fully grown and clothed. Duplicates grown from the same corpse are all identical, even down to the wounds that killed them. They move in a stiff, almost robotic manner and, although unspeaking, they act in unison. Up close, their dead, emotionless eyes betray their alien nature, and their touch is cold and inhuman. Inside, they are filled with the Animus's web. Duplicates probably don't retain the memories of their subjects, but they do have their basic skills and are able to use guns and explosives, for example.

ANIMUS DRONE

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 4, Fighting 4

TRAITS

Additional Limbs (arms)
 Alien
 Alien Appearance
 Alien Organs (Special) – 2 points of damage reduction and needs to be completely dismembered to stop it functioning
 Enslaved
 Environmental (Minor) – does not breathe
 Fear Factor 2
 Natural Weapon – Stinging Flesh (Special): touch inflicts 1(0/1/1) damage against unprotected flesh (in addition and separate to any physical attack)
 Networked (Major)
 Weakness – drones are vulnerable to fire, which ignores their Alien Organs protection

TECH LEVEL: N/A

STORY POINTS: 1-2

DUPLICATE

The duplicates have the same stats as the drones, but with the following amendments:

ATTRIBUTES: Reduce Strength to 4.

SKILLS: Add Marksman 3, Transport 2.

TRAITS: Delete Additional Limbs (arms), Alien Appearance, Fear Factor 2 and Natural Weapon.

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ARCHONS *(The Nameless City)*

The Archons are a race which somehow survived the death of the previous universe. They have an extremely advanced technology which borders on magic. In fact, the Archons claim to have created the first TARDISEs, the seeds of which were stolen and cloned by the early Time Lords. Having used these to master time travel, the Time Lords then waged war on the Archons and almost wiped them out, depriving them of their own time travel technology. Only seven individuals survived, trapped on a planet at the very edge of space in a region called the Great Desolation. This planet is one of the oldest in the universe, its featureless surface being comprised of black sand ground down to the consistency of fine dust. The only landmark is the Nameless City, composed of tall pyramids and other structures built of black glass and gold. The city exists in more dimensions than ours, which makes it difficult for anybody without Feel the Turn of the Universe to look at comfortably.

The seven surviving Archons are monstrous creatures, each having a unique appearance incorporating octopus tentacles and beaks, the shells and claws of crustaceans, fish fins and spines, the jaws of eels, and so on. They conceal their appearance beneath long trailing rags, with only hints as to their true form underneath. The Archons have harnessed "the Music of the Spheres", which enables their technology to manipulate the universe at a fundamental level. But the flip side of this is that loud discordant noise (Jamie's bagpipes, for example) can cause them discomfort, even pain. Although they are separate entities, the seven Archons can physically lock their bodies together to form a single gigantic monster. The Archons are worshipped as gods on half a dozen scattered worlds, where their cultists practice abominable rituals in their name.

In their Nameless City, the Archons are served by powerful constructs composed of the same semi-transparent black

glass as the buildings of the city itself. These have a form vaguely similar to huge apes, 2 metres tall with six legs, the front pair of which can also be used as arms, and a smooth, domed head with a single glowing red oval for an eye. These glass apes have minimal intelligence and act only in response to their orders. When not in use, the apes shut down and become immobile, their red eyes dimming.

ARCHON

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	8	STRENGTH	8

SKILLS

Convince 2, Fighting 4, Knowledge 4, Science 5, Technology 3

TRAITS

Adversary – Time Lords

Alien

Alien Appearance

Fear Factor 3

Feel the Turn of the Universe

Flight

Immortal (Major)

Natural Weapons – Tentacles, Claws, Jaws, etc:
Strength +2 damage

Size – Huge (Minor)

Special Trait – Group Entity (*the Archons can combine into a single creature, the Size – Huge Trait of the new entity becomes Major: additional +2 Strength, +1 Speed, +2 to be hit, +4 to be seen*)

Tough

Vortex

Weakness – Sound (*loud discordant sounds cause Stun damage; sonic attacks inflict +2 damage*)

TECH LEVEL: 11

STORY POINTS: 4-6

GLASS APE**ATTRIBUTES**

Awareness 2, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 8

SKILLS

Fighting 3

TRAITS

Additional Limbs, Armour (5 points), By the Book, Enslaved, Environmental (Minor – does not breathe or eat), Networked, Robot, Natural Weapon – Strangle/Crush 8(4/8/12), Tough

STORY POINTS: 1-2

ARKIVE (*The Wheel of Ice*)

Resilience, remembrance, restoration. This was the mission of the entity which the Time Lord librarians later called Arkive. Launched 5 billion years ago by a doomed race whose planet was about to be destroyed by a supernova, Arkive is an AI ship which carried with it the records of its creators' history to preserve the memory of their culture and an artificial womb to restore the species to life. But it failed in its mission. Crippled in the supernova's detonation and with its records corrupted, Arkive drifted through space for untold ages and eventually found itself forming the core of a moon of compacted ice circling a gas giant planet in orbit around a distant yellow star in a solar system created from the debris of the supernova itself.

Fifty million years ago, Arkive set itself a new mission: to return back to its creators and ask for forgiveness. It detonated the ice moon it was now encased in to try to create enough energy to open a wormhole back to its creators' planet. This also failed. But Arkive was instead able to open a small hole in time sufficient to send a number of artefacts back into the history of the third planet from this solar system's sun, where it detected primitive intelligence. Only one artefact survived the journey. This artefact, an allohistorical lure (*see G1*), was intended to draw the creatures towards Arkive.


Fast forward to the 21st Century and mankind has reached the remnant of Arkive's ice moon, the Mnemosyne Cinture (*see L20*), the rest of the debris having formed Saturn's rings. Arkive is using its matter replicator technology to create an artificial lifeform, which the human colonists dub "Blue Dolls". These are humanoid but small like children. Arkive has based the Blue Dolls on one of the first humans that it has so far had contact with, a 3 year old child, hence the Dolls' size. They all have a superficial resemblance to this child, Casey Laws, the daughter of Jo Laws, the Mayor of the mining colony on the Mnemosyne Cinture.

Blue Dolls have royal blue skin which appears smooth and seamless like plastic or ceramic. But they are lacking many features – no genitals, nipples or navel; their hands are paddles with fused fingers; and their noses have no nostrils. Their eyes are jet black and their mouths are lipless slits with rows of needle teeth. If they are cut open, they are found to have no internal organs, just an outer layer like tough plastic with spongier material underneath and a basic skeleton made from a bernalium compound. The inner material is not differentiated into specific organs and they have nothing like blood. But if studied under magnification, miniaturised circuitry can be made out in the spongy tissue, with processor units and micromechanical components. The Doctor described the creatures as layered like Russian dolls, probably indicative of their origin as the output of a manufacturing process using matter replicators. This makes them resilient to physical damage and able to survive in vacuum, though the electromagnetic charge from blasters is able to terminate them. The technology used to create the Dolls reminded the Doctor of that developed by the Kystrans 5 billion years ago. It is possible that the Kystrans were

the doomed race which created Arkive, but Arkive's own records are too damaged to confirm this.

Blue Dolls have limited intelligence and are mute (they commune with each other mentally). Initially, their tasks are to fetch the allohistorical lure and to steal equipment and components from the humans so that Arkive can build its time machine. They also attempt to transform humans into their own kind, but this merely

ARKIVE



AWARENESS	3	PRESENCE	5
COORDINATION	-	RESOLVE	7
INGENUITY	8	STRENGTH	-

SKILLS
Convince 2, Knowledge 4, Science 5, Technology 6

TRAITS
 Armour (10 points)
 Eccentric – senile, confused and totally alien
 Environmental (Major)
 Networked
 Robot
 Scan x4
 Size – Massive (Special)
 Slow (Major: Immobile)
 Transmit

TECH LEVEL: 8

STORY POINTS: 6

SPECIAL ALIEN TRAIT – SIZE – MASSIVE

This is the next step up from Size – Huge (Major) and costs 4 Character Points. It provides +8 Strength, +4 Speed, +8 to be hit, +16 to be seen.

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kills the victims, their flesh turning blue like the Dolls themselves and cutting off veins, arteries and capillaries. The Blue Dolls have a leader of sorts, the first of them to be made, who simply calls itself "First". Later, when Arkive has had more opportunity to study adult humans, larger versions are created based on the colony's medical officer, Sinbad Omar. These "Blue Soldiers" are much bulkier and protect Arkive against the humans' attacks. Both Blue Dolls and Blue Soldiers age much faster than humans. The Dolls in particular soon begin to become self-aware, mourning their dead and marking their individuality with designs drawn on their chests with yellow chalk.

Arkive itself is a spherical ship several hundreds of metres in circumference, though as it is lodged in the core of Mnemosyne this may be difficult to see. The form of Arkive that is most likely to be encountered is a curtain of light in a chamber deep inside the moon. Most of Arkive's external equipment – antennae, solar sail and so on – was destroyed in the supernova explosion. Its bernalium alloy hull is badly scarred by space debris and interstellar dust. It is still intact, though over the eons the bernalium has leached into the surrounding ice. Arkive is powered by a number of singularities within itself, whose shifting movement causes gravitational fluctuations within Mnemosyne and manipulates the patterns in Saturn's rings. Although unimaginably old by most standards, Arkive is not immortal and has survived for the vast majority of its 5 billion year life in a dormant state, only becoming active when it needs to. The Doctor declared that Arkive's AI mind is greater than his, but it is ancient, senile and confused. Arkive communicates by creating patterns in Saturn's rings (a slow process) or by generating neutrinos, both totally alien methods to humans and even to the TARDIS's translation circuits – but perhaps the Blue Dolls could be used as intermediaries.

BLUE SOLDIER

As Blue Dolls, but with the following amendments:

ATTRIBUTES

Increase Strength to 5

SKILLS

Increase Fighting to 4

TRAITS

Add Fast (Minor) and Quick Reflexes; remove Size – Tiny

FIRST

As Blue Dolls, but with Ingenuity 2 and Presence 3.

BLUE DOLL



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 4, Fighting 2

TRAITS

Alien Appearance

Alien Organs (Special): continues to function even if sliced into pieces; also provides 2 points of damage reduction

Enslaved

Environmental (Major)

Natural Weapon – Transformation: inflicts L(4/L/L) by touch

Networked

Robot

Size – Tiny (Minor)

Tough

Weakness – Electromagnetic Charge (Major): Blue Dolls take L(4/L/L) damage and ignore the damage reduction from Alien Organs and Tough

STORY POINTS: 1-3

Adventure Seed: Mnemosyne Cincture Blues

With the human miners of the Mnemosyne Cincture having reached an uneasy peace with Arkive, the question is what to do with the Blue Soldiers and Dolls it created? They are increasingly showing signs of individualism and independent thought, but represent a strain on the already scarce resources of the settlement. When a fresh outbreak of sabotage occurs, the authorities naturally look to the Blue Dolls as the cause, and it is into this tense situation that the TARDIS delivers its passengers. From an outsider's point of view, it is clear that there is a third party at work here. Perhaps Earth is trying to bring its errant colony back into line, or perhaps it is a new threat from outside the Solar System wanting to secure the bernalium deposits for itself. Can the time travellers convince the humans that Arkive and the Blue Dolls are not to blame?

CAT-PEOPLE *(Invasion of the Cat-People)*

The Felinetta are a widespread race of galactic scavengers. Like Earth cats they are split into many different races scattered among the Twelve Galaxies. Among them are the Lion-Men of Mongo, the Felinoids of Cait, the Cheetah People and their genetically engineered Kitlings, and the mercenaries of Gin-Seng. The Cat-People come from the planet Feles. Their marauders wear red space suits, stand around six feet tall, and have a bib of fur sticking out just above the top of their space suit. The Cat-People have sharp teeth and tortoise shell paws with sharp, extendable claws. They purr and mew like Earth cats, can see extremely well in the dark, and can track by their keen sense of smell. They do not like water and their ears twitch in agitation.

Cat-People society is matriarchal with a Pride Mother ruling over them from Feles. Marauding bands are ruled directly by a queen whose various litters serve as her subjects. Rank is determined by birth order. The first sired of each litter are given the greatest positions of authority. Males are used only for breeding and referred to as "sire stock". They are kept in cages and not given any education, so their intelligence is low. Their teeth and claws are removed as well to keep them from being a danger to the females. Males that show abnormal intelligence despite these measures are kept drugged. Ginger Cat-People are considered genetic throwbacks with no instinct for battle. They are given menial tasks such as cooking and cleaning. Litter-runs are looked down on and often feel a need to overcompensate by proving themselves in combat.

Cat-People are loosely grouped into marauding bands sent out by the Pride Mother to search for power to increase their military power and to bring back to Feles. Their normal pattern is to destroy all sentient life and strip the planet of minerals and power sources. They have battle cruisers, built from metal that contains traces of dwarf star alloy. The interiors of these ships are completely carpeted for comfort and have beaded curtains instead of doors in the queen's chambers. They also possess shuttles and transporters for transit. Cat-People also have a wide range of energy weapons, bombs, and personal deflector shields for use in combat. Their medical technology can repair scars from wounds, though some Cat-People prefer to leave them as reminders of their battles.

The fate of the Cat-People is uncertain. In the Earth year 1994, the Pride Mother sent out a communication that the energy reserves of Feles were desperately low and that all ships should return immediately with whatever energy they had gathered. At least some Cat-People failed to heed the call, feeling that the Pride Mother's message of despair and panic dishonored their race and left them open to attack. Believing their planet would be wiped out before they could return home, they continued with whatever activities they were currently engaged in.

CAT-PEOPLE

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

SKILLS

Athletics 3, Fighting 2, Marksman 3, Science 2, Subterfuge 1, Survival 1, Technology 2, Transport 2

TRAITS

Alien
Alien Appearance (Major)
Friends (Major – Littermates)
Keen Senses (Major)
Natural Weapon (Minor – Claws)
Phobia (Water)

EQUIPMENT

Energy Weapon: L(4/L/L)

TECH LEVEL: 6**STORY POINTS: 2-4****Adventure Seed: The Warm Spot**

A remote stellar manipulator falls into the hands of the last group of Cat-People who wish to turn a nearby star into a source of power for their lost civilization to use. Unfortunately, the star they wish to do this to is host to an inhabited planet. Your TARDISEERS must figure out how to prevent an inhabited world from being destroyed. And are the Cat-People responsible worth saving, or should they be allowed to die out?

CHAIRMAN BABS *(The Prison in Space)*

Although the Doctor, Jamie and Zoe were hoping to enjoy a relaxing picnic on prehistoric Earth, they found that the TARDIS had actually brought them to the private roof-garden of Chairman Babs, dictator of the world in a future era when women rule and men are regarded as inferior specimens! Chairman Babs' full title is President of the World Federation of Womanhood, Creator of Peace and Prosperity, of Long Life and Luxury, Defender of the Faithful, the People and the State in the Name of Truth and Justice. She is a large middle-aged humourless woman, with a sour, toad-like face and yellowing teeth. Babs is weighed down by flamboyant, trailing robes which give her the appearance more of a high priestess than a dictator.

Chairman Babs came to power after men became obsolete: wars had been banned, production was automated and even reproduction was no longer needed as Earth was already overpopulated and a life drug which extended the lifespan by two hundred years had been developed. Despite appearing middle-aged, Chairman Babs herself is 122 years old.

Under the rule of Chairman Babs, the Earth has become the UFS, the United Female States. All positions of authority are filled by women, with men restricted to menial roles and unable even to speak unless spoken to. Although Babs herself is the supreme leader, she appoints eight councillors to serve under her. These act largely to ratify Babs' decisions, rarely daring to act independently. Chairman Babs and her councillors govern from the Presidential Control Room which doubles as Babs' throne room and courtroom. From here, her guards can monitor the citizens on banks of TV screens and supervise the security of the police state that the UFS has become. The most heinous crimes in this society include insulting Chairman Babs, invading her private roof-garden, freely and wilfully associating with inferiors (i.e. men) and distributing seditious literature (such as that encouraging men to rise up). Convicted criminals of the inferior sex are sent to "the Place of No Return", officially known as the Outer Space Correctional Establishment (see L22).

The precise period of Chairman Babs' reign is difficult to place as she has changed the dating system, but it is at least several centuries into the future. The Doctor and his friends arrived in the year Aphrodite, which is 122 SCB (Since Chairman Babs).

Chairman Babs' presidential guards wear a uniform of tight-fitting black rubber, but complete with micro-skirts and full-length black boots, and they wield incapacitator guns. Presidential guards have the same stats as provided for the O.C.S.E. guards (see the entry for The Outer Space Correctional Establishment). They often quote extracts from such works as The Sayings of Chairman Babs or The Words and Wisdom of Chairman Babs, all designed to reinforce the message that men are inferior and not to be trusted!

CHAIRMAN BABS

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

SKILLS

Convince 3, Knowledge 3, Subterfuge 1, Technology 1

TRAITS

Authority – President of the World
Indomitable
Unattractive
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 5

SEXISM IN THE PRISON IN SPACE

Prison in Space is clearly a story very much of its time and by today's standards is overtly sexist. So how can its concepts be used in DWAITAS without causing offence? This could be difficult, but probably the best way would be to go down the comedy route though in a postmodern sense, ridiculing the comedy itself. One suggestion could be a scenario in which the Land of Fiction has been used to recreate an environment based on outdated TV sitcoms, with hilarious results - or not! Even so, such a scenario could still cause offence, so the GM should be mindful of the views and attitudes of their group of players.

COLOUR-BEAST *(Wonderland)*

In San Francisco in the winter of 1966-7, a drug dealer known as the Goblin captured an invisible entity from outside this Earth. This was a Colour-Beast, one of a race of creatures of tremendous power and intellect existing beyond us, capable of moving back and forward through time and space at will. Colour-Beasts exist throughout time, from the beginning of the universe to the very end. They know our every thought, our hopes and dreams, our petty hatreds and jealousies. But in return, the Colour-Beasts are so alien and powerful that mere humans cannot even begin to comprehend their true nature. Thankfully, they are a force for good, always watching but rarely interfering in mortal affairs.

Colour-Beasts are normally invisible to human and even Time Lord perception. They modulate their natural colour at hyper-speed, effectively making them both one colour and all colours at the same time, too much for normal faculties to process. Psychedelic drugs such as LSD can adjust perception enough to enable Colour-Beasts to be seen, as the alpha rhythm of the brain modulates the visual field in time with the colour shift of the Beasts.

If they can be perceived, a Colour-Beast is revealed to be twice the size of a man, with enormous batwings folded behind it. The face is a mass of ridges and horns, like some terrible demon from a medieval painting. Across its surface, astonishing colours swirl and mutate hypnotically. But beyond its appearance, the feel of it is disturbing even if they are invisible, and the human mind recoils from its sheer alien-ness on some level beyond that of the five senses.

Colour-Beasts are powerful psychics and can project thoughts and images into the minds of others. The one in San Francisco was able to send a plea for the help to the Doctor in the form of hallucinations of things from his past: a Cyberman's head, a Menoptra, components from WOTAN and so on.

Despite their ability to transcend time and space, it is possible to lure Colour-Beasts to Earth and ensnare them. Quite how the Goblin managed to do this in 1967 isn't clear, but possible methods include using so-called "magical" rituals or mind-altering drugs to channel humanity's latent psychic powers to attract the attention of a Colour-Beast. Once lured, a Beast can be physically restrained by chains of iron, preventing it from disappearing back into the Vortex. The Goblin was drawing off the "essence" of his captured Colour-Beast to create a drug called Blue Moonbeams (see G3) which transformed those taking it into savage human/Colour-Beast hybrids (see G3).

COLOUR-BEAST

AWARENESS	5	PRESENCE	10
COORDINATION	3	RESOLVE	7
INGENUITY	12	STRENGTH	10

SKILLS

Convince 3, Fighting 4, Knowledge 6, Science 5

TRAITS

Alien
 Alien Appearance
 Environmental (Major)
 Fear Factor 4
 Flight (Major)
 Immunity – Conventional weapons (*vulnerable to iron*)
 Invisible (Special)
 Psychic
 Size: Huge (Minor)
 Special Trait – Colour-Beast Essence (*The "essence" of a Colour-Beast can be used to create monstrous hybrid creatures. Colour-Beasts rarely do this themselves, but if they do it's a contest of Resolve + Strength. They can also reverse a transformation, returning a hybrid to normal*)
 Special Trait – Modify Perception (*Colour-Beasts can adjust the perception of others to generate mass hallucinations. If resisted, it is a contest of Resolve + Convince; otherwise it's an automatic success*)
 Telepathy
 Vortex

TECH LEVEL: N/A (Colour-Beasts have transcended mere technology)

STORY POINTS: 6-8

CRUSTACOIDS *(Fallen Angel)*

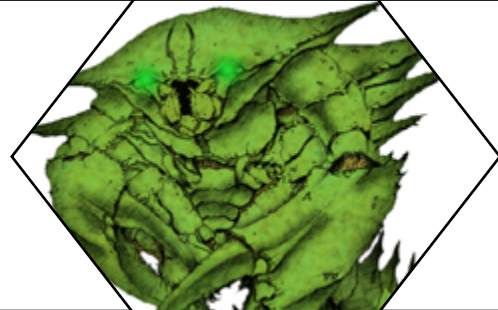
A long time ago, a race of sentient arthropods believed it was their right to rule the universe. These were the Crustacoids, and they believed in their destiny to such an extent that they were prepared to wage war on all other species who did not agree with them. Although most races were opposed to the Crustacoids and their attempts to become rulers of everything, some species actually agreed with them and fought for them, resulting in a conflict of almost unimaginable destructiveness. This war lasted for centuries, causing untold millions of deaths on both sides. Entire worlds were turned inside out and even suns were blown up.

Ultimately, the Crustacoids lost and the victorious allies had to decide what to do with them. Despite what the would-be tyrants had done, the allies could not bring themselves to kill them, as that would make them guilty of genocide and as bad as their former enemies. After much deliberation, the decision was taken to keep the Crustacoids imprisoned but believing that they were still fighting their war. Groups of Crustacoids were incarcerated in installations across the galaxy. Many were kept on lifeless asteroids, but some were imprisoned on inhabited worlds. The memory of their defeat was wiped from the Crustacoids' minds, and the prisons were designed to resemble their fortresses. They were equipped with communications equipment to allow the Crustacoids to issue orders, receive faked reports back and so carry on fighting an imaginary war. Some of the reports they receive inform them of victories, some of them tell of setbacks, and the war appears to go on without end, keeping the Crustacoids occupied but not endangering the universe.

The prisons are guarded by silver robots resembling human-sized insects, which are believed by the Crustacoids to be their servants. The Crustacoids themselves are crab-like humanoids with spiny green shells, a pair of enormous pincers and green blood. They are a belligerent species, whose tendency to argue amongst themselves is perhaps their greatest weakness. Crustacoids are very long-lived, with a lifespan of several centuries or even millennia.

The TARDIS accidentally landed within one of the Crustacoids' prisons near London in the 1930s, making the Doctor, Jamie and Zoe the targets of the robot guards whose literal and inflexible interpretation of their orders meant that all intruders had to be pursued and killed!

In *Carnival of Monsters*, Vorg spoke of his battery sergeant in the 14th Heavy Lasers as being a Crustacoid mercenary; and in *The Brain of Morbius*, Solon had grafted a Crustacoid claw to the monstrous body he built for Morbius. So it would appear that some Crustacoids remain at large in the universe, perhaps indicating that not all of the species are power-mad. Or maybe they have just evaded capture.

CRUSTACOID

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS

Fighting 3, Marksman 3, Survival 2, Technology 1

TRAITS

Alien

Alien Appearance

Amnesia (Minor) – No memory of their defeat

Argumentative

Armour (5 points)

Environmental – Can survive in air or water

Fear Factor 1

Natural Weapons – Pincers: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 3-5

ROBOT GUARD

ATTRIBUTES: Awareness 3, Coordination 2, Ingenuity 1, Presence 1, Resolve 5, Strength 7

SKILLS: Fighting 2, Marksman 3

TRAITS: Armour (10 points), By the Program, Flight (Major), Natural Weapon – Inbuilt Laser: L(4/L/L), Robot

STORY POINTS: 1-3

THE DOGS OF WAR *(Combat Rock)*

The Wild Bunch. The Dogs. The Kill Crew. The Pack. The Dogs of War go by many names, but they all boil down to a bunch of psychopathic killers for hire. The Dogs are a gang of mercenaries from Earth and its colonies who operate on the planet Jenggel (see L15), slaughtering Papul rebels and civilians alike on the orders of the Indoni regime.

The leader of the Dogs is Pan, whose name is reflected in his tattoo of the Piper at the Gates of Dawn. He wears combat fatigues and has spiky hair and a devilish appearance, enhanced by his piercing eyes and flared nostrils. Up close, his eyes betray the madness within. Pan's favourite weapon is his pulse Luger.

The other members of Pan's sadistic gang are Clown, Pretty Boy, Bass, Twist, Grave and Saw. Clown gets his name from the knife scar that gives him a permanent grin on the right half of his face. He is the brains of the gang, with a tendency to philosophical introspection which distances him from his associates. His intellectual nature is enhanced by the spectacles he wears, but when going into battle he adopts full clown makeup and jester's hat. Pretty Boy wears black lace over his shining black leather outfit and a hint of eye-liner. His long wavy hair is dyed black and he is careful to avoid any scars on his perfect skin. Bass slicks his hair back with oil and always has a cigarette tucked behind his ear. He wears dated, sleeveless army shirts. Bass is quiet and polite, but can take a man's head off with his Bowie knife. Twist is the least stable of the Dogs of War. His trademark is his predilection for any drugs he can get hold of. His long thinning hair hangs down over his shoulders, and when he isn't babbling incoherently, he usually stares vacantly into space. Although he's a liability, Twist is tolerated as he can still kill and pilot the Dogs' heavily armed cruiser. He often wields a flamethrower in battle. Grave always dresses in sepulchral black. Like Twist, he is known to use a flamethrower when not carrying a pulse rifle. And lastly, Saw is a big beast of a man, bearded and with a face covered with scars. One of his eyes is halfway down his cheek, the result of a botched operation to repair an injury sustained in battle. Saw's weapon of choice is a chainsaw.

The Dogs were hired by the corrupt President Sabit, ruler of the Indoni Republic, to hunt down and kill the leader of the rebel Papul organisation, the OPG (see V15). They are all ruthless and amoral killers, not thinking twice before murdering any who cross their paths whether men, women or children.



TYPICAL DOG OF WAR



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

SKILLS

Athletics 2, Fighting 4, Marksman 3, Subterfuge 1, Survival 3, Technology 2, Transport 3

TRAITS

Brave (they know no better!)
Distinctive
Eccentric – Murderously insane
Fear Factor 1
Repulsive (-2 in situations requiring Charm)
Tough

EQUIPMENT

Pulse Luger: 7(3/7/10)
Pulse Rifle: L(4/L/L)
Flamethrower: 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the operator
Chainsaw: Strength +6
Machete: Strength +2
Bowie Knife: Strength +2

TECH LEVEL: 6

STORY POINTS: 3-5

Pan: add +1 Ingenuity, +1 Presence
Clown: add +2 Ingenuity, Fear Factor 2 (when in clown makeup)
Pretty Boy: add Attractive
Bass: add +1 Strength
Twist: reduce Presence and Resolve by 1; add +1 Transport
Grave: no adjustments
Saw: add +2 Strength, Fear Factor 2, Unattractive

THE EMPATH *(The Memory Cheats)*

When the Doctor and his companions visited Uzbekistan in 1919 (see L2), they became involved in investigating the mysterious disappearance of several children from a town near Tashkent. The children had vanished at night, in most cases from their beds, even when other members of the family were in the same room. The first clue that the Doctor found was a patch of silvery wet material like a spider's web, but thick and lumpy like plastic or pale flesh.

The creature responsible was an alien from the planet designated K11-91 (the name of which remains unknown) which had been observing the Russian Civil War but had strayed too close and been shot down. The thing was a tall humanoid, twice the height of a man. Its head was lumpy and almost featureless, with no eyes, nose or ears, and just a gaping cavity for a mouth. Its skin was pale and glistening, slightly opaque, like porridge or the flesh of a cadaver. The nature of its anatomy meant that bullets didn't even slow it down. Having survived the crash of its ship in the mountains, it was dressed only in the tattered remains of its flight uniform. But despite its appearance, the creature moved gracefully on long, misshapen legs.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This outsider's ship was half buried where it had crashed, just a smooth sweep of silver as large as a building showing above ground. Its entrance was an oval doorway which shimmered into existence on its side. Within, in an inner chamber, the kidnapped children were lashed to the wall by the creature's strong, fleshy webbing. The webbing was an organic substance that it produced naturally, able to wrap its victims up to secure and protect them. The webbing was linked to the ship and provided its prisoners with food and nourishment.

Although appearing monstrous by human standards, the creature was intelligent, civilised and very articulate. It had an empathic link to its ship, responding to any interference with it. The creature could also pick up strong feelings from those around it, particularly the purer emotions of the children. Having seen the destruction and loss of life caused by the Civil War, and the devastating consequences of disease and famine that followed, it feared for the children and wanted only to take them to safety back on K11-91. But the creature's emotional link to the children was also its weakness, as their terror and anguish when they awoke caused it to lose control and lash out at anybody nearby that it perceived as being a threat.

It has to be noted that the little we know of this visitor from K11-91 is filtered through the fractured memories of Zoe thirty years later (see A4), whose recollections of her travels with the Doctor were removed by the Time Lords. It was only because of a temporary healing of her memories that she was able to recollect anything of the TARDIS's landing in Uzbekistan, and even these memories may have been manipulated. How reliable a source of information her story is remains unknown.

THE EMPATH

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	7

SKILLS

Athletics 3, Fighting 3, Knowledge 2, Marksman 1, Subterfuge 4, Survival 4, Technology 3, Transport 2

TRAITS

Alien
Alien Appearance
Empathic
Fear Factor 1
Immunity - Bullets
Networked – Linked to its ship
Psychic – Emotions only
Size – Huge (Minor)
Special Trait – Webbing: Can produce tough sticky web-like strands which have a Strength of 5, can support up to 500kgs and provides 2 points of damage reduction for anything wrapped in it
Weakness – Strong emotional feedback causes it to go berserk with fear or rage

TECH LEVEL: 6

STORY POINTS: 4



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EUTERPIANS *(Invasion of the Cat-People)*

Not much is known about the Euterpians. They are thought to have died out at some point around 8,000 B.C. by the Terran calendar. Even their name is an invention of Federation archaeologists. Yet what records do remain present them as a type of galactic militia, a race of warmongering sadists who wanted nothing more than to destroy everything else and parade through space in massive war fleets. An advanced race, evidence of their civilization has been discovered on many worlds spread far and wide throughout the galaxy. The only other thing the Federation discovered about them is that their records were kept as a form of musical notation. Yet when they tried to play these recordings, they only came out as discordant noise and it was surmised they were not playing it as it was meant to be played.

At least one band of Euterpians survived past the death of their civilization. They were marooned on Earth around 40,000 B.C. when solar flares destroyed their mother ship. They encountered the Doctor when he became enmeshed in their plans to leave Earth and get back to their homeworld. As it turns out, they influenced the civilization of the ancient Australians, first by creating many Australian creatures, and second by teaching them about singing and the dreaming. Their original goal had been to set beacons around the Earth so its crust could be sliced open and its core energies absorbed by their mother ship. With their ship destroyed, they hoped the beacons would attract either others of their race or another race to take them off the planet.

Euterpian singing grants them an extraordinary range of powers. They can prevent their bodies from aging, through either song or the use of Reverse Tachyon-Chronon units that mimic their natural ability. Without these techniques, they age at the rate of a normal human. They are also able to manipulate time, accelerating their personal time so that they can move without being noticed. They can reform and reshape matter at will, and hypnotize humans to control their actions or repress their memories.

Euterpians' experimentation with transcendentalism and singing, the justification for their time manipulation abilities puts them on par technically with Time Lords. Euterpian technology's main flaw is that it is based solely on their singing abilities. For example, their ships require such singing to function properly and even to

maintain structural integrity. If one voice drops from the song, others can sing louder to fill the void, but if too many voices are lost, the ship will fall apart.

Adventure Seed: Battle of the Bands

Your TARDISers discover that a Euterpian survivor is putting together a galactic Battle of the Bands, hoping to manipulate the music unleashed into a gigantic weapon to turn the galaxy into a vast source of energy. The event is exclusive, so they can only get involved by entering the contest.

EUTERPIAN

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

SKILLS

Convince 3 (AoE: Lie), Craft 3 (AoE: Singing), Knowledge 4, Medicine 2, Science 1, Survival 3, Technology 2

TRAITS

Alien
Clairvoyance
Eccentric (Minor)
Empathic
Feel the turn of the Universe
Hypnosis (Minor)
Immortal (Major)
Molecular Reformation (Special Good) – Euterpians can shape any nearby material to their will on the molecular level (*the Trait costs 6 character points to purchase*)
Psychic
Selfish

TECH LEVEL: 9

STORY POINTS: 2-4

RTC UNITS

Reverse Tachyon Chronons or RTCs are a particle composed of a combination of tachyons and chronons. Advanced species such as the Euterpians and Time Lords would coat devices with these particles to turn them into RTC units. The primary effect of an RTC is that it prevents aging and deterioration in a subject in close proximity to it. Commonly disguised as a book, an RTC unit has a limited potential to warp time either backwards or forwards by turning the pages in either direction, allowing the subject to heal from wounds quickly or reset their thoughts back to an earlier point in their life. Multiple RTCs together created unstable time fields, which could literally warp time and cause someone or something to revert to an earlier stage of their existence. The Time Lords recognized the threat this technology presented and banned them altogether. However, the Euterpians use these devices to allow them to extend their lives so that they do not need to constantly sing to maintain their existence without deterioration.

Special Gadget

Traits: Fast Healing (Special), Immortal (Major), Restriction – Contact/Page turning. **Story Points:** 4

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HECUBA *(The Queen of Time)*

As powerful and bizarre an entity as the Celestial Toymaker may be, he is not unique. Among his peers is his sister Hecuba, the self-styled Queen of Time – though quite what the term “sister” means in relation to such beings is open to speculation.

