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# DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



**3**<sup>RD</sup> DOCTOR  
1970 - 1974

EXPANDED UNIVERSE SOURCEBOOK

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

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low (bandwidth-friendly) and high (print-quality) formats



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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, eight and counting of the new series, and more than twelve Doctors.

That's if you were only watching television.

But Doctor Who is much more than that. Comic strips, short stories, novels, fan-made videos, 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.

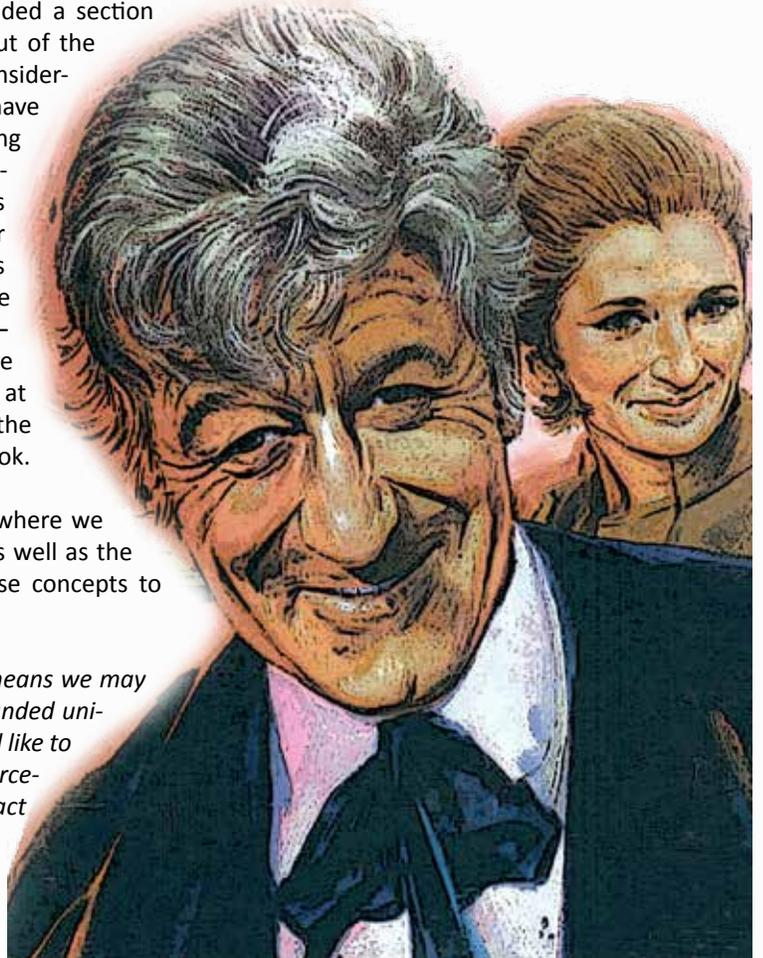
Cubicle 7 is doing an amazing job bringing GameMasters and Players' alike all the characters, creatures, places and things from the canonical Doctor Who – the Doctor Who as seen on television – but what of all those other adventures? Unfortunately, they are not part of Cubicle 7's licensing agreement with the BBC. Those extracanonical 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 third 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 (and in some cases, some of these have lived on in the expanded universe, like King Peladon and Alpha Centauri). Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did he meet his metafictional counterpart Iris Wildthyme and set up shop in his very own cottage? – 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 THIRD 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.**

**Devious:** A partially regenerated Doctor foils a Dalek plan for the Time Lords just before his exile. (These events are not usually considered canonical.)

**Spearhead from Space:** The newly-regenerated Doctor meets Liz Shaw, joins UNIT and defeats the Autons.

**Vengeance of the Stones:** The Doctor and the Brigadier meet a young Mike Yates, kidnapped by aliens using the power of a stone circle.

**Doctor Who and the Silurians:** UNIT defeats just-awakened Silurians planning to rid the Earth of humanity.

**Old Soldiers:** The Brigadier faces ghostly warriors recorded in the very stones of a castle.

**Shadow of the Past:** An alien ship in a UNIT vault gives the Doctor a chance for escape from his exile.

**The Ambassadors of Death:** A mission to Mars returns with alien passengers.

**The Mind Extractors:** The Doctor fights alien body snatchers animated by an unknown intelligence.

**The Ghouls of Grestonspey:** Kidnapped on a Scottish moor, the Doctor runs afoul of the Zeld.

**TV Comic (The Arkwood Experiments to The Kingdom Builders):** In his early UNIT career, the Doctor fights several alien menaces.

**The Last Post:** Liz and her mother investigate a case of death-dealing letters.

**Inferno:** The Doctor travels to a parallel Earth that is soon destroyed by Project Inferno.

**Prisoners of the Sun:** The Time Lords send the Doctor to an alternate future where he defeats the alien responsible.

**The Eye of the Giant:** During an alien invasion in the present, the Doctor and Liz are trapped on a mysterious island 40 years in the past.

**The Blue Tooth:** A friend of Liz Shaw's is turned into a Cyberman.

**Binary:** Liz Shaw explores and fixes an alien computer.

**The Scales of Injustice:** The Doctor and UNIT encounter the Silurians again while Liz helps a journalist investigate cave men.

**The Devil Goblins from Neptune:** While the Brigadier deals with treason within UNIT, the Doctor and Liz join the Russians to defeat a Waro invasion.

**The Rings of Ikiria:** UNIT encounters a beautiful alien artist bearing dangerous gifts.

**Terror of the Autons:** The Master shows up, in league with the Autons. Jo Grant becomes the Doctor's assistant.

**The Sentinels of the New Dawn:** The Doctor and Liz are sent to the year 2014 where a science cult is hatching.

**The Mind of Evil:** The Master plots to plunge the world into

war through a complex scheme involving an alien entity that feeds on evil and fear, a prison riot, and a stolen nerve gas missile.

**Deadly Reunion:** A sinister cult springs up as a sequel to one of the Brig's WWII adventures fighting Greek Gods.

**The Claws of Axos:** The UNIT team deals with an Axon invasion.

**The Mega:** The Doctor runs afoul of the Mega, an alien species with ambiguous goals.

**Colony in Space:** The Doctor and Jo are sent to Uxarieus and become enmeshed in a struggle between an agrarian colony and a powerful mining corporation.

**The Daemons:** The Master awakens an ancient alien on the eve of May Day in a rural town.

**The Doll of Death:** The Doctor and Jo investigate a temporal anomaly that creates a parallel London running in reverse.