Hecuba is a creature of almost god-like powers. Dwelling in her own dimension, she obeys similar laws as seem to constrain the Toymaker (see *The First Doctor Sourcebook*). Like the Toymaker, she can somehow draw victims into her domain, where they must engage in a series of challenges to win their freedom – or remain there forever as Hecuba’s prisoners. Hecuba has a particular interest in time, and her realm contains innumerable clocks and timepieces: gigantic grandfather clocks, cuckoo clocks the size of chalets, alarm clocks, digital clocks, water clocks, hourglasses, sundials, orreries and countless other instruments. Her realm also contains a grand chronometer capable of manipulating time and which is used to control many of her games – reversing or accelerating time, freezing it or, as in the case of her entrapment of the TARDIS, creating time loops. Within her domain, Hecuba can create or destroy objects at will, but she cannot control the minds or actions of her opponents – at least, not until they have lost a challenge, at which point they are transformed into timepieces of her choosing. Once Hecuba creates an object, it is outside her direct control and can be manipulated by others.

Hecuba takes the appearance of a woman of stunning beauty, with long, dark hair, glittering eyes, scarlet lips and blood-red fingernails. She typically dresses in a dazzlingly immaculate gown, giving her the air of a voluptuous movie star. Hecuba’s personality is silkily seductive with men (over whom her beauty has an almost mesmeric power), but icily dismissive with women. When thwarted, she shows flashes of anger or petulance before she regains control. All the challenges she sets her opponents reflect her interest in time. In one game, for example, Jamie and Zoe had to identify which among dozens of timepieces was linked to the Doctor’s metabolism, whilst avoiding being sliced in two by the razor-sharp hands of a giant clock! In another, they had to play a one-armed bandit which generated random years and created threats appropriate to the result!

Within her domain, Hecuba is served by a pair of semi-bestial servants named Snap and Dragon, who have dragon-like heads, snapping jaws and sharp claws. They are brutish and clumsy, but serve Hecuba in whatever way she commands. Some of Hecuba’s clocks also contain figures which can emerge and harass her opponents, such as gigantic cuckoos from the cuckoo clocks which can peck and pursue visitors to her realm. These latter figures are possibly some of Hecuba’s defeated opponents, now transformed.

Following the Doctor’s defeat of her brother, Hecuba has a particular interest in adding the Time Lord to her list of conquests.

HECUBA

AWARENESS	4	PRESENCE	5
COORDINATION	-	RESOLVE	5
INGENUITY	6	STRENGTH	-

Like her brother the Celestial Toymaker, Hecuba doesn't have Coordination or Strength, and automatically wins any contests involving those Attributes. She cannot be physically killed, but she can still lose Mental or Social contests.

SKILLS

Convince 4, Knowledge 6

TRAITS

Immortal

Indomitable

Spellbinding (Major): Hecuba has a +4 bonus on all rolls involving her beauty

Vortex

TECH LEVEL: Unknown

STORY POINTS: 8

SNAP AND DRAGON

ATTRIBUTES: Awareness 3, Coordination 2, Ingenuity 1, Presence 3, Resolve 3, Strength 4

SKILLS: Fighting 3

TRAITS: Alien, Alien Appearance, Clumsy, Enslaved, Natural Weapons – Teeth and Claws: Strength +2 damage

STORY POINTS: 2

THE JARAKABETH (*Heart of TARDIS*)

The Conclave of That Which Shall Not Be Named is a race of extra-dimensional creatures who in their natural form have the appearance of classic medieval demons, though the Doctor said that they should be more correctly referred to as energy-based beings or even quantum-based dynamically self-referential pattern matrices. Their actual name is the Jarakabeth, though they prefer it not to be spoken as it translates as something mildly embarrassing in a demon dialect!

The Jarakabeth are effectively immortal. Normally residing in the higher dimensions, they are able to possess lesser beings, taking over their bodies and using them as their own. They are also able to practice “magic”, in the form of the manipulation of higher dimensional powers. In game terms, they have a range of Special and Alien traits to represent this magic, which are activated by the intonation of “words of power”. But despite their horrific appearance and remarkable abilities, the Jarakabeth are a peaceful species who wish only to live. As one of their number put it, as they are immortal, they can afford to be kind to other races.

However, every species has its aberrations. One such aberrant Jarakabeth was summoned by the infamous occultist Aleister Crowley and eventually took control of his body at the point of his death in 1947. At the end of the Second World War, Crowley had been covertly recruited by Section Eight, a secret department of the American government, to work as a consultant on the military applications of magic, an area it was interested in pursuing as a result of the occult research which had been undertaken by the Nazis. With Crowley believed to be dead and his activities in America being classified, his continued existence after 1947 was not publically known about. The Crowley-Jarakabeth continued his research in secret for several decades, his physical body rejuvenating due to the Jarakabeth’s powers. The Crowley-Jarakabeth has the appearance of the occultist in his younger days, as a craggy man in early middle age. His eyes still have the burning intensity that Crowley was infamous for, but now reinforced by the alien presence within. When the Jarakabeth uses its apparently magical abilities, Crowley’s eyes literally glow with power.

The other Jarakabeth of the Conclave have sent several of their number to keep an eye on Crowley over the years to ensure that he did no harm. These were in the form of Jarakabeth consciousnesses inside human constructs. But in the 1960s, they were unable to counter the Crowley-Jarakabeth’s involvement in the Golgotha Project, which resulted in a disaster in the town of Lychburg (see L17) in the American Midwest.

THE CROWLEY-JARAKABETH

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	7
INGENUITY	5	STRENGTH	6

SKILLS

Athletics 3, Convince 4, Fighting 2, Knowledge 5 (AoE: Occultism), Marksman 3, Science 3, Technology 2

TRAITS

Alien
 Alien Appearance (in natural form)
 Distinctive (as Aleister Crowley)
 Fear Factor 2 (in natural form)
 Flight (Minor)
 Hypnosis (Major)
 Immortal (Major)
 Immunity – Conventional weapons
 Natural Weapon – Words of Power (Special):
 L(4/L/L) damage; if Lethal damage would result in death, victim may instead be transformed into a demonic minion
 Possess
 Psychic
 Telepathy
 Telekinesis

TECH LEVEL: Normally meaningless for the Jarakabeth, but the Crowley version is familiar with Tech Levels 4 and 5.

STORY POINTS: 8

DEMONIC MINION

Attributes: Awareness 3, Coordination 4, Strength 6
 Skills: Fighting 4
 Traits: Alien, Alien Appearance, Enslaved, Fear Factor 2, Natural Weapons – Claws (Strength +2 damage), Tough
 Story Points: 1-3

THE KRALLIK *(Combat Rock)*

On the island of Papul on the planet Jenggel (see L15), a guerrilla war is being fought by the rebel Operaki Papul Gallaki (OPG) against the occupying Indoni Republic. The leader of the OPG is a mysterious figure known as the Krallik who has been seen by very few, even within the ranks of the OPG, but who is universally feared. By seemingly supernatural means, the Krallik is somehow linked to the incidents of Mumis – centuries-old preserved corpses of Papul village leaders – coming to life in remote villages, killing outsiders and urging the villagers to commit acts of savagery and cannibalism.

In reality, the Krallik is an outwardly friendly Papul tourist guide who has been driven insane by eating too much of a purple fungus which is found in a lake on Papul. The fungus is a sentient organism which feeds on the cerebral cortex of anyone eating it, initially providing powers of telepathy and mind control over others who have also eaten the fungus, but progressively causing insanity and finally death. In order to perpetuate the legend of the Krallik, the Papul guide has built a decoy figure deep in the jungle, a blasphemous form created from the mismatched body parts of his victims sewn together like a Frankenstein's monster, its skin covered with images of torture painted in blood. Like its two Mumi guardians, the Krallik's body has been stuffed with the purple fungus, enabling its creator to animate it using his mental powers, though it can only move in a slow, twitching manner. The Krallik uses his telepathy to give this monster the semblance of speech by activating a concealed speaker in its throat.

The Mumis of the Papul villages are similarly infused with the fungus. Preserved by ceremonial smoking over fires, they are shrivelled brown figures with stick-thin limbs, generally in a squatting position with knees drawn up under the chin. Their eye sockets are long-since empty and their toothless mouths are open in a frozen scream. The Krallik has arranged for selected Mumis to be stuffed with live Deathsnakes, emerald green serpents native to Jenggel whose venomous bite is almost instantly fatal and which can be spat out of the Mumis' mouths by a crude catapult mechanism concealed in the throat. When animated, the Mumis' bodies twitch to life under the influence of the Krallik but they cannot move without assistance. They usually only speak using pre-recorded messages from devices also hidden in the Mumis' mouths, though for greater effectiveness the Krallik could also set up concealed speakers activated telepathically as it does with the decoy monster.

NOTE: *The stats for the Krallik are for the Papul controller. The stats for the monstrous Krallik decoy are as for the Mumis, increase Strength to 5, add Fighting 2, and remove Slow and Special Trait (Spit Venomous Snakes)*

THE KRALLIK

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	7
INGENUITY	2	STRENGTH	4

SKILLS

Athletics 2, Convince 3, Fighting 3, Marksman 2, Survival 3 (AoE: Jungle)

TRAITS

Dark Secret (Major) – The Krallik
 Eccentric (Major) – Psychotically insane
 Hypnosis – Limited to those who have eaten the purple fungus
 Psychic
 Telekinesis – Limited to the Krallik and the Mumis
 Telepathy

TECH LEVEL: 6

STORY POINTS: 8

MUMI

ATTRIBUTES: Coordination 1, Strength 2, All other Attributes as controlling Krallik

TRAITS: Environmental (*Mumis do not breathe*), Fear Factor 3, Immunity (*Immune to conventional weapons – must be hacked apart or destroyed by fire or similar*), Slow (*Mumis are effectively immobile*), Slow Reflexes, Special Trait – Spit Venomous Snakes (*Specially prepared Mumis disgorge living snakes from their mouths - see the entry for The Island of Papul for stats for Deathsnakes*)

THE MECRIM *(The Menagerie)*

Project Mecrim was devised to create biological weapons during the Earth-Draconia War. The plan was to let them loose in Draconian cities allowing the creatures to cause whatever devastation they could. In tests against trained human soldiers, the Mecrim were efficient killers. A single Mecrim was able to kill more than half a dozen trained soldiers before being eliminated. It was believed that unprepared civilians would have no defense against the creatures and that thousands would be slaughtered before a military force would be able to take the creatures out.

The Mecrim exist naturally, but the ones the Doctor encountered are a variant genetically altered by the Butler Institute. They are of the order *Reptiloprimate*, family *Astridae*, and genus and species, *Singropoda mecrimus*. Mecrim stand 1.6 meters high to the shoulder and weigh up to 150 kilograms. They have an overall life cycle of 20 years and reach maturity after 2 to 5 years. Average gestation is 6 months and they have one to two young at a time. The Mecrim have no external gender distinction. Their diet consists of large mammals, occasional carrion, and is supplemented by berries or bark if necessary.

The Mecrim are six-limbed, bipedal humanoids. They have an internal skeleton and rib cage which protects vital organs. Their limbs resemble those of an insect with vestigial exoskeletal structures and secondary jointing. The Mecrim's head has a form of armor plating and it appears to have no skin, with the muscle and ligaments exposed. However, the top layer of a Mecrim's muscle actually performs this function, being an incredibly tough "skin substitute".

A Mecrim has four toes of equal length, arranged at right angles in the shape of a cross. Their legs feature an upper knee and extended "ankle" that functions as a secondary joint. The musculature allows for a quick turn of speed. The Mecrim's upper limbs consist of a pair of arms that terminate in a four-digit "hand" as well as a pair that feature a hooked claw. The head incorporates a complicated mouth and the eyes are partly concealed.

Mecrim are terrifying hunters. They have been programmed to prioritize their own survival above everything else. Their hunting instinct is a byproduct of this, causing them to take out potential threats before they can kill the Mecrim. They see in infrared but can also distinguish between living and non-living heat sources. Their hunting instincts are to take out the biggest threat, so they will always go for the largest heat source first. This sense does not work with regard to other Mecrim and they will not normally attack each other. When faced with a large number of enemy a Mecrim is cunning. It will tunnel beneath its enemy and use stealth to pick them off one at a time.

The Mecrim have one other unique ability. Although they are tremendously strong, strength alone does not account for their ability to tunnel or how easily they are able to puncture solid objects. The Mecrim have an ability to vibrate their hands to push

MECRIM



AWARENESS	5	PRESENCE	1
COORDINATION	5	RESOLVE	5
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3, Fighting 2, Subterfuge 1, Survival 3

TRAITS

Additional Limbs

Alien

Alien Appearance (Major)

Alien Senses – Infrared

Armour (5 points)

Burrowing

Natural Weapons – Hooked claws: Strength +2 damage

Obsession (Major) – Kill all mammals

Special Trait – Vibrating hand: 4/L/L (*Must use a Story Point to activate*)

TECH LEVEL: 1

STORY POINTS: 2-4

into solid matter and then re-solidify causing anything they have passed through to be destroyed.

Adventure Seed: Revenge of the Mecrim

Your TARDISers arrive back on the planet of the Menagerie of Ukkazaal (see L18) only to discover that there was another facility involved with Project Mecrim and that the creatures have already escaped to the surface some time ago. How do they save the inhabitants of this world from being destroyed by the ultimate killing lifeform now that there are hundreds of them?

MYLOKI (*The Indestructible Man*)

The Myloki are a race of other-dimensional beings that are so alien that their appearance, abilities and motives are unknown, and even their true name is a mystery, “Myloki” being mankind’s name for them. The first contact with the Myloki occurred in 2066 in a city they had built on the Moon. PRISM officer Captain Karl Taylor (see A16) was sent to investigate, but found the sights and sounds he encountered to be incomprehensible and ordered his men to attack, thus triggering a war between Earth and the Myloki. Taylor was captured and duplicated by the aliens, who replicated and improved his DNA.

The new Captain Taylor is an unstoppable killing machine with superhuman strength and is virtually immune to any injury, returning to life even if somehow killed. He does not eat, sleep, breathe or feel pain. Taylor does not normally radiate heat, being effectively dead, but he is able to do so if needed and to a high enough temperature to melt titanium. Although not quite mindless, Taylor does not speak and is under the control of the Myloki. He has earned the nickname “Captain Death” as he has killed everybody sent to stop him.

The Myloki are able to possess humans, and these puppets became one of their main weapons against the Earth; the other being the energy beams which they shine across the planet’s surface, mutating organic tissue on contact. When PRISM finally defeated the aliens in 2068, the possessed humans became “shiners”, feral creatures with leathery skin and glowing eyes. Like Captain Taylor, they are immortal and unkillable, roaming the Earth like wild animals. Taylor himself was sealed inside 6,000 litres of concrete at OCEAN FLOOR (see L26), the secure PRISM prison at the bottom of the sea. He apparently deactivated with the defeat of his controllers.

When the TARDIS arrives in 2096, the Myloki re-appear after an absence of 30 years and Captain Taylor reactivates, generating enough heat to break out of his concrete prison. The Doctor speculates that the Myloki need to change the nature of our reality in order to interact with it, creating the part-human/part-Myloki shiners and duplicates as attempts to enable them to exist in our dimension. He believes that they are entirely opposite to mankind, but that in some way each cannot exist without the other. The similarity between shiners and humans transformed into feral creatures on Zeta Minor (in *Planet of Evil*) hints at a possible link between the Myloki and the anti-matter universe.

CAPTAIN KARL TAYLOR

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	6
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4, Fighting 4, Marksman 2, Subterfuge 3, Survival 4, Technology 1, Transport 3

TRAITS

Adversaries – Captain Matthews; PRISM
 Alien
 Distinctive
 Enslaved
 Environmental (Major) – Does not eat, sleep or breathe
 Fast Healing (Special)
 Immortal (Special)
 Immunity – Conventional damage
 Invisible (to infra-red only)
 Natural Weapon – Heat Generation: Resolve + 4 damage by touch

TECH LEVEL: 5

STORY POINTS: 6

SHINER

Attributes: Awareness 3, Coordination 3, Strength 7
 Skills: Athletics 4, Fighting 4
 Traits: Alien, Alien Appearance, Environmental (Major: Does not eat, sleep or breathe), Fast Healing (Special), Immortal (Special), Immunity – Conventional damage
 Story Points: 1-2



QUANTUM HOMUNCULI *(The Uncertainty Principle)*

When Kodicek Research was developing their prototype Feynman computer (see G3) in 2022, it attracted the attention of a race of creatures from... elsewhere. The name of this race was never discovered, but they resemble goblin-like homunculi. Short and stocky, about Zoe's height, with arms and legs thick with tightly packed muscle, they look like a species from a high gravity environment. Their faces are slightly comical with huge unblinking eyes and ears that stick out, and they have grey skin and hairless heads.

The appearance of these homunculi, which materialised from thin air when the Feynman computer was activated, was alarming and proved fatal to one of the scientists. When several of these creatures appeared around the machine, one gestured towards one of the scientists, its hands beginning to glow with a purple-blue light which spread over its entire body. As it reached out towards the scientist, she was blasted by a shock of energy from the creature and killed outright.

Although appearing to be solid creatures, the homunculi are electricity based lifeforms, and they use the electricity generated by their bodies to power their ability to travel in time by quantum manipulation. This makes physical contact with them dangerous to humans. If the creatures try to touch somebody, they earth the contact delivering a massive electric shock, an effect not controllable by the homunculi who are thrown back into the Vortex by the unleashed energy. The creatures can also be short-circuited by water or other means, in which case they take the electrical damage themselves. Only if the target is insulated is the contact safe; but they must be fully insulated otherwise some damage can still occur. When they depart, whether voluntarily or otherwise, all that is left behind is a rain of matter resembling scrambled eggs and a spicy smell reminiscent of ginger. Both are residue from the Vortex itself.

The creatures are drawn towards quantum energy and in fact they are at their most powerful near a powerful source of quantum activity. Further away, they will generate lower levels of electricity, not enough to cause harm and maybe not enough for them to be able to re-enter the Vortex.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The initial visit of the homunculi was to try to stop the Feynman machine from punching holes in space-time and dumping its excess energy through to wherever they came from. However, after they inadvertently caused the death of the scientist, they wished only to return her to life, which they were eventually able to do by using the quantum manipulation of the computer. But as they are mute and communicate only by a form of telepathy which requires physical contact, their electrical touch proved to be a lethal drawback.

It is unclear whether these homunculi are creatures of the Vortex

itself or are from another reality and only use the Vortex to travel in. It is apparent though that they have an affinity with quantum processes, probably in a similar manner as Time Lords have an affinity with time.

QUANTUM HOMUNCULUS

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

SKILLS

Convince 1, Knowledge 2, Science 4 (AoE: Quantum Physics), Technology 3

TRAITS

Alien
 Alien Appearance
 Alien Senses – Quantum states
 Dependency – Needs quantum activity to generate electricity
 Natural Weapon – Shocking Touch: 6(3/6/9) damage
 Psychic – Only by physical contact
 Telepathy – Only by physical contact
 Vortex
 Weakness – Can be short-circuited by water, etc (will take damage and/or vanish back into the Vortex)

TECH LEVEL: 5

STORY POINTS: 2-4

QUARK REBELS *(TV Comic)*

In the pages of *TV Comic*, one of the most persistent threats that faced the 2nd Doctor was that of the dreaded Quarks! These Quarks are not mere servants of the Dominators, but an independent force that has somehow broken free of the control of their masters. Quite how this happened is unrecorded, but Captain Jack's files refer to them as "rebel Quarks" so it seems likely that an upgraded version of the robots was incorrectly programmed and rose up against the Dominators. These Quarks quickly became a major military force and are renowned for their destructive attacks. Rebel Quarks are identical to those used by the Dominators, except that their scientists have silver casings.

In his first encounter with these new Quarks, the Doctor resoundingly defeated their plans to invade the Earth in 1968 and in so doing earned their undying enmity. All Quarks are issued with the instructions to find and destroy the Doctor! The Quarks pursue him across time and space in an attempt to exact their revenge, setting traps for him whenever they can track his whereabouts. The Quarks have somehow managed to develop or obtain time travel technology, though this is probably very rudimentary. They are capable of monitoring the TARDIS's travels.

At some point in their history, it is known that the Quarks waged war on the Vespiforms, but there are few surviving details of this conflict. It is unlikely to be mere coincidence though that, on at least one occasion, the Quarks used a deadly breed of giant killer wasps against the Doctor. These creatures may well have been genetically developed by the Quarks using Vespiform DNA obtained in the war. However, the wasps' efficacy in eradicating the sworn enemy of the Quarks has so far proved to be lacking, with the wasps being just as likely to attack the Quarks as they are the Doctor!

Although the Quarks are deadly warmongers, they have one major weakness, described by the Doctor as an "allergy" (albeit an extremely severe one!): if they come within half a mile of leptonite crystals, they will go berserk and explode! Unfortunately, leptonite is only found on one planet, Puxatornee.

Adventure Seed: The Wasp Factory

The TARDIS delivers its passengers to a remote region in the Australian outback, where they discover a futuristic and decidedly alien fortress hidden in the desert. Although initially appearing to be uninhabited, this is one of the Quarks' secret bases, which is currently producing a new army of giant wasps in preparation for an invasion of Earth. Can the time travellers sabotage the production line in time to thwart this attack before it has begun? And can they escape the revenge of the implacable Quarks?

**QUARK REBEL**

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS

Convince 3, Craft 3, Fighting 2, Knowledge 3, Marksman 3, Science 3, Technology 3, Transport 3

TRAITS

Adversary – The Doctor

Armour (5 points)

Environmental (Minor) – Quarks do not need to eat, sleep or breathe

Fear Factor 3

Natural Weapon – Arm Cannon: L(4/L/L) damage Robot

Scan – Gives +2 to determine function of technological equipment

Technically Adept

Transit

Weakness – Leptonite Crystals

Weld

TECH LEVEL: 8

STORY POINTS: 2-5

GIANT WASPS

Attributes: Awareness 3, Coordination 3, Strength 5

Skills: Fighting 4

Traits: Flight (Major); Natural Weapon – Sting: Strength +4 damage, plus L(4/L/L) poison if any armour penetrated; Tough

QUIET ONES *(Shadow of Death)*

Initially thought to be a vanished civilisation, the Quiet Ones are a race of creatures which inhabit an apparently abandoned city on Geminga B (see L9), a planet orbiting a pulsar. Because of the influence of the pulsar, time on the planet is warped and moves at a far slower rate than elsewhere. So the Quiet Ones move out of synch with anyone experiencing the passage of time established as standard (the measure of absolute time by Earth and its colonies).

It has transpired that Geminga B was originally a rogue planet drifting through the universe, with the Quiet Ones harnessing starlight to power their great city. When the planet was caught by the gravity of the pulsar and pulled into close orbit, the Quiet Ones used their advanced technology to convert themselves into beings of pure energy to avoid extinction. This has enabled them to live on without harm from the pulsar's destructive radiation, but they have been rendered virtually invisible to most other races as they move slightly out of joint with time.

As yet, mankind knows very little about the Quiet Ones. Indeed, even their name has been given to them by the human survey team that has come to Geminga B to explore their ancient city, believing it to be abandoned ruins. Because the humans' base is shielded from the pulsar's effect on local time, the two species are experiencing time at vastly differing rates and communication has been difficult. In fact, when the Doctor and his friends first arrived, the explorers were not even aware that the Quiet Ones still survived.

If they can be perceived (usually requiring the Feel the Turn of the Universe trait), the Quiet Ones are spindly, amorphous creatures with semi-opaque flesh that shifts and changes. But they are more normally seen as patches of shadow or stains on the floor spreading and reaching out with vague tendrils. The touch of a Quiet One causes most other lifeforms to age rapidly, becoming pale and white, then translucent and finally turning to dust. Only time sensitive species such as Time Lords can withstand the temporal shock of this contact unharmed. The survey team has found that their energy weapons – designed only to harm organic tissue – have no effect on the Quiet Ones. Although they are energy creatures, the Quiet Ones are still corporeal to a certain extent and indeed can exert great strength, sufficient to wrench airlock doors off their hinges with sustained effort.

The Quiet Ones are very sensitive to sound, which causes them discomfort and pain. The Doctor realised that the deaths of the humans in the survey expedition were caused by the Quiet Ones trying to stop them making noise. After contact was made, it became clear that the inhabitants of Geminga B are a highly advanced and civilised species. The different rate at which they experience time means that communication between the species is unavoidably slow.

The Quiet Ones' city is a complex of tall towers and spires of stone, but contains no signs of life, and no artefacts, records or

writing, as these are no longer needed by the energy beings. It is this apparent lack of information about them which led the humans to name them the Quiet Ones, though their aversion to sound makes this even more apt.

QUIET ONE



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	5	STRENGTH	10

SKILLS
Fighting 1, Knowledge 3, Science 4, Subterfuge 1, Technology 3

TRAITS
Alien
Alien Appearance
Environmental (Major)
Feel the Turn of the Universe
Immunity – To most weapons (*dimension-bridging energy attacks will presumably harm them*)
Invisible (Special) – Anybody with Feel the Turn of the Universe has +4 to spot them
Natural Weapon – Time Acceleration: L(4/L/L) (*no effect against creatures with the Feel the Turn of the Universe*)
Weakness – Noise (*sounds cause pain which can stun or even inflict damage, depending on volume and frequency*)

TECH LEVEL: 9

STORY POINTS: 3-5

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

RHUMONS *(Twilight of the Gods)*

Rhumons are a humanoid species, tall and slender with smooth copper-coloured skin. Their heads are hairless, elongated and slightly protruding at the back. They have long jaws tapering to thin, pointed chins, and straight, angular noses whose fleshy sides merge into their prominent cheekbones. Rhumons have three spiny crests on their heads, equally spaced and normally running flat from the forehead back to the base of the skull, but which rise in anger. The fins of their ears are also spined and are covered with a fanlike fleshy membrane which folds together and flattens back when angry.

The Rhumons are split into two factions engaged in a civil war with each other. The Imperial Rhumons come from their original home planet, Rhumos Prime; and the Republican Rhumons come from New Rhumos, a colony planet in the same solar system. On Rhumos Prime, Imperial society is divided into strict social strata ruled over by a hereditary Emperor and the aristocracy. Below these are the clans of the middle classes, and below them are the families (and those without families) which make up the lower classes. The god Omnimon is worshipped on Rhumos Prime and is believed by the lower classes to live within the sun (though many of the higher class Rhumons consider this to be ancient superstition). Imperial society includes priests in positions of power and influence.

By contrast, the Republican Rhumon society is the result of a revolution against the Emperor. It is run along communist lines and considers the state to be superior and more important than the individual. New Rhumos is ruled by an elected Coordinator. After death, each Coordinator is embalmed and laid to rest in the Mausoleum of the People in City Number One on New Rhumos, a vast building which has had to be extended several times to make room for new additions. The Republicans claim to have no spiritual beliefs.

When the 2nd Doctor, Victoria and Jamie land on the planet Vortis long after the time of the 1st Doctor's defeat of the Animus and his return to fight the Zarbi Supremo (see *The First Doctor Expanded Universe Sourcebook*), they find that it has again moved across the cosmos and now lies within the same solar system as Rhumos Prime and New Rhumos. Rhumons from both sides of the civil war have laid claim to Vortis (which they call Mallaveria, see L29). Each faction has sent an expedition to Vortis to secure the planet and its resources for their cause, but both expeditions have crash-landed following a brief skirmish. Their respective crews have captured many Menoptra and are forcing them to work as a slave labour force.

Both Rhumon factions use weapons which are attuned to affect only their enemies. It is claimed that this is achieved by virtue of them being calibrated to detect factors registered by a device called the integral analyser, which scans for moral and spiritual purity. However, this is just propaganda and the analyser actually scans for trace minerals in the Rhumon diet. The differences

between Imperial and Republican rations give different results and it is those in the opposing force's diet that their weapons are being calibrated to detect. So, initially at least, the TARDIS crew are immune to Rhumon weapons and can even walk through their forcefields undetected and unharmed. But as they eat Rhumon food, they will become vulnerable to the guns of the opposing side. In a similar manner, the Menoptra slaves have become vulnerable to the weapons of the Rhumons.

RHUMON SOLDIER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Convince 2, Fighting 3, Marksman 3, Subterfuge 2, Survival 2, Technology 1, Transport 2

TRAITS

Adversary – opposing Rhumon faction
 Alien
 Alien Appearance
 Friends (Major) – own faction's forces
 Obligation (Major) – own faction

Other common Rhumon traits include:

Authority or Military Rank – priests, officers, etc.
 Obsession – own faction's doctrine

EQUIPMENT

Energy rifle: 7(3/7/10) – only effective if target scans as opposing Rhumon

TECH LEVEL: 5

STORY POINTS: 3-5

ROSEMARINERS *(The Rosemariners)*

The Rosemariners are plant-based lifeforms closely related to the many varieties of roses of their home world. They are from the planet Rosa Damascena in the Betus galaxy and are humanoid in appearance but with rough, green-brown skin covered in warts. They are around 6 feet tall, bulky and muscular, with heads which are overly large, out of proportion to their bodies. Instead of blood, the Rosemariners' veins run with an ichor which they refer to as "roselife", for which they are dependent on distillations from their cultivated rose plants in a similar manner as humans requiring food and water. When Jamie accidentally caused the TARDIS to materialise on the Earth Space Station 454 xeno-botany research centre 10,000 years in the future, the time travellers encountered a group of Rosemariners led by Commander Rugosa. Despite his strange appearance, Rugosa has a commanding, charismatic presence.

Rosa Damascena had experienced a revolution some years before, but this had been defeated by the ruling government and the ringleaders captured. As the planet does not have the death penalty for its criminals, the revolutionaries were injected with an experimental substance called Rosedream (see G6), a serum extracted from the deadly rosa toxicaera plant, to keep them in a servile trance-like state. When Commander Rugosa arrived on ESS 454, he claimed that the Rosemariners urgently needed to find an antidote for rosa toxicaera poison as it has become a deadly threat to the survival of his species. However, the reality is that Rugosa is one of the criminal leaders of the failed revolution. He actually wanted to find an antidote to Rosedream so that he could wake his fellow criminals and use them as his army to conquer first Rosa Damascena and ultimately the universe! Rugosa managed to take control of the prison he was incarcerated in and used Rosedream on the former prison guards, making them his Rosedreamer slaves.

The Rosemariners have developed the technology to duplicate the appearance of humans and other lifeforms. After scanning a subject, the replicator cubicle can transform a Rosemariner into an almost perfect likeness – perfect except that close examination often reveals a flaw in the duplicate. In one case, an imposter's skin had no pores, and in another an otherwise human body retained its Rosemariner feet! There is a -4 penalty on any passive attempt to notice something out of the ordinary with the doppelganger, or -2 if an active attempt is made. Commander Rugosa used his ship's replicator to replace ESS 454's Chief Executive Officer with a Rosemariner duplicate, disposing of the real CEO by feeding him to the rosa toxicaera in his ship's rosarium.

ROSEMARINER REPLICATOR [Minor Gadget]

Traits: Shapeshift (Special): Bulky (Major: immobile); Limitation – Flaw in duplicate body (-4 to notice, -2 if actively searching)

Cost: 1 point

ROSEMARINER

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

SKILLS

Fighting 2, Knowledge 2, Marksman 2, Technology 1

TRAITS

Alien
Alien Appearance
Tough

TECH LEVEL: 7

STORY POINTS: 3-5

COMMANDER RUGOSA

ATTRIBUTES: Awareness 3, Coordination 3, Ingenuity 4, Presence 5, Resolve 4, Strength 4

SKILLS: Convince 3, Fighting 2, Knowledge 3, Marksman 2, Subterfuge 3, Technology 1

TRAITS: As Rosemariner, with the addition of Dark Secret (Major) – Convicted Criminal

STORY POINTS: 4

SELACHIANS *(The Murder Game, The Final Sanction, The Selachian Gambit)*

“Selachians” is the name adopted by those Ockorans (*see A15*) who have chosen to be grafted into powerful shark-like battlesuits in order to wage war against the universe which has almost wiped them out.

In their natural form, the Ockorans were an aquatic species with a humanoid upper body and a fish-like tail. They were somewhat smaller and thinner than humans, and they were a peaceful race until they were all but wiped out by the Kalarians, who hunted the Ockorans for sport. However, their near extinction turned them into a paranoid, hate-filled people. During the 22nd Century, they developed the Selachian battlesuits and began a campaign of conquest against all other species, starting with the Kalarians themselves. Initially humans traded with the Selachians, but this ended when a deal went wrong and the aliens destroyed an Earth colony on Terra Alpha.

The Selachians’ armoured battlesuits are completely sealed and are designed to resemble squat but broad bipedal sharks, complete with painted on eyes and jaws, and even a metal shark fin on their backs. They are designed to inspire fear in their enemies. The suits have plasma weapons built into their forearms and the outer surface can be electrified, making them dangerous even to touch. They have short, jointed arms and legs. To fit into their battlesuits, the Ockorans have been subjected to major surgical procedures, including the removal of the lower halves of their bodies. Selachians have access to a lot of other highly advanced military technology, either developed by themselves or acquired by trade or conquest. Their own technology often has an organic basis and much of it is grown instead of built (*see V24*).

Being an aquatic species, the Selachians’ battlesuits are filled with water, as are their spaceships. Selachians hate all air-breathing species, and show neither any mercy nor any fear. Humans often refer to them as “Sharks”.

Although the 2nd Doctor has fought against the Selachians on several occasions, it was the 7th Doctor who encountered a version of them from a parallel timeline. These Selachians had battlesuits which were capable of teleportation, but as this technology had been provided to them by an ally, it isn’t standard and certainly isn’t available to Selachians in the main timeline.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 2204, after years of war, the Selachians are finally driven back to Ockora and the planet is destroyed by a G-bomb, killing them all. Although their fate is a tragedy, during the years that the Selachians are rampaging across the galaxy, they are a major threat to every species they come into contact with.