**Freedom:** The Master uses an Abrocknel device to regress the Earth back in time.

**The Forgotten:** The Doctor battles greyhounds from space.

**Day of the Daleks:** Rebels from an alternate future taken over by the Daleks attempt to undo history.

**The Curse of Peladon:** The Doctor and Jo visit Peladon for the first time.

**The Face of the Enemy:** UNIT needs the Master's help against the Conclave. Ian and Barbara lend a hand as well.

**The Magician's Oath:** Hyde Park is frozen over and a street magician may be responsible.

**Rags:** A band is sowing class hate on their tour through England, and an entity called the Ragman is waking.

**The Switching:** The Master temporarily switches bodies with the Doctor.

**Who Killed Kennedy:** Journalist James Stevens' investigation of the JFK assassination comes to a head as his world intersects the Doctor's, while accompanied by Dodo Chaplet.

**Harvest of Time:** The Sild stage a temporal invasion, erasing the Master from history as part of its plan.

**The Sea Devils:** The Doctor fights both the Master and a second branch of Homo Reptilia.

**Find and Replace:** An older Jo Grant goes back in time with Iris Wildthyme to find out why a narrator from Verbatim 6 is telling her story wrong.

**Tales from the Vault (Jo's Story):** Jo and the Doctor deal with a jacket that possesses whoever wears it.

**The Mutants:** Jo and the Doctor visit Solos, an Earth colony ready to commit the genocide of mutating natives.

**The Time Monster:** The Master uses TOMTIT to harness the power of a chronovore. He, the Doctor and Jo visit Atlantis as a result.

**Verdigris:** The Doctor and Iris Wildthyme team up against the Children of Destiny and other weirdness.

**The Three Doctors:** Omega attempts to escape his black hole prison. In the wake of these events, the Time Lords end the



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**Doctor's exile.**

The Mists of Time: The Doctor and Jo visit Zayin Eight, where a temporal ghost haunts a human outpost.

The Wages of Sin: The Doctor, Jo and Liz visit 1916 Russia and meet Rasputin.

The Spear of Destiny: The Doctor and Jo run afoul of Vikings in 141 A.D. while questing for the spear of destiny.

The Scorchies: The Doctor and Jo fight off an invasion from muppet-like aliens.

**Carnival of Monsters: The TARDIS lands inside a miniscope operated by colorful grifters.**

The Suns of Caresh: Time itself is under threat and the Doctor must help Troy Game to save her planet and the universe.

The Many Deaths of Jo Grant: Jo dies 412 times in scenarios concocted by the villainous Rowe.

**Frontier in Space: The Doctor and Jo are caught in the escalating tension between planets Earth and Draconia, a result of the Master's manipulations.**

**Planet of the Daleks: Arriving on Spiridon, the Doctor and Jo encounter Thal soldiers fighting invisible Daleks.**

Catastrophe: The TARDIS visits Kastopheria, a world caught between different powers, including the Draconians.

Ghost in the Machine: Jo finds the TARDIS empty, the Doctor dead and a mysterious recording that will help her solve this puzzle.

Pop-up: Jo Grant takes pity on a tiny advertising robot from the Epsilon Cluster with disastrous consequences.

Nightdreamers: The TARDIS lands on Verd, a planet right out of fairy stories.

Dancing the Code: Jo finds an alien threat in a desert nation.

Last of the Gaderene: The Master once again teams up with aliens to invade Earth.

Speed of Flight: The TARDIS materialises on a planet that is literally at war with itself.

Salt of the Earth: The Doctor and Jo come across a creature made of living salt.

**The Green Death: The BOSS leads Global Chemicals to massively pollute South Wales. Jo Grant leaves UNIT.**

Countdown/TV Action: The Doctor starts using a cottage as a home base, and encounters the likes of the Vogans and time traveller Theophilus Tolliver.

The Three Companions (The Brigadier's Story): The Brig travels to an alien version of Waterloo Station with the Doctor.

The Prisoner of Peladon: The Doctor works with an aged King Peladon to solve yet another mystery.

Council of War: Sgt. Benton investigates a case of missing persons in the town of Kettering.

Midnight in the Café of the Black Madonna: Caught in a temporal trap, the TARDIS materialises in Prague, where the Doctor is captured by the Crei Imperative.

**The Time Warrior: The Doctor meets Sarah Jane Smith, who stows away on the TARDIS and helps him defeat a Sontaran in Medieval England.**

The Paradise of Death: The Doctor and UNIT are called to investigate a grisly murder at Space World, a futuristic new theme park.

TV Comic (Children of the Evil Eye to The Wanderers): The Doctor's adventures continue, a few with young companion Arnold at his side.

**Invasion of the Dinosaurs: London has been evacuated because of rampaging dinosaurs.**

Prisoners of Time: The Doctor, Sarah and Liz deal with an infected Brigadier and a Remoraxian plan to aquaform Earth.

**Death to the Daleks: The TARDIS is stranded on Exxilon by a power drain that also affects Dalek weapons.**

Neptune: The Doctor and Sarah visit an alien colony on the planet Cerulean, inhabited by the Siccati, a race of artists who venerate beauty above all other considerations.

Sedna: The Doctor and Jeremy Fitzoliver land on the planet Sedna, where the Siccati are under attack by their own kind.

The Ghosts of N-Space: While on holiday, Sarah Jane, the Brigadier, and Jeremy discover a mysterious castle being used as a gateway by a species intent on conquering Earth.

**The Monster of Peladon: The Doctor returns to Peladon, this time with Sarah Jane, 50 years after his first visit.**

Amorality Tale: The Doctor and Sarah encounter the smog that killed thousands of people in London in December 1952.

Island of Death: The Doctor finds himself on an island inhabited by New Age cultists who worship the Skang.

**Planet of the Spiders: The Third Doctor regenerates after absorbing too much radiation on Metebelis III, preventing an invasion from giant psychic spiders.**

The Loneliness of the Long-Distance Time Traveller: As he dies, the Doctor stumbles out of the TARDIS into a time paradox where he must face the "Gyre" to free the Village.

P.R.O.B.E.: Decades after leaving UNIT, Liz Shaw puts her experience to good use at the Preternatural Research Bureau.

The Elixir of Doom: An older Jo Grant travels to Hollywood with Iris Wildthyme.



# COMPANIONS

## ARNOLD *(TV Comic)*

When the Doctor was flung into the 32nd Century, possibly by the Time Lords, he found that society had been turned on its head. A super-intelligent child, Oswald, had decided that the world would be far better if ruled by the children and had led a revolution which resulted in adults becoming the slaves of the youngsters. Oswald had created a number of brilliant inventions and used these to enforce his rule. He arrested the growth and development of the children to ensure that they did not grow into adults. He also built the Eye, a machine which maintained Oswald's power by means of mind control.

Captured by Oswald's forces, the Doctor was regarded as an "Ancient" and was put on trial for sabotaging automated harvesting equipment (which had threatened to harvest the TARDIS). Sentenced to prison, the Doctor's jailer was a young boy called Arnold. While Arnold told the Doctor of how the world had come to be ruled by Oswald, the Doctor won Arnold's confidence and the boy helped him escape. Although quickly re-captured, the Doctor's superior mind damaged the Eye when he was subjected to its mind-controlling influence. He again escaped and was able to lead a revolution by the adults which overthrew Oswald's tyranny.

When the Doctor left this twisted future, he offered Arnold the opportunity to join him in his travels, which the young boy eagerly accepted. Arnold only travelled in the TARDIS for a brief period before being returned to his own time, as the Doctor didn't want him to become alienated from his own people. However, during that period, he demonstrated his bravery and intelligence in assisting the Doctor against the threats they encountered.

Arnold is around 10 years of age, but is clearly highly intelligent and is knowledgeable about such things as astronomical phenomena. He was also able to show that he has a very good aim if he ever has to throw rocks at something! Arnold and the Doctor make a good team, with the Doctor showing his protective nature over his young friend. Their relationship is perhaps akin to that between an uncle and a favourite nephew.

## ARNOLD



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

### SKILLS

Athletics 3, Convince 1, Knowledge 2, Marksman 3, Science 3, Subterfuge 3, Technology 1

### TRAITS

Brave  
Face in the Crowd  
Inexperienced  
Run for Your Life!

TECH LEVEL: 7

STORY POINTS: 15



**JEREMY FITZOLIVER** (*The Paradise of Death*)

It is difficult to imagine a person less suited to be a companion of the Doctor than Jeremy Fitzoliver. Jeremy is by turns annoying, excitable, easily frightened, dim-witted and clumsy – and frequently all of these at the same time! The only reason he has managed to land a job at Metropolitan Magazine is because his father is a 30% shareholder of the publisher and his Uncle Teddy pulled a few strings.

In the 1970s, Jeremy was working as a cub reporter for the magazine when he was assigned to assist Sarah Jane Smith in her investigation of some strange deaths at Space World (see L19), London's newest theme park. Sarah Jane had actually requested a photographer but Jeremy was all that was available.

Although he is very eager, Sarah Jane quickly realised that he can be a bit of a liability as he isn't exactly the brightest of people. Nevertheless, it was through Sarah Jane that Jeremy first met the Doctor and Brigadier Lethbridge-Stewart, and even took a trip in the TARDIS to the planet Parakon (see L16).

Jeremy has continued to work with Sarah Jane on an occasional basis and despite his short-comings, Sarah has become quite fond of him – even if she often finds Jeremy to be exasperating!

On a holiday to Sicily (with Sarah Jane standing in for Jeremy's mother, who dropped out at the last minute), the two again bumped into the Doctor and Lethbridge-Stewart and became embroiled in an affair involving a seemingly immortal alchemist, Maximillian Vilmio (see V18).

Although Jeremy has never become a regular travelling companion of the Doctor, he has experienced the occasional trip in the TARDIS, including visits to Neptune and Sedna (see V30). Jeremy has an upper-class English accent and is prone to using old-fashioned exclamations such as "Gosh!" and "Crikey!"

He's an excitable fellow and can be panicky in a tight spot. In fairness, he does have one or two redeeming features. For example, he is a decent shot with a rifle, having had a lot of practice at the fairground. But in general, Jeremy is the comic relief in the stories in which he appears!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Jeremy suffered a terrible fate after tampering with the IRIS machine that the Doctor created in his UNIT lab (in *Planet of the Spiders*) and was rendered amnesiac. Years later, in 1993, the 6th Doctor met a man named John Doe who had no memory of his past and who was seeking revenge against the 3rd Doctor and the Brigadier for his condition. John Doe is widely considered to be an older Jeremy Fitzoliver.

**JEREMY FITZOLIVER**

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

**SKILLS**

Athletics 3, Convince 2, Craft (Photography) 1, Knowledge 2, Marksman 3 (AoE: Rifle), Medicine 1, Subterfuge 3, Technology 1

**TRAITS**

Clumsy  
Coward  
Face in the Crowd  
Friends (Minor) – Uncle Teddy  
Friends (Major) – UNIT (via Sarah Jane Smith)  
Insatiable Curiosity  
Run for Your Life!  
Screamer!  
Unlucky

**TECH LEVEL: 5**

**STORY POINTS: 12**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**LIZ SHAW** (P.R.O.B.E.)

Liz Shaw's departure from UNIT in the 1970s seemed to be for reasons that she preferred to pursue her academic career and return to her research at Cambridge rather than continue to work in the Doctor's shadow. This may in fact have actually been the case at the time. But her initial scepticism at UNIT's role in investigating threats that she referred to as "little blue men with three heads" had been replaced with a healthy respect for its work and an interest in the unusual and the extraterrestrial. There is some unsubstantiated evidence that she did not return to Cambridge as she claimed, but instead went to Switzerland to undertake secret work at CERN. Whether this is actually the case or not, Liz did not sever her connections to UNIT completely and returned on an advisory basis from time to time.

By the 1990s, Liz was campaigning for the creation of an organisation to investigate the unexplained, but with an emphasis on scientific research. This resulted in the formation of the Preternatural Research Bureau (more usually referred to as P.R.O.B.E.), a small group set up by the British government to investigate the unexplained. Its remit is similar to that of UNIT, but it is under the command of the government rather than the United Nations. However, P.R.O.B.E.'s limited funding and very small team are not what Liz had envisaged.

When Liz was first recruited into P.R.O.B.E, it had only two active members: Liz herself and an assistant, Louise Bayliss, who focused on office-based research. P.R.O.B.E. reports directly into a government minister, initially Sir Richard Stevenson but later replaced by Brian Rutherford, and the liaison between P.R.O.B.E. and the minister is a childhood friend of Liz's, Patsy Haggard. Although Liz is lobbying for additional resources, Rutherford counters this by pointing out the limited number of times that the team is called out. In fact, soon after his appointment, Rutherford removed Lou Bayliss and threatened to close P.R.O.B.E. down altogether.