SELACHIAN



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS

Fighting 3, Knowledge 2, Marksman 3, Science 1, Survival 3 (AoE: Underwater), Technology 3, Transport 1

TRAITS

Alien
Alien Appearance
Armour – 10 points (*Limitation: weak spots only have 5 points*)
Brave
Cyborg
Dependency – Needs water to breathe (*1 point per minute, but only when outside the battlesuit*)
Environmental (Minor)
Fear Factor 2
Natural Weapon – Plasma gun: L(4/L/L)
Natural Weapon – Electrified Armour: 6(3/6/9)
Obsession – Destruction of air-breathers

EQUIPMENT

See Selachian Living Weapons (V24)

TECH LEVEL: 6

STORY POINTS: 3-5

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SELACHIAN LIVING WEAPONS *(The Final Sanction)*

As with most of their technological devices, Selachian weapons often have an organic basis. Many are actually living creatures which have been bio-engineered for use in the war against the air-breathers. Here are a few examples.

Crustacean bombs are living limpet mines, almost literally. They have an armoured upper shell with numerous claws underneath and are programmed to crawl into strategic locations and explode.

Green blobs are shapeless, featureless mounds of jelly about a metre tall and half that wide. They are not particularly fast moving, but work in groups to surround and trap their victims. When they get close enough, the blobs explode into a mass of tentacles which wrap themselves around their target in a merciless embrace. A vicious red spike then emerges from the blob's central body to drill into the victim.

Selachian thinker weapons are another shapeless jelly creature. They are totally transparent and usually flatten themselves against the floor, ceiling or other surface. In this manner, they lie almost invisible (-4 penalty to be spotted) until they are stepped on or can drop on a victim. Thinker weapons are each designed with one of a number of different attack methods. Examples include ones which explode, burst into flames, secrete acid or deliver an electric shock.

CRUSTACEAN BOMB**ATTRIBUTES**

Awareness 2, Coordination 2, Strength 1

SKILLS

Subterfuge (Stealth) 4

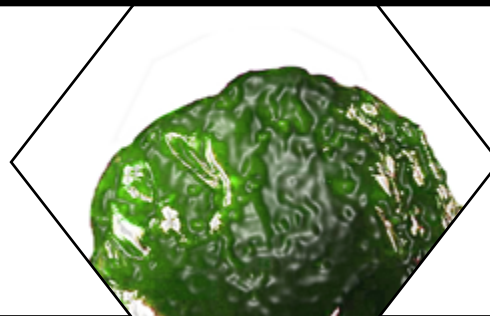
TRAITS

Armour (5 points)

Climbing (Minor)

Natural Weapon – Explode: 7(3/7/10) damage
with range increments of 2/5/7 metres

Size - Tiny (Major)

GREEN BLOB**ATTRIBUTES**

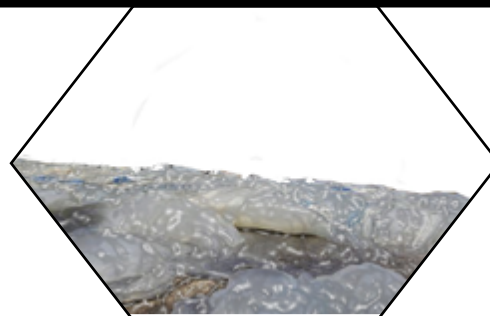
Awareness 2, Coordination 2, Strength 4

SKILLS

Fighting 3

TRAITS

Natural Weapon – Spike: Strength +2 damage
Tough

SELACHIAN THINKER WEAPON**ATTRIBUTES**

Awareness 3, Coordination 1, Strength 3

SKILLS

Fighting 3

TRAITS

Climbing (Major)

Invisible (Major)

Natural Weapon – Varies: 6(4/6/9)*

Tough

*A thinker weapon's attack could be to bite, burrow, burn, freeze, shock, secrete acid, etc.

SELYOIDS (*Dying in the Sun*)

The entities known on Earth as the Selyoids have no real name of their own, the nearest approximation being “the Children”. They were given the name “Selyoids” as a joke by the first human who came into contact with them.

In their natural form, the Selyoids are beings of pure light. They are vastly intelligent but devote themselves to the creation of art. The study of science is frowned upon, with scientists being outcasts from Selyoid society. But the Selyoids needed their scientists to devise a means of saving their race from extinction due to catastrophic climate change on their planet. The scientists created a physical body for their people in the form of a primordial soup capable of travelling through space on an asteroid. Although the majority of Selyoids remained on their planet, many were able to escape and eventually landed on Earth.

The Selyoids were discovered in the 1940s frozen in ice in Alaska by Hollywood film director Leonard de Sande. De Sande merged with one of them and was transformed into the peak of human beauty as the Selyoid was able to modify his posture, skin quality, body language and pheromone production. De Sande brought the Selyoids back to Hollywood (*see L11*) where he enabled them to bond with several of his associates, similarly enhancing their physical presence – in effect, giving them “star quality”.

The Selyoids are unable to control the actions of their living human hosts, though the positive emotions they generate usually make the hosts happy to serve their alien partners. Many Selyoids prefer to animate fresh corpses, which they are able to fully control. Selyoid hosts have an enhanced ability to heal injuries, though they can still be killed, the Selyoid flowing out of their injuries like liquid light. Their heightened appearance and presence make the hosts very persuasive, to the point of being mildly hypnotic to normal humans, gaining +2 Presence, Attractive, Charming, Empathic, Hypnosis (Minor), and Fast Healing (Major).


Selyoids reproduce by replication; given time, a single Selyoid can divide itself a millionfold and still retain its consciousness. Selyoids have a group mind. The downside of this is that they are so closely connected to their leader that, if he is harmed in any way, all the Selyoids linked to him are likewise harmed.

The plan of the Selyoids is to take control of mankind and use it to create better physical bodies for themselves. They are using de Sande to coat reels of movie film with the liquid essence of the Selyoids. When viewed, the audience will absorb this essence and become further hosts willing to work for the Selyoids’ cause. If projected through a special crystal, the Selyoid on the film can generate a solid body, manifesting as something drawn from the beliefs in the minds nearby to give the Selyoid a more suitable form, whether human or monstrous.

Ultimately, the Selyoids are morally complex. Their primary motivation is survival and to do this they want to raise mankind above its current level of achievement. But they are willing to

sacrifice people to fulfil their aims and will totally subvert human culture to survive.

SELYOID



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	8	STRENGTH	1

SKILLS
Convince 4, Craft 5, Knowledge 3

TRAITS
 Alien
 Alien Appearance
 Empathic
 Environmental (Major)
 Hypnosis (Minor) – Able to influence emotions
 Immunity – Unaffected by physical damage
 Networked
 Possess – Does not control a living host’s actions
 Replication
 Special Trait – Selyoid Shapeshift
 Weakness – Link to the Selyoid leader

TECH LEVEL: 6
STORY POINTS: 3-5

SPECIAL TRAIT – SELYOID SHAPESHIFT

A Selyoids’ liquid form is capable of flowing and oozing through small holes and cracks. If projected through a special crystal, it is able to manipulate this form to create a solid body (which may have different stats or additional traits, depending on the form taken). This requires the belief of human minds nearby to maintain this body. If those witnessing it do not believe in what they are seeing, the form dissolves back to its former state. In the event of any contest of belief, Presence + Convince rolls are needed. Bright lights or darkness can also distract the viewers, breaking the Selyoid’s hold over their minds and cancelling the image.

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SIDE (*The Jigsaw War*)

Side is a fifth dimensional being worshiped by the Unheld (see V30) as a god. He latches onto undeveloped species, dependent on their belief for his power, but if those species develop to the point of letting go of their superstitions, or to somehow discover the truth of his existence, he stands to lose all his followers. In the case of the Unheld, a species networked in such a way as to allow them to develop suddenly the more of them there are, it was in his best interest to keep their population low and slow their development. This he did by fabricating parts of the resident human colony's history and staging Unheld attacks on human facilities to foster continued mistrust and trigger genocidal cleansing operations.

After several generations of this, over 89 years, Side ran afoul of the 2nd Doctor and Jamie McCrimmon. Speaking through Jamie's human interrogator Moran, Side attempted to undermine the young Scots' faith in the Doctor and trapped him in a temporal puzzle. Jamie started experiencing events in the wrong order and was told by Side that he needed to unscramble the sequence to unlock the cell's door. This was part of an elaborate manipulation to indoctrinate Jamie and make him believe the Unheld were indeed dangerous and needed to be culled. This was part of a larger game between Side and the Doctor, the latter wagering that his companion would not abandon his values even if tempted by Side's scenario. He won that wager and Jamie solved the puzzle, though it is not known what then happened to Side or to the Unheld, though one might surmise the entity was banished to parts unknown and the Unheld freed from his influence.

The scope of Side's powers is a mystery, though certainly, he was able to possess lesser beings and speak through them. It is likely this is how he manufactured documentation pointing to the danger posed by the Unheld and fostered unrest in the colony. He also seemed to have the ability to make Jamie's mind jump from moment to moment, out of sequence, though it is not clear whether he needed to manipulate local time to do this, or if it is merely a function of mentally travelling through the fifth dimension. The Doctor speaking through Jamie just as Side spoke through Moran would seem to indicate the latter, the entity apparently having the ability to share that power with others.

SIDE



AWARENESS	4	PRESENCE	4
COORDINATION	-	RESOLVE	5
INGENUITY	7	STRENGTH	-

SKILLS
Convince 5, Knowledge 4, Subterfuge 3 (AoE: Mind Games)

TRAITS
Dependency (Major) – Worship
Immortal (Special)
Possess (Special) – This Trait can be shared with others
Vortex (Special) – Side can mentally jump from one moment to another within a limited time frame; thanks to his sharable Possess Trait, he can transplant a person into their own past or future selves

TECH LEVEL: N/A

STORY POINTS: 8

TRAPPED IN NON-LINEARITY

The Jigsaw War gives GameMasters a good model for building an adventure scenario free from the limits of chronological time. The key is for the player character to experience the sequence of events the same way its controlling player does, obviating the need for that player to ignore what he or she knows to have already happened. The sequence becomes a puzzle, and in this story's case, an actual one; the sequence, once numbered, forms the code that opens the cell door. Any GM pulling this trick should prepare scenes with tell-tale signs of time moving that also heighten the narrative mystery – new props and costumes, news of events seeping in, and so on. The rationale for an achronological adventure can be an entity like Side, a temporal anomaly, or plain old, uncontrollable TARDIS travel. Like Jamie, player characters will have to decide whether to avoid a paradox by making the future happen, or defy the laws of time by ignoring the sequence's obvious conclusion. Or is there a way to eat one's cake and have it too? Perhaps the future can be manufactured to only *look* a certain way.

THE SIDEWINDER SYNDICATE *(House of Cards)*

The Sidewinder Syndicate is an extended family of alien gangsters. They are all members of a reptilian species from the planet Serpentine, basically humanoid but with scaly green skin and snake-like heads. When a number of their members were stranded in Chicago in the 1920s after crash-landing on Earth, they sought to take advantage of Prohibition, muscling in on the rackets operated by the rival mobs of the time. In order to blend in better, the Syndicate adopted 1920s' fashions and dressed themselves in the sharp suits, overcoats and wide-brimmed hats that were all the rage in the Roaring '20s. They also took to speaking in clichéd gangster slang, often referring to their enemies as "dirty rats" for example. To match their fashion sense, Syndicate members started to use energy weapons designed to resemble firearms from the 1920s. In particular, they took to carrying Tommy guns that fire rapid bursts of energy bolts.

After the 10th Doctor repaired their navi-pod, the Sidewinder Syndicate were able to leave the Earth, but they retained their trademark 1920s' fashions and language. Out among the stars, the gang has forged an intergalactic criminal empire that has lasted for centuries. They involve themselves in all types of criminal enterprise but particularly in those reflecting their gangster roots. They can be found as the force behind anything from bank heists to protection rackets, and illegal gambling to interplanetary smuggling. They also operate legitimate or semi-legitimate businesses, either as fronts for their criminal activities or as money laundering operations. Sidewinder Syndicate gangs are known to run restaurants, bars and casinos on planets across the galaxy.

The Doctor has encountered the Sidewinder Syndicate on a number of occasions. As well as the 10th Doctor's adventure in 1920s Chicago, the TARDIS had previously taken the 2nd Doctor, Jamie, Ben and Polly to a space casino (*see L14*), where they found the Syndicate to be working for a mysterious woman called Fortune; and much later in his life, the 11th Doctor and Amy found themselves caught up in a bank robbery being carried out by the Syndicate.

The Sidewinder Syndicate may not be able to invade planets like the Daleks or Cybermen, but they are nevertheless a dangerous foe at a more personal level. Anybody who crosses them is likely to find themselves the subject of a vendetta and be a target for gangs of reptilian hit-men.

Adventure Seed: Prison Break!

Accidentally landing inside a high-security prison on the planet Hab'jalleen, the players are caught up in a jailbreak as a squad of Sidewinder Syndicate gangsters attempts to bust out their incarcerated colleagues. Separated from the TARDIS, and possibly each other, the players face a fight for survival as a battle ensues between the Judoon warders and the prisoners let loose by the Syndicate.

SIDEWINDER SYNDICATE GANGSTER



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

SKILLS

Fighting 3, Marksman 3, Subterfuge 2, Survival 3
(AoE: Deserts), Technology 2, Transport 1

TRAITS

Alien
Alien Appearance
Fear Factor 1
Tough

EQUIPMENT

Tommy Gun 7(3/7/10) – fires energy bolts

TECH LEVEL: 7

STORY POINTS: 2-5

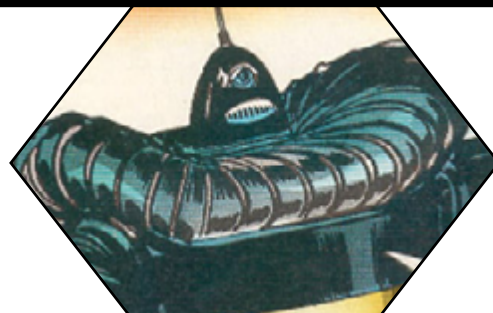


TRODS (TV Comic)

The Trods are a race of robots from the planet Trodos. They have a large, roughly cylindrical body tapering slightly towards the bottom and mounted on a pair of small caterpillar tracks, with flexible arms ending in long metallic claws, and a small, conical head with a single lens-like eye. They are powered by static electricity broadcast from a central power generator to a receiver aerial on top of each Trod's head. The Trod leader is the Super Trod, a slightly larger robot with the words "SUPER TROD" painted on its yellow casing. Other Trods have their designated number on their casing.

The Trods were originally built by one of the human inhabitants of Trodos to give himself power over his fellows. But the robots rose up against their controller and instead enslaved the humans. They remained in power until Dr Who arrived on Trodos with his grandchildren John and Gillian (see *First Doctor Expanded Universe Sourcebook*) and destroyed their power generator, deactivating them. But a space traveller later reactivated the robots and used them to rule Trodos. Although again deactivated by Dr Who, the Trods somehow survived and built a time machine to pursue him to prehistoric Earth in order to exact their revenge. When the Doctor returned to Trodos sometime later to make peace with the Trods, he found that they had been all but wiped out by the Daleks, who were waiting to ambush him. The few Trod survivors assisted the Doctor and his grandchildren, helping them escape from the Daleks.

In an echo of the TV episode *The Space Museum*, in which the 1st Doctor hid inside a Dalek casing, Dr Who and his grandchildren visited a time museum and each hid inside a Trod casing to escape from the Cybermen. The sign on the Trod exhibit read "TRODS – SPACE WAR MONGERS FOR GENERATIONS". Clearly the metal menaces enjoyed much wider and longer success than was actually seen in the comic-strips!

**TROD**

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

SKILLS

Fighting 2, Knowledge 3, Marksman 2, Science 2, Subterfuge 1, Technology 3

TRAITS

Armour – 5 points
Dependency – Broadcast energy
Natural Weapon – Metal Claws (Strength +2 damage)
Networked
Robot
Weakness – Caterpillar tracks restrict movement

EQUIPMENT

Ray gun: 7(3/7/10)

TECH LEVEL: 8

STORY POINTS: 1-3

SUPER TROD

ATTRIBUTES: +1 Ingenuity, Presence and Strength

SKILLS: Fighting 3, Knowledge 4, Marksman 2, Science 3, Subterfuge 1, Technology 3

STORY POINTS: 4

TYRENIANS *(The Colony of Lies)*

In the 25th Century, the Tyrenians – a previously unknown space-faring species – appeared as if from nowhere. They are a noble race of nomadic warriors who are believed to have come from a world named Tyrenia, the third planet of a twin-star system in Sector Five of the galaxy. The story goes that the Tyrenians were forced to flee their home planet as a result of the Great Accident, an outbreak of plague which almost wiped them out.

The Tyrenians are a humanoid species but with canine characteristics. They have heightened senses and an enhanced physiognomy which enables them to recover from injuries at a remarkably rapid rate. They are a warrior species and are perfectly adapted for personal combat. But they also employ robotic battledroids, similar in design to Earth battlefield drones. The Tyrenians use a species of symbiotic invertebrates, the Alisorti, to induce Deep Sleep, a form of suspended animation. A few Alisorti suffer from a rare blood disorder which can result in an Intelligence Reducing Virus (IRV) in their hosts, turning the Tyrenians into savage beasts.

The Doctor, Jamie and Zoe encountered the Tyrenians in the 26th Century on Axista Four (*see L1*), a human colony world founded by philanthropist Stewart Ransom, where it appeared that a group of the creatures had colonised the planet first and had hidden themselves away in Deep Sleep when the humans arrived.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The true origins of the Tyrenians are somewhat more complicated and are not known even to the Tyrenians themselves. They are in fact humans who were experimented on by the Earth Federation to create genetically enhanced super-soldiers. The addition of canine DNA has given them their heightened abilities. After a promising start, the Federation abandoned the programme, withdrew funding and outlawed further genetic research, ordering all specimens to be destroyed. But the scientist responsible, Gustav Tyren, refused and his direct boss, Stewart Ransom, secretly arranged for the experimental subjects to steal a ship and escape from the space station laboratory.

The ship that the Tyrenians used in their escape crashed on Axista Four. When Ransom later selected a planet for his proposed human colony, he perhaps subconsciously used the same raw data to programme the ship's computer as had been used by the Tyrenians' escape vessel, resulting in the same flight path and the colonists also arriving on Axista Four.

The fake story about the Tyrenians fleeing a plague which ravaged their homeworld was in fact concocted by the 7th Doctor to preserve the secret that they are instead human experimental subjects (who would be exterminated by the Federation).

TYRENIAN



AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 4, Fighting 5, Marksman 4, Survival 3, Technology 1, Transport 3

TRAITS

Alien Appearance
Fast Healing (Major)
Frenzy
Keen Senses (Smell)
Natural Weapon – Claws/Fangs: Strength +2 damage
Tough

TECH LEVEL: 6

STORY POINTS: 3-5

TYRENIAN BATTLEDROID

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 7

Skills: Fighting 4, Marksman 5

Traits: Armour (10 points), Alien Senses (IR/UV Vision), By the Program, Environmental (does not breathe), Natural Weapon – Blaster: L(4/L/L), Robot

ALISORTI [Minor Gadget]

Traits: Environmental (Minor), Immortal (Major), Restriction – Keeps subject in suspended animation (Major)

Cost: 1 point

Although they are living creatures, the Alisorti are essentially Gadgets in game terms. Hosts bonded to Alisorti which have the Intelligence Reducing Virus have their Ingenuity lowered by 1D6/2 points (rounded up) per use.

THE UNHELD *(The Jigsaw War)*

As a race, the Unheld at first seem harmless, quiet and peaceful, but as the human colony based in the Unheld System has discovered over time, whenever the Unheld population rises above a certain level, they can become aggressive, and are stronger than they look. In fact, larger groups of Unheld are not only more violent, but smarter as well. They might suddenly know how to work weapons or vehicles, and once learned to crew a spaceship. In smaller groups or alone, the Unheld can't even be taunted into committing violent acts, but in larger ones, a mob mentality and blind instinct take over. Every generation, the population grows to a dangerous level and uprisings against their human overlords inevitably occur. This is exacerbated by the humans' inability to decipher the Unheld language, deemed not sophisticated enough to be recognized as a true language.

In response to this problem, the colony keeps the population down through culling that falls just short of complete genocide. These horrific policies are nevertheless deemed "humane". Human government in the Unheld System is so dedicated to the Unheld problem, it has yet to abandon the planet despite having drained its resources dry. Its topology is a lot like the Scottish Highlands.

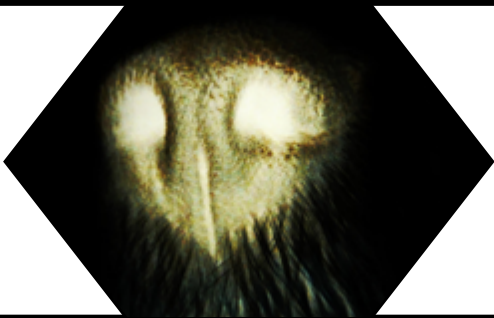
What the humans don't know about the Unheld is that they are networked through a low-level empathic field with an infra-sound component. Through this, they can feel each other's emotions, then feel that projected emotion fed back to them. The result is an accumulation of whatever feeling the group is experiencing in a feedback loop. This is especially true of fear, probably as a survival thing. When one Unheld is afraid, it makes others afraid, which then loops back to the original Unheld, amplifies its own fear and agitates it beyond the point where it can be calmed down. Because sound undetectable to humans carries the emotion, the Unheld are sensitive to sound, and their emotional feedback loop can be drowned out and countered by the right frequency.

Access to a universal translator, TARDIS or telepathy will reveal the Unheld mostly talk about their god Side (see V26) a lot, and it is this entity that profits from keeping their numbers low. He is the one manipulating events every generation to trigger (or fake) the Unheld uprisings to force the colony to initiate cleansing procedures.

SPECIAL TRAIT - EMOTIONAL FEEDBACK LOOP

When the Unheld feel any emotion, whether the spirit of cooperation or fear and anger, that feeling is transmitted to other members of its species in close proximity. In game terms, this is both beneficial and dangerous. When the Unheld collaborate, their Ingenuity, Craft, Marksman, Technology and Transport are raised by 1 for every 10 Unheld present up to a maximum of 4 in each of those Attributes/Skills. For every 100 Unheld working together, the group's Tech Level goes up by 1, up to a maximum of 6. Conversely, any strongly felt

UNHELD



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS
 Athletics 2, Craft 1, Fighting 3, Marksman 1, Subterfuge 1, Survival 4, Technology 0, Transport 0

TRAITS
 Alien
 Alien Appearance
 Alien Senses – Infra hearing
 Code of Conduct (Major) – Pacifism (*Unheld with a Major Obsession may ignore this Trait*)
 Devotion – to Side
 Empathic
 Frenzy
 Networked
 Psychic
 Special – Emotional Feedback Loop
 Uncommunicative
 Weakness – Sound (*the Unheld can be repelled and confused by loud sounds, especially those close to the frequency they use to communicate*)

TECH LEVEL: 1

STORY POINTS: 2-4

emotion only becomes more strongly felt the bigger a group is, turning it into a Minor Obsession for a group of at least 10 Unheld, and into a Major one for 20 or more. This raises the Difficulty level of any attempt to Convince Unheld to change their emotional state by one rank for every 5 Unheld present. Creating interference on the same frequency the Unheld use to communicate is the only way to disrupt the Networked Trait that is a prerequisite for this Trait.

VALMONT *(World Game)*

Valmont is a member of the group of immortals known as the Players. The origin and precise nature of these entities is unclear, but they have some similarity to the Eternals (possibly indicating a common origin). Like the Eternals, the Players exist outside time and space. Bored with the eternity of their existence, they entertain themselves by interfering in human history in a series of Games against each other. Valmont, for example, is known to operate in the late 18th and early 19th Centuries. He has allied himself with another Player who calls herself the Countess, and together they are working to ensure the success of Napoléon Bonaparte's plans to conquer Europe and possibly the world. Later, they propose a Grand Design which will result in the entire world being plunged into a never-ending series of wars, providing the opportunity for endless Games for the Players.

In their own realm, Players are formless. But in our universe, they take human form. Valmont appears to be a thin young man with classically handsome features and romantically curling black hair. He has the petulant air of somebody used to getting his own way at all times and becomes sulky if his plans are thwarted. He dresses elegantly in clothing appropriate to the period the Games take him to. Valmont is disdainful of mortal races and speaks to humans and Time Lords alike as though they are beneath his contempt.

Like all Players, Valmont is able to move instantaneously in time and space, and from our universe to the Players' own extra-dimensional realm. He often uses this ability to avoid capture or death if he is cornered in human form. However, his actions are limited by the Rules of the Game that the Players have adopted. So he cannot, for example, move forward in time to view the outcome of his actions on history, having instead to view time in a linear fashion as mere mortals do. Players can also only use human weapons, else they will forfeit the Game, though they are able to influence the development of new weapons. Although Players are immortal, the Rules of the Game state that if killed while in mortal form, a Player is truly dead. Further, the rules limit Players from taking direct action against each other, but must use their powers of influence over humans or employ mortal agents to act on their behalf. Valmont however only loosely abides by this last rule, on one occasion even trying to assassinate the Duke of Wellington (*see A8*) and Lord Nelson (*see A11*) with a bomb. Any transgression of the rules is subject to arbitration by an Adjudicator back in the back in the Players' dimension, but it is mainly attempts by one Player directly on the life of another Player that are considered a serious breach.

The stats for Valmont are for his human form.

VALMONT

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

SKILLS

Convince 4, Fighting 2, Knowledge 5, Marksman 2, Subterfuge 3, Technology 1, Transport 3

TRAITS

Adversary (Major) – Opponents among the Players
 Alien
 Attractive
 Code of Conduct (Major) – The Rules of the Game
 Immortal (Major)
 Obsession (Major) – Winning the Game
 Time Traveller – Tech Level 4
 Vortex

TECH LEVEL: Not known (possibly 12)

STORY POINTS: 5



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VETAC ROBOTS *(Dreams of Empire)*

The Virtual Electro-Targeted Attack Computer is the most sophisticated armament known to the Haddron Republic. The legionnaires are drone troops which have limited strategic and tactical reasoning capabilities. They are dependent on the instructions of a command unit relayed over a virtual network. The commander is usually backed up by a lieutenant with broadly similar capabilities to ensure a level of redundancy.

A full legion of the Haddron Republic consists of a single VETAC command unit and as many troops as that unit can channel instructions to. Originally this was 256 troops. Later command units could handle 512 troops. Legions during the time of Kesar's uprising against the Republic comprised of 1024 troops in addition to the commander and lieutenant.

VETAC troops look like large suits of armor. The figures stand very tall, towering over the Doctor and Jamie, and they are very heavy. Various weapons line the torso and various electronics can be seen on it. A patchwork of tiny indicator lights is set into the chest and a grenade with a small circular ring is set into the recess of the chest. The forearm has the point of knives protruding from below the wrist. The hands are massive gauntlets with sharp studs in place of knuckles and fingers that ended in cruel points. Behind the wrist there is the dark opening of the small nozzle of a gun barrel. The whole suit is studded with rivets and bolts, and teems with electronic attachments and readout screens.

VETAC soldiers do have one weakness. There are toxin projectiles that transmit a computer virus as a binary encoded pulse on a frequency that the VETACs can detect and receive. Once in the VETAC command circuit, the toxin replicates itself and infects the whole network. This destroys the VETAC units' microcode and corrupts their software systems. More sophisticated VETAC commanders know to use a "footbath" as a countermeasure. The VETAC commander, troops, and vessel shut off all external communications and have one isolated unit monitor a signal. If the signal is a toxin, only the isolated unit becomes infected.

VETAC commanders can monitor an entire ship's functions by socketing into the vessel through an infrared link. Their artificial intelligence draws on the expert knowledge of the greatest commanders in Haddron history – their recorded thoughts words and deeds. For more recent commanders they have access to the knowledge base compiled from brain scans, simulations, actual battlefield situations they had encountered. This leads VETAC commanders to be cautious in unknown situations.

The VETAC have a rigid chain of command programmed into them. They will follow the orders of the ranking officer in the chain of command until presented with proof of their death. They will then follow the commands of the next person in the chain of command. They are incapable of making judgments on whether or not the person giving the orders is competent to give commands and will follow their lead regardless of whether their commands seem contradictory to earlier orders or to the interests

of the Republic at large.

VETAC are considered very valuable military technology and an important asset to the Haddron Republic's defense. The apparent loss of the Fifth Legion called Kesar's competence into question and undercut his bid to take power as consul for life. Ultimately, this act led to the Haddron Civil War.

VETAC ROBOT

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	7
INGENUITY	4	STRENGTH	6

Commanders have only 2 Coordination.

SKILLS

Athletics 2, Fighting 3, Knowledge 3 (Commanders only; AoE History of Warfare), Marksman 3, Science 2, Subterfuge 1, Survival 1, Technology 3, Transport 2

TRAITS

Alien
Alien Appearance
Alien Senses (DNA Scan)
Armour 5
By the Book
Natural Weapon (Minor) – Knives in arm
Natural Weapon (Major) – Gun Arm [4/L/L]
Networked (Major)
Robot (Lesser)
Transmit
Tough (Commanders only)
Weakness (Major) – Software toxin

EQUIPMENT

Grenade (4/L/L within 15 feet and losing one point of lethality every 30 feet thereafter)

TECH LEVEL: 6

STORY POINTS: 1-2

THE VIST *(The Forbidden Time)*

Most beings in the universe live their lives through time in a purely linear fashion. Some have constructed machines that allow them to move through time, but very few races can move through it naturally. The Vist are one such race. Somehow, they developed the biological ability to travel through time as naturally as we travel through space. Despite being time-faring, the Vist are actually a very primitive race, not understanding the mechanics of time travel or even the development of the universe to any great degree. They trust to their biological awareness and senses when traversing the vortex and find it incomprehensible that a non-living thing could traverse time. The Vist's time sense allows them to perceive time, which doesn't mean that they can see all possible futures. Time has a geography that sometimes allows them to see landmarks (events), but not exactly how to get there.

The Vist subsist on subtle energies that exist throughout the fields of time. These energies can be disrupted by the linear passage of time that most creatures experience in their day-to-day lives. The Vist are also able to harness life energy from living beings. This energy gives them sustenance, but it is implied that this is not their normal diet. The Vist are keen to stop these incursions into their fields of sustenance and do not care whether other beings even have the capability of avoiding the periods of time that they lay claim to.

The Vist are about the size of a greyhound. Their legs are long and spindly like those of a giraffe or even a daddy-long-legs spider. Their heads hang low from their bodies. They have monkey-like faces with large eyes that appear to have two pupils each. They are described as resembling the elephants depicted in Salvador Dali's painting, *The Temptation of St. Anthony*. Their maneuverability is greatly limited. If they gain too much speed going one way it is difficult for their spindly legs to slow them down to turn in another direction.

The Vist can project shadow worlds sideways in time from the main one. These shadow worlds have less energy than the physical universe that we exist in and, as a result, they cannot sustain life. However, it does echo the shapes and forms of the non-living aspects of our world. These exist as washed-out sepia-tinted objects that lack the physical strength of their real-world analogues. When these objects are touched, they normally crumble into dust. Even a planetary surface is described as feeling spongy as if the crust could give way at any moment.

Very little is known about Vist technology. They have a weapon that fixes a living object into the shadow world into one of the shadowy reflection structures that exist in that world. This has the effect of moving that being back into the normal world as long as they concentrate on some anchor to return them there. The Vist can also apparently weave glowing structures that they use as their buildings. The Doctor surmised that such a building exists outside of all times and all spaces although the Vist are able to move openings to it so that they can be perceived from shadow worlds and possibly from the real world as well.

Adventure Seed: A Shadow of Things to Come

Your TARDISers land at a UNIT office within one of the shadow worlds that exist sideways in time. There they learn about an imminent threat from an alien invasion force that will destroy the world's major cities and it will all happen in 15 minutes. Can they learn enough from the static and easily-destroyed clues they can find to reorient themselves into the real world and solve the crisis or can they only stand by as the world is put to the torch?

VIST

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

SKILLS

Athletics 2, Convince 2, Craft 2, Fighting 1, Survival 3

TRAITS

Alien
 Alien Appearance (Major)
 Alien Senses – Time Sense (*can sense and view the movement of things through time*)
 Argumentative
 Clumsy
 Feel the Turn of the Universe
 Quick Reflexes
 Selfish
 Sense of Direction
 Tough
 Vortex

TECH LEVEL: S (*Their movement through time is biological rather than mechanical and they appear to have little understanding of space and how the universe formed. This makes identifying their Tech Level difficult, but it seems equivalent to that of a race that is just setting out into space.*)

STORY POINTS: 1-3

YETI MARK III *(Downtime)*

The Yeti used by the Great Intelligence during its attempted invasion of the world's computer systems in 1995 are rather different to those used in its previous attacks. These versions are not robots, but are humans who have been transformed by nanotechnology into monstrous creatures under the control of the Intelligence. Students at New World University (known as Chillys, see L21) were among the first victims of this process, forming a small army of Yeti to defend the campus against UNIT.

The transformation is triggered by a new version of the Yeti control spheres. These attack by punching their way into their victim's chest, breaking through the rib cage. Once it has disappeared into the chest, the wounds immediately close over behind it as the nanogenes get to work, the victim's body coursing with energy as it begins to expand. The emerging creature is a hulking brute the size of a grizzly bear, with red-brown fur, savage claws and huge yellow fangs. The Yeti's head can swivel on its neck like an owl's and its face has a pair of burning red eyes capable of penetrating the darkness. They move with a rolling, lumbering gait and are surprisingly fast.

As these Yeti are flesh and blood animals, they are not quite so resistant to damage as their robot predecessors. However, they are still incredibly tough and can shrug off wounds which would kill most living creatures of their size. They can fire jets of steaming plasma from their outstretched paws, which coalesces to cover their victims in the Intelligence's web substance, smothering and choking them to death almost instantly.

The only way of reversing the transformation is to destroy the Great Intelligence, or banish it so that it can no longer control the spheres within the Yeti's chests. In this case, the nanotechnology will transform the creatures back into the humans they once were.

The new version of the control spheres are used as a mobile extension of the mainframe which the Great Intelligence now inhabits. They are small enough to patrol the New World University campus and monitor suspicious activity without being spotted, but can also be used to pursue any enemies of the Intelligence as well as transform Chillys into Yeti.