Despite the limited support Liz receives from the government, she continues to investigate bizarre deaths and reports of unusual phenomena such as hauntings and poltergeist activity. Her mind is considerably more open to the existence of such things than it was when she was first recruited by UNIT. In fact, her experiences over the years have made her somewhat of an advocate of research into the areas at the edge of human knowledge and experience. Now in her late 40s, Liz has a stronger personality than twenty years earlier. She can appear to be slightly eccentric in her mannerisms, something that her habit of smoking a pipe does nothing to allay!

**LIFE AFTER P.R.O.B.E.**

Although Liz continues to work for P.R.O.B.E. during the 1990s, she faces an uphill struggle against ministerial indifference, the scepticism of the police and minimal resources. It is known that by the 21st Century, Liz will once again be working for UNIT, becoming Head of Scientific Operations at their Lunar Base.

**LIZ SHAW**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**

Athletics 1, Convince 3, Craft 1, Knowledge 5 (AoE: Paranormal), Medicine 4, Science 5 (AoE: Astrophysics, Biology, Chemistry, Physics), Survival 1, Technology 3, Transport 2

**TRAITS**

Biochemical Genius  
Boffin  
Eccentric  
Experienced  
Indomitable  
Stubborn (+2 to resist Convince attempts)  
Technically Adept

**TECH LEVEL: 5****STORY POINTS: 9**

# ALLIES

## ALPHA CENTAURI *(The Prisoner of Peladon)*

The Alpha Centauran delegate to the planet Peladon first served on the Committee of Assessment to review the planet's petition to enter the Galactic Federation. It aided the Third Doctor in defeating Hepesh and Arcturus (see *X1*). It was later revealed (in *Legacy*) that the Time Lords sent the Doctor to Peladon because they predicted a time line in which Arcturus's Pel agents killed Alpha Centauri and blamed the Ice Warriors, provoking a war. The planet Arcturus would ally itself with the terrorist organization Galaxy Five, and the Dalek forces planning an assault on the galaxy using the Time Destructor would take advantage of this and take over the entire galaxy. Ironically, Arcturus would be vaporized within the first minute of hostilities.

Five years after Peladon joined the Federation, when Princess Lixgaar of New Mars was taken there for safety, Centauri locked the Princess away in the tower containing the chamber of the Prisoner of Peladon. It didn't wish to keep this a secret from King Peladon, but was insisted upon by the Federation council to conceal the truth. After being discovered by the Doctor and King Peladon (see *A14*), Centauri apologised for its betrayal and announced its immediate resignation. Peladon graciously suggested Centauri stay as full ambassador instead.

As ambassador, Centauri again helped the Third Doctor, this time to defeat the plans of Eckersley and a group of renegade Ice Warriors led by the Ice Lord Azaxy. In the late 40th century, Alpha Centauri also met the Seventh Doctor.

Nearing retirement age, it was still serving as the Federation ambassador to Peladon into the 41st century. At this time, it escorted Princess Pandora of Earth to be wed to King Pelleas, unaware that she was being led to her death at the hands of Sekhmet. It non-violently stopped Arktos from taking trisilicate from a sabotaged mining operation and helped the Fifth Doctor and Peri return to the TARDIS in orbit around Peladon (in *The Bride of Peladon*).

Although it had a more feminine and squeaky falsetto voice, Centauri was neither male nor female, but a hermaphrodite. Nevertheless, the Doctor referred to it with masculine pronouns, and had a penchant for addressing it as "my dear fellow".

Like most of its race, Alpha Centauri is a natural pacifist and a hypochondriac. Despite this, it demonstrated and developed a degree of courage during its time on Peladon, including its success in capturing the known criminal Arktos when he tried to steal Peladon's mineral wealth during Sekhmet's escape.

### ALPHA CENTAURANS

These hermaphrodite hexapods have tentacle-like limbs, each tipped with claws. None of the six limbs are used for walking suggesting they have a pair of prolegs. Their heads are featureless

## ALPHA CENTAURI



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

### SKILLS

Convince 3 (AoE: Diplomacy), Knowledge 4 (AoE: Alien Cultures, Peladon Politics), Science 1, Subterfuge 2, Technology 3, Transport 1

### TRAITS

Additional Limbs (Minor x2) – 4 additional arms  
 Alien (Special)  
 Alien Appearance (Major)  
 Cowardly  
 Eccentric (Major) – Centauri detests violence, is highly strung and easily panicked  
 Friends (Major) – Peladon Royal Family  
 Friends (Major) – the Federation  
 Obligation (Minor) – the Federation

TECH LEVEL: 7

STORY POINTS: 12

except for a large eye. They are normally green in colour, though they change in hue to match their mood. Red, pink and black is for anger, purple for sadness and yellow for fear or nervousness. Alpha Centaurans can be incapacitated by a blow to the side of the head. Every few years, they would develop certain urges and, if convenient, they would create an offspring.

Alpha Centaurans never drink alcohol and cannot see its appeal. They are known for being adept at politics, and are greatly opposed to scandals, willing to do anything to cover them up. Apparently they enjoy playing table tennis, having a Table Tennis Club.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**DAME EMILY SHAW** (*The Last Post*)

Liz Shaw's mother, Dame Emily, has had a distinguished career in her own right, though she wishes that her daughter had followed her into the arts rather than the sciences. She has two doctorates and is an expert on Medieval Mystery Plays. At the time that Liz is working for UNIT, Dame Emily is married to Reuben Shaw (but he is destined to die in 1995). The couple have a second daughter, Lucy, and two grandchildren.

Dame Emily is an academic at St Hugh's College, Oxford, but also serves on a quasi-governmental committee nicknamed the "Death Watch". Because of her government work, she is fond of declaring that she has signed the Official Secrets Act more times than her husband "has spoiled hot dinners"! Also because of this work, she knows about UNIT and its activities, though she disapproves of its military methods. She is open-minded about the existence of aliens (though referring to them as the clichéd "little green men") and is fond of hearing about the unusual phenomena that Liz gets involved in.

Dame Emily is a formidable woman, easily capable of standing up for herself in the male-dominated worlds of both college politics and Whitehall committees. Alongside her as members of the so-called Death Watch are such luminaries as Sir James Quinlan, Sir Keith Gold, Bruno Taltalian and Sir Charles Grover, with computer magnate Daniel Prestaigne stepping in as the new chair following the sudden death of the previous incumbent.