THE NATURAL HISTORY OF THE YETI

As briefly seen at the end of *The Abominable Snowmen*, real Yeti are known to exist in the universe of Doctor Who. By the 1990s, three distinct species have been identified: Mih-teh and Dzu-teh are both closer to apes, while the third species, Ye-teh or Yeti Traversii, is more bear-like, eight feet tall on its hind legs and with grey fur. The latter is the species discovered by Professor Travers and is notoriously timid and elusive. Only a few hundred are believed to survive in the wild and the species has been officially classed as endangered. All three types of Yeti are protected.

London Zoo has a female specimen of Yeti Traversii named Mahamaya which successfully bred with a male Yeti by the name of Suddhodana loaned by Beijing. The cub has been named Margaret, after the Prime Minister – who it unfortunately bit during a photo call, much to the amusement of the assembled press!

YETI MARK III

AWARENESS	2	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 4, Fighting 4, Marksman 4

TRAITS

Alien Appearance
 Alien Senses (can see in the dark)
 Armour (4 points)
 Enslaved
 Fear Factor 3
 Natural Weapon – Claws: Strength +2 damage
 Natural Weapon – Web Plasma: L(4/L/L) damage
 Networked

EQUIPMENT

Control Sphere

TECH LEVEL: N/A

STORY POINTS: 3-4

CONTROL SPHERE [Special Gadget]

Traits: Networked (Major); Special Trait – Transform (Special: transforms victim into a Yeti on contact)

Cost: 4 points

ZAADUR AND VELTREENA *(Lords of the Red Planet)*

In the distant past of ancient Mars, before the creation of the Ice Warriors, the native Martians were edging towards extinction as their means of survival on the harsh planet dwindled. Their cities were dying and by the time the Doctor, Jamie and Zoe arrive, there is only one left: Gandor (*see L8*). The scientist Quendril has managed to prolong the lives of the Gandorans by using minerals from the nearby mines to create a LifeDrink, daily doses of which provide immortality at the cost of sterility. But Quendril knows that once the mines are exhausted and the LifeDrink runs out, Gandor is doomed. So he has also worked on another method to ensure the survival of his species and is experimenting with genetic modification to try to develop a strain of Gandorans which can survive without the need for LifeDrink.

Quendril's first subjects were his two daughters, whom he force-evolved in order to make them superior to other Gandorans. His

eldest daughter, Veltreena, was the first and she became the image of physical Martian beauty, her green scales being replaced by smoother, pink skin, still scaled but more like that of a fish than a reptile, and her crested cranium has become a bald, pink dome. But despite her physical perfection, Veltreena is mentally the same as she was before and is still dependent on LifeDrink. With his younger daughter, Zaadur, Quendril subjected her to brain-forming as well as force-evolution, to enhance her intelligence and mental fortitude. This had the effect of removing her reliance on LifeDrink but making her cold and cruel. Physically, Zaadur is similar to standard Gandorans, with glossy aquamarine scales and a crested skull, but mentally, she is ruthlessly ambitious.

Believing herself to be superior to her fellow Gandorans, Zaadur organised a coup and overthrew the leaders of Gandor. She set Veltreena up as a puppet ruler, making her the Princess of Gandor, with Zaadur herself wielding power behind the scenes. Zaadur has also secured the supply of LifeDrink from her father, rationing the daily doses to her subjects. Although she is a tyrant, she does not rule with a rod of iron as the people love Princess Veltreena and serve her willingly. But Zaadur has further plans. On her orders, Quendril has created a race of super-slaves called the Evolutionaries (later renamed Ice Warriors) to work in the mines. Considering the other Gandorans to be imperfect, Zaadur secretly plans to use these creatures as an army to invade prehistoric Earth and establish a new race in her own image, killing her own people when she leaves Mars – even her own sister and father.

ZAADUR

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

SKILLS

Convince 5, Fighting 1, Knowledge 2, Science 2, Subterfuge 4, Technology 1

TRAITS

Alien
Alien Appearance
Authority (Major: Power Behind the Throne),
Immortal
Indomitable
Tough
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 8

VELTREENA

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

SKILLS

Convince 3, Knowledge 1, Subterfuge 2

TRAITS

Alien
Alien Appearance (Minor)
Attractive
Authority (Major: Princess)
Dependency (LifeDrink)
Immortal

TECH LEVEL: 5

STORY POINTS: 5

LOCATIONS IN SPACE AND TIME

AXISTA FOUR *(The Colony of Lies)*

An Independent Earth Colony was founded on Axista Four by the famous philanthropist Stewart Ransom in 2439. He wanted to use a “Back to Basics” philosophy proposed by his daughter Kirann to run the colony without reliance on technology that the colonists did not fully understand. Tragically, Ransom was killed when the colonists’ ship crashed on the planet, and his daughter and many others were left in suspended animation as none of the remaining survivors had the technical knowledge to revive them. Without the influence of Kirann, the Back to Basics credo has changed from a series of guiding principles to a set of strict laws which forbid the use of any technology more recent than the 19th Century. As a consequence, when the TARDIS arrives on Axista Four one hundred years later, its passengers find that the colony is slowly dying, strangled by rules which have hampered food production and medical care.

The main settlement of Plymouth Hope City is like a frontier town from the Old West and the surrounding desert only reinforces that image. Horses are the main mode of transport and the settlement appoints a sheriff to maintain law and order. The wreck of the colonists’ ship, the Big Bang, still lies nearby with Kirann and the others still safe in suspended animation inside. Hidden within the ship and unknown to the humans, a number of Earth Federation battlefield drones wait inactive in secret compartments. These are capable of individual action or can reconfigure and combine into a single gigantic machine capable of flight.

Around the year 2530, a group of the colonists rebelled against the Back to Basics principles and have broken away from the “Loyalists” to form the “Realists”. They have set up a village for themselves 30km from Plymouth Hope in the foothills of the mountains. However, the Realists can only survive by periodically raiding the Loyalists’ settlement for supplies.

Axista Four has an orange sky and three major land masses. On the southern continent, there are a number of ruined cities which suggest that the planet may have been inhabited in the distant past. There are numerous species of wild animals and birds on Axista Four, including bear-like creatures in the mountains and insects which carry diseases. There are also many examples of plants both poisonous and harmless. Myths on Axista Four (and common to many frontier colonies) include stories of giant desert worms, sentient seas and hidden Dalek armies.

TENNYSON 405 ENHANCED BATTLEFIELD DRONE

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 7

Skills: Fighting 4, Marksman 5

Traits: Armour (10 points), Alien Senses (IR/UV Vision), By the Program, Environmental (does not breathe), Flight (Major; only when amalgamated with other drones), Natural Weapon – Blaster: L(4/L/L), Robot, Size – Huge (Minor; only when amalgamated with other drones)

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

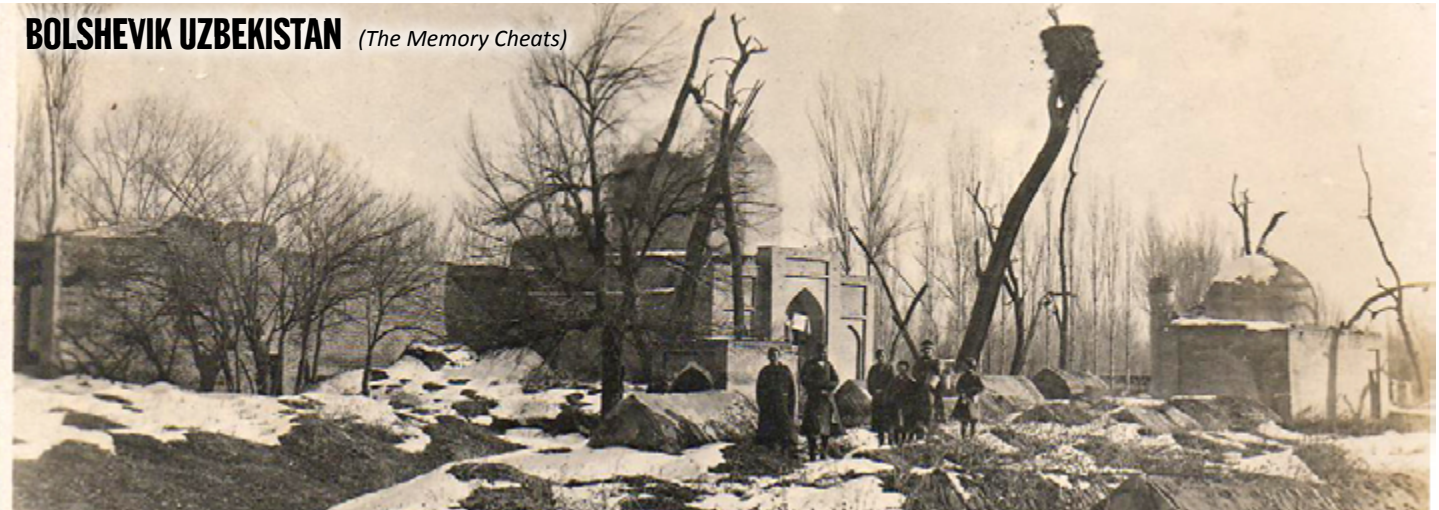
SATELLITES: 0

SENTIENT SPECIES: Human and Tyrenian colonists

TECHNOLOGY LEVEL: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to the human colonists, they were not the first alien species to settle on Axista Four: the Tyrenians (see V29) got here first! In fact it was a series of Tyrenian defence satellites that shot the colonists’ ship down, causing the crash which killed Stewart Ransom. The battlefield drones hidden on the colony ship then attacked the Tyrenian settlement, forcing the Tyrenians to retreat into their bunker hidden in the mountains and enter suspended animation to avoid being wiped out. The drones’ secret mission (to destroy the Tyrenians, the only surviving evidence of the Federation’s genetic experiments) having apparently succeeded, they withdrew back into their hidden alcoves in the Big Bang and powered down until needed again. One hundred years later, the descendants of the original colonists know nothing of the drones or of the Tyrenians.

BOLSHEVIK UZBEKISTAN *(The Memory Cheats)*

The largely Muslim region of Central Asia which later became Uzbekistan was first conquered by imperial Russia in the mid-19th Century, when its commercial potential and its cotton harvests in particular made it an attractive target for annexation. By 1876, all three Central Asian khanates - Bukhoro, Khiva and Quqon (Kokand) - were incorporated into the Russian empire, with the khanates themselves left with only limited autonomous power. The educated class of Central Asians, known as Jadids or Jadidists, were advocating the overthrow of their Russian rulers by the beginning of the 20th Century, and unrest manifested in a number of anti-tsarist revolts, often led by religious leaders. But the social situation continued to deteriorate, leading to a series of major disturbances in the summer of 1916 due to the conscription of Central Asians into the Russian army to fight in the Great War.

The Russian revolutions of February and October 1917 gave the Uzbeks the first realistic opportunity to throw off their overlords. In February, the administrative centre of the region, Tashkent, was a scene of a revolutionary uprising mirroring that in St Petersburg, and the tsarist governor general was overthrown. However, a provisional government with direct Soviet control was established and excluded the ethnic Muslim populace. An attempt to set up an autonomous government in Quqon was quickly crushed, leading to a guerrilla war against Soviet rule by the Jadidists and an alliance of other loose factions. This became known as the Basmachi Revolt, which continued for more than a decade before finally withering away in the early 1930s. Meanwhile the traditional rulers of Bukharo and Khiva were removed and new states under strong Bolshevik influence were set up.

Bolshevism in Central Asia, as in the rest of the Soviet Union, officially continued until 1952, when the clumsily-named All-Union Communist Party (Bolsheviks) became the Communist Party of the Soviet Union. However, in modern times, the word "Bolshevik" is largely an historic term referring to the period up to the end of the Russian Civil War of 1917-1922. In Central Asia, the Red Army of the revolutionaries overthrew the White Russian-supported Quqon autonomy in February 1918, but was then threatened by the intervention of foreign powers, principally in the form of three prominent British army leaders sent to the

region. None of these officers had any notable success and the Bolsheviks continued to progress towards the control of Central Asia. The first regional congress of the Russian Communist Party convened in the city of Tashkent in June 1918 in order to build support for a local Bolshevik Party.

It is into this scene of social and political upheaval that the Doctor, Jamie and Zoe arrived. The TARDIS landed near Tashkent in 1919 in the middle of the Russian Civil War, and the Doctor posed as an official sent from Moscow in order to investigate a series of disappearances of children in the area. Although the paranoia and terror of the Stalinist era is yet to come, Central Asia of this time is still a place where a person's allegiances and sympathies can mean a matter of life and death. The Cheka – the security service of Lenin's Emergency Commission – bring fear in their wake, and the horrors of war are evident everywhere. Although the Bolsheviks are consolidating their control of Central Asia, the Basmachi Revolt is still a real threat to this, with the Islamic leader Irgash Bay commanding a sizeable army in the Ferghana Valley and the countryside around Tashkent, and his rival Madamin Bay forming an alliance with Russian settlers. The presence of the foreign allies of the White Russians provides an additional complication, and even before adding any alien threats, the situation is ripe for an adventure centred on action or cloak-and-dagger intrigue. The historical significance of the ancient city of Samarkand, a noted centre for Islamic study located on the old Silk Road, also provides an evocative setting for time travellers – though 1919 is far from its much more romantic heyday.

Geographically, Uzbekistan is an arid, land-locked area dominated by the Kyzyl Kum desert, a vast region of sand dunes and clay with a few scattered oases. The remainder of the land is largely given over to intensive agriculture, particularly to the production of cotton. At the north of the region is the Aral Sea, in 1919 one of the four largest lakes in the world (but which in modern times has almost disappeared due to Soviet-era irrigation projects, and is heavily polluted by pesticides and fertilisers). Being so far inland from the oceans, temperatures in Uzbekistan range from an average high of 40° C in the summer to an average low of -23° C in the winter.

CIVIL WAR ENGLAND *(The Roundheads)*

The English Civil War (1642–1651) was a series of armed conflicts and political machinations between Parliamentarians (“Roundheads”) and Royalists (“Cavaliers”) in the Kingdom of England over, principally, the manner of its government. The first (1642–46) and second (1648–49) wars pitted the supporters of King Charles I against the supporters of the Long Parliament, while the third (1649–51) saw fighting between supporters of King Charles II and supporters of the Rump Parliament. The war ended with the Parliamentary victory at the Battle of Worcester on 3 September 1651. Generally, the nobility, landowners and Anglicans supported Charles I while those in the towns and cities supported Parliament, though there were exceptions.

As with most wars during the 17th century, the English Civil War was not a long continuous war. Armies lacked mobility and the time taken to collect the most basic of equipment meant that there were long periods of time when no fighting was taking place. The weather was also a major determining factor in whether armies could fight or not. Roads were no more than tracks and winter could destroy an army’s capacity to move about. There were really only three major battles in the English Civil War – Edge Hill (1642), Marston Moor (1644), and Naseby (1645).

The first major battle of the English Civil War was at Edge Hill. While both sides claimed success, its results were not decisive. The following year, 1643, saw a series of smaller battles that were equally as indecisive in the sense that neither side dealt a fatal blow to the other. In 1643, Oliver Cromwell came more and more to the fore with his desire for a New Model Army. This new force was to have a decisive impact on the course of the English Civil War. In 1644, Charles lost control of the north of England as a result of a major defeat at the Battle of Marston Moor. The combined armies of Parliament and the Scots heavily defeated

the Royalists. In June 1645, Cromwell’s New Model Army inflicted a fatal blow to the King’s army at the Battle of Naseby. Charles did not recover from this defeat and his cause was lost.

In 1646, Charles surrendered to the Scots rather than to Parliament. He hoped to take advantage of the fact that the Scottish and Parliamentary alliance was fragile and could collapse at any time. In fact, the Scots took advantage of Charles and sold him to Parliament for £400,000 in January 1647. While Parliament mulled over what to do with their captive King, Charles escaped to Carisbrooke Castle on the Isle of Wight in November and in 1648, the short-lived second civil war broke out. The King’s supporters were defeated at Preston. All that Charles had proved to Parliament was that he could not be trusted.

The overall outcome of the war was threefold: the trial and execution of Charles I in 1649; the exile of his son, Charles II; and the replacement of English monarchy with, at first, the Commonwealth of England (1649–53) and then the Protectorate (1653–59) under Oliver Cromwell’s personal rule. The monopoly of the Church of England on Christian worship in England ended with the victors consolidating the established Protestant Ascendancy in Ireland. Constitutionally, the wars established the precedent that an English monarch cannot govern without Parliament’s consent, although this concept was legally established only as part of the Glorious Revolution (see L10) in 1688.

The Doctor’s life twice intersected this time period in a meaningful way. In 1648, his 2nd incarnation and his companions Jamie, Ben and Polly became embroiled in a plot to spirit King Charles I from prison. The next year, the 7th Doctor found himself in Ireland where Oliver Cromwell himself tried to kill his companion Hex.

COSMIC FINANCE CENTRAL 5 *(The Three Companions)*

Polly considered Cosmic Finance Central 5 (CFC5) to be the strangest world that she had ever visited, and the saddest. The planet had a single vast city comprised of identical six-storey office blocks set out in a strict grid system. The narrow streets were laid out with tram rails that filled the width of the spaces between the buildings. But despite the lights in the offices being on, the city was deserted apart from swarms of large scavenger beetles. The Doctor identified them as belonging to various species that appear on a planet as it approaches the end of its existence to rejuvenate the environment and give it a new lease on life. The reason for the beetles' arrival on CFC5 was apparent from the sickly orange colour of the sky, indicating an environment under pressure - and shortly after the TARDIS's arrival a recorded message from the city's public address system announced that it was 50 minutes until Cremation Hour!

As might be surmised from its name, Cosmic Finance Central 5 is in fact a planet used exclusively as an administrative centre by the mega-corporations which in effect run the galaxy. As with most things that the mega-corporations own, as soon as something has outlived its usefulness, it is disposed of, if possible for a profit. With planets, this might be because they have been exhausted of any mineral wealth, become environmentally compromised or merely as part of a business reorganisation. In the case of CFC5, its environment was in a state from which it could recover if given the chance, and wildlife still flourished: flocks of small birds similar to swifts soared and dived after insects high in the sky. But even so, a cremation bomb had been set up linked to a countdown to allow time for all the inhabitants to leave. When detonated, the bomb would incinerate the entire world, reducing it to raw atomic pile to be used as fuel by passing spacecraft.

With only 50 minutes to get back to the TARDIS and escape the conflagration, the Doctor and his friends found their paths blocked when a huge robotic vehicle jerked into life! This was a Gathernaut, an automated machine designed to catch any humans who resisted leaving the doomed planet. Running on the

tram rails and filling the streets from side to side, a Gathernaut has an apparatus like a steam train's cow-catcher on the front, which opens out to reveal sets of metallic claws strung with nets. The claws are on long flexible arms capable of reaching everywhere but on the roof of the Gathernaut itself. Above the cow-catcher are the vehicle's glaring headlights and a logo proclaiming "GNAUT". Its netted claws shovel anybody it catches into an arrangement not dissimilar to the front of a combine harvester, in turn taking them into the carriage of the Gathernaut. There, the captives are placed in cryogenic suspension and strapped into the rows of secure airline-style seats ready to be taken off the planet. A Gathernaut can carry up to 200 people in this fashion. There are no controls within the Gathernaut's cabin, to prevent its cargo from hijacking the vehicle if they should awake.

Gathernauts are unintelligent machines which follow their programming to the letter and are unable to take any initiative. Although their movement is limited to running along the tram rails, they move fast, fill the entire width of the streets and are untiring in their pursuit. The only way to escape them is to get off the streets – not so easy when the buildings have all been locked down!

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 7

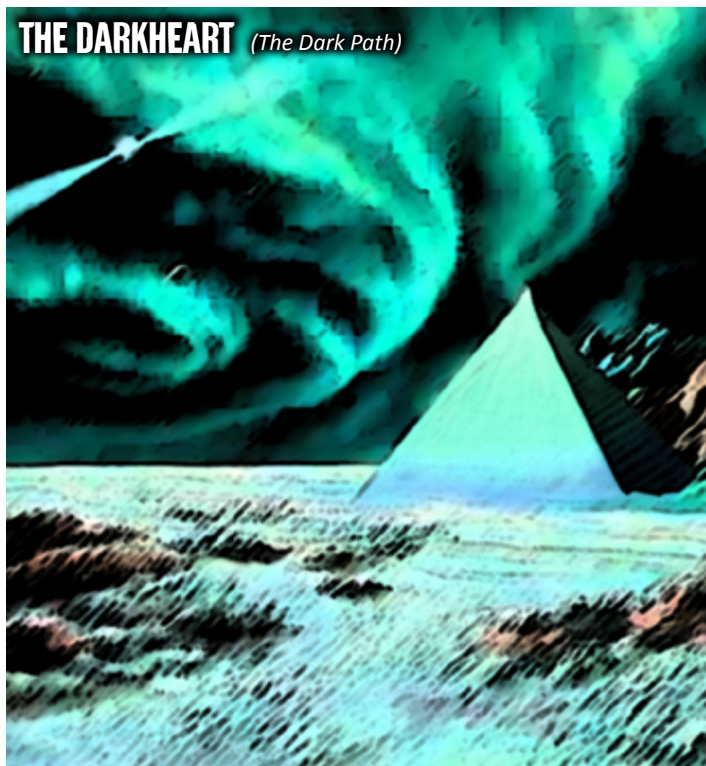
GATHERNAUT

Attributes: Awareness 3, Coordination 3, Ingenuity 0, Presence 0, Resolve 4, Strength 12

Skills: Fighting 3 (AoE: Grab)

Traits: Armour (10 points), By the Program, Environmental (Minor) – does not eat or breathe, Fast (Major), Natural Weapon – Cryogenic Suspension (anybody captured by the Gathernaut is placed in suspended animation as part of their processing), Robot, Size – Huge (Major), Special Trait – Vehicle Body (*Vehicle Body is a Major Good Gadget Trait.*

Any Gadget with this trait can act as a vehicle and is able to carry humans and others within itself. Passengers gain the benefit of the Gadget's Armour, Forcefield and similar protection against attacks from outside. The capacity of the Gadget is determined by its exterior size (unless dimensional engineering comes into play). The Gadget must have at least one entrance to allow its passengers to get in and out), Weakness – Movement limited to tram rails
Story Points: 3-5



THE DARKHEART *(The Dark Path)*

The Darkheart is a neutron star located in the void between two of the spiral arms of the Milky Way. It is part of a binary system, with its twin being a class K4 red supergiant. Part of the material of the Darkheart has been flung off to form a bubble of neutron star material which has become the planet on which an Earth colony was founded at the end of the third millennium. Lit by the dim red light from the supergiant and dampened by constant rain caused by the atmospheric processors, the colony is a complex of chrome and glass. Five other planets orbit at a remote distance from the neutron star.

Between the inhabited planet and the Darkheart itself is a dimensional bridge, which means that the planet forms part of the neutron star's mass, allowing it to have the density of a black hole without actually becoming a black hole. The Darkheart was constructed by the ancestors of the Chronovores when they were still free to roam our universe. They designed it to be a healing device, using the Darkheart to send life-giving energy to Chronovores anywhere in space and time. But it can also be used to destroy any planet at any point in time. By destroying an inhabited planet before life evolved on it, entire races can be wiped from history. The nature of the Darkheart means that it does not create a paradox or a parallel universe: everywhere and everywhen is rewritten to accommodate the new reality.

The controls of the Darkheart are hidden deep within the shell of the hollow planet, beneath a pyramid built by the Chronovores – or apparently so. Affected by its proximity to the event horizon of the black hole that isn't, the dimensions in the pyramid are warped. Steps leading down underground emerge at the summit of a rise. Other flights of stairs lead off at odd, impossible angles. The physical location of the controls in relation to the planet is

therefore difficult to be certain of. Nevertheless, the Darkheart's controls have long ago been discovered by the Earth colonists, who have managed to work out some of the functions of the alien device. They have used the Darkheart to draw energy from the Vortex itself and maintain a temporal stasis of the human morphogenic field. In short, by the time the colony is rediscovered in the 34th Century, the colonists have not aged in all the time that they have been here (though at the cost of sterility).

Isolated from the rest of the galaxy by their location in the void between the galactic spiral arms, the colony still holds true to the values of the time of their founding, even though the Empire itself is long gone. The colony still believes in the superiority of humankind and its right to rule the lesser races. Horrified by fresh contact with the aliens of the Galactic Federation, they plan to use the power of the Darkheart to project the human morphogenic field onto every sentient species in time and space. Aliens originating on planets which can support human life will be rewritten as having always been human, while those from planets which cannot support human life will never have existed. Thus the supremacy of the human race will be assured throughout time and space!

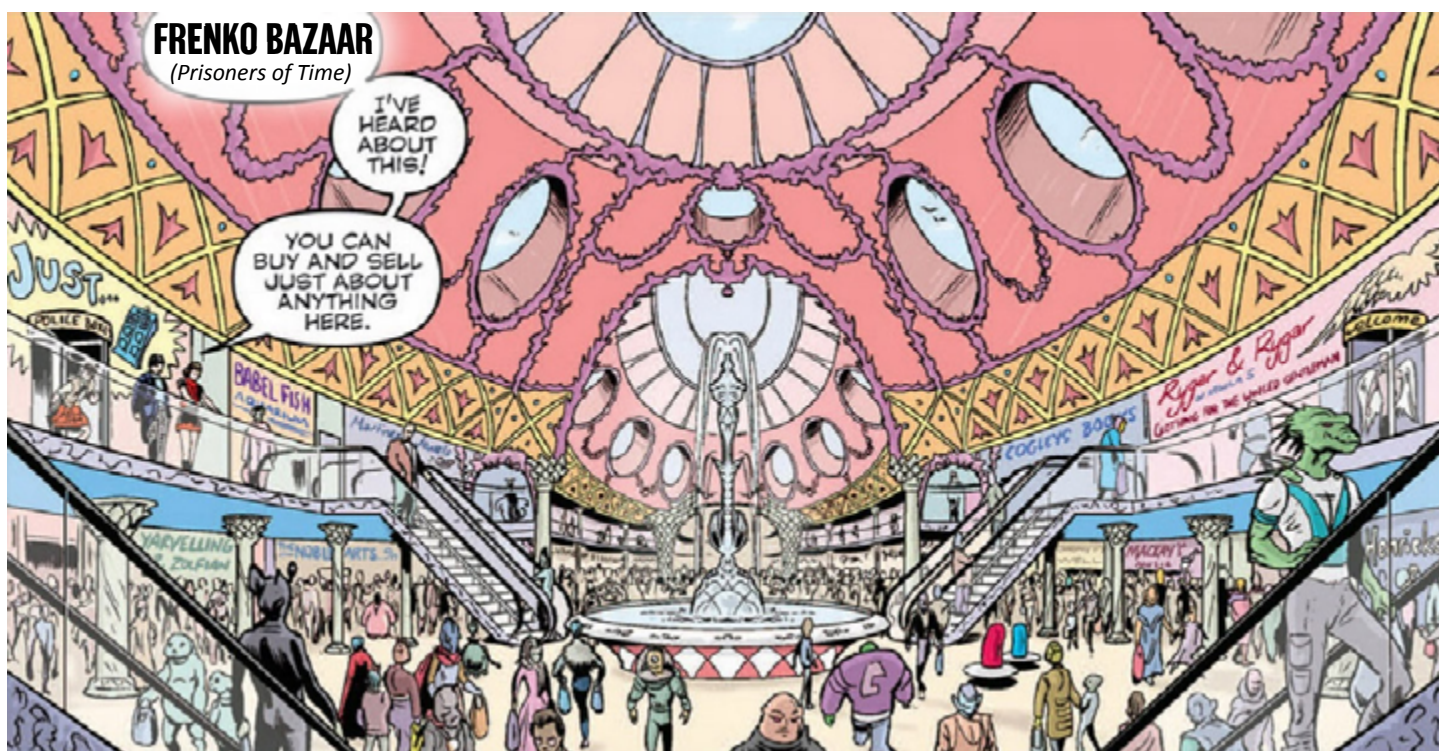
The Darkheart is clearly a very powerful tool which can be used as a devastating weapon. It is a source of unlimited energy. It provides immortality. It can destroy planets, not only in the present but in the past, so that history itself is rewritten. It can even rewrite the DNA of entire species throughout time and space. With this in mind, the GM should be very careful about who has access to the Darkheart. But it should be remembered that the Darkheart and its controls were built by the Chronovores and are therefore Technology Level 12. In addition, it is totally alien in design. It has taken the human colonists (cavemen by comparison) centuries to work out how to use it. Player characters – even those who are Time Lords – should not be able just to stroll up to it and understand what it is and how to control it without time and effort.

If the Darkheart is used, it requires Ingenuity + Technology rolls with very high Difficulty Levels. To use it to destroy a single planet should be at least 27, and to wipe entire species from existence should be 30 or more. A significant expenditure of Story Points should be needed to have a chance of success.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6 (humans); 12 (Darkheart)

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK



Part shopping mall, part intergalactic trading post, a focal point for merchants and trader, buyers and sellers, the Frenko Bazaar is where all manner of transactions are conducted, both wholesale and retail. You can buy almost anything on Frenko, from any of hundreds of highly specialized stores (Just Police Boxes is devoted to that item alone, while Spokes carries only bicycles). Be warned that merchants tend to accept only galactic standard credits, so you'll have to exchange your quatloos, cubits and Altairian dollars at one of dozens of currency exchange points. Many merchants use special scanners to detect valuable merchandise for age, point of origin and exact value. It's not so easy to cheat the trading hub's shopkeepers.

Shoppers, having grown in number as the Bazaar became something of a tourist attraction, are nevertheless advised not to be lured into a false sense of security, as all the glamour and beautiful architecture covers up the still existing black market roots of Frenko. Among the seedier elements operating on Frenko is a trade consortium called the Voraxx, known to engage in the slave trade. With an eye for antiques (i.e. time travellers), they use several fronts, such as Stellar Imports & Exports, to conduct their nefarious business. The store facade might hide an accessway to the Bazaar's service conduits, leading to a transmat system connected to a Voraxx-owned ship above where slave auctions are conducted under the watchful eyes of white servitor robots identical to the ones the 2nd Doctor encountered in the Land of Fiction. The Doctor's visit to the Frenko Bazaar led to his breaking the slavery ring by freeing the Voraxx's inventory.

While the date of the latter event is not known, but the role of the Martians in that story, appearance of a member of the Alpha Centauri species, and and general absence of human types might

place it in the same era as the Peladon stories, far from Earth.

Visitors will find anything and everything at the Bazaar; it's just a matter of finding one's way around the sprawling maze of shops and food courts. The following businesses are known to exist in the Frenko Bazaar, in addition to those previously named:

- Babel Fish Aquarium (for your translation needs)
- The Noble Arts (secretarial supplies)
- Yarvelling & Wolfian (clothing store)
- Cogley's Books (what it says on the tin)
- Rygar & Rygar (clothing for the winged gentleman)
- Martinez Jewels (jewelry)
- Meat & Bread Handhelds (restaurant)
- Space Pigs (restaurant, not Slitheen bioware store)
- Bistro 50 (restaurant)
- Magister Meals (restaurant)
- Hath Food (restaurant)
- Peeled Eels (restaurant)
- The Old Rogue (pub)
- Las Cadenas (restaurant)
- Horrids (your guess is as good as ours)



GALACTI-BANK *(The Selachian Gambit)*

In the spaces between the occupied parts of the galaxy are vast regions outside the reach of planetary laws. It is in these neutral, unclaimed spaces that businesses can avoid the usual red tape and set up enterprises unencumbered by external regulation. One such enterprise is that of the Galacti-Bank Corporation, whose branches operate from purpose-built space stations across the galaxy – operating outside the law so that the rich can get even richer, as the Doctor put it.

Looking like spinning tops in space, the bank's branches are all designed along similar lines. Walking from a Galacti-Bank's parking bay, customers will enter a huge foyer of bank counters, glass-fronted meeting rooms, potted plants and thick plastic windows looking out onto a vista of stars. Behind the counters, mechanical loans officers looking like the top half of a shop dummy serve the public. These robot tellers are inflexibly bureaucratic in their dealings, and the only human face of the bank is that of the branch manager whose office is beyond the foyer.

Dominating the back wall of the foyer is an enormous vault door, twice the height of a man and constructed of reinforced steel with numerous locking wheels and bars. The vault is rarely opened though, as most of the day-to-day deposits and withdrawals are made via a number of "hoppers" placed around the foyer. These are small teleport platforms each linked to a keypad for customers to use to transport their valuables in and out of their security deposit boxes within the vault. All sorts of items are stored within the vault, from jewellery and antiques to secret industrial plans and weapons blueprints.

The Corporation describes the Galacti-Bank vaults as impregnable. Firstly, the vault combinations are changed four times a day by computer. And secondly, even if a raider manages to open the vault door, unless they use an additional combination, the door only opens onto deep space with just a forcefield preventing the bank's atmosphere from escaping. As the Doctor explained to Jamie, the vault is dimensionally transcendental and exists in its own pocket reality, much like the TARDIS interior – and like the TARDIS, the interior of the vault is virtually immune to outside attacks. The full combination to open the door includes the coordinates of the dimensional void which is the vault itself.

Physical security at the Galacti-Bank is actually very light. Apart from the usual precautions such as hidden cameras, the bank relies mainly on the vault being impregnable – or at least so time consuming to crack open that silent alarms will summon external assistance well in time to prevent any would-be robbers getting away. That external assistance is provided by Tartarus Security Services, a private company to which the Corporation has outsourced its security operations. They respond by sending a heavily-armed battle cruiser whose crew is more likely to storm the bank than try to negotiate with would-be robbers!

BREAKING INTO THE VAULT

Breaking into the vault is a complicated and lengthy task which the GM should play out to add tension and allow time for activity to be going on in the background (though the actual time needed should fit the requirements of the adventure). In game terms, it is a two stage process. The first challenge is to crack the combination needed to get the vault door open. This is an Improbable task, requiring an Ingenuity + Subterfuge roll with a Difficulty of 27. Success in this first roll doesn't mean that the vault door opens yet, as the attempt then moves onto the next stage. If the first roll succeeds, the second challenge is to crack the coordinates of the space-time void in which the vault interior exists. This is a Nearly Impossible task, requiring another Ingenuity + Subterfuge roll with a Difficulty of 30! Anybody with Vortex or Feel the Turn of the Universe gets a +2 bonus for each of these traits (but only on the second roll). Succeeding in the first roll but failing in the second means that the vault door only opens onto real space; only by succeeding in both rolls does the door open into the vault interior. Clearly, without the use of gadgets, specialist equipment or inside information, the vault is virtually impregnable.

Breaking through the vault door is also an option using cutting equipment, explosives or similar. However, the door has 30 points of Armour and can take 20 points of damage. And even if this attempt succeeds, this will not access the vault's extradimensional interior, resulting only in a view of space.

A further option is to use the teleport hoppers used by customers to make deposits and withdrawals. These are operated by a combination keypad, with each customer having their own personally set code. The chances of successfully cracking any given code are slightly greater than trying to open the vault door: merely a Very Difficult task requiring an Ingenuity + Subterfuge roll with a Difficulty of 24. However, the teleport platform can only carry items capable of fitting within a cube measuring 50x50x50cm. Additionally, each individual code will only access a single customer's safety deposit box within the vault. This is therefore an impractical method for carrying out a bank heist! However, it may be possible to use a hopper's controls to trace the location of the vault and hence discover its coordinates (negating the need for the second roll to break into the vault, as described above). This would be a trifling Difficult task, requiring an Ingenuity + Technology roll at Difficulty 21.

ROBOT BANK TELLER

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 3, Strength 4

Skills: Convince 1, Knowledge 2

Traits: Armour (5 points), By the Program, Environmental (does not eat, breathe or sleep), Robot, Slow (Major: immobile)

Story Points: 0

GANDOR *(Lords of the Red Planet)*

In its ancient past, before the rise of the Ice Warriors, Mars was inhabited by earlier civilisations of intelligent beings. Still reptilian, these creatures were smaller and sleeker in build than their successors, with glossy scales of greens and aquamarines and a crest upon their heads. These Martians lived in underground cities scattered across the surface of the planet. At the time that the Doctor, Jamie and Zoe visit this period of Martian history, only one civilisation remains, that of the city of Gandor. The thousand or so inhabitants of Gandor have survived because of their city's proximity to the mines from which they obtain the vitamins and minerals which are processed into a "LifeDrink" which, by taking daily doses, makes them immortal but sterile. If denied their daily ration, the Gandorans' bodies shut down and they fall into a comatose state and eventually die.

Although the environment of ancient Mars is much closer to that of present-day Earth, with far lower levels of carbon dioxide in the atmosphere than now, it is still a very cold planet. The native fauna has evolved to cope with the low temperatures, but visitors from Earth and similar planets will need to wear protective clothing to survive for prolonged periods on the surface. The Gandorans are aware of life on other planets, but at this point in history, very few aliens come anywhere near Mars so contact is virtually unknown.

The Doctor initially believes that the TARDIS has brought them to a time too early for them to encounter Ice Warriors. He is wrong, but only just. They have actually arrived at the moment of the birth of the Ice Warrior species. Under the orders of Zaadur (see V35), a would-be despot, the genetic sculptor Quendril has been experimenting on Martian animals to create new specimens. One such experimental race has been force-evolved from a reptilian species called the saurians. The result is a race of armoured bipeds which the Gandorans refer to as "Evolutionaries" and use as super-slaves. But a chance mention by one of the time travellers leads to the Evolutionaries being renamed "Ice Warriors".

Most other lifeforms on Mars are also reptilian, though mammals are not unknown. The saurians are armoured quadrupeds somewhere between turtles and armadillos. They are peaceful herbivores which roam the Martian plains in small family groups, feeding on lichen. The Gandorans set traps and send hunting parties to capture these gentle creatures for their genetic experiments.

GANDORAN RACE PACKAGE

Cost: 1 point

Traits: Alien (+2), Alien Appearance (Major) (-2), Dependency (Major: LifeDrink) (-2), Immortal (Major) (+2), Tough (+1)

SAURIAN

Attributes: Awareness 2, Coordination 2, Strength 5

Skills: Athletics 2, Fighting 2, Survival (Plains) 4

Traits: Armour (5 points), Environmental (Minor: Cold)

PLANETARY DATA

SIZE: Small

GRAVITY: Low Gravity (40% of Earth's)

LAND MASS: Mostly Land

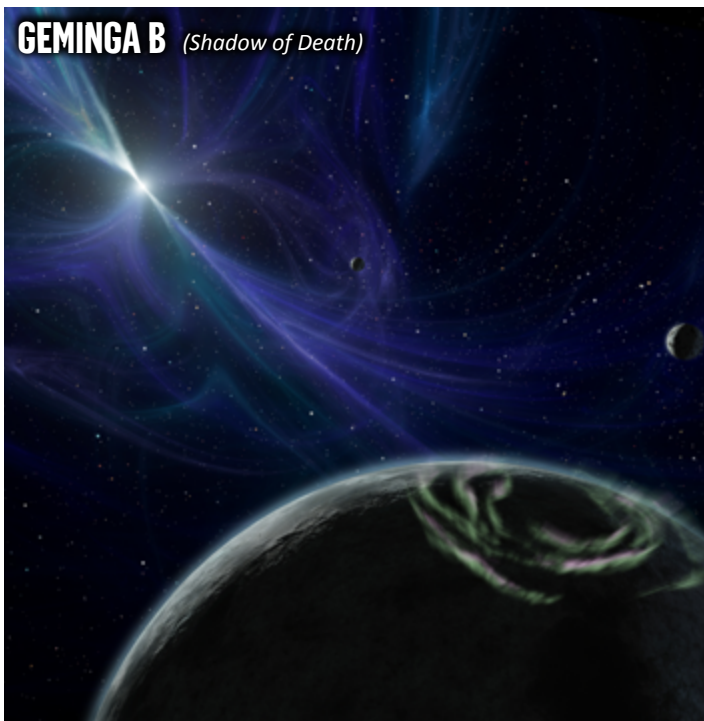
ATMOSPHERE: Thin Earth Standard

CLIMATE: Cold

SATELLITES: 2 (Phobos and Deimos)

SENTIENT SPECIES: Gandorans, Evolutionaries (Ice Warriors)

TECHNOLOGY LEVEL: 5

GEMINGA B *(Shadow of Death)*

Pulsars are neutron stars (super-dense remnants of supernovae) which rotate extremely rapidly and “pulse” radio and X-ray emissions as beams of coherent electromagnetic radiation from their poles. The immense gravity of a pulsar combined with the intensity of its radiation beams can be sufficient to disrupt a TARDIS in flight, which is how the Doctor, Jamie and Zoe found themselves on the planet Geminga B orbiting a pulsar in the year 2724. Originally a drifting rogue planet which was captured by the pulsar’s gravity, Geminga B is a rocky, arid world and its star is just a tiny pulsing speck in the sky. The sky itself is an incredible field of shifting bands of colour as the star’s emissions interact with Geminga B’s magnetic field, causing a permanent aurora lighting the planet. Fortunately the planet orbits at right angles to the pulsar’s poles and therefore avoids the worst of the radiation which pulses out from the star like beams from a lighthouse. Even so, the high background radiation (not to mention lack of a breathable atmosphere!) means that protective spacesuits are needed for survival on the planet’s surface. But the truly remarkable phenomenon is that the influence of the pulsar causes time itself to warp on Geminga B and it passes thousands of times more slowly than for the universe generally.

The planet has caught the attention of a team from the 5th Galactic Surveyor Corps, who are here to explore the ruins of an ancient city of tall towers and spires. Very little is known about whoever built the city, there being no artefacts or written records left by them. The survey team has therefore dubbed them the Quiet Ones (see V20).

The survey team’s base is shielded from the time warping effect of the pulsar, and time within the base is synched to Earth standard. But anybody venturing outside even for a few minutes will actually be gone for several weeks from the point of view of those within the base, and they will be seen on the

planet’s surface moving so slowly as to be almost like statues. The survey team operates a strict rota system for spending time outside, to ensure that they each experience the same amount of subjective time on the planet.

The survey station is built like a deep-sea base, with thick metal plating to withstand the enormous pressures exerted by the pulsar and numerous airlocks to seal safe areas in the event of a catastrophe. However, even this robust structure isn’t enough to withstand what the TARDIS crew at first believe to be an almost continual series of earthquakes caused by tidal heating within the planet. But it is actually the stresses of the interface between the time zones which are the true cause of the quakes. These and the attack of deadly living shadows threaten the lives of all on the planet, explorers and TARDIS crew alike.

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Thin Non-Standard Toxic

CLIMATE: Cold

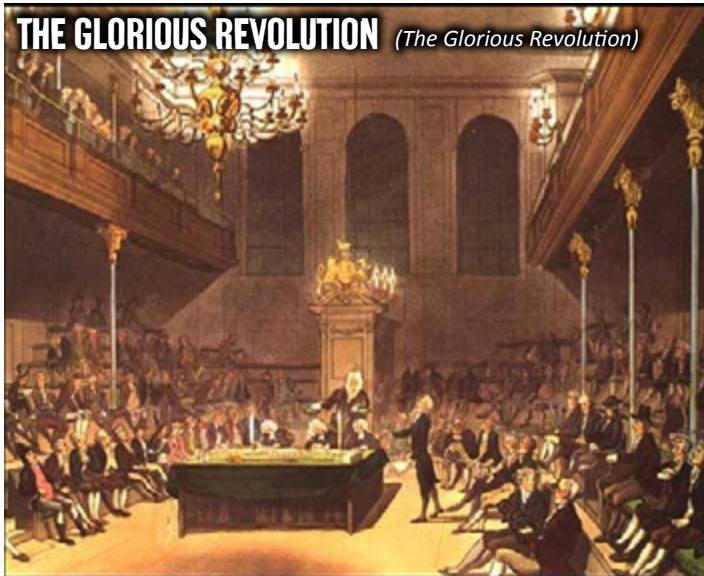
SATELLITES: 0

SENTIENT SPECIES: The Quiet Ones

TECHNOLOGY LEVEL: 9

GAMING ACROSS THE TIME ZONES

Running an adventure which takes place across zones in which time passes at different speeds is an intriguing prospect, but one which presents problems for the GM. If the time zones are running at only slightly differing speeds, then this can fairly easily be simulated by allowing anybody in the faster zone to have two, three or more Action Rounds for every one Round in the slower zone. However, on the planet of the Quiet Ones, time on the planet’s surface is moving thousands of times slower than within the human base: anybody outside the base will experience a few minutes while, for those within, several weeks will pass. The problem with this is most acute if the PCs become separated: those who venture outside will be effectively out of the game, perhaps for the rest of the adventure. The GM should think through the possible implications before running an adventure across different time zones and may need to ensure that the players are not separated. Even if the PCs stay together, if they are in the slow zone, NPCs in the fast zone will have a distinct advantage over them. The GM may want to prepare some means for the players to be able to equalise the passage of time. This could form the initial challenge of the scenario, which the players need to resolve before they can progress to the main part of the adventure.

THE GLORIOUS REVOLUTION *(The Glorious Revolution)*

The Glorious Revolution refers to the replacement of King James II of England (James VII of Scotland) by William III and Mary II in 1688. James II was a Roman Catholic and since he had ascended the throne in 1685, he had worked towards the re-establishment of Catholicism as the country's religion. This caused deep divisions between the King and Parliament. In 1687, James issued the Declaration of Indulgence, a pair of proclamations which promoted religious tolerance and suspended penal laws that enforced conformity to the Church of England. While James had no male heirs and his two daughters were Protestants, these problems were widely believed to be temporary. But in June 1688, his wife gave birth to a boy, James, giving rise to the serious prospect of a Catholic dynasty. Within three weeks of the birth of Prince James, a group of leading Protestant politicians wrote to William of Orange, a prince of the Dutch royal house, inviting him to come to England with an army and take the throne with his wife (and James II's eldest daughter) Mary.

William landed in Torbay, Devon in November and marched towards London. James's army had superior numbers and so he had declined an offer of assistance from his cousin, Louis XIV of France. However, many of James's soldiers defected and joined the invading army. James lost his nerve and on December 11th he tried to flee to France without even attacking the Dutch forces. He was initially captured at the coast, but William allowed him to escape so that he would not be executed and become a martyr. James made it to France, from where he spent the rest of his life plotting his restoration to the English throne. The young Prince James grew up to be the Old Pretender, and in turn his son, Charles, became Bonnie Prince Charlie, the Young Pretender.

A specially convened Convention Parliament met in London on 22nd January 1689. Refusing to depose James, it instead declared that by fleeing to France he had abdicated the throne. On 11th April, the Scottish Parliament similarly declared that James had forfeited the throne. Although some politicians believed that the new monarch should be Mary alone (as James II's daughter) with her husband as regent, this would not have satisfied William, and

the pair ruled jointly as King and Queen. On 16th December, a Bill of Rights passed by the English Parliament forbade the monarch from being a Catholic and from marrying a Catholic.

The Glorious Revolution is so named because it was almost bloodless. But as Jamie pointed out, although this was true of England, in Scotland and Ireland it resulted in years of civil war and bloodshed, including the Battle of the Boyne, the Massacre of Glencoe, and the Battle of Culloden.

THE ABERRANT TIMELINE

When the TARDIS materialised in London in 1688, the Doctor and his friends met James II. Jamie could not help but urge the King to fight for his crown. Consequently, the Glorious Revolution failed and James II remained on the throne. There were no Jacobite Risings to try to reinstate a Stuart monarch and no Battle of Culloden at which Jamie met the Doctor - and the resulting temporal paradox threatened the lives of the Doctor, Zoe and Jamie himself...

KING JAMES II

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

SKILLS

Athletics 1, Convince 3, Fighting 2, Knowledge 3, Subterfuge 2

TRAITS

Adversaries – Protestants; William of Orange
 Authority – King of England, Scotland and Ireland
(Replaced with Outcast after the Glorious Revolution)
 Distinctive
 Epicurean Tastes
 Friends (Major) – Catholics; Louis XIV of France
 Wealthy (Major) – Stinking Rich

TECH LEVEL: 3

STORY POINTS: 6

THE GOLDEN AGE OF HOLLYWOOD *(Dying in the Sun)*



The start of the Golden Age of Hollywood is generally held to be the release of *The Jazz Singer* in 1927, the first movie to incorporate sequences in which sound was synchronised with the images on screen. Developments in sound technology meant that by the '30s, the silent movies were a thing of the past and the talkies had taken over.

The Golden Age was characterised by the Studio System, dominated by the “Big Five” studios: MGM, Paramount, Warner Bros, RKO and Fox. These five each had controlling stakes in their own theatre chains, thus ensuring that they had distribution for their own movies wrapped up. By comparison, the “Little Three” studios – Universal, Columbia Pictures and United Artists – had to rely on smaller circuits and independent theatres.

The studios also operated a system of block booking of theatres, whereby they would sell a year’s worth of movies as a package. These would include a number of big-budget major releases, but would inevitably also carry numerous lower budget B-movies of dubious quality which the theatres would be obliged to screen as part of the package. Thus the studio executives could produce cheap movies in the knowledge that they were guaranteed a return on their investment.

Under the so-called Star System, movie stars were effectively the employees of a particular studio, and signed up to contracts that bound them to that studio and required them to pump out several movies a year. Budding actors would be selected by the studios and given makeovers to reinvent their appearance and image. The studios would be in control of which films each of their stars would be assigned to, with little thought given to the actors’ wishes. Contracts often dictated how the stars acted off-set as well as in front of the cameras, to ensure that they behaved in public. Of course, any unfortunate indiscretions that did occur were then hushed up by bribery, whether with payments to the witnesses or the promise of exclusive news stories to the press.

Directors were similarly contractually bound to their studios. As each studio developed its own distinctive style of movies, and also in response to the close scrutiny of morality campaigners, the films produced by the major studios became formulaic. Little directorial originality was permitted so that the studios controlled

the artistic output, and films were defined by distinct genres, each with their own rules and clichés of storytelling.

The decline of the Golden Age of Hollywood began in 1948, when the practice of block booking was outlawed by the Supreme Court. This meant that studios had to be far more selective in the movies they produced. In 1952, the Hays Code (a self-imposed code of censorship adopted by Hollywood) was overturned when the Supreme Court ruled that film was an artistic medium protected from government censorship under the First Amendment. This and the influence of foreign and independent films led to the studios having less control over their directors.

During the 1950s, the anti-Communist “Blacklist” affected hundreds of artists working in the film industry who were accused of having left-wing tendencies. In the latter half of the decade though, the entertainment industry hit back, beginning with Bette Davis’s 1956 film *Storm Center* which targeted the anti-Communist hysteria. The Star System itself crumbled during this period, with major established stars resorting to the courts to get out of their contracts and the publicity around this meaning that new actors were becoming more aware of the pitfalls they were being asked to sign up to. The final nail in the coffin of the Golden Age was television, whose continued rise in the '50s and '60s drew audiences away from the movie theatres and back to their own homes.

As a setting for DWAITAS adventures, the Golden Age of Hollywood can be presented as the fabulous movie capital of the world, where all the beautiful people, the rich and famous, and the movers and shakers of the entertainment industry hang out. Or it can be portrayed as the gritty and often grim reality below a thin veneer of glamour, where the hopeful talents are sucked into the movie-making machine, wrung out for all they are worth and eventually spat out again. And where are the aliens in all of this? Are they pulling the strings behind the scenes? Are they hiding in plain sight in front of the cameras? Or are they merely bystanders, watching the spectacle for their own entertainment or feeding off the broken dreams? When the TARDIS brings the Doctor, Ben and Polly to Hollywood in 1947, they discover that the threat is from a race of creatures who have implanted themselves within the celluloid of the film stock itself (see V25)...

GREAT SPACE ELEVATOR

(The Great Space Elevator)



The Artsutanov Space Elevator was established in the 21st century. Its purpose was to provide a permanent connection between Earth and the orbiting Sky Station, which housed the weather control system to maintain Earth's weather. The base of the space elevator was located on the island of Sumatra in the Indian Ocean. From the outside it looked like a steep pyramid which rose from the jungle and then became a single tower before ending in a cable, which rose unending into the sky. Security was tight and unauthorized personnel were not allowed within 10 mile radius of the Elevator.

The Space Elevator itself was designed to cut down on the cost of sending rockets to the Sky Station. The cable was constructed of carbon micro-tubing, which the Doctor described as being like thousands of drinking straws glued together. The cable holds the sky station in a constant geosynchronous orbit with the ground station 22,500 miles below, thus

creating a path that can be simply traversed by a capsule designed to scale that cable. On the inside, the capsule is a circular chamber with padded benches fixed to each of the walls and large round windows that look outward onto the tropical jungle when on Earth or into space when ascending.

The Sky Station is powered by energy sent from the ground station through the space elevator. Without that power it only has a limited sectional air supply. From the outside, the Sky Station looks like a geometric structure covered in struts and shimmering solar panels rotating serenely at the end of the elevator cable like a bucket at the bottom of a well. The control room is dominated by a wall that shows a map of Earth and displays the various weather patterns that the station maintains. Both the Sky Station and the capsule have an emergency fire defense system that ejects a fire resistant foam. The station personnel wear rubber uniforms and rubber boots.

At one point in its history the Sky Station was attacked by an alien force that travelled in a cloud of electrical energy. The race gave no name for itself and described themselves as an echo in the void, which drifted in the space between stars. This creature was

capable of possessing humans and controlling them. They existed in a hive-mind state and what one person experienced all other parts of the creature knew. It planned to use the power generated by an electrical storm at the ground station to send out a signal to others of its kind and to invade the Earth, absorbing the minds of its people and draining its energy before moving on to other worlds.

Possessed humans give off a smell of ozone and burnt plastic. They move with slow, deliberate movements. They must remain insulated at all times as touching any grounded conductor would drain their energy in effect killing them. Possession can therefore be defeated by grounding oneself. Possessed humans carry a charge of static electricity so they give off a magnetic field. This charge can be amplified to the point that electricity can be sent from their fingers at short distance to electrocute humans who they do not wish for possession.

Due to the threat to the Earth posed by this near invasion, it was later decided to decommission the Artsutanov Space Elevator and move the weather control system to the Moon. Although the cost in sending materials would be greater it was felt that by isolating the system from the Earth it would keep the system from becoming a bridgehead for an alien invasion, but that is another story.

Adventure Seed : Weather you like it or not

It seems that the 21st century saw every possible location for a weather control station from Earth's orbit to the moon to the Earth itself. All saw an alien invasion targeting it. Finally one scientist comes up with a solution. Place the weather control system deep beneath the Earth. Your TARDISers land in this location just as a series of strange murders rock the base and they are suspected. Is this the work of Primoids invading the base or have the electrical aliens from this story returned? The time travelers must discover the answer before the Earth is brought to ruin by runaway weather.

ELECTRICAL ALIEN

ATTRIBUTES: Awareness 2, Ingenuity 4, Presence 3, Resolve 4, Coordination and Strength N/A in natural form (as host when possessed)

SKILLS: Athletics 0, Convince 1, Marksman 3 (AoE: Natural Weapon), Science 3, Subterfuge 3 (AoE: Disguise), Survival 3 (AoE: Space) [or host's if higher]

TRAITS: Alien, Dependency (Major; Electrical Energy), Natural Weapon: Electrical Discharge (4/L/L), Possess, Special: Movement through conductors, Weakness: Grounded Conductors (Major)

TECH LEVEL: 5 (or host's if higher)

STORY POINTS: 4

HELICON PRIME *(Helicon Prime)*

Helicon Prime is one of the universe's most exclusive luxury resorts. Currently located in the so-called Golden Section, in a galaxy on the other side of the universe from Earth, the planet/facility is actually mobile and used to be located in the Parnassus Cluster until violent undercurrents made its secondary function as high-class retirement centre untenable. The Golden Section is a unique oasis of calm, peace and good feeling where it is impossible for the vast majority of species to feel anger, much less commit violent crimes. Some find it impossible to try to beat each other at cards! In other words, a most restful environment to spend one's holiday, though it is usually booked decades in advance.

Guests have access to a variety of amenities, from amusement arcades, indoor sports like table tennis, music stands, restaurants, and artificial red beaches. Built for comfort and convenience above all, its environments are self-cleaning. Litter on a beach and the sands will swirl and swallow it up. All sections are linked in a honeycomb pattern to the main hall so guests can get around easily without getting lost. Helicon Prime has sympathetic gravity making water flow upwards, which the natives exploit in fabulous fountains. The resort tries to offer other unique experiences as well, like the edible flower known as the asfodil, so delicate it is like smoke or mist on account of their existing on the very edge of reality and requiring infinite patience and focused perception to be consumed. Gamemasters are encouraged to let their imaginations run wild and poetic when coming up with Helicon Prime's menus, wares and activities.

Helicon Prime's natives are sentient floating fish that travel in uppity schools and change colour based on their moods. Guests can be of any species, many of them extremely exotic, but few humans ever make it this far from Earth. Most of them will be politicians, diplomats, magnates and celebrities, people with a profile high enough to afford the resort. Reservations may have been made by their businesses and families before they were even

born, though of course, long-lived creatures can better afford to be patient. One celebrity the 2nd Doctor and Jamie McCrimmon met when they visited Helicon Prime was Mindy Voir, a famous singer whose father was the inventor of sonic sculpting and had trained her to sing like no one else. Mindy was the only human with a ten octave range, and could use her voice to tie knots that continued to vibrate with her "signature", or vibrate objects with destructive force. Some of the sounds she could produce weren't perceptible to human ears. The Doctor was, inevitably, a big fan. She helped them solve the mystery of murders impossibly committed in the Golden Section, though she had her own reasons for helping them.

MINDY VOIR

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

SKILLS

Athletics 1, Convince 3, Craft 5 (AoE: Singing), Knowledge 2, Subterfuge 3

TRAITS

Distinctive
Epicurean Tastes
Natural Weapon: Voice (4/7/L)
Obsession – Finding her father's treasure
Telekinesis – Sound-based

TECH LEVEL: 7

STORY POINTS: 8



When the TARDIS deposited the Doctor, Ben, Polly and Jamie on an arid desert world far in the future, they decided to take a holiday at the futuristic space casino they found there. Run by the sinister Sidewinder Syndicate (see V27) but owned by a mysterious woman called Fortune (or “Miss Fortune” to the Sidewinders, who apparently used to own the place before her), the casino operates all sorts of games for their customers to try their luck at. From the ranks of no-armed bandit slot machines to card games such as redjack and three-card Vulcan hold ‘em, and from dice tables to pits in which robo-hounds with metal jaws like mantraps tear each other to pieces. The main area of the casino is a loud, brash temple to gambling in all its forms, patrolled by the Syndicate’s snake-like gangsters. The games themselves are operated by robotic croupiers in the form of humanoid playing cards with blank silver faces and emotionless electronic voices. All games are naturally weighted towards the house!

Time travel is strictly forbidden in the casino, to prevent gamblers with prior knowledge of the results going back in time to place bets. The building is fitted with time travel sensors which sound an alarm if they detect any temporal disturbance and cameras are monitored to spot anybody appearing in multiple locations simultaneously. The Sidewinders are equipped with scanners to identify the chronon signal given off by time travellers. Any they discover are subject to whatever punishment the casino decides, the same with any other cheats – there is no other law on the planet. They are most likely to be subjected to the dreaded Game of Life, though when the house was owned by the Syndicate, anybody breaking the casino’s rules would quickly find themselves in a shallow grave out in the desert, a faster form of justice.

Customers low on funds can accept credit from the house. But they had better beware - anybody who can’t settle their account on demand is similarly forced to play the Game of Life. The Game involves two players being locked inside a pair of glass booths each fitted with a disintegrator ray in the ceiling. The rays’ controls are

operated remotely, but they are randomised so that any button on the panel could activate a disintegrator in either of the booths, automatically delivering Lethal damage to its occupant. Before a button is chosen, all other customers have the opportunity to place bets on the outcome. Without any interference with the equipment, it’s a pure 50:50 chance as to who will survive!

Beyond the public areas of the casino and the adjoining luxury hotel complex are a maze of drab corridors and offices where the entire operation is run. Fortune’s personal office is sumptuous by comparison. Very little is known about Fortune herself, though she is clearly a formidable businesswoman who strikes fear into the Sinister Syndicate. She appears to be a striking, slender woman with dark skin, usually wearing a long kimono which reaches the floor. How she came to own the casino and what hold she has over the Syndicate is unknown. The Doctor described Fortune as a psychic leech feeding off the desperation of the casino’s clientele, to which she added their hopes, anticipation and excitement. Quite how literal this may be is a matter of speculation, but her ability to vanish leaving just a red mist indicates that she isn’t human. Fortune is obviously a force to be reckoned with.

FORTUNE

ATTRIBUTES: Awareness 4, Coordination 3, Ingenuity 5, Presence 5, Resolve 4, Strength 2

SKILLS: Convince 5, Fighting 2, Knowledge 4, Marksman 3, Subterfuge 4, Technology 3, Transport 2

TRAITS: Alien, Attractive, Charming, Empathic, Lucky, Psychic, Teleport, Voice of Authority

TECH LEVEL: 0

STORY POINTS: 6

ROBOT CROUPIERS

Attributes: Awareness 5, Coordination 3, Ingenuity 1, Presence 2, Resolve 4, Strength 4

Skills: Knowledge 3 (AoE: Gaming)

Traits: Armour (5 points), Environmental (does not eat, breathe or sleep), Robot

ROBO-HOUNDS

Attributes: Awareness 3, Coordination 4, Strength 7

Skills: Fighting 4

Traits: Armour (5 points), Environmental (does not eat, breathe or sleep), Natural Weapon – Steel Jaws (Strength +2 damage), Robot

THE ISLAND OF PAPUL ON JENGCEL *(Combat Rock)*

During one of the imperial expansionist periods of Earth's future, the planet of Jenggel was a target for annexation into the growing Empire, but the subsequent war ended with no clear resolution: Jenggel may not be a colony in a political sense, but it seems to be treated as such by visitors from Earth. On Jenggel, the indigenous human-like inhabitants are divided into tribal states, the most dominant being that of the Indoni. When the Doctor, Jamie and Victoria visited the island of Papul, they found it to be under the authority of the Indoni Republic. The native people of Papul are subject to brutal treatment at the hands of their occupiers, and rebel Papul have organised themselves into a resistance group, the Operaki Papul Gallaki (OPG), to fight against the Indoni.

Amid purple seas and rimmed with red sands, the island of Papul is covered with dense jungle, with its people scattered across the island in towns and small villages, each remote from its neighbours. Larger towns on Papul include Jayapul (the capital), Agat, Meraowk and Wameen. Papul is a popular tourist destination for Indoni and off-world visitors and a target for missionaries from the Earth Empire. Many tourists join organised sightseeing expeditions to visit the more accessible villages, where some of the old Papul culture has been retained – at least for the purposes of tourism. Some of the old customs of Papul are definitely not tourist-friendly though, as the islanders are notorious for having been cannibals in times past, and there are rumours that in some of the remotest villages this ritual is still practiced...

The jungles of Papul teem with wildlife, much of it dangerous. Deathsnakes are emerald green serpents the thickness of a human finger, whose venom is almost instantly fatal. Kassowarks are a species of large flightless bird capable of gutting a man with a kick from their powerful three-clawed feet. Another flightless bird, the Horrakbill, has a vicious beak but can be tamed. Slinkers are large grey animals with blunt heads, powerful forearms and jaws

capable of tearing a man's head from his body. But perhaps most fearsome of all are Snatchers, massive creatures with formless mossy green bodies and fleshy rope-like tentacles ending in long fingers that grab unwary humans from beneath the surface of the rivers and lakes – there are even reports of Snatchers large enough and strong enough to grab flying shuttlecraft from out of the sky! These and hundreds of other creatures are waiting for any travellers foolish enough to venture into the jungles of Papul!

Although the planet as a whole has access to Earth technology, Papul is an undeveloped province on Jenggel. Even the principal towns will seem backwards to visiting tourists, and in the remotest villages, technology is still largely at the level of the Stone Age.

Time travellers arriving on Papul may find themselves caught up in the struggle between the OPG and the occupying Indoni forces; or they might have to rescue lost tourists or missionaries who have strayed into the territory of a tribe which has reverted to cannibalism; or they may simply have to fight for their own survival against the dangers found in the jungle – maybe even against the terrifying Krallik (*see V15*).

JENGELL PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Near Humans (Indoni, Papul, etc)

TECHNOLOGY LEVEL: 6

DEATHSNAKE

Attributes: Awareness 3, Coordination 5, Strength 1

Skills: Fighting 3, Survival (Jungle) 4

Traits: Natural Weapon – Venomous Bite L(4/L/L) damage against unarmoured foes, ignoring Tough and other damage reduction, Size – Tiny (Major)

HORRAHBILL

Attributes: Awareness 3, Coordination 3, Strength 4

Skills: Fighting 4, Survival (Jungle) 3

Traits: Natural Weapon – Beak (Strength +2 damage)

KASSOWARI

Attributes: Awareness 4, Coordination 3, Strength 5

Skills: Fighting 3, Survival (Jungle) 3

Traits: Natural Weapon – Clawed Kick (Strength +2 damage)

SLINKER

Attributes: Awareness 3, Coordination 2, Strength 6

Skills: Fighting 4, Survival (Jungle) 4

Traits: Natural Weapon – Jaws (Strength +2 damage), Tough

SNATCHER

Attributes: Awareness 2, Coordination 3, Strength 10+

Skills: Fighting 5, Survival (Jungle) 4

Traits: Environmental (water-breathing), Size – Huge (Major), Tough

ALLEGORY AND METAPHOR

The novel *Combat Rock* is clearly intended to be a commentary on the Indonesian ownership of the provinces of Papua and West Papua (together forming the western half of the island of New Guinea) and a wider allegory on colonialism. Various place names on Jenggel are derived from those of real-world places: Papul = Papua; Indoni = Indonesia; Jayapul = Jayapura (capital of Papua); Meraowk = Manokwari (capital of West Papua); the Indoni region of Batu = Bali; the neighbouring island of Javee = Java; and so on. The planet's name Jenggel is presumably merely intended to equate to "jungle" rather than anything more specific.

Allegories and metaphors have long been used as the basis of stories in Doctor Who, from the parallels between Britain's entry into the then EEC and *The Curse of Peladon*, to *Vengeance on Varos*'s twisted view of reality TV, to more recent examples such as concerns about the ethics of cloning in *The Rebel Flesh/The Almost People*. GMs can similarly use real-world references as inspiration for their own adventures, giving topical events or cultural concerns a sci-fi twist to come up with a tale with a hidden (or not so hidden) message.



LYCHBURG (*Heart of TARDIS*)

In the 1960s, the American town of Lychburg in the great state of [classified*] was selected by the US government as the first test site for the Golgotha Project by the highly technical statistical process of sticking a pin in a map and picking a geographically self-contained and out-of-the-way population centre near where it ended up.

Superficially, Lychburg is a typical Midwestern town set amid wooded hills and bluffs. Among its many amenities are the Lychburg Central Park, the Drive-o-Rama movie theatre, the Mercy Hill General Hospital, the Shangri La Fantasy Motel ("Fifty-three themed rooms for you to live out your wildest dreams") and even its own organised crime fraternity operating behind the front of Big Vinnie's Bar and Deli. However, since the Golgotha Project, the town is not exactly normal. Ice-trucks, cell phones and trolley buses exist side by side, as do automobiles from the 1950s and '60s, and shopping malls from the 1990s. It is as if the town has been populated by icons of American culture from across the 20th Century, with no concept of the context. Even stranger, there is no way to leave Lychburg. All roads, no matter in which direction, eventually lead back to the town. It is in its own enclosed area of space-time. Further, brutal and motiveless killings are frequent, with the town's inhabitants murderously turning on anybody who are "not One with Continuity" and who start to question the strangeness around them, as though directed by another intelligence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What has happened to Lychburg? In short, the Golgotha Project used a device known as the Arimathea Artefact (*see G2*) to try to open a gateway to Hell. Unfortunately, a prototype time travel capsule from Gallifrey's early experiments collided with the gateway and created a rift. The United States government dropped a nuclear warhead on Lychburg to prevent the rift from spreading. This had the effect of shunting the town into a dimension of its own, where its integrity has been maintained only by the mind of the test subject in the time travel capsule. This is a Gallifreyan woprat, a species which has since become extinct. About the build of a medium-sized dog, a woprat is rat-like in nature but has fifteen elongated, partially furred and multi-jointed legs arranged in a spider-like formation around its body. Its brain is connected to the controls of the capsule by an electrode, and it is the will of this creature, now ancient and linked to this very early TARDIS prototype, that maintains the dimension in which Lychburg finds itself. It can control the minds of any of the town's inhabitants so that they do not think about leaving or questioning the seemingly miraculous replenishment of the town's food supplies. Any who do start to realise the oddness of their situation will find themselves killed by their suddenly mind-controlled former friends and colleagues.