The committee reports directly to the Prime Minister and was originally set up to analyse the wealth of data being produced from surveys and censuses around the country, and to harness it by using modern technology to make predictions for the future. Its initial remit was to tackle life expectancy and look at its dependency on geographic location, age, gender, work, lifestyle and so on.

However, its focus has since changed to predicting the end of the world, forecasting how and when this might take place, and working towards preventing this. Daniel Prestaigne's expertise has provided the committee with a supercomputer referred to as the Apocalypse Clock (see G1), which predicts the amount of time the world has left before disaster. Liz Shaw finds her life converging with that of her mother, when the committee is struck by a series of sudden deaths among its members, though all of them seem to be nothing more sinister than natural causes or pure accidents.

Several years after Liz leaves UNIT (see A3), Dame Emily also encounters the 4th Doctor and Leela when they are investigating a spate of disappearances at St Matilda's College, Oxford.

**DAME EMILY SHAW**

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

**SKILLS**

Convince 4, Craft 4, Knowledge 4 (AoE: History, Literature), Subterfuge 1

**TRAITS**

Eccentric (Minor)  
 Friends (Minor) – Death Watch Committee  
 Friends (Minor) – St Hugh's College  
 Indomitable  
 Slow Reflexes

**TECH LEVEL: 5**

**STORY POINTS: 4**



**DEPARTMENT C19** (*The Scales of Injustice, Who Killed Kennedy*)

Department C19 was established in the late 1950s within the Ministry of Defence of the British Government. It was an off-shoot of the Civil Defence programme of the time, one of a number of measures taken during the Cold War. Within a few years, C19 had acquired a reputation for involvement in some of the less well-documented paramilitary excursions. Events marked “Top Secret” or “Eyes Only”, such as the Shoreditch Incident in 1963. In fact, it was following this incident that it acquired responsibility for the Intrusion Counter Measures Group with a recommendation that it be used as the foundation for a new organisation set up to deal with extraordinary events that fall outside the role of the military. Thus was UNIT born, answerable to the United Nations as well as the British Government, but funded in the UK by C19, and dealing with all manner of extraterrestrial threats to the Earth.

What nobody in the British Government, the United Nations or UNIT is aware of is that there is a dark side to C19. Not even C19’s own Administrator. Only those who work directly for this darker half of the Department know of its existence. Situated in the Cheviot Hills in Northumberland, in the shadow of the Darkmoor Experimental Nuclear Research Station, lies a disguised tunnel which forms the secret entrance to the Vault (or at least it did in the 1970s, *see L22*). Inside the Vault are all the bits and pieces of alien technology that UNIT has recovered and that C19 clandestinely hides away.

Another facility operated by Department C19, is the Glasshouse. Originally a private medical facility located in a 1930s-style five-storey white building in Gloucestershire, the Glasshouse was set up to treat soldiers who suffered nervous breakdowns and other psychological problems resulting from encounters with alien lifeforms. Although it is a private hospital, it is contracted to and financed by C19 by means of subsidies and payment for its services, and is later bought out by the Department. C19 also uses its facilities to treat civilians similarly affected by alien encounters, or remove their memories of them at least. It was the Glasshouse that Dodo was sent to after being taken over by WOTAN. In the 1970s, it has been infiltrated by the Master, who is planning to use it to brainwash soldiers sent there for treatment and so build his own private army of assassins.

Officially, Department C19 is closed down in 1993, but it is known to continue its work in the shadows into the start of the 21st Century at least. From the early 1970s until his sudden death in the late 1980s, Sir John Sudbury heads the Department as its Administrator and is effectively the official Government liaison with UNIT during this period. Sir John is a chubby man, almost bald apart from tufts of white hair around his ears. He has a ruddy complexion and dull eyes reddened by exposure to too much cigar smoke. He also has a beaming smile (which, according to Liz, gives him the appearance of a sea-lion on LSD) and a jovial, almost buffoonish – if somewhat sexist - manner. Despite this comical outward appearance, Sir John is an intelligent administrator and a canny Whitehall mandarin.

**SIR JOHN SUDBURY**

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

**SKILLS**

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

**TRAITS**

Authority (Minor) – C19 Administrator  
 Charming  
 Friends (Major) – C19 and UNIT  
 Friends (Minor) – The “Old Boy Network”  
 Slow Reflexes

**TECH LEVEL: 5**

**STORY POINTS: 6**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**EMPRESS ALEXANDRA FYDOROVNA** *(The Wages of Sin)*

Born on 6 June 1872 as Princess Viktoria Alix Helena Luise Beatrice of Hesse and by Rhine, a Grand Duchy of the German Empire, Alexandra Fyodorovna was the wife of Nicholas II, the last tsar of Russia. As consort, she took the title of Empress of All the Russias on her wedding day in 1894, though the coronation of Nicholas and Alexandra did not take place until 1896.

In her youth, the Empress had been beautiful. But when the Doctor meets her in 1916, she has taken on an icy and hard-bitten air, and has aged prematurely. With her husband away fighting on the front line in the Great War, Alexandra has been left in charge as Regent in the capital, St Petersburg, and undertakes nursing duties to show support for the war effort. Having little experience of government, she relies heavily on her largely ineffectual ministers, who she constantly changes, and has become increasingly dependent on the advice of Father Grigory Rasputin (see A8). Rasputin has had a strong influence over Nicholas and Alexandra since he apparently saved the life of their haemophiliac son, Alexei, by the power of prayer in 1912.

Alexandra is not popular among the Russian people, who regard her as being cold and curt (which she and her close friends put down to her being shy and nervous in front of her subjects). She is also frowned upon for her distaste for Russian culture, a feeling only a little mollified by her embrace of the Russian Orthodox Church. The Empress is a strong believer in the autocratic rule of Russia, “the Divine Right to Rule” without the need to consult the people. But she is isolated at court, having a very poor relationship with her mother-in-law, the Dowager Duchess Maria Fyodorovna, who is senior in rank and precedence under Russian protocol.

With the outbreak of the Great War, the hostility of the people towards their German-born Empress has reached a new height, and her apparent infatuation with Rasputin has only led to further gossip and criticism. Even in aristocratic circles resentment has grown, and her assassination is openly discussed at parties as the only way to save Europe. Alexandra is first cousin to the German Emperor, Kaiser Wilhelm II, and has a brother in a senior position in the German army. Rumours circulate that Alexandra is a German collaborator and spy. The Empress’s poor attempt at governing Russia in her husband’s absence has led in part to food shortages and high inflation which has further poisoned the people towards her.