**If Lychburg seems familiar, that's because it is based on Springfield from The Simpsons. The joke of never revealing which*

state Springfield is located in is repeated for Lychburg. Many of the characters from The Simpsons have analogs in Lychburg, including Chief Wiggum and Dr Hibbert. There is even a brief appearance by an overweight, bearded comic-book store owner who says "Worst episode ever" with lordly contempt, and mention of a bartender named Moe.

GALLIFREYAN WOPRAT

Attributes: Awareness 5, Coordination 2, Ingenuity 2, Presence 3, Resolve 5, Strength 1

Skills: Fighting 2, Technology 1, Transport 3

Traits: Additional Limbs x6 (x3 legs, x3 arms), Alien, Alien Appearance, Hypnosis (Major; using time travel capsule), Natural Weapon – Teeth and Claws (Strength +2 damage), Size – Tiny (Minor), Vortex

Tech Level: 8; Story Points: 2

MULTI-DOCTOR STORIES

Heart of TARDIS, the novel in which Lychburg features, is an example of a multi-Doctor spin-off story, in this case featuring the 2nd and 4th Doctors. What is unusual is that the two Doctors do not meet – or rather, in the one scene which features both incarnations, the 4th Doctor hides from the 2nd and so the pair do not interact. There are a few other similar examples in the spin-off universe, in which what could be regarded as the standard structure of a multi-Doctor story is subverted in this way. For example, the Big Finish audio *Project: Lazarus* features both the 6th and 7th incarnations, but not in the same episodes; and the DWM comic-strip *Under Pressure* features the 3rd and 4th incarnations (and, to make things more complicated, is also narrated by the 7th Doctor) but the 3rd Doctor is not aware of the presence of the 4th.

This style of multi-Doctor adventure could be used in DWAITAS to good effect. In particular, it allows for the role of the Time Lord to be passed from one player to another to share the experience of playing the Doctor (by different players portraying the different incarnations) while at the same time limiting events to only one overbearing personality in any one scene. How this is accomplished is a matter of the GM's personal taste. Perhaps the incarnations are separated in time, with one version first encountering a situation, but subsequent ones having to clear up after him. Or perhaps they are separated in space, with an overall linking enemy or theme connecting their individual adventures. Whether the various Doctors finally meet up in the final scenes or remain ignorant of each other's involvement is up to the GM and of course the players.

THE MENAGERIE OF UKKAZAAL *(The Menagerie)*

On an unnamed planet far in the future, a legend exists of the Menagerie of Ukkazaal. The legend states that the Menagerie is populated by men who felt tempted to meddle in science and were cursed and turned into beasts. The city above the Menagerie uses that legend in an attempt to keep the people from meddling in science, which is considered a heresy. The Doctor, Jamie, and Zoe came upon this legend during their travels and they were the ones who discovered the true nature and purpose of the Menagerie of Ukkazaal.

Fact is, the Menagerie is a research station set up by various mega corporations that was active during the Earth-Draconia War. Known backers included the Butler Institute and the Interplanetary Mining Corporation. The companies financed genetic research to find solutions to various problems related to military, medical and mining research. The facility was abandoned when one of the projects, Project Mecrim, produced a creature whose bacteria caused a fatal reaction in the human digestive tract (see V16). The planet was placed under quarantine and many of the base's personnel died. Those who survived founded the civilization on the world above and over the centuries, the memory of the original facility's purpose faded as a new city was built atop of the old.

The Menagerie lies beneath the city's sewers, which are filled with noxious gasses that require a breathing unit for any human to penetrate. Down that low the natural caves and sewer pipes of stone gradually give way to buildings, thoroughfares, suites, and corridors of soft metal alloys and wood. The facility is a mix of the preserved and the broken with a mix of broken street lamps, carefully parked hovercars, large reception areas, and fortified bunkers surrounded by crumbling razor wire.

The city has four main inhabitants. First are the Mecrim, who live in a state of cryogenic suspension. The power packs for the cryogenic caskets have a finite supply, so the Mecrim could become active at any time. Second are the Rocarbies. They are large bipedal apes, larger and bulkier than most men. Their arms are long and strong and they have thick fur that runs in rough and irregular stripes over their entire bodies alternating with exposed patches of tough brownish black skin. The Rocarbies are not very intelligent and have been compared to rambunctious children.

They see the Taculbain, another of the Meangerie's inhabitants, as gods. They also wish to leave their subterranean existence at the Menagerie to live upon the surface of their world.

The Taculbain are the third race in the Menagerie. They resemble large moths. They are as tall as men and have huge bony wings of orange and grey. They have compound eyes and a maw of interlocking mandibles. The proboscis can extend from the maw which secretes a poison deadly to humans. The Taculbain can consume various herbs to create biological changes that can cause them to change genders, become a soldier, or even to turn into a queen. They are scared of the light and never venture towards the surface. The Taculbain consider themselves to be a single entity and always refer to themselves in the plural even if they are speaking of the actions of one individual. Only the queen has significant individuality. A worker or soldier on its own is not capable of much reason and if separated from its queen, becomes suggestible and aggressive from fear.

The fourth race in the Menagerie is the Dugraq. They look like bipedal shrews a couple of feet tall. They dress in simple uniforms

ROCARBIE**ATTRIBUTES**

Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 6

SKILLS

Athletics 3, Fighting 2, Marksman 1, Survival 2

TRAITS

Alien
Alien Appearance
Inexperienced
Obligation (Major) – Taculbain
Selfish
Slow Reflexes (Minor)
Technically Inept
Tough

TECH LEVEL: 1

STORY POINTS: 4-6

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the same orange-brown color as their glossy fur. They wear a utility belt covered in miniature tools. At the original research station, the Dugraq had been the servants. They now work as the arbiters of peace within the Menagerie. The Dugraq do not believe in naming each other and they only know others by their functions. They have learned some of the secrets of the Menagerie and are able to operate some of the computers and machinery there.

Some of the machines and systems of the Menagerie still function. At least one android still functions and it is possible that there

are others. There is a weapons research area that still has some functioning weaponry and ordnance. Care should be undertaken if the entire facility is to ever be brought online again. The reactors of the Menagerie have aged for Millennia and its possible that if they are brought on line that the entire facility could explode.

TACULBAIN



ATTRIBUTES

Awareness 3, Coordination 3, Ingenuity 2 (4 for Queen), Presence 2 (5 for Queen), Resolve 2 (as individual) 6 (Queen and when networked), Strength 4

SKILLS

Athletics 2, Convince 3 (Queen only, 0 for non-Queen), Craft 1, Fighting 2, Survival 3

TRAITS

Alien
Alien Appearance
Alien Senses (can see in the dark)
Armour 5 (Soldier only)
Biosynthesis
Cocoon Spin
Dependency (Major) – Queen (only applies to non-Queen)
Flight (Minor)
Natural Weapon (Minor) Proboscis – poison deals 4/L/L damage per hour
Networked (Minor)
Phobia – Light
Quick Reflexes

TECH LEVEL: 1

STORY POINTS: 4-6

DUGRAQ



ATTRIBUTES

Awareness 4, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 2

SKILLS

Athletics 1, Knowledge 3, Medicine 1, Science 2, Survival 2, Technology 3

TRAITS

Alien
Alien Appearance
Code of Conduct (Minor)
Resourceful Pockets (utility belt)
Tiny (Minor)

TECH LEVEL: 5

STORY POINTS: 4-6

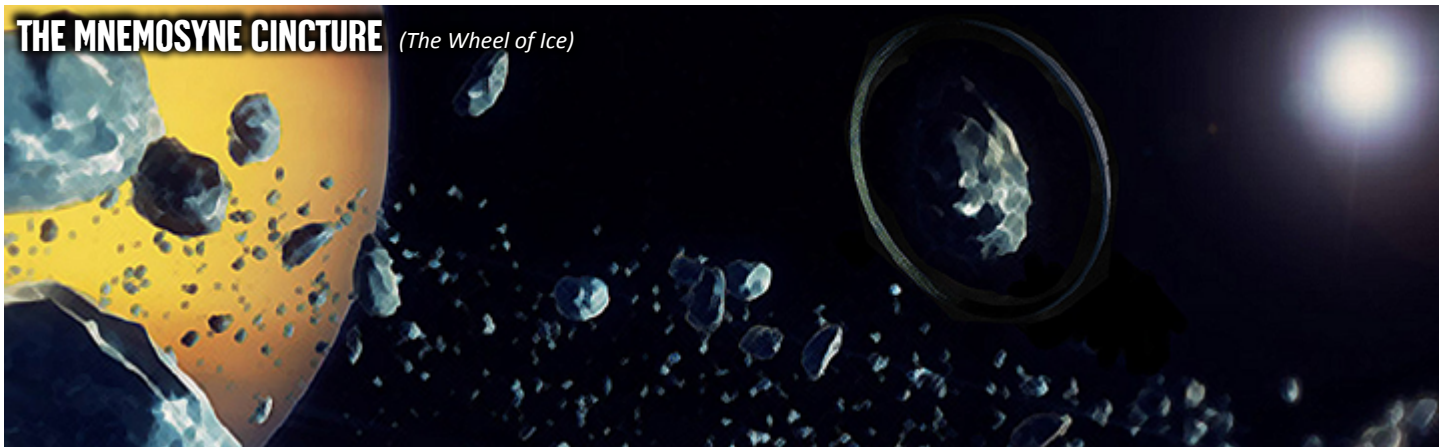
SPECIAL TRAIT - BIOSYNTHESIS

Taculbain can transform themselves into various forms by consuming herbs sometimes along with other things. This trait allows them to change genders, transform into soldiers, or even to become a queen.

SPECIAL TRAIT - COCOON SPIN

Taculbain can secrete strands of silk as strong as steel cable and weave it into a cocoon to entrap prisoners. It has a Strength of 7, can support up to 800 kgs and provides 4 points of damage reduction for anything wrapped in it.

THE MNEMOSYNE CINCTURE *(The Wheel of Ice)*



When the TARDIS detects a relative continuum displacement zone, a temporal anomaly, in the Saturn system in the mid-21st Century, it takes the Doctor to the Mnemosyne Cincture to investigate and won't let him leave until he has resolved the problem. Mnemosyne itself is a small moonlet within Saturn's rings. It is a shapeless blob of ice and is the location of Earth's first mining colony beyond the asteroid belt. It is only 1km across but has its own ring, a 4km diameter solid circle of ice constructed for the colonists like a bracelet circling Mnemosyne. This ring incorporates the living space for the colonists in massive hollow bubbles blown into the ice and ancient hulks salvaged from the early days of space exploration, converted and built into this frozen sculpture. The living areas are divided into six sectors: three residential sectors (one each for the A-grade executives, B-grade supervisors and C-grade workers), utilities, industrial and recreational. Numerous cables stretch from the ice ring down to the surface of Mnemosyne itself like spokes, carrying elevators shuttling miners to and from the moonlet. All this, collectively known as the Mnemosyne Cincture (but more usually called the Wheel of Ice by its inhabitants), was built by MMAC (see A14), the colony's space-faring engineering robot who spent years preparing it for the arrival of the first humans.

Gravity on the Cincture is generated by the spin of the Wheel and even on the rim is only one eighth Earth standard; on Mnemosyne itself, it is negligible. Day and night on the Wheel is also artificial, controlled by its lighting. Air and water are all carefully recycled, and the colony grows its own food – algae, fungi and vegetables, but no meat. The Cincture's power comes from its solar stacks, old sun-catcher technology storing and converting the weak sunlight into energy.

What has brought mankind here, leapfrogging over the much closer moons of Jupiter, are the high concentrations of bernalium detected within Mnemosyne. Bernalium is extremely rare in the Solar System and is vital to fuel man's next leap out into space. The colony itself was funded by Bootstrap, Inc. a corporate giant that seeks to maximise the return on its investment. The Cincture is governed by an Inner Council whose five members are the Mayor (the only elected member; currently Jo Laws), the Marshal (appointed by the International Space Command in Geneva and in charge of security), the Chief Medical Officer, a Planetary Ethics

Commissioner and a Bootstrap administrator. In reality though, Bootstrap is what pays for the colony and is therefore able to bulldoze its way through the views of the rest of the Council – particularly in the person of the formidable administrator Florian Hart!

Conditions in the colony are harsh and there is no room for idle hands. D-grade criminals are assigned to work details on the Wheel. But the dangerous work is to be found on Mnemosyne, where there are frequent accidents and even fatalities. Shafts and tunnels honeycomb the moonlet and are bored by AI machines, then sealed and pressurised before the human miners can take over. Beyond the direct control of the Earth authorities, Bootstrap flouts health and safety and even puts youngsters to work in the mines, despite the objections of the Planetary Ethics Commissioner. Children are first taken down to Mnemosyne at the age of 7 for familiarisation visits.

Recent events are causing concern even to Bootstrap. Incidents of theft and sabotage have increased and are blamed on delinquent teenagers; while sightings of childlike ghostly "Blue Dolls" (see V4-5) have been reported and are linked to a number of mysterious deaths. Are these somehow connected to a theory of one of the teenage colonists, that the rings of Saturn contain "resonances", patterns which could possibly be music – or a communication from something utterly alien? What is causing the unstable shifting gravitational fields and neutrino fluxes within Mnemosyne? And what has created the relative continuum displacement zone that is keeping the TARDIS here?

PLANETARY DATA

SIZE: Tiny (planetary fragment)

GRAVITY: Low Gravity World

LAND MASS: Ice-ball

ATMOSPHERE: None

CLIMATE: Arctic

SATELLITES: 0

SENTIENT SPECIES: Arkive; Blue Dolls

TECHNOLOGY LEVEL: 5 (human colonists); 8 (Arkive)

NEW WORLD UNIVERSITY *(Downtime)****“The Cutting Edge of Further Education.”***

New World University was established in the 1980s, funded by the Doctor’s former travelling companion Victoria Waterfield (see A1) using the wealth she inherited from her father. Victoria is now its Vice Chancellor. The campus is spread over 350 acres on the north bank of the Great Coker Canal in North West London. Once an industrial site, the location has been extensively re-landscaped into pleasant parkland by Capability Green, a prominent firm of environmental developers. From the bank of the canal, planted with reed beds and rushes and stocked with waterfowl, wide lawns sweep up to the University complex itself. The NWU is styled after the red-brick universities of the Sixties, but with ranks of pyramidal ziggurats providing a more Nineties vibe. The university’s Charles Bryce Memorial Gallery is noted for its fine collection of paintings and ethnic Tibetan art. However, the NWU is a target of criticism in the popular press and attracts a great deal of negative publicity. To try to balance this, it has its own radio station, New World FM Radio presented by an obscure former BBC Radio 1 DJ, which broadcasts positive news stories about the university.

The NWU is the first establishment for further education to use tutorial methods run solely by computer program. The subjects taught at NWU are focused on technology, computer science in particular, though incorporating elements of Tibetan mysticism. Its students – disparagingly referred to as “Chilllys” by the gutter press (after Victoria perhaps naively called them Children of the New World in an early interview) – are taught by the NWU’s mainframe, with information pumped directly into their minds via sets of headphones they each wear. Chilllys are easily identifiable by their uniform of green New World sweatshirts and bright yellow New World caps, plus their ubiquitous headphones.

In 1995, New World University is actually part of the Great Intelligence’s plan to take control of the world. The Intelligence

itself is within the NWU’s mainframe, from which it intends to invade the internet and take over the planet’s computer systems and technology. It is also using the body of the NWU’s Chancellor, Professor Edward Travers, as a more mobile host able to guide and influence Victoria.

The Intelligence controls the Chilllys via the headphones they wear, using them to develop the nanotechnology and software programs it needs to further its aims. They receive their instructions over the headphones and often act in unison, behaving more like robots than humans. The Chilllys are ultimately doomed, as the Intelligence intends to use the nanotechnology they have been developing to transform them into its new version of the Yeti (see V34).

PROFESSOR EDWARD TRAVERS

Use the Great Intelligence’s stats from page 37 of *The Second Doctor Sourcebook*, with the following additions:

Attributes: Coordination 2, Strength 2

Traits: Dark Secret (Major: is actually the Great Intelligence); Networked (Major: as part of the mainframe, the Intelligence is networked with NWU’s computer systems, the Chilllys, the control spheres and its Yeti).

CHILLY

Attributes: Awareness 2, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 3

Skills: Athletics 2, Fighting 2, Knowledge 3, Science 3, Technology 4

Traits: Enslaved, Networked, Technically Adept

Tech Level: 5; Story Points: 2-4

THE OUTER SPACE CORRECTIONAL ESTABLISHMENT *(The Prison in Space)*



The World Federation of Womanhood under Chairman Babs (see V7) has long ago done away with the death penalty. Instead, criminals of the inferior sex (men) are imprisoned for their crimes, while those of the superior sex (women) are rehabilitated into society by a programme of re-education and conditioning in the Silver Maiden (see G6). The most antisocial enemies of the state among the inferiors are sent to the Outer Space Correctional Establishment (O.S.C.E.), an enormous octagonal space station high in orbit over the Earth.

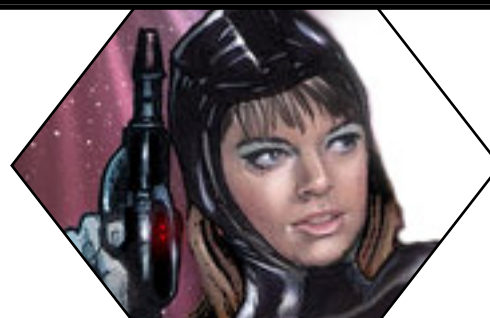
Although the O.C.S.E. has more traditional docking facilities, convicted criminals are transported to it inside basic capsules shot into space from Earth. The capsules have no controls of their own, so they cannot be hijacked by their occupants, but are guided into their docking tubes by a homing beam broadcast from the space station.

Inmates on the O.C.S.E. are dressed in identical overalls, fed on food pills and live in a bland, monotonous environment. Their treatment is not entirely inhumane though: they are encouraged to take up a hobby to pass the time, and the prison includes workshops and other facilities for this purpose – useful for would-be escapees! However, violent inmates are confined to the cells in Section Z aboard this prison in space.

Like all guards in Chairman Babs' regime, those on the O.S.C.E. are all female. As with those down on Earth, they wear black rubber uniforms with full-length boots and wield incapacitator guns designed to inflict pain and paralyse the nervous system.

At the time that the Doctor and Jamie were sent to the O.S.C.E. it had been in orbit for over a hundred years and hadn't been updated for a long time. Accordingly the main control room is fairly basic and much of its equipment is very crude in comparison to that back on Earth. Nevertheless, with nowhere to run to, the prison is very effective and nobody has ever escaped from it.

O.C.S.E. GUARD



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

SKILLS

Athletics 2, Convince 1, Fighting 2, Marksman 3, Technology 2

TRAITS

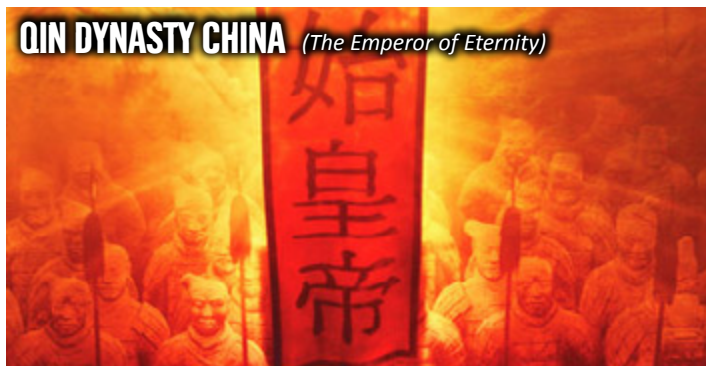
By the Book
Military Rank (officers only)
Obligation – Chairman Babs

EQUIPMENT

Incapitator Gun: S(S/S/S)

TECH LEVEL: 6

STORY POINTS: 2-4



Although the Qin Dynasty was very brief, it was highly significant as it was founded by the First Emperor of a newly unified China. In the Warring States Period prior to 221BC, China consisted of seven major states, each ruled by its own king, duke or marquis under the overall (but largely symbolic) rule of the kings of the Zhang Dynasty. In 238BC, Ying Zheng ascended to the throne of the state of Qin and prepared his plans for the conquest of the other six states. After conquering the final state, Qi, Ying Zheng proclaimed himself to be Qin Shi Huangdi (often shortened to Qin Shi Huang, or just Qin), the “First Emperor of Qin”, and founded the Qin Dynasty.

Qin Shi Huang created a centralised state with 36 prefectures and its capital at Xianyang. The Emperor’s government was highly bureaucratic, but his reign saw a number of significant reforms, including the abolition of the landowning nobility, the standardisation of currency, weights and measures, and the introduction of an improved system of writing. The Qin army had access to the most recent weapons, transportation and tactics, allowing the Emperor to extend his territories in the north and along the coastal regions to the south as far as Hanoi. Qin also ordered the construction of a wall on the northern border, which became part of the Great Wall of China. His projects and reforms led to increased trade, improved agriculture and better military protection.

But against these advances, Qin’s reign is also remembered as a brutal tyranny with strict censorship laws, including the burning of books and the burying alive of Confucian scholars between 213BC and 210BC. This was an attempt both to silence criticism of his rule and to restrict intellectual thought to the philosophy of legalism (obedience to the law).

Qin was terrified of death and obsessed with immortality, wanting to escape the gods’ judgement. He employed alchemists to discover the elixir of life and sent an expedition to find the fabled Penglai Mountain, home of the Eight Immortals of legend. When the TARDIS landed in Dongjun in 210BC, the Doctor was taken prisoner by the Emperor, who believed that he knew the secret of eternal life. The Doctor discovered that perhaps even the Emperor is not beyond redemption.

Despite his later obsession with immortality, Qin had ordered the construction of his own tomb early in his reign, including the Terracotta Army, a collection of around 9,000 life-sized

statues of soldiers, horses and chariots to protect the Emperor in the afterlife.

Ironically, Qin’s search for immortality is one possible cause of his death, reportedly due to ingesting mercury pills prepared by his court physicians in order to prolong his life. Qin Shi Huang died on 10th September 210BC at his palace in Saqiu prefecture. He was succeeded by the younger of his sons, Qin Er Shi, effectively a puppet emperor reliant on the sole advice of his chief eunuch Zhao Gao. Qin Er Shi’s rule was blighted by unrest and nationwide revolts, with the Qin army taking heavy loss of life. Once the scale of his defeats was clear, the Emperor was manipulated by Zhao Gao into committing suicide in October 207BC. Qin Er Shi was succeeded by his nephew Ziyang with the reduced title of “king of Qin state”. Within a year, Ziyang surrendered to Liu Bang, the king of Han state. The Qin Dynasty was over, but its influence was felt for hundreds of years.

QIN SHI HUANG



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

SKILLS

Convince 4, Craft 2, Fighting 3, Knowledge 4 (AoE: Military Tactics), Subterfuge 2

TRAITS

Adversaries – Various, within China and without
 Authority – Emperor of China
 Code of Conduct – Tradition and law
 Distinctive (when in Imperial robes)
 Friends – The Court and Army
 Lucky
 Obsession – Immortality
 Phobia - Evil spirits and death
 Voice of Authority

EQUIPMENT

Sword (Strength +2 damage)

TECH LEVEL: 2

STORY POINTS: 10

SANCTUARY *(The Dying Light)*

The Sanctuary is a city that hugs the slopes of a mountainside on a desolate and nameless planet. Literally carved from the side of the mountain, the Sanctuary's main features are arches and walkways, towers and domes, and long strings of colored flags flying between the taller buildings. The rock of which the city is built has the hard feel of granite but is incredibly light because it's porous and naturally buoyant. This is because the mountain floats on a desert of silicon suspended with charged particles, giving the silicon the appearance of water.

The Sanctuary has no indigenous intelligent population and it is not known what race built the city or what the name of its planet is. What is known is that it is a planet towards the end of its life cycle. The sun's light is meagre and feels like the sunset of an Earth type star even when the sun is at its zenith in the sky. The sun's light is so meagre that it isn't harmful for someone to look directly at it. The entire planet is arid with dry, warm breezes even deep within caves in the mountainside.

In many ways the Sanctuary is exactly what its name implies. It is a place of rest and safety for the many shipwrecked crews that find themselves marooned on this nameless world. The Sanctuary is located near the mouth of a wormhole. When ships fly through the wormhole, it causes an electrical storm that makes it difficult for the ships to navigate once they emerge near the Sanctuary and they crash into the silicon sea. The people of Sanctuary maintain rowboats to help save the victims and bring them back to Sanctuary before they are pulled under the waves. They have a saying that "the world provides" and it seems that everyone always gets what they need even though they might lose everything when they arrive. Food is provided either by fishermen who collect eels and sandsquid or by crops grown in a vast cavern within the mountain that gets ample sunlight.

As a result of the ample resources and enforced multiculturalism, the Sanctuary is a very peaceful place where all faiths and cultures can come together in harmony. The temple is one place where this is shown. The temple flies banners of every faith located on the Sanctuary. The temple itself is a giant succulent space with steps rising to a plinth in the middle. Entrances and archways dot the sides and enormous tapestries hang from its walls. The carvings on the floor of the temple are a series of numbers and letters that mark out a line across the floor with time vector equations tracing the Doctor's journeys. The carvings lead to the plinth where other

tracings also meet at a TARDIS-shaped hole. The equations go up along the wall. The temple is home to the Abbot and his priests, but in Sanctuary, everyone is left to follow their own path and the Abbot seeks mainly to maintain peace and order among the various faiths on Sanctuary rather than to enforce any particular faith or dogma.

There is a dark side to Sanctuary as well. The planet is a highly evolved, adaptive organism with an empathic connection to its populace. It seems like the world provides because it does everything in its power to ensure that the people who live upon it are happy. However, the organism reacts violently to its role being usurped and will destroy any high technology present and in so doing, may kill anyone nearby. The planet also is subject to a series of sandstorms that blow the silicon at such velocity that it can rip flesh straight off bone. The original inhabitants of the Sanctuary recognized the hazard of such sandstorms and provided sails made of a form of diamond thread. These sails are currently utilized as tapestries in the temple, but if they are attached to the mountain's rigging, then the whole area can be blown out of the way when a sandstorm comes up.

Adventure Seed: The World Provides

Your TARDISers arrive at the Sanctuary only to become embroiled in a murder mystery. Is it a result of the strange properties of the Sanctuary or is something or someone more sinister at work? How do they conduct an investigation when their very surroundings can be a potential murder weapon? They must find out before one of them is the next victim.

PLANETARY DATA

Size: Medium

Gravity: Earth-Like

Land Mass: Archipeligopolis except that the "water" is actually positively charged silicon particles.

Atmosphere: Earth Standard

Climate: Hot

Satellites: None known

Sentient Species: None indigenous Varies/Mixed

Tech Level: 2

SANTESPRI IN THE HADDRON REPUBLIC *(Dreams of Empire)*

Santespri was once a strategically located fortress on the fringes of the Haddron Republic. As the Republic's borders expanded, Santespri lost its value as a fortress. It was only maintained because of the Stardial Chamber, a unique work of art within the structure. During the final days of the Republic, the fortress was used as an opulent prison for the the Hans Kesar, the man who tried to become Consul General for life and therefore change Haddron from a Republic to an Imperium.

Santespri is built upon an irregularly shaped moon orbiting a gas giant in an unnamed solar system. The moon's shape means there is no horizon visible. Instead, an observer looking out from the castle sees at the base of the walls a small dark, jagged outcropping of rock protruding into space and ending abruptly. From certain points of view this gives the fortress the appearance of having been built on a floating piece of rock. Beyond the castle, the gas giant is a huge world whose surface appears to be a medley of reds and oranges with occasional dots of amber and lime green. It also has many rings of graduated color suspended around the sphere.

Sentries patrol the battlements of the castle and do not require any special kind of spacesuit. This is because the castle is surrounded by an osmotic field. The field prevents slow-moving particles such as oxygen from escaping, but allows fast-moving, highly-energized particles like light to pass through. The system is not perfect and there are always some particles escaping. During the incarceration of Kesar, the system had degraded and more than normal seepage was experienced, giving the inside of Santespri a cool, damp feel.

In the days of Kesar's imprisonment, the castle underwent a slight transformation. Regular patrols covered every portion of the structure. The strange nature of this particular exile, though, allowed Kesar's retinue of loyal soldiers to be given the honour of assisting with the patrols during the daytime. They were always partnered with a loyal soldier of the Republic. During the night, Kesar's soldiers were locked in the secure area with him. Listening devices were also installed throughout the castle, but the system

began to degrade quickly and by the end of a year, only half the rooms were successfully monitored. The rest only transmitted static to the observation room.

Santespri has an armory, although this was not stocked with much during the days of Kesar's incarceration. There is also a Banqueting Hall. It's a large room lit by two chandeliers with a red and white checkerboard patterned marble floor. A long wooden table is placed in the center of the room and a fireplace sits at one end. Above the fireplace a gallery runs the length of the room. There are windows to the outside starscape on the gallery and to either side of the fireplace. The walls are interspersed with weaponry of many eras – shields, swords, maces, crossbows, laser rapiers, blasters, and

energy dispersers. Aside from this opulence, Santespri boasts one other main amenity. Virtual chess games are available, allowing one to play against an opponent anywhere else in the fortress from wherever each person is comfortable.

The observation room is a contrast to the ancient appearance of much of the fortress. One wall is full of monitor screens that show various aspects of life within the fortress from several different vantages. Another features digital recording devices. The computer that holds the expert monitoring system is in a corner. Yet, the lack of maintenance is evident here as many cables, which had been fixed in place, have broken free of their brackets and trail along the floors and furniture.

The Stardial Chamber is a major engineering and artistic achievement within the fortress. Its presence is the reason why Santespri was not decommissioned when it lost its strategic importance. The Chamber occupies the whole of the top half of the largest of Santespri's three main towers. It's a massive room, open to the starlight that reflects off the various apparati in the chamber. The walls are lined with wires and cables that run high over any occupants to form a latticework structure that breaks the space above into four quadrants. A massive lens is fitted into the tower in place of a roof, focusing the light of the stars above and beyond into the latticework, so that it forms a condensed map of the space outside Santespri. The result is a sort of double image, with the actual stars visible dimly behind the focused points of light that represent them against the lattice. The lattice is harnessed to a drive system arrangement of cog wheels and gears. In some ways, this system functions as a clock and in others, as an observatory. When these lights are viewed against the markings on the floor they allow the observer to mark time from any of the major cities of the Republic when the Chamber was built. The entire system is very inefficient as the power is only used to fuel the drive system, but the potential energy locked up in the solar emissions, the cosmic rays, and the radiant heat are a huge source of power, if someone could only determine how to use them.

SKYHOME AND OCEAN FLOOR *(The Indestructible Man)*

In the mid-21st Century, the global security organisation PRISM (see A16) operates from a number of bases around the world. But its headquarters is on a mobile orbital station floating high within the atmosphere and known as SKYHOME. This is similar in appearance to UNIT's old airborne base, the Valiant, though SKYHOME was designed by the Sharon Consortium before it was commandeered by PRISM and is based on different technology.

SKYHOME uses revolutionary anti-gravity engines to keep it aloft and is able to move around the world in response to threats and emergencies. During the war against the Myloki (see V17), PRISM's commander Colonel LeBlanc was based on board SKYHOME. Like the Valiant, SKYHOME is fitted with a series of runways, used for the launch and landing of PRISM's fighter aircraft piloted by the all-female elite team, the CHERUBS.

During the worldwide economic and social collapse after the Myloki war, PRISM was downsized and became the secret organisation known as SILOET. Although SKYHOME is no longer its headquarters and has largely been abandoned, the station is still floating high in orbit – though it is in a dangerous state of disrepair, urgently needing attention to prevent it from falling to its destruction.

Another of PRISM's facilities is OCEAN FLOOR, an underwater base at a secret location on the seabed. OCEAN FLOOR is primarily a holding facility, intended to be used to keep any alien prisoners secure. Towards the end of the Myloki war, the unkillable Myloki puppet, Captain Karl Taylor, was captured and sealed inside 6,000 litres of specially hardened concrete within a titanium shell and held in OCEAN FLOOR. He is still there thirty years later when the Myloki again attack the Earth.

Naturally, OCEAN FLOOR can only be accessed by submersible craft, including PRISM's own submarine, Manta. Within the base, the automated defences are programmed to shoot anybody outside of the secure cells without a bar-code ID implanted in them.