The Doctor, Jo and Liz find that plots and counterplots are rife in St Petersburg in 1916, with the secret police of the Ochrana (see V23) trying to uncover all manner of conspiracies against Russia and the Empress. In truth, Alexandra is loyal to her husband and to Russia. Although she wishes that the war were not against her homeland, she has no intention of allowing her son to become ruler of a defeated Russia. Alexandra has prescribed herself medicinal doses of cocaine to fight the depression that the situation sometimes brings and threatens to sap her confidence, though she is not an addict.

**EMPRESS ALEXANDRA**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**

Convince 2, Craft 2 (dance), Knowledge 3, Medicine 2

**TRAITS**

Authority (Major) – Empress of All Russia  
Epicurean Tastes

Linguist – German (native), Russian, English,  
French, Italian

Noble

Silver Spoon

Stubborn

Weakness (Minor) – Depression sometimes applies  
a -2 penalty to all mental and social tasks

Wealthy (Major) – Stinking rich

**TECH LEVEL: 4**

**STORY POINTS: 5**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**GRIGORY RASPUTIN** *(The Wages of Sin)*

The so-called “Mad Monk” Rasputin is an intriguing figure from history whose life is surrounded by legend, speculation and downright fabrication. Much of what we believe we know about Grigory Rasputin was written after his death by his murderers.

Grigory Efimovitch Rasputin was born in 1869 in a small village in western Siberia, the son of a well-to-do peasant. Very little is known of his childhood, but he is not believed to have attended school. In February 1887, Rasputin married Praskovia Fyodorovna Dubrovina and the couple had five children, two of whom died very young. In 1892, he left his family to join a monastery in Verkhoturye, where he studied under a hermit by the name of Brother Makary. Makary’s influence led to Rasputin giving up drinking, smoking and eating meat, and by the time he returned home, Rasputin had learned to read and was a zealous convert. By 1900, he had become a wandering pilgrim and was believed by his followers to be a psychic and faith healer. It was during this period at the turn of the century that Rasputin encountered the 1st Doctor, Ian, Barbara and Susan near the village of Zarechny in Siberia. When Rasputin came into contact with a faulty device sent to Earth by the alien Dahensa (see *The First Doctor Expanded Universe Sourcebook*), his mind was flooded by visions of the future, from the Great War through to men travelling to Mars. Although the Doctor attempted to remove the knowledge that these visions imparted, Rasputin was still able to remember some of the future events in his dreams.

Rasputin continued his travels and learning, and was first presented to Tsar Nicholas II and his wife the Empress Alexandra (see A7) in 1905. In 1907 and again in 1912, Rasputin was credited with saving the life of the couple’s son, the tsarevich Alexei, who secretly suffered from haemophilia. On the latter occasion, Rasputin had been over 1500 miles away and supposedly healed the boy through the power of prayer. By the time that the 3rd Doctor, Jo and Liz arrive in St Petersburg in December 1916, he has acquired what many of his opponents see as an unhealthy influence over the Empress. But when Jo meets Rasputin in person, she realises that, although he is certainly a womaniser and perhaps an alcoholic, he isn’t the master manipulator of legend. And when both the Doctor and Liz are also convinced, can they save the life of a man whom history has unjustly branded a monster?

Grigory Rasputin is of average height, but broad-shouldered and strongly built. His long lank hair is usually tied back and his equally unkempt beard hangs from thin lips. Above a large nose, blue-grey eyes gaze piercingly with formidable personal presence. An old head injury means that he stares directly at whoever he is conversing with, perhaps providing the basis for the rumours of his hypnotic gaze. Although Rasputin claims to know the future, he says that this is not by the gift of visions, but by a certainty of how events will occur. Dismissed by his enemies as a charlatan and a lecher, Rasputin is far more complex than the myths surrounding him suggest: he is intelligent, ambitious, idle, generous, spiritual and utterly amoral.

**GRIGORY RASPUTIN**

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

**SKILLS**

Convince 6, Fighting 1, Knowledge 4, Medicine 3, Subterfuge 2, Survival 2

**TRAITS**

Adversary – various  
Dependency (Minor) - alcohol  
Distinctive  
Empathic  
Friends (Major) – Empress Alexandra Fyodorovna  
Indomitable  
Precognition  
Tough  
Voice of Authority

**TECH LEVEL:** 4

**STORY POINTS:** 10



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**HUXLEY** (*Find and Replace, Ringpullworld*)

The novelisers of Verbatim Six are thin, slightly smaller than man-sized, five-legged, scaly insectoids who have dedicated their existence and powers to narrating the lives of important people throughout history. This is a service they provide whether the subject wants it or not, one day appearing as if out of nowhere, to narrate the subject's thoughts and actions in simultaneity, and ask questions so they can get past events on record. This is considered a great honor, though many will find the process rather annoying, and potentially expensive; an itemized bill will eventually be sent to the subject (metaphors cost extra). It is however dangerous to break the link forged with one's noveliser; it may burn out one's brain.

Novelisers are well informed about the biographical details of the subjects, but are interested in the details and feelings so they can create a more complete picture. Novelisers will usually disguise themselves as a non-descript, even bland member of the subject's species, but will reveal themselves to those who have heard of them, to simplify matters. Novelisers are telepathic and empathic, and share their information through the Great Narrative Web, though they still feel the need to conference in person to properly twine the infinite strands of their stories. Each noveliser retains copyrights over the exact text of their narration, which other novelisers cannot use outright. Though they all take the Pledge of authenticity and fidelity, it is not unknown for novelisers to control the flow of the story they are telling, or even create false memories that could supersede the truth in the subject's mind. How novelisers move through time and space is not well understood; GameMasters should just allow them appear and move with their chosen subject at the speed of plot.

One such noveliser is Huxley – all novelisers appear to take names from great human writers, like Joyce and Wolfe – who encountered the Doctor on several occasions, but was never, though it was his life's ambition, assigned to the Time Lord specifically. In the early 21st century, he was assigned to Jo Jones (née Grant), though he appeared to think she was a former companion of Iris Wildthyme's (see A10). Jo soon started thinking so as well, as these facts were supported by Iris herself. In the 1970s, Huxley latched onto the Master, which he describes as the more horrifying adventure of his writing life. And in some unspecified future, he eagerly boarded the fifth Doctor's TARDIS with two of his colleagues when it landed on Random Jottings, the third moon of Verbatim 6, and assigned to Vislor Turlough, took part in events surrounding the discovery of the Ringpull Universe.

The tenacious Huxley likes his prose enthusiastic and florid, and is responsible for the occasional bad pun. He turns a peculiar green color when he gets agitated, and expresses plain, childish delight when at work. Like the rest of his people, he tends to speak in literary terms, if not meta-text, and is absolutely devoted to his task. He isn't above threatening to burn out a subject's mind if it will get their cooperation.

**HUXLEY**

<b>AWARENESS</b>	<b>5</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>2</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**

Convince 3, Craft 2 (AoE: Narration), Knowledge 4 (AoE: Current subject's life), Subterfuge 3

**TRAITS**

Additional Limbs (3 extra legs)  
 Alien  
 Alien Appearance (Major)  
 Argumentative  
 Empathic  
 Insatiable Curiosity  
 Networked  
 Obsession (Major) – Chronicling subject's story  
 Psychic  
 Shapeshift (Minor)  
 Special – Memory Manipulation (Special; see The Visitor in the *Second Doctor Expanded Universe Sourcebook*)  
 Special – Fast Forward (*Novelisers can describe possible futures, but it's expensive; the GM should give various outcomes, letting players learn the lessons they will from each*)  
 Telepathy (*disengaging from noveliser acts as a 4/L/L psychic attack on subject*)

**TECH LEVEL: N/A**

**STORY POINTS: 8**

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

During his encounter with Jo Grant and Iris Wildthyme, Huxley was working on the third Doctor's behalf to change recorded history as a kind of witness protection program for his former companion. The Time Lord believed this would protect her from vengeful time-active enemies. Jo did not appreciate the attempt to excise him from her memories.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**IRIS WILDTHYME, 5TH INCARNATION** (*Verdigris, et al.*)

Information about the time traveller known as Iris Wildthyme is confusing and sometimes contradictory. Although she has been referred to as Gallifreyan and a Time Lord, it appears that she actually comes from the Obverse, an alternate universe, and more specifically from the Clockworks, the Obverse's equivalent of Gallifrey. Iris does indeed share many similarities with the Time Lords and has the Time Lord Trait and all the benefits that come with it. She also has a TARDIS. In Iris's case, this is disguised as a London Routemaster double-decker bus, the Number 22 for Putney Common. According to Iris, it was an experimental TARDIS, left to die on the mountains of Gallifrey (more likely the Clockworks' planet). Unlike the Doctor's, it is slightly smaller on the inside than on the outside and is piloted by sitting in the driver's seat and using what appear to be a normal bus steering wheel and an alarmingly complicated series of control panels which fold out from the dashboard. As well as travelling in time and space, Iris' TARDIS can be driven around like a normal bus and can even take to the air. The bus' interior is decorated with soft furnishings and is equipped with a well-stocked drinks cabinet. The upper deck contains Iris' extensive wardrobes and her office.

The Doctor and Jo were assisted by Iris' 5th incarnation in their struggle against the sinister Verdigris (*see V35*). This incarnation resembles Beryl Reid. She appears to be a plump woman in her sixties with frizzy lilac hair, and often wears a silver cardigan, leather driving gloves, a floppy green felt hat and sensible boots. Iris usually carries a gold lamé handbag from which she can produce all sorts of useful or not-so-useful items. The handbag she used on this occasion was revealed to be an alien from Saldis (who claimed to have been kidnapped by Iris), but her usual selection of reticules and clutch purses all have the Resourceful Pockets Trait.

Like many of her incarnations, this Iris has a mercurial character, by turns cheerful or moody, coquettish or irritable. She has an air of raffish, haphazard, gung-ho glamour and firmly believes that dashing at breakneck speed from one end of time and space to the other keeps her young and sexy. As always she harbours a love of the Doctor and a penchant for gin and ciggies. Sadly for Iris, most incarnations of the Doctor do not return her feelings for him and he usually finds her irritating or embarrassing, not least because the stories that she tells of her own adventures seem to mirror his own. The 5th Iris claims to have faced a number of her past foes (the "rubbish" ones, such as the Mechanoids and the Zarbi) in the Death Zone on Gallifrey, alongside six of her other incarnations. This Iris has a fear of trees following an encounter with living trees on an alien world. She knows a specially adapted version of Venusian Aikido and is capable at bettering the Doctor in unarmed combat!

One of this Iris' companions is Tom, a nineteen-year-old mixed-race gay man who wandered into Iris' bus by accident in the year 2000, thinking it to be a genuine London double-decker. Iris considers Tom to have a jaded outlook, particularly since he dismissed the colours of the Vortex as being like a Milk Tray advert. Although Tom frequently accuses Iris of having kidnapped him (she dematerialised in a fit of pique when he laughed at the bus's chintzy interior), he

**IRIS WILDTHYME**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>5</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>6</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**

Convince 3, Fighting 4, Knowledge 4, Medicine 1, Science 3, Subterfuge 3, Technology 4, Transport 3

**TRAITS**

Argumentative  
Boffin  
Clumsy  
Distinctive  
Eccentric  
Feel the Turn of the Universe  
Forgetful  
Impulsive  
Obsession (Minor) – Iris loves the Doctor  
Percussive Maintenance  
Phobia – Trees  
Psychic  
Time Lord  
Time Lord (Experienced) x4  
Time Traveller – Tech Levels 4-7  
Vortex

**EQUIPMENT**

Fake UNIT pass  
Iris's Handbag (Traits: Resourceful Pockets. Story Points: 1)

**TECH LEVEL: 10**

**STORY POINTS: 5**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

## TOM



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

## SKILLS

Athletics 2, Convince 2, Craft (Writing) 3, Fighting 1, Knowledge 3 (AoE: Literature), Subterfuge 3, Technology 2, Transport 1

## TRAITS

Attractive  
Unadventurous (Minor)

TECH LEVEL: 5

STORY POINTS: 6

ends up travelling with her for some time before finally returning home. He then writes a moderately successful series of novels based on his experiences, before travelling again with a later incarnation of Iris. Tom has a first class degree in English Literature.

As well as meeting the 3rd Doctor during his exile on Earth, this version of Iris has also encountered the 4th Doctor, once with Sarah Jane and also with Romana (whom Iris considers to be snooty) and K9. Towards the end of this incarnation's life, she will also meet the 8th Doctor and Sam Jones.

## IRIS WILDTHYME'S TARDIS



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

## SKILLS

Knowledge 6, Science (Temporal Physics) 6, Survival 2, Technology 4, Transport 3

## TRAITS

Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Telepathy, Vortex, **Argumentative**, **Impulsive**, **Restriction (Tricky Controls)**, **Smaller on the Inside**, **System Fault (Chameleon Circuit, Unsteerable)**

## GADGET TRAITS

Forcefield (Minor), Scan x3, Transmit

ARMOUR: 30

SPEED: 12 (materialised)

STORY POINTS: 13

## THE MANY FACES OF IRIS WILDTHYME

The precise sequence of Iris' incarnations can be difficult to pin down with any degree of certainty, with different stories offering conflicting information as to which incarnation followed which. But in order to provide a bit of stability for the purposes of the game, the following is a suggested guide to her timeline which uses some of the more reliable reports. As with all things Iris, it can be used or ignored as the GM prefers.

The 1st Iris: This incarnation resembles Edith Sitwell and appears in a number of Paul Magrs' novels written before Iris' first published appearance in the Doctor Who universe.

The 2nd Iris: Little is known of this incarnation, but she may be the version of Iris which the 8th Doctor described as being a fat

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

woman apparently in her late 60s and having a long white braid.

The 3rd Iris: Using the name Brenda Soobie, this incarnation resembles Shirley Bassey and was a singer in Las Vegas during her exile on Earth. She will be covered in one of *The Eighth Doctor Expanded Universe Sourcebooks*.

The 4th Iris: Possibly the incarnation who was a member of the Sisterhood of Karn. Nothing else is known of her.

The 5th Iris: Resembling Beryl Reid, this is the incarnation described in this sourcebook.

The 6th Iris: Often described as the Barbarella Iris, this glamorous incarnation resembles Jane Fonda's character of that name. She will also be covered in one of *The Eighth Doctor Expanded Universe Sourcebooks*.

The 7th Iris: This is the version of Iris as portrayed by Katy Manning in the Big Finish audios and also features in novels and short-story anthologies from Obverse Books and Snowbooks. She is considered to be the current incarnation and will be covered in *The Fifth Doctor Expanded Universe Sourcebook*.

Future incarnations: Several future incarnations have appeared briefly in short stories and/or audios but cannot be placed in Iris' timeline with any certainty.

Bianca: Probably not a true incarnation, Bianca is actually Iris' equivalent of the Valeyard and is based in a nightclub at a temporal nexus point. She will be covered in *The Sixth Doctor Expanded Universe Sourcebook*.

## IRIS WILDTHYME'S ADVENTURES IN TIME &amp; SPACE



Hello, luvvies! It's me, yer old Auntie Iris! Now, what's this all about? A role-playing game, eh? The only thing I know about them is just to say 'No' if the Doctor turns up with a French maid costume. Particularly the first incarnation, dirty old bugger! But that's not what you're wanting to hear, is it. This is more sort of story-telling or something. Well, I've got a few stories to tell, chuck, so grab a glass of Babycham and gather round.

Now, I'm a sort of metatextual construct designed to counterpoint the Doctor or summat. The way I see it is that I exist in order to point out the absurdities in the Doctor's adventures. Hang on... Metatextual construct? Counterpoint the Doctor? Who wrote this guff!?

Listen, the best way to use me in one of these scenario thingies is to throw me into the mix and see what happens. Auntie Iris is a bit of a rogue, a random element that provides some fun, a bit of glamour and maybe the odd idea for progressing an adventure. I could be a PC or an NPC, and

might even be the source of inspiration for the GM, turning one of the Doctor's adventures on its head to come up with something new, exciting and a little bit postmodern. The Doctor encountered the Mechanoids holding a space-pilot prisoner on a jungle planet, you say? No, that was me and it were the Chumblies! The Doctor fought the Yeti in the London Underground? Truth is, it was me battling the Fish People on the Tyne and Wear Metro! See what I mean?

Hold on a minute! Which version of me is this thingummy about? Fifth incarnation!?! She was nothing but a grumpy old bat! Ooh, I haven't got time to chat to you lot all day. Come on then, all aboard who's coming aboard! And where's that bottle of Bombay Sapphire gone?

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**JAMES STEVENS** (*Who Killed Kennedy*)

Born on 23rd November 1945, James Stevens is the illegitimate son of an American GI and a 17 year old New Zealander, the daughter of wealthy and influential parents, and was immediately put up for adoption.

Stevens pursued a career in journalism, cutting his teeth on provincial New Zealand newspapers, then on the nationals, before moving to London when he was 22 with the aim of working in Fleet Street. Stevens always considers that JFK was killed on his 18th birthday, the time difference between Dallas and New Zealand making this strictly correct. Since then he has been fascinated both by the events of that day and the Kennedy family, gradually adding to his store of knowledge about them over the subsequent years. In the aftermath of the tragedy, Stevens became as bitter and cynical as the world itself was becoming, and he flourished, becoming a top reporter for The Daily Chronicle, one of Fleet Street's "quality" tabloids. Stevens' exposés of the sexual antics of various politicians earned him a reputation and a generous salary, soon owning an expensive apartment in well-to-do Chelsea. When questions were asked about his immigration status, Stevens quickly armed himself with an English fiancée - and not just any fiancée, but the daughter of Lord Howarth. The couple were married in September 1969.

It was a telephone call a month after his wedding that was to change Stevens' life forever. A porter at Ashbridge Cottage Hospital phoned the Chronicle to sell a tip about a patient whose blood was not even human. It was Stevens who took that call and headed to the hospital, where he got his first glimpse of the secret military organisation known as UNIT and learned of the shadowy figure of "John Smith". When Stevens' news copy was censored to remove all mention of UNIT, this only intrigued him further. The more that Stevens has learned about UNIT, the more his interest has grown. Strange events such as Black Thursday (when terrorists used "killer" dummies in attacks in the capital) and a mysterious plague causing dozens of deaths in London can be linked to UNIT activities, and an unknown informant provides Stevens with information via occasional phone calls. Just what is UNIT and their agenda? And who are "John Smith" or "the Doctor", apparently code-names for agents whose activities can be detected in incidents dating as far back as the Second World War?

James Stevens is dogged in his pursuit of the truth, even in the face of threatening messages or at the cost of his job and his marriage. A friendship with a former confidante of the Doctor, a psychologically damaged young woman called Dodo Chaplet, has provided further, almost unbelievable information and a new romance in Stevens' life. But just who is Stevens' anonymous source? Is he a mole inside Department C19 (see A6), the ministry acting as UNIT's liaison with the British Government? Or could he really be Victor