**SKYHOME**

Good Traits: Advanced Technology (Anti-grav Engines), Armoury, Computing Power, Database Access, Defence Systems (Anti-aircraft), Holding Cells, Internal Sensors, Laboratory, Landing Pad (Fighter Jets), Medic, Minions x2 (Admin & Lab Staff), Mobile Base, Troops

Bad Traits: Main Reactor, Ongoing Mission (Myloki Defence)

CHERUB FIGHTERS

Armour: **10** Hit Capacity: **18** Speed: **30**

Weapons: Missiles x6 (12/18/27), Machineguns (6/9/15)

OCEAN FLOOR

Good Traits: Armoury, Database Access, Defence Systems (Automated Internal Defences), Fortified, Holding Cells, Internal Sensors, Lockdown, Minions x2 (Security Staff), Secret Base

Bad Traits: Harsh Conditions (Underwater), Isolated, Main Reactor, Ongoing Mission (Prison)

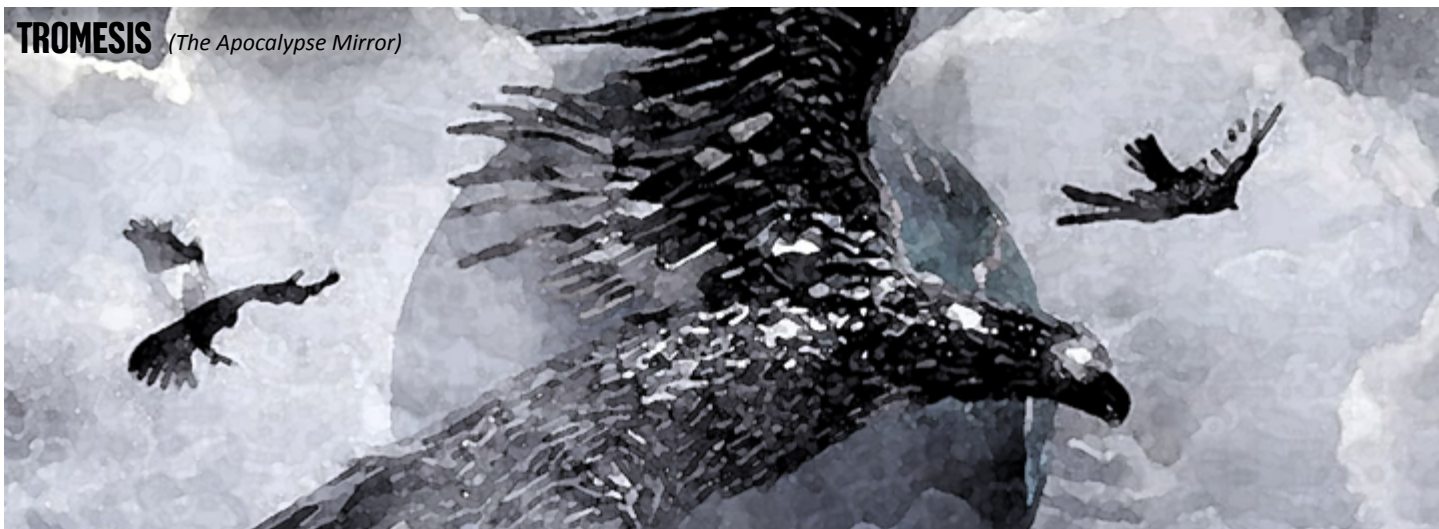
MANTA SUBMARINE

Armour: **5** Hit Capacity: **12** Speed: **10**

SPECTRUM IS GREEN?

As hinted at in the title, the novel *The Indestructible Man* is an unofficial Doctor Who/ Gerry Anderson crossover featuring elements from *Captain Scarlet and the Mysterons*, *UFO*, *Thunderbirds* and *Stingray* (plus a cheeky nod to *Space: 1999*). To get past the licensing issues, the serial numbers have been filed off: Captain Scarlet has been renamed Captain Matthews, Captain Black is now Captain Taylor, SPECTRUM has become PRISM, SHADO is SILOET, the Thunderbirds are the Lightnings and so on.

The expanded Doctor Who universe features a surprising number of crossovers which can inspire DWAITAS adventures. As well as the overt ones such as IDW's *Assimilation2* mini-series, Sherlock Holmes popping up in the novel *All-Consuming Fire* and Carnacki the Ghost-Finder in *Foreign Devils*, there are several hidden crossovers. Analogues for the Tomorrow People feature in the 3rd Doctor novel *Verdigris*, for example, Sapphire and Steel in *Falls the Shadow* and characters from The Simpsons in *Heart of TARDIS*, all under different names. Of course, in your own role-playing campaign, you don't need to worry about infringing copyright, so you can introduce the actual characters rather than analogues if you prefer.

TROMESIS *(The Apocalypse Mirror)*

On an Earth several thousands of years into the future, the seas have risen until only one city is left: Tromesis. Built in an area where Switzerland used to be, Tromesis is a place of towering buildings so high and so close that at street level they almost blot out any sight of the sky. Outside the city, the continents have largely sunk beneath the rising tides until all that is left are isolated islands with a few small settlements. Most of the population of Earth left generations before in a mass migration to other worlds and the 4 million or so inhabitants of Tromesis are descended from those who stayed behind.

Tromesis is a city built along automated lines and watched over by a government known only as the State, whose public face is a holographic image of a genial old man who speaks only slogans and propaganda. But when the Doctor, Jamie and Zoe arrive, they find the city to be falling apart with buildings crumbling and the citizens living in despair. An illness called nostalgia sickness is weeping through Tromesis, its victims seeing ghostly visions of the city as it was in better times – new, clean and well-maintained, and populated by happy citizens. The State kidnaps sufferers of nostalgia sickness, sending robotic creatures called Hawkers to capture them and take them away. A small resistance tries to work against the State but they are a pathetic bunch, too paranoid to be able to decide on an effective course of action.

The Hawkers resemble huge metallic birds of prey. They are constructed from metal panels held together by an electromagnetic field. They can rearrange these panels to form themselves into a cage around their target and then teleport them away. The State needs people with drive and determination and uses the Hawkers to recruit these, though the link between this type of personality and nostalgia sickness hasn't been made. The State isn't evil, just ineffectual. Its members realise that its own citizens do not trust it and they are therefore forced to use these devious methods. But the State itself is under threat, its own members mysteriously vanishing one by one.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The problems with the city have been caused by a device known as the Sympathetic Engine, which was designed to feed off the inhabitants' desires and change Tromesis into the ideal city. Unfortunately, the designers did not know that Tromesis was built on a temporal fault line and when the Engine was switched on, it acted to create two versions of the city, both standing in the same place. One version, the version that the TARDIS landed in, is the one in which the citizens are downbeat and pessimistic, longing for the better times from the past. As a result, their city is crumbling and rundown. The other version of Tromesis is positive, with the citizens' optimism for the future creating a utopia. In the rundown version, the visions seen by sufferers of nostalgia sickness are actually of the positive version of Tromesis, not its past glory. The "sickness" manifests in those who start to believe that they can make a difference, that things can be made better, and once this belief is properly embedded, the "sufferers" make the transition to the other city, vanishing without trace from the crumbling version.

Only one version of Tromesis can be dominant and this is determined by whichever version of the city has the largest population and therefore has the dominant influence on the Sympathetic Engine. When the Doctor and his companions arrive, the rundown version of Tromesis is the dominant one and is therefore where the TARDIS lands. But how can they not only work out what has happened to the city, but also devise a plan to unify it into the utopian dream that the Sympathetic Engine was intended to create in time to prevent an approaching comet from wiping out all life on Earth?

HAWKER

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 4

Skills: Fighting 4

Traits: Armour (5 points), Flight (Major), Networked, Robot, Teleport

Story Points: 1-2

VICHY FRANCE *(Resistance)*

In 1940, Germany began its offensive on France. Within days it became clear that the French forces were overwhelmed and that collapse of the military was imminent. The French government deliberated on how to respond, with some advocating that the government remove itself to Northern Africa and continuing the war with Germany from there. The majority favored an armistice as long as Germany's terms were not dishonorable or excessively harsh. The French government was allowed a degree of autonomy by the Nazis, especially at the beginning, as well as continued administration of their foreign territories. The French government saw this as being preferable to complete defeat and loss of sovereignty to Germany. Prime Minister Paul Reynaud, in favor of continuing the war, resigned and Philippe Petain was appointed in his place. Petain claimed that it was France's democracy that had led to its quick defeat and set up a paternalistic, semi-fascist regime that actively collaborated with the Nazis.

Under the terms of the armistice, small portions of France were annexed by Germany and Italy, but the majority was nominally under the new government's control. Germany occupied Northern and Western France, but this was considered a temporary measure while they were fighting their war with Britain. As Paris was part of the occupied territories, the French government was relocated to Vichy. Southern France was under the complete control of the Vichy government and they were allowed a small army for defence and to administer overseas territories, mostly to keep them out of the hands of the Allies. After 1942 and the landing of allied troops in Northern Africa, even this pretense of French self-rule ended and Germany occupied the rest of France and all Vichy officials were kept under close observation although nominally still in charge of the country. Exiled general Charles de Gaulle repeatedly questioned the legitimacy of the new French

government, but internationally, it was accepted that Vichy was the legitimate government of France with over 50 nations recognizing its sovereignty.

The Vichy government established a secret police akin to the German Gestapo known as the Milice. They wore a blue uniform jacket, brown shirt, and a blue beret. The Milice hunted for dissidents and other undesirables. As native French people, they typically knew the towns and countryside well and had knowledge of local dialects and reliable local informants. This made them far more dangerous than the foreign Gestapo to anyone on the run within southern France. The Milice often employed torture to get the information they were looking for, and they also employed summary executions when it was seen as expedient to either get cooperation or to take care of a prisoner.

The Maquis were the French resistance to the Vichy government. The Maquis employed a cell type structure, limiting information about other members and operations so captured members would not be able to leak information to the Milice. They also operated "evasion lines" to help allied soldiers get out of the country without getting caught. These evasion lines would set the soldier up with falsified papers as well as transport to get them out of the country to a neutral nation, either Spain or Switzerland. Otherwise, left on their own, any soldier behind enemy lines in Vichy France would be a hunted man, unable to determine who he could trust and hunted by the Gestapo. The odds of getting out of the country would be very limited. The Doctor and Polly made use of one of these evasion lines when they ran afoul of the Milice in Vichy France to get to safety until they could reclaim the TARDIS.

VORTIS (RHUMOS ERA) *(Twilight of the Gods)*

When the 1st Doctor visited Vortis in *The Web Planet*, he and his companions found the planet to be a barren wilderness, stripped of vegetation by the Animus. This is not, however, its natural state, and when the 2nd Doctor returned to it with Jamie and Victoria several generations later, he found that it was once again blanketed by beautiful flower forests. Blooms on fibrous stalks the size of tree trunks hanging with gigantic blossoms of all colours form a thick canopy, partially obscuring the star-studded velvet of a perpetual night sky. The forest is filled with the background noise of countless large and oddly-shaped insects, a chorus of rustles, clicks, buzzes and hums as they flit from plant to plant. An addition to the bizarre menagerie of strange creatures indigenous to Vortis which was encountered by the TARDIS crew during this visit is the myriped, essentially a giant millipede about waist height and 5 metres long which has been domesticated by the Menoptra as a beast of burden.

Vortis is covered largely by extensive land masses, but there are a number of acid seas scattered around the planet. It has few metal ores, but an abundance of isocryte. This mineral is only created under conditions of extreme atomic stress, such as when stars collide. Isocryte's subatomic structure allows it to generate counter-gravity waves when stimulated electrically, and if absorbed into the body of a living creature, it allows that creature to tap into this ability. For example, it is the concentration of isocryte in the Menoptra's bodies that allow them to fly, and it was isocryte that gave the Animus the ability to draw other planetary bodies through space, providing Vortis with several new moons. In game terms, absorbing sufficient concentrations of isocryte over an extended period can provide a character with traits such as Flight, Telekinesis and even Forcefield.

On this return visit, the 2nd Doctor found that Vortis had somehow moved across space, taking its moons with it, with its inhabitants kept alive by a heat source within the planet itself. It now lay in the Rhumos system. Having discovered the new world,

the warring Imperial and Republican factions of the Rhumon people (see V21) had each sent expeditions to claim Vortis as their own and were enslaving the Menoptra. The TARDIS crew became embroiled in the conflict between these factions, in the process discovering that Vortis was in fact an artificial planet created as an experiment by a race of highly advanced plasma entities – the same entities that the Menoptra worshipped as the Gods of Light (see A10). Vast engines are hidden below the surface of the planet, which stimulate the planet's isocryte and enable it to be piloted across the galaxy by these plasma beings. It was presumably these engines which had also allowed the Zarbi Supremo to move Vortis to Earth's solar system in *The Lair of Zarbi Supremo* (see *The First Doctor Extended Universe Sourcebook*).

MYRIPED

Attributes: Strength 6, Coordination 2, Awareness 2
Skills: Fighting 2
Traits: Armour (5 points)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Thin Earth Standard
CLIMATE: Temperate
SATELLITES: 3 (Pictos and two others)
SENTIENT SPECIES: Menoptra, Optra
TECHNOLOGY LEVEL: 5

GADGETS AND ARTEFACTS

ALLOHISTORICAL LURES *(The Wheel of Ice)*

“Allohistorical lure” is a catch-all term for something used by time travellers in need of assistance. It refers to an object thrown through time with the aim of changing established history and attracting the attention of would-be rescuers. It represents a promise or a signpost perhaps, sent deep into the past for best results. The intent of the lure is to draw the civilisation whose history has been changed to the time traveller, allowing them to escape from their predicament in what would seem to them to be no time (as history will have been changed so that the rescuers arrive almost immediately after the lure is sent). Naturally, because of the risks to the web of time, this practice is highly unethical and TARDISEs are programmed to detect and respond to the relative continuum displacement zones which are often created as a by-product of the process.

Fifty million years ago, when Arkive (see V4) devised its plan to return through time to its creators, it used an allohistorical lure. By detonating a moon of Saturn, it generated enough energy to fling several small artefacts through a hole in time to attract the attention of the Silurians which it had detected on the third planet from the Sun. Only one of these artefacts survived the journey. Unfortunately, it overshot by several million years and ended up being fossilised in what would eventually become London clay. It was not excavated until the 1890s, by which time the Silurians were long gone and the humans had taken their place.

The artefact was bought as a curiosity by Josephine Laws and has since been passed down the female side of the Laws family line to daughters or granddaughters on their sixteenth birthdays. Its successive owners have just called it the Amulet.

For most of the time, the Amulet is dormant. But it becomes active once every third of a Saturnian year (in Earth terms, once every 9 years, 9 months, 26 days), shining like a light bulb for several minutes before becoming dormant again. During this active period, it broadcasts a powerful radio signal, strong enough to scramble any other local signals. When examined by UNIT, it was found to be broadcasting directly to Saturn. When Bootstrap, Inc. first proposed looking for minerals in the Jupiter system in the mid-21st Century, the then owner of the Amulet, Jo Laws, lobbied for them to look at Saturn instead. Jo’s family is a long line of Scottish engineers, and when Bootstrap detected bernalium on a minor Saturnian moonlet, Mnemosyne (see L20), she made sure she was selected to join the colony. Jo is now Mayor of the Mnemosyne Cincture, and the allohistorical lure has done its work, albeit fifty million years late!

The Amulet is a heavy polished black object, in shape something like a chunky playing card. Its latest owner is Phee Laws, teenaged daughter of Jo, who wears it as a pendant. When Phee entered the TARDIS, the Doctor noticed that it was emitting pedleron particles, a sign that it had travelled through time.

THE AMULET [Minor Gadget]

Traits: Transmit (Minor)

Cost: 1 point



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ARIMATHEA ARTEFACT *(Heart of TARDIS)*

Much of the information about the device codenamed the Arimathea Artefact remains classified by the United States government. Its precise nature and appearance, for example, are unknown, as are any details of its origins. But it is known to have been acquired by the British occultist, Aleister Crowley, and used in the 1960s in the Golgotha Project, an experiment undertaken by Section Eight, a top secret US government organisation set up after the Second World War to research the military potential of magical items and rituals. Whether the Artefact was intended as the equivalent of a primary trigger of a nuclear device or as its payload is uncertain, but its function was to serve as a focal point.

Key members of the population of the town of Lychburg (see L17) in the American Midwest were brainwashed and implanted with superconductive transceivers, which were years ahead of their time and remained restricted technology for several more decades. The transceivers acted as channels for the force of belief of those around them. With the Section Eight operatives all removed to what was thought to be a safe distance, an image was broadcast to the Lychburg population: the image of the opening of the Gates of Hell. But the entire project had been manipulated by Aleister Crowley (who was in reality a demonic creature known as a Jarakabeth, see V14) with disastrous consequences.

The Arimathea Artefact is able to manifest the beliefs of those nearby. With many of the inhabitants linked by the implanted transceivers, the device opened a dimensional gateway into a void, the radius of which kept expanding until a nuclear warhead blew the entire town out of dimensional alignment and into an-

other reality.

The Artefact reacts to the strong beliefs of those nearby, and in game terms it can duplicate the effects of any trait but only by using the Story Points of whoever's beliefs it is responding to. In the case of Lychburg, the broadcast image of the Gates of Hell resulted in the device replicating the Vortex trait. The implanted transceivers meant that the sheer number of people interacting with the Artefact kept the size of the resultant gateway increasing out of control.

ARIMATHEA ARTEFACT [Special Gadget]

Traits: Psychic (Special), Special Trait - Duplicate Traits (Special; limited by beliefs of those providing the Story Points to power it).

Cost: 6 points

SPECIAL TRAIT - DUPLICATE TRAITS

This Trait allows the use of any other published trait (limited to those officially published by Cubicle 7) but each use costs the expenditure of Story Points equal to the cost of buying that trait. In the case of traits with a continuous effect, this cost is required per Round to maintain the effect. This is in addition to any Story Point cost already included in the description of the chosen trait.

Duplicate Traits itself is a Special Good Alien or Gadget Trait costing 5 points.

ASSASSINATION PROGRAM *(The Murder Game)*

Developed in 2146 by a pair of government scientists, the husband and wife team of Neville and Dorothy Adler, the Assassination Program is a weapon designed to seek out and kill a target. It is a software program which infects any computer system it can access, turning that system into a weapon that will target only the victim that the Program has been primed to eradicate. The infected systems will use any means available to complete their task, while the Assassination Program continues to spread itself through any software interfaces to infect as many systems that it can access until it has succeeded. Once the target has been killed, the Assassination Program deactivates.

The Assassination Program will have to use the available computer systems to detect its victim, for example by using cameras for visual contact or comms systems to pinpoint his or her location. Infected systems might not be weapons in their own right, but will use any means to carry out their mission. Life support systems will shut down. Autopilot systems will try to crash the vehicle they control. Safety cut-outs will be overridden. The main limitation is that the Program can only kill its intended target and must not harm any other humans. So infected systems must also try to iso-

late the victim or wait until an opportunity arises. However, the Adlers are xenophobic and only programmed the software to protect human life. Anybody that the Program can detect as being non-human may be killed as collateral damage: they won't be deliberately attacked, but won't be spared if their deaths mean that the Program can complete its task.

Correctly programming the Assassination Program with a target is a simple task and usually doesn't require a roll if attempted under normal circumstances and the user has at least 1 point of Technology skill and is familiar with Tech Level 6. Outside of those parameters, it requires an Ingenuity + Technology roll, with the base Difficulty being 9 (the GM should apply modifiers according to the situation).

If the Assassination Program needs any stats in order to carry out its mission (e.g. to get past any electronic defences), assume it has any required Attributes and Skills at 4.

ASSASSINATION PROGRAM [Special Gadget]

Traits: Control (Major), Replication (Major), Transmit (Minor)

Cost: 5 points

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

BLUE MOONBEAMS *(Wonderland)*

In January 1967, a San Francisco drug dealer known as the Goblin used the “essence” of a captive Colour-Beast (see V8) to create a drug called Blue Moonbeams. These small pills cause those taking them to vanish, their skin, flesh, organs and finally bones melting away from sight. But what is really happening is that the victims of Blue Moonbeams are being transformed into human/Colour-Beast hybrids. Like true Colour-Beasts, these hybrids are normally invisible to the human eye but can be seen by those whose minds have been altered, for example by drugs such as LSD. But unlike Colour-Beasts, the resulting creatures are ravening, almost mindless beasts which leave a trail of death and destruction behind them. The Goblin is actually being used by a conspiracy of anonymous grey men (perhaps equating to “the Combine” from *One Flew Over the Cuckoo’s Nest*) to try to wreck the coming Summer of Love and destroy the hopes of an entire generation.

The effect of the Blue Moonbeams works as a version of the Infection trait, but because of its rapid effect and the difficulty of resisting it, it’s a Special trait costing 3 points. After swallowing one of the pills, a victim must make a Difficulty 15 Resolve + Strength roll every minute for the next 10 minutes. If any of these are failed, the transformation begins and is irreversible except by the intervention of a Colour-Beast. Colour-Beasts are also able to reverse this change. It’s also theoretically possible to synthesis a drug to counter the effects of Blue Moonbeams. Once begun, the transformation takes only 1D6 rounds to complete.

Human/Colour-Beast hybrids are similar in appearance to true Colour-Beasts. Normally invisible, if they can be perceived they are huge creatures of swirling colours, resembling demons of

medieval Christian mythology, with bat-like wings and horns. But more than their appearance, hybrids feel wrong, their alien-ness causing terror and awe even if they cannot be seen.

BLUE MOONBEAMS [Special Gadget]**Traits:** Infection (Special)**Cost:** 3 points**HUMAN/COLOUR-BEAST HYBRID**

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	8

SKILLS

Fighting 4

TRAITS

Alien
 Alien Appearance
 Environmental (Major)
 Fear Factor 2
 Flight (Major)
 Invisible (Special)
 Size: Huge (Minor)
 Tough

STORY POINTS: 3-5**FEYNMAN COMPUTER** *(The Uncertainty Principle)*

Named after the 20th Century theoretical physicist Richard Feynman, who was one of the pioneers of quantum computing in the early 1980s, a prototype Feynman computer was developed by Kodicek Research in the 2020s. Its structure is comprised of two tall white cuboids placed side by side with a space between, large enough for a person to walk through. Each is around 7 feet high and wrapped with tightly coiled wire. A panel of blinking LEDs is placed on the side of one of the cuboids, but there are no external controls.

The computer is activated by walking between the two cuboids, the space glowing purple and blue as the machine generates a quantum field within it. As a quantum computer, it processes superimposed qbits (quantum bits) which should enable it to undertake computations many times faster than traditional digital processing. In the area of cryptography, for example, it will provide a huge leap forward in code-breaking. However, the machine built by the Kodicek scientists is not functioning correctly. Zoe diagnosed a problem with phasing which meant that its quantum entanglement process was misaligned. Not only does this make its calculations very slow, but it generates a lot of excess energy as

a side effect. This energy has to go somewhere, and in the case of the Feynman computer it punches a hole in space-time, drawing the attention of a race of strange homunculi creatures (see V18).

During the first encounter with the homunculi, one of the Kodicek scientists died from their contact. However, utilising the quantum nature of the machine, the creatures were later able to produce a version of the scientist who was still alive (there being versions in both states, in the manner of Schrödinger’s cat). It transpires that the Feynman computer is able to bridge the dimensions between quantum states and so is even able to bring the dead back to life. But after the initial death of the scientist, Kodicek Research never switched the machine on again, so these properties were never discovered.

FEYNMAN COMPUTER [Special Gadget]**Traits:** Bulky (Major), Vortex (Special).**Cost:** 6 points

MIND PROJECTOR (*Fear of the Daleks*)

The renegade Tibari (see A18) scientist, Professor Atrekar, has developed the Mind Projector as part of his plan to unite the Tibari and their old enemies, the Zantha, under his own rule. He has also allied himself with the Daleks and the Projector is in part a product of Dalek technology. In fact, it relies on a psychic crystal provided by the Daleks and mined on one of their colonies.

The Mind Projector is comprised of a golden orb suspended above a grey pedestal, with two banks of controls. A subject is placed on the pedestal and a microscopic receptor chip is injected into her brain. When activated, the Projector is able to create a physical avatar of the subject, which appears anywhere within its range by a process of quantum entanglement. The subject's consciousness, now transferred into the Projector, animates the avatar as if it were the original person, but its actions are controlled by the machine's operator. The subject can resist this control as per the Hypnosis trait, with the Mind Projector having a total Resolve + Convince of 10, but the controller can inflict debilitating psychic pain on the subject to enforce compliance. The controller is able to monitor the actions of the avatar via the Projector's control panels.

The avatar can speak and interact with others as if it were a real person. The subject sees from both the point of view of her real body and that of the avatar, the views superimposed over each other. As a side effect, she also experiences a form of synaesthesia, seeing words floating in the air in front of them whenever somebody speaks within the hearing of the avatar.

The Mind Projector can screen the avatar from detection (equivalent to the Major version of the Invisible trait) if the controller desires. It can also generate a psychic weapon, building up a charge which manifests as an avatar of the psychic crystal in the form of a gun wielded by the avatar. The effect of the weapon is to separate a victim's mind from their body, killing them. If the subject's mind is withdrawn from the machine, the avatar vanishes without a trace, making it the perfect assassin.

The Mind Projector is also able to scan minds over a wide area. When the TARDIS arrived nearby, Professor Atrekar was able to detect the superior mental processes of the Doctor and Zoe, and even Zoe's eidetic memory. Atrekar intends to use Zoe to assassinate the Tibari president as the first step in his plans. He claims that he will be able to use the Mind Projector to create 100 avatars from a single splintered mind simultaneously on different worlds in order to take over both the Tibari Republic and the Zantha Empire!

MIND PROJECTOR [Special Gadget]

Traits: Replication* (Major; avatars only exist while animated by the subject), Hypnosis (Major; limited to avatars), Invisible (Major; limited to avatars), Natural Weapon – Psychic Pain (Minor; Stun damage, only against subject), Natural Weapon – Psychic Weapon (Major: L(4/L/L) psychic damage wielded by avatars; Slow – takes several minutes to build up charge), Scan, Transmit, Bulky (Major).

Cost: 5 points

** Instead of the usual Difficulty 15 Resolve + Strength roll, this variation of the Replication trait requires the subject to make a Difficulty 15 Ingenuity + Resolve roll. The range of the Projector (the limit of where an avatar can be created) is determined by using the Telepathic Range table on page 27 of the Gamemaster's Guide (11th Doctor edition), but using the subject's total Ingenuity + Resolve. A created avatar has the same stats as the subject generating it.*



THE NECRONOMICON *(The Nameless City)*

Books titled “The Necronomicon” have featured in several Doctor Who spin-offs, each with slightly different histories and properties. It is therefore likely that there are several such volumes. The one described here is the one which the Master passed to Jamie in the short story *The Nameless City*.

The Necronomicon, also known as the Book of Dead Names, is a small book bound in dark leather with a curling outline embossed on the cover, resembling an octopus. The leather feels oily, as if slightly damp, and it exudes a faint odour of fish and sea air. Inside, the thick pages are covered in blocky black print in the ancient language of the Archons. The Necronomicon is, however, much more than a mere book. It is older than Gallifrey, older than most solar systems in fact, and was written by the Archons (see V3), survivors of the death of the universe before ours who were almost wiped out by the early Time Lords. The Necronomicon is the sum total of their knowledge and speaks of the Time before Time.

If the text of the Necronomicon can be translated, it provides the

reader with knowledge of the Cthulhu Mythos, but at a cost to their sanity. But the true, secret power of the Necronomicon is activated only when it is touched by a Time Lord or anybody else with the Vortex trait. Once active, the book takes on a life of its own, pulsing with unearthly energy. Its pages rattle and turn of their accord and seemingly at random, strange energies rising from the pages to dance in the air. The Necronomicon can take control of any TARDIS or time machine in the vicinity and its true purpose is in fact to act as a trap designed to bring a working time machine to the Nameless City, home of the last seven surviving Archons, for them to use in a pre-emptive strike against the Time Lords.

THE NECRONOMICON [Apocalyptic Gadget]

Traits: Insidious (Major – Time Machines; Restriction – Requires touch of Time Lord to activate; see *The Time Traveller’s Companion*); Skill – Knowledge/Cthulhu Mythos 4 (Minor x3; Restrictions – Only if read; reduces Resolve by 1; see *11th Doctor’s edition of GameMaster’s Guide*); Vortex (Special).

Cost: 18 points



DOCTOR WHO AND THE CTHULHU MYTHOS

The Necronomicon is the most famous of the tomes of forbidden knowledge from the Cthulhu Mythos. First developed by horror writer H.P. Lovecraft, and subsequently added to by many others since then, the Mythos centres around various dread god-like entities which once ruled the cosmos but which have since been banished, imprisoned or otherwise rendered impotent. One of the most prominent of these is Cthulhu himself, who lies “dead but dreaming” in his tomb in the sunken city of R’lyeh beneath the Pacific Ocean. The sight of these creatures is enough to blast a person’s soul and mere knowledge of the Mythos is itself a danger to one’s sanity!

A number of Doctor Who spin-offs have incorporated elements of the Mythos into the Whoniverse. Among the earliest of these is the novel *All-Consuming Fire*, which identifies various creatures of the Mythos with entities from Doctor Who, e.g. the Animus from *The Web Planet* being Lloigor (or possibly one of a group of creatures known as the Lloigor). In the case of the Necronomicon, as with some of the other crossover elements, there are differences between the Whoniverse version of the book and that from the Mythos. For instance, in the Mythos the book was a translation of an Arabic text written in the 8th Century, whereas in *The Nameless City*, it is far older and was written by an ancient alien race. But it is clearly the intent of the author of *The Nameless City* to equate the two. Perhaps the Cthulhu Mythos version is the fiction, with the Doctor Who version being the reality behind it, or vice versa? The GM can choose which elements of the Mythos that they wish to incorporate, change or ignore for the purposes of the game.

Spin-offs which notably draw on the Cthulhu Mythos include *White Darkness*, *All-Consuming Fire*, *Millennial Rites*, *The Taking of Planet 5*, *The Banquo Legacy* and *The Nameless City*. Several others also feature “Great Old Ones”, “Elder Gods” and so on, but whether these are intended to be the same entities as feature in the Mythos is unclear.

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ROSEDREAM (*The Rosemariners*)

The Rosemariners (see V22) do not execute their criminals; they are instead incarcerated on an enormous space satellite, the Rosemarinus. The governor of the Rosemarinus developed an experimental serum called Rosedream to keep the most violent prisoners under control, administering it via the thorns on special briar bracelets which the prisoners wear. Rosedream places its subjects in a catatonic state in which they are awake but seemingly in a trance and are compliant to all orders given to them. In this state, they are referred to as Rosedreamers and can be used to carry out simple, menial tasks.

The Rosedream serum is extracted and refined from the poison of *rosa toxicaera*, one of the many species of carnivorous plants originally developed by the Daleks on the planet Kembel. In its unrefined state, the poison is deadly to humans and Rosemariners alike, sending them first into a coma and then death.

Rosa toxicaera is a mass of tentacle-like rose briars which wrap around its victims, drawing them deeper into the central plant mass where they are killed and consumed. Even the plant's roots are able to pull themselves free to help overwhelm a victim. The

thorns of the briars pass the plant's poison into the scratches they inflict. But the leaves of *rosa toxicaera* also contain the chemicals from which the Doctor was able to create an antidote to both the poison and the Rosedream serum. The antidote acts as a vaccine as well as an antidote, and anybody treated with it is immune to any future doses.

ROSEDREAM SERUM [Special Gadget]

Effect: Awareness -1, Ingenuity -2, Enslaved

Cost: 5 points

ROSA TOXICAERA

Attributes: Awareness 2, Coordination 4, Strength 4

Skills: Fighting 4

Traits: Natural Weapon - Poison Briars (thorns cause 4(2/4/6) damage, and if they draw blood, the poison reduces Strength by an additional 2(1/2/3); anybody reduced to zero Strength falls into a coma), Slow (Minor: Speed 2), Tough

THE SILVER MAIDEN (*Prison in Space*)

In the future society ruled by Chairman Babs (see V7), whereas the most serious male criminals are sent to the Outer Space Correctional Establishment (see L22) as punishment, any women who commit crimes are sentenced to rehabilitation.

Initially this will be by a process of re-education and indoctrination until the criminal sees the error of her ways. But in severe cases, when a criminal doesn't respond to re-education, they are subjected to treatment by the Silver Maiden! This device is a tall silver cylinder with a door on the front and large enough for a human to stand in. Flashing lights on the cylinder form the pattern of a smiling face. Anybody subjected to the Silver Maiden is brainwashed into believing Chairman Babs' propaganda and conforming to her society, removing any conflicting memories in the process.

The Silver Maiden has power levels ranging from 1 to 8. Each round, its victim must make a Resolve + Convince roll against a Difficulty of 9 plus the power level being used. On a Failure, the brainwashing is a success (as per the Hypnosis trait at Major level); on a Bad Failure, the victim also takes 1 point of Ingenuity damage; and on a Disastrous Failure, Ingenuity is reduced to zero.

The effects of the brainwashing and amnesia can be reversed if the victim is subjected to a severe shock, in which event she can make an Ingenuity + Convince roll against Difficulty 12. But any Ingenuity damage taken during the process is permanent unless advanced specialist treatment is available.

**SILVER MAIDEN [Minor Gadget]**

Traits: Hypnosis (Major); Special – Memory Manipulation (Minor; see A20); Bulky (Major: immobile)

Cost: 1 point

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPIRIT-GATE *(Foreign Devils)*

Spirit gates are sacred arches allowing access to temple grounds in Asian cultures, while keeping demons out. At least some of these arches appear to be alien teleportation units, carrying people across time if not space (unless the gate has been moved in the intervening time). The 2nd Doctor, Zoe and Jamie encountered one such gate in 1800 China, which transported Jamie exactly 100 years to 1900 England, where the gate had been shipped and reassembled as a souvenir.

The culprit, a British smuggler called Roderick Upcott, had been cursed by a Chinese astrologer, and somehow, the curse was enacted through the gate. The Doctor surmised that the gate also channeled psychic energies from across time, energies used to create various strange phenomena, including making plants grow faster, dead bodies becoming animated, and tattoos becoming fierce giant monsters. The gate could also isolate an entire estate in a bubble universe outside normal space-time. Presumably, this could be used by ancient monks to defend their temple from attacks.

While the gate's powers were considered magical by their eventual users, the aliens who built them no doubt worked from the scientific principles of telepathy, time travel and matter translation. It is not known how many Spirit Gates on Earth have these abilities, whether they all do, or indeed, who built them in the first place.

**SPIRIT GATE [Special Gadget]**

Traits: Augment (Major; augments user's psychic abilities to create a variety of effects including but not limited to Telekinesis and illusion-casting through the portal), Bulky (Major Bad), Forcefield (Minor; only prevents demonic entities from entering field of influence), Vortex (Special; can be used as time portal or to transport its area of influence outside space-time).

Cost: 6 points

ZOE'S CRYSTAL *(Tales from the Vault)*

Kept in the UNIT Vault, a facility possibly located in the United States, this extraterrestrial crystal looks like a large diamond and has several mind-warping abilities. It was once used by bank thieves in 1960s Birmingham to wipe witnesses' memories, thieves that soon fell afoul of the 2nd Doctor and his young friends. As a result of that encounter, the mind and memories of Zoe Heriot were copied onto the crystal and from then on served as a semi-sentient operating system/user's manual. The crystal was subsequently given to Brigadier Lethbridge-Stewart as a gift, and used by UNIT special ops to amend the memories of inconvenient witnesses to alien events.



The crystal works by first downloading a victim's mind into its matrix, allowing the user to edit its contents before uploading the amended version back to its owner. Memories can thus be roughly removed, or delicately modified, according to the user's skill. Memories can be sifted through and examined while in the crystal matrix, serving as a harmless mind probe, and lost ones can be recovered, much as one might with hypnosis techniques. The crystal can act as storage for minds, the limits of which are unknown, either as copies or as the originals. When the crystal is

used, victims perceive a bright white flash. It does not work on an unconscious mind.

Using the crystal is an Ingenuity + Technology task of variable difficulty based on what the user means to achieve. The crystal is Tech Level 7, but if Zoe's mind is collaborating with them, no penalties are incurred by users of different Tech Levels. Creating an all-purpose flash to wipe the memories of everyone present is Normal task, Tricky if the user wants to exclude specific people from the effect (except themselves). Uploading a person's mind (or copy of that mind) into the matrix is considered an attack, resisted with Presence + Resolve. Later sifting through an uploaded mind's memories is a Hard task, as is editing it, though penalties may apply for especially complicated memory implants.

The crystal was finally destroyed in 2011 when this echo of Zoe helped UNIT personnel absorb a disembodied entity named Kali Karesh into its matrix.

ZOE'S CRYSTAL [Special Gadget]

Traits: Hypnosis (Major); Special – Memory Manipulation (Minor; *see A20*).

Cost: 3 points

OFF-OFF CANON: OMITTED BUT NOT FORGOTTEN

The official sourcebooks cannot possibly convey every character, monster and planet. As with any book meant to be printed, space is always at a premium. Here are some of the characters omitted from the Second Doctor Sourcebook that we nonetheless think GMs should have access to. For the full story behind their appearances, please consult the official sourcebooks from Cubicle 7.



CHAPTER 6: EXPANDING THE UNIVERSE

HAROLD CHORLEY



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

Sensationalistic London TV journalist chosen to be sole correspondent during Yeti Underground crisis. (The Web of Fear)

SKILLS

Athletics 1, Convince 2, Craft 2 (AoE: Writing), Knowledge 2, Subterfuge 1

TRAITS

Argumentative
Cowardly
Insatiable Curiosity
Lucky
Obligation (Minor) – Get news for London Television
Run for Your Life!
Selfish

EQUIPMENT

Tape recorder

TECH LEVEL: 5

STORY POINTS: 4

CYRANO DE BERGERAC



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

French swordsman, poet and writer, and the subject of several works of fiction. The Doctor summoned Cyrano in his mental battle with the Master of the Land of Fiction. These stats could apply to the pseudo-historical Cyrano outside the Land. (The Mind Robber)

SKILLS

Athletics 2, Convince 4, Craft 4 (AoE: Poetry), Fighting 4 (AoE: Fencing), Knowledge 3, Marksman 1, Subterfuge 2 (AoE: Wooing through others), Survival 2

TRAITS

Charming
Code of Conduct – Chivalry
Dark Secret – Christian's voice with Roxanne
Devotion – to Roxanne
Distinctive – Cyrano believes himself Unattractive
Eccentric – at once proud and ashamed of his nose
Epicurean Tastes
Literally By the Book – Land of Fiction version only
Stubborn
Voice of Authority

EQUIPMENT

Sword: +2 Strength to damage
Pen: +3 Presence when attacking Resolve

TECH LEVEL: 3

STORY POINTS: 12

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PACHER



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

Security chief at International Electromatics. He assisted Tobias Vaughn in his plans to aid the Cybermen in their invasion of Earth. A simple sort, he is the kind of man who wants and needs to be ordered about. Vaughn used him as a physical threat to his captives, mostly, and was often irritated by what he termed the minion's incompetence when poor Packer was foiled by the Doctor and his friends. Bless. (The Invasion)

SKILLS

Athletics 1, Convince 1, Fighting 2, Marksman 3, Subterfuge 1, Transport 1

TRAITS

Eccentric – easily-frazzled brute

Friends – International Electromatics (*Packer commands guards represented by the Partial Cyberman template, p.33 of the official sourcebook*)

Menacing

Obligation – to Tobias Vaughn (*who is continually disappointed by Packer's performance*)

Tough

Unlucky

EQUIPMENT

Gun: 5[3/5/7]

Wrist communicator [Transmit]

TECH LEVEL: 5

STORY POINTS: 4

EELEK



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

High-ranking member of Gond society who, after the Doctor presented evidence that the Krotons were manipulating the Gonds, and probably killing all the smartest members of society, realised there was an opportunity to manoeuvre for power and advocated full-scale war against the Krotons. He tried to enlist the weapons-making services of the scientist Beta, while simultaneously deposing Selris, but Beta favoured Selris' plan of a more subtle, focused attack, which largely left Eelek without the capacity to mount a sustained military campaign. Switching to a diplomatic assault, he offered to allow two "high brains" to power the Krotons' ship in exchange for their departure. (The Krotons)

SKILLS

Athletics 1, Convince 3, Craft 1, Fighting 2, Knowledge 1, Marksman 1, Medicine 2, Science 1, Subterfuge 2, Survival 3

TRAITS

Argumentative

Enslaved – by the Krotons

Impulsive

Knowledge Gaps

Selfish

Voice of Authority

EQUIPMENT

Sling

TECH LEVEL: 4

STORY POINTS: 6

COMMANDER RADNOR



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

Commander Julian Radnor was Gia Kelly's supervisor at T-Mat Earth Control in London, a man always balancing the practical with the political. He helped the Second Doctor defeat the Ice Warriors that had taken over the Moonbase. (The Seeds of Death)

SKILLS

Convince 2 (AoE: Political Maneuvering),
Knowledge 2, Science 2, Technology 2 (AoE: T Mat)

TRAITS

By the Book
Friends (Major) – T Mat Network
Technically Adept
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

FEWSHAM



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

Fewsham was assistant controller of T-Mat Moonbase under Osgood. Prone to making mistakes under stress, Fewsham was ill-prepared for an Ice Warrior attack on his base, but surprised himself when push came to genocide, by stepping up and helping the Doctor defeat the alien. (The Seeds of Death)

SKILLS

Convince 1, Science 2, Subterfuge 1, Technology 2
(AoE: T Mat)

TRAITS

Cowardly
Technically Adept
Unlucky

TECH LEVEL: 5

STORY POINTS: 4

MADELEINE ISSIGRI



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

Madeleine became head of the Issigri Mining Company after her father disappeared. She later learned that he had been kidnapped by Maurice Caven, who blackmailed her into allowing him to set up a base on Ta. She eventually turned against the pirate, helped the Second Doctor defeat him, and was reunited with her father. Has friends in high places, like General Hermack of the Space Corps, and isn't afraid to use those privileged relationships to her own benefit. (The Space Pirates)

SKILLS

Convince 3 (AoE: Manipulation), Knowledge 2 (AoE: Business), Marksman 2, Subterfuge 3, Technology 1

TRAITS

Attractive
Charming
Epicurean Tastes
Friends (Major) – Space Corps
Special – While Caven is based on Ta, Madeleine is essentially his captive, forced to use her power and money in the space pirate's cause.
Wealthy (Major) – Stinking rich

EQUIPMENT

Blaster: 5[3/5/7]

TECH LEVEL: 6

STORY POINTS: 6

ARTURO VILLAR



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

Arturo Villar was a soldier in the Mexican Uprising of 1867. He was abducted by the War Lords, who failed to hypnotise him into participating in their simulated version of the war. He assisted the Second Doctor in fighting against the War Lords. He, like all the surviving victims of the War Lords, was returned home by the Time Lords. (The War Games)

SKILLS

Athletics 2, Convince: 2 (AoE: Rousing speeches), Craft 1, Fighting 3, Marksman 3, Subterfuge 2, Survival 3, Technology 2 (AoE: Demolitions)

TRAITS

Argumentative
Authority Figure – Bandit leader
Brave
Eccentric – Villar is chauvinistic even for a man of his time, and will not accept the leadership of a woman
Five Rounds Rapid
Impulsive
Stubborn
Tough
Voice of Authority
Wanted

EQUIPMENT

Pistols: 5[2/5/7]

TECH LEVEL: 4

STORY POINTS: 8

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CARSTAIRS



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

Lieutenant Jeremy Carstairs was an officer in the British Army during World War I. He was abducted by the War Lords and hypnotised into participating in their simulated version of the war. He and Lady Jennifer Buckingham broke their conditioning thanks to the Second Doctor, and they assisted him in fighting against the War Lords. He, like all the surviving victims of the War Lords, was returned home by the Time Lords. (The War Games)

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 2 (AoE: Cartography), Marksman 4, Subterfuge 4, Survival 3, Technology 2, Transport 2

TRAITS

Attractive
Brave
Five Rounds Rapid
Military Rank – Lieutenant
Obligation – to British army
Quick Reflexes
Sense of Direction
Tough
Voice of Authority

EQUIPMENT

Pistol: 5[2/5/7]

TECH LEVEL: 4

STORY POINTS: 12

THE SECURITY CHIEF



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

The Security Chief was the War Lord assigned to deal with the humans who had successfully resisted being hypnotised into participating in the war games and fought against them as the resistance. He suspected the War Chief and the Second Doctor of plotting together to betray the War Lords. He was shot and killed by the War Chief. (The War Games)

SKILLS

Convince 2 (AoE: Interrogation), Knowledge 2, Marksman 2, Subterfuge 2, Technology 2

TRAITS

Adversary (Minor) – The War Chief (*though on the same side, the War Chief acts as his rival*)
Eccentric – Paranoid (*The Security Chief also has a highly unusual, and thus eccentric, speaking voice*)
Military Rank – Head of War Lords' security forces
Technically Adept
Unlucky

EQUIPMENT

Hypnotic Spectacles [2 point Gadget]: Hypnosis (Major), Delete (Major), Restriction (Delete function only applies to very recent memories), Fragile (Major Bad), Innocuous (Minor; look like ordinary spectacles)

TECH LEVEL: 7

STORY POINTS: 6

ADVENTURE SEEDS

As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.

Invasion of the Cat-People [V6, V12]

Earth has been invaded. Twice. Thousands of years ago by a race searching for a new power source. More recently by the galactic marauders known as the Cat-People, who intend to continue the work done by the earlier visitors, with devastating results. Your TARDISers must team up with a group of amateur ghost-hunters and a mysterious white witch on a journey that takes them from twentieth-century Cumbria to the Arabian deserts of folklore and Australia 40,000 years in the past. Can they stop the invaders and disarm the bombs left buried beneath the planet's surface, or have the ancient Aborigines of Australia sung the seeds of their own destruction?

The Murder Game [V23, G2]

It is the year 2146. Answering a distress call from the dilapidated Hotel Galaxian, the TARDIS crew discover a games enthusiast is using the hotel to host a murder-mystery weekend. But it seems someone from his motley group of guests is taking things a little too seriously. While your group finds itself joining in the shadowplay, it becomes clear that a real-life murderer is stalking the dark, disused corridors of the Galaxian. But worse than this: There's a sinister force waiting silently in space for events to unfold. A terrible secret is hidden on board the Galaxian, and if it is discovered nothing - least of all murder - will ever be the same again. If this is a game, the stakes just got higher.

Dying in the Sun [V25, L11]

Los Angeles, 1947: Multi-millionaire movie producer Harold Reitman has been murdered and the LAPD are convinced that drug dealer Robert Chate is the killer. Detective William Fletcher isn't so sure. He believes that one of your player characters has a stronger connection to the crime than he's letting on. While the PCs assist the police with their enquiries, Star Light Pictures are preparing to release their most eagerly anticipated movie yet, *Dying in the Sun*, a film that

rumours say will change the motion-picture industry for ever. Led to believe that the film holds secrets more terrifying than anyone could ever have imagined, your players may decide to do everything in their power to stop it from being released. In Hollywood, however, it is the movie studios that hold all the power...

Wonderland [V8, G3]

San Francisco 1967. A place of love and peace as the hippy movement is in full swing and everyone is looking forward to the ultimate festival: the human be-in. Summer, however, has lost her boyfriend, and fears him dead, destroyed by a new type of drug nicknamed Blue Moonbeam. Her only friends are your time travellers. But will any of them help Summer, and what is the strange threat posed by the Blue Moonbeams?

H.M.S. TARDIS [A11]

The TARDIS lands on the H.M.S. Victory during the Battle of Trafalgar. In the lull immediately before the fight with the Redoubtable, the time travellers must prove to Flag Captain Hardy they are not spies or deserters. If the GM controls the group's Time Lord, this is a good opportunity to make him or her try to change history to see how the players will react. The Time Lord might try to give Horatio Nelson specific advice to avert his death, but, in the end, Nelson dies, anyway, a tribute to history's resilience.

The Roundheads [L3]

It is December 1648. Although victorious over the Cavaliers in the Civil Wars, the Roundheads are struggling to retain power. Plans are afoot to spirit King Charles from his prison, and your time travellers become embroiled in the intrigue, finding themselves press-ganged and on board a mysterious ship to Amsterdam, or unwitting accomplices in the plot to rescue the King, or arrested and imprisoned in the Tower of London under suspicion of conspiracy. Can they escape their various predicaments and still ensure that history remains on its proper course?

Resistance [L28]

February, 1944: France is occupied by the Third Reich, the French Gestapo has an iron grip and the native resistance attempts to overthrow the invaders. On one quiet winter's night, a British plane crashes to the ground, leaving a flying officer desperate to escape via the evasion lines. Separated from the TARDIS, the players find themselves with enemies on all sides. Trapped in one of the darkest times in history, they may discover that humanity can be just as dangerous as any threat from outer space.

The Three Companions [L4]

The TARDISers are trapped on a doomed world

scheduled for cremation. What are the coffin-loaders? As the end approaches, they should attempt to escape the Gatheronaut.

The Forbidden Time [V33]

Time Walkers have descended upon the Earth. This alien race, known as The Vist, has claimed an area of time for itself – any species entering into the immediate future will pay the most terrible forfeit. The human race is in a state of panic, but your players will know the truth. They've visited that future and have stepped into the Forbidden Time. This is their story...

The Selachian Gambit [V23, L7]

The time travellers doesn't normally need money, but when the TARDIS is immobilised and a fine has to be paid, a loan from a bank in the sky seems the solution to his problem. But then the Selachians arrive, and they find themselves hostages in the middle of a heist. Death seems an absolute certainty, but your players have outwitted death before... Right?

House of Cards [V27, L14]

The TARDIS has landed in a futuristic space casino, where the PCs find fun, games... and monsters everywhere. There are vicious robot dogs, snake-headed gangsters from the Sidewinder Syndicate and a mysterious masked woman called Hope. In this place, time travellers are to be tracked down and arrested. Yet, as events spiral out of control, time may be their only ally...

Heart of TARDIS [V14, L17, G2]

In the American Midwestern town of Lychburg, something is afoot. Its citizens are being killed in inexpressibly horrible and brutal ways and the police don't have a clue who's responsible. The only suspects are mysterious strangers, the TARDISeers. What's happened to a close personal friend of one of your players, who seems to have vanished under mysterious circumstances?

Dreams of Empire [V32, L25]

On a barren asteroid, the once-mighty Haddron Empire is on the brink of collapse, torn apart by civil war. The one man who might have saved it languishes in prison, his enemies planning his death and his friends plotting his escape. Landing in what seems to be a medieval castle, the time travellers discover that the final act of this drama is being played out around them. Who is the man behind the mask, and how are his chess games linked to life and death in his fortress prison? What is the secret of the suits of armour which line the banqueting hall? Who is on the battle cruiser that is getting closer all the time, and what will they want when they finally arrive? The pieces are all in place, and the TARDIS crew soon find themselves under siege. With both deadly robot troops and human traitors to defeat, it seems the future of the entire empire hangs in the balance...

Combat Rock [V10, V15, L15]

400-year-old tribal mummies inexplicably return to life and begin murdering tourists on an exotic alien island, and of course, the TARDIS lands right in the middle of this jungle holocaust. Ferocious cannibals and deadly beasts stalk the swamps, mummies lurk

amongst the trees and the peaceful, civilised locals are reverting to long-forgotten head-hunting practices. Something is giving a clarion call to savagery, something that can only be found in the deepest darkness at the heart of the hostile rainforest. It could well be the end of the river for the TARDIS companions as they find themselves involved in a horrific jungle conflict between desperate guerrilla tribesmen and merciless colonial forces. Cannibalism could be the least of their worries as evil stirs the pot and the dead reach for the living...

Twilight of the Gods [A10, V2, V21, L29]

The players find the Web Planet a very different world from the one they know; a world now embroiled in a bitter interplanetary war between the opposing factions of a divided race. To restore peace, they must first resolve a deadly ideological conflict, solve the paradox of the nature of life on Vortis, and finally confront the Gods of Light themselves. As the stakes are raised, can they contain the ancient terror that threatens to devastate an entire star system?

The Dark Path [A5, A19, L5]

Darkheart: A faded neutron star surrounded by dead planets. But there is life on one of these icy rocks – the last enclave of the Earth Empire, frozen in the image of another time. As the rest of the galaxy enjoys the fruits of the fledgling Federation, these isolated imperials, bound to obey a forgotten ideal, harbour a dark obsession. Your time travellers arrive to find that the Federation has at last come to reintegrate this lost colony, whether they like it or not. But all is not well in the Federation camp: relations and allegiances are changing. The fierce Veltrochni – angered by the murder of their kinsmen – have an entirely different agenda. And someone else is manipulating the mission for his own mysterious reasons – another time traveller, a suave and assured master of his work. The players must uncover the terrible secret which brought the Empire to this desolate sector, and find the source of the strange power maintaining their society.

The Great Space Elevator [L12]

The Great Space Elevator is a marvel of human engineering; a transit tube stretching from the equator up to a space station held in geosynchronous orbit. When the TARDIS lands in Sumatra in the future, the time travellers are captured by guards just as the station loses power. Together with Security Officer Tara Kerley, they take a one-way trip on the elevator to fix the problem, and find themselves confronted by a powerful alien force that threatens to wreak chaos on Earth...

The Emperor of Eternity [L23]

After colliding with a meteor in space, the TARDIS is forced to make an emergency landing on Earth. The place is China around 200 BC, during the reign of the first emperor, Qin. When the Time Lord is taken away to the imperial city, it's up to the companions to save their friend, now a prisoner of Qin who intends to extract the secret of eternal life, so that he may rule the world forever...

Fear of the Daleks [A18, G4]

The TARDIS arrives on the asteroid Livonia, where plans are underway for peace talks between the human-descended Zantha Empire and Tibari Republic (whose citizens are of piscine descent). A renegade Tibari scientist, Atrekar, kidnaps the time travellers; he has identified their intelligence, and means to use them in his mind projector machine, which uses Dalek technology. Atrekar has allied himself with the Daleks, and plans to use one of the companions to assassinate the Tibari President and thwart the peace talks. The Daleks, for their part, are planning to use Atrekar's mind projector to conquer the galaxy.

The Colony of Lies [V29, L1]

According to popular legend, the great humanitarian Stewart Ransom founded the Independent Earth Colony on Axista Four in the year 2439, but the truth is not as neat and simple as the legend would suggest... The year is 2539. Arriving on Axista Four, the time travellers find the colony in a state of chaos. A breakaway group of colonists – the “Realists” – has abandoned Ransome's Back to Basics ideals and is creating a new high-tech settlement. The “Loyalists” who remain are dwindling in number and face total extinction. Meanwhile, a spaceship from Earth has arrived with news that 80,000 refugees are about to descend upon the planet; the Realists are staging raids on the wreck of the colony ship, and in a secret underground bunker mysterious aliens who claim to be the planet's first colonists are beginning to awake. Who are the dog-like aliens who call themselves Tyrenians? What is the secret agenda of the sinister Federation Administrator Greene? And what really happened when the colony ship crash-landed on Axista Four 100 years ago?

The Indestructible Man [A16, V17, L26]

The Myloki. Mysterious aliens from beyond Space and Time. Their target: EARTH. The human defenders of PRISM are enmeshed in a doomed interstellar war against an unknowable invader armed with the power to possess, duplicate and destroy from within. Only one man stands in their way. A man destiny has made indestructible. Against all the odds the legendary Indestructible Man saves the Earth but victory comes at the highest price. The world economy collapses, governments crumble and PRISM itself is torn apart by a best-selling exposé. AD 2096: PRISM has gone underground, becoming the clandestine SILOET headed by new commander Hal Bishop. Bishop receives an urgent summons to his headquarters. An infiltrator has been unmasked and captured in the heart of SILOET itself. Fatally wounded, the infiltrator makes a miraculous recovery. It appears he is indestructible. The implications are terrifying. The Myloki may just have returned. And who is left to stop them now?

Foreign Devils [A7, G7]

China, 1800, and the TARDISers arrive at the English Trade Concession in Canton. A supposedly harmless relic known as the Spirit Gate becomes active and whisks some of them into the future. The Time Lord follows in the TARDIS and arrives in England, 1900, where the descendants of an English merchant from 1800 are gathering. Among their number is a young man

called Carnacki, an expert in all things mystical, and before long he'll be helping the Time Lord investigate a series of bizarre murders in the house. The spirits of the past have returned, and when it is discovered that the house and surroundings have literally been taken out of space and time, he or she realises that their attacker may not be all they seem.

The Jigsaw War [V26, V30]

A cell. Four walls, one door. You character can escape, but it means unravelling a puzzle of extraordinary complexity. And there are more than just two players in this game. Your Time Lord is there. So is his opponent Side. As a hero turns killer, and a rebellion becomes anarchy, the lines between good and evil are blurred. And so does the distinction between cause and effect...

The Uncertainty Principle [V18, G3]

On a journey to 2022, to the funeral of a young woman called Meg, who was involved in scientific experiments that are bringing forth sinister alien creatures. Exactly how she died is a mystery. Only your time travellers can solve the mystery and stop the alien threat.

The Final Sanction [A15, V23, V24]

The year is 2204. The final confrontation between humankind and the monstrous Selachians is about to reach its tragic conclusion. Caught up in a brutal and bloody conflict, your players know they must do nothing to influence history's outcome. But, when the TARDIS disappears and one of the PCs falls into Selachian hands, they are forced to intervene... In the struggle that ensues, they fight alongside human forces and discover for themselves the true horror of war. The captured PC plans an escape from an alien prison camp, only to find him or herself, quite literally, out of their depth. Meanwhile, the players come face to face with a man who will become one of the most vilified figures in history. As the death toll mounts and events come to a head, they must make a painful choice: Which is more important, the sanctity of the time stream or the lives of one's companions?

The Glorious Revolution [A20, L10]

In the year 1688, the TARDIS lands in London, and its crew is welcomed into the court of King James II. It's the year of the Glorious Revolution. And the birth of a whole new history...

Echoes of Grey [A4, V1]

A visit to the Whitaker Institute in Central Australia sees secrets uncovered. And the mystery of the Achromatics is about to be unleashed...

The Apocalypse Mirror [L27]

The TARDIS lands in the city of Tromesis on Earth – but it's a world far from the one that the players recognise. The buildings are ruined, the streets deserted. And against the devastation they see a ghostly mirror image of another place – the city as it was before disaster hit. People vanish here, and huge metal birds attack from the sky. Can they find the future, in a place that doesn't have one?

The Dying Light [L24]

The TARDIS materialises on a dying world circling a dying sun, where its crew is welcomed to Sanctuary, an entire monastery carved out of a mountain. But little here is quite what it seems, and an old enemy is waiting for your time travellers.

Shadow of Death [V20, L9]

Following an emergency landing, the TARDIS arrives on a remote world orbiting a peculiar star – a pulsar which exerts an enormous gravitational force, strong enough to warp time. On further exploration, the time travellers discover a human outpost on the planet surface, inhabited by scientists who are there to study an ancient city. The city is apparently abandoned, but the scientists are at a loss to explain what happened to its sophisticated alien architects. The players discover that something dark, silent and deadly is also present on the world – and it is slowly closing in on the human intruders...

Prison in Space [V7, L23, G6]

A relaxing break for the group becomes something decidedly more sinister when the PCs are arrested for trespass. But what has happened to the planet Earth? And how has the malevolent Chairman Babs gained control? As the player characters are incarcerated in a prison that they can never escape from, one of them is asked to change sides...

The Rosemariners [V22, G6]

The TARDISers find themselves on an almost deserted space lab. Earth Station 454 is being closed down, mothballed, its staff relocated. Years of research and co-operation are coming to an end and only distinguished xeno-botanist Professor Arnold Biggs remains on board. But is there more to the closure than meets the eye? For the operation is being supervised by the Rosemariners of the planet Rosa Damascena. Their terrifying Commander, Rugosa, seems to have something to hide. Who is he? What do the Rosemariners want with the scientists? And what is the secret of Rosedream? In a world where no one is quite what they seem, and deadly plants lurk around every corner, the players will have to use all their ingenuity just to stay alive... just to stay themselves.

The Queen of Time [V13]

Somewhere outside our universe, she is waiting. A god-like immortal, living in a realm of clocks. The hours tick slowly by as she plots and plans. She is readying her trap. A trap for very special people in a very special police box. Hecuba has all the time in the world. But for your time travellers, time is running out.

Lords of the Red Planet [V35, L8]

The TARDIS crew land on Mars, home of the Ice Warriors, far back in its history, but is it much too early for them to meet their frozen foes? Far below the surface of the planet an evil scheme is in motion. A scientist works night and day at the command of an insane despot. A despot intent on creating a terrifyingly familiar army. What exactly does Zaadur plan? What dark secret lies at the heart of the Gandoran mines? In the deepest caves, the true Lords of the Red Planet are ready to emerge... Can anyone possibly survive their birth?

The Menagerie [V16, L18]

A nameless city on a primitive, rain-sodden planet. The ruling Knights of Kuabris strive to keep order as hideous creatures emerge from the sewers to attack the populace. It seems that there might be some truth in the prophecies after all. Languish in the castle dungeons! Be forced to lead an expedition beneath the city to search for the fabled Menagerie of Ukkazaal! Or get sold as a slave to a travelling freak show where one of the exhibits is coming to life!

The Wheel of Ice [A14, V4, L20, G1]

The Wheel. A ring of ice and steel turning around a moon of Saturn, and home to a mining colony supplying a resource-hungry Earth. It's a bad place to grow up. The colony has been plagued by problems. Maybe it's just gremlins, just bad luck. But the equipment failures and thefts of resources have been increasing, and there have been stories among the children of mysterious creatures glimpsed aboard the Wheel. Many of the younger workers refuse to go down the warren-like mines anymore. And then sixteen-year-old Phee Laws, surfing Saturn's rings, saves an enigmatic box from destruction. Aboard the Wheel, your players find a critical situation — and they are suspected by some as the source of the sabotage. They soon find themselves caught in a mystery that goes right back to the creation of the solar system. A mystery that could kill them all.

World Game [A2, A8, A11, A17, V31]

The Time Lords have a task for you. From the trenches of the Great War to the terrors of the French Revolution, you will find yourself on a mission you may not want, with a companion you may not like, your life threatened at every turn. Will you survive? Or will this adventure prove to be your Waterloo?

Helicon Prime [L13]

Helicon Prime is a luxury resort where people came to be pampered in sumptuous surroundings. It's one of the most exclusive holiday destinations in the universe and it's always booked up decades in advance. But what happens when one of its many VIPs becomes the victim of foul play?

The Nameless City [V4, G5]

When the time travellers find a mysterious book, little do they realise the danger contained within its pages. The book transports the TARDIS to a terrifying glass city on a distant world, where the Archons are intent on getting revenge on the group's Time Lord for an ancient grudge.

Downtime [A1, A6, A12, V34, L22]

In a Tibetan monastery, the monks display unearthly powers – UNIT are investigating. A new university has opened in London with a secret agenda that may threaten the whole country. Victoria, abandoned in an age very different from her own, and haunted by visions of a father she refuses to believe is dead, is slipping into despair and madness. But are the visions which plague her really hallucinations? Or has the Great Intelligence once again made Earth its target for invasion? Will your TARDISers or UNIT personnel meet their first Yeti?

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook as well as in the official Second Doctor sourcebook (references starting with "p." refer to that book).

NEW CHARACTER TRAITS

Biochemical Genius
Biosynthesis
Camera Hat
Cocoon Spin
Colour-Beast Essence
Dalek Factor
Devotion
Emotional Feedback Loop
Epicurean Tastes
Face Rifle
Group Entity
Healer
Human Factor
Knowledge Gaps
Linguist
Literally By the Book
Memory Manipulation
Menacing
Military Rank
Modify Perception
Molecular Bonding
Molecular Reformation
Multiple Configurations
Override
Power Transfer
Random Regenerator
Repulsive
Ropy Hair
Selyoid Shapeshift
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Spellbinding
Spit Venomous Snakes
Stony Gaze
Time Lord Engineer
Trigger Regeneration
Uncreative
Vehicle Body
Wanted Renegade
Webbing

NEW GADGET TRAITS

Bigger on the Inside
Duplicate Traits

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NEW RULES

Hard Choices

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This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 50 years of storytelling.

WORDS

Michel M. Albert: General editing, Introduction, Timeline, Carnacki the Ghost-Finder, Side, The Unheld, Civil War England, Frenko Bazaar, Helicon Prime, Spirit-Gate, Zoe's Crystal, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix, additional material

Peter Gilham: Victoria Waterfield, Season 6B (with N. Laws), Zoe Heriot, Ailla, Captain Douglas Cavendish, Duke of Wellington, George Washington, Gods of Light, Horatio Nelson, Kate Lethbridge-Stewart, Lucas Sayton The Fallen Angel, MMAC, Ockorans, PRISM, Serena, Tibari, Veltrochni, The Visitor, Achromatics, Animus Drones and Duplicates, Archons, Arkive, Chairman Babs, Colour-Beast, Crustacoids, The Dogs of War, The Empath, Hecuba, The Jarakabeth, The Krallik, Myloki, Quantum Homonculi, Quark Rebels, Quiet Ones, Rhumons, Rosemariners, Salachians, Selachian Living Weapons, Selyoids, The Sidewinder Syndicate, Trods, Tyrenians, Valmont, Yeti Mark III, Zaadur and Veltreena, Axista Four, Bolshevik Uzbekistan, Cosmic Finance Central 5, The Darkheart, Galacti-Bank, Gandor, Geminga B, The Glorious Revolution, The Golden Age of Hollywood, House of Cards, The Island of Papul on Jenggel, Lychburg, The Mnemosyne Cincture, New World University, The Outer Space Correctional Establishment, Qin Dynasty China, SKYHOME and OCEAN FLOOR, Tromesis, Vortis (Rhumos Era), Allohistorical Lures, Arimathea Artefact, Assassination Program, Blue Moonbeams, Feynman Computer, Mind Projector, The Necronomicon, Rosedream, The Silver Maiden

Nathan Laws: Season 6B (with P. Gilham), Cat-People, Euterpians, The Mecrim, VETAC Robots, The Vist, Great Space Elevator, Menagerie of Ukkazaal, Sanctuary, Santespri in the Haddron Republic, Vichy France

Olivier Legrand: The Security Chief's Hypnotic Spectacles

ART (contributions)

Michel M. Albert: Cover, Zoe Heriot compositing (top), layout, Darkheart, Dugraq, Mnemosyne Cincture.

ART (images used under terms of fair use)

Alister Pearson: Zarbi on cover, Veltrochni.

Pia Guerra: Indicia page, New Traits Index (panels from Doctor Who: The Forgotten #2, IDW 2008).

Walter Howarth: Introduction, Timeline.

Paul Campbell: Victoria Waterfield, The Mecrim, Yeti Mark III.

John Canning: Season 6B, Rebel Quarks, Trods.

Simon Holub: Zoe Heriot (bottom), Great Space Elevator, Tromesis.

Wayne Miller: Carnacki the Ghost Finder.

James Kearsley: MMAC (foreground).

Andrew Wallinski: MMAC (background).

John Ross: Ockorans (bottom), Sidewinder Syndicate.

Indestructible Production Company (Gerry Anderson's New Captain Scarlet): PRISM, Myloki.

Leejun35: Serena.

Anthony Lamb: Achromatic, Quantum Homunculus.

Marek Okon: Animus Drone.

Christopher Burdett: Arkon.

Colin Howard: Cat-People.

Alex Mallinson: Chairman Babs, Hecuba, Rosemariners, Selachians, Side, Cosmic Finance Central 5, Outer Space Correctional Establishment, Qin Dynasty China, Zoe's Crystal.

Dominic Harman: Colour-Beast.

Khurasan Miniatures: Crustacoid.

Neal Scanlan: The Empath (top).

Marcus at Amazing15: The Empath (bottom).

Fisch-mit-Ohren: The Unheld.

Iain Robertson: Vist.
 Robotpencil: VETAC Robot.
 Lee Sullivan: Frenko Bazaar.
 Mark Plastow: House of Cards.
 Black Sheep: The Island of Papul on Jenggel.
 Jason Fletcher: O.S.C.F. Guard.
 Damien May: Sanctuary.
 Starkiteckt: Santespri in the Haddron Republic (gas giant).
 Robert Nicholls: Allohistorical Lures.
 Karina Eibatova: Necronomicon.

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 The Murder Game by Steve Lyons
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 The Apocalypse Mirror by Eddie Robson
 The Dying Light by Nick Wallace
 Shadow of Death by Simon Guerrier
 The Prison in Space by Dick Sharples, adapted by Simon Guerrier
 The Rosemariners by Donald Tosh
 The Queen of Time by Brian Hayles, adapted by Catherine Harvey
 Lords of the Red Planet by Brian Hayles, adapted by John Dorney

NOVELLAS

Foreign Devils by Andrew Cartmel
 Wonderland by Mark Chadbourn

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REFERENCE WORKS

The following reference works were, at times, invaluable to the makers of this sourcebook.

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 by Lance Parkin (Mad Norwegian Press)
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 (Telos)
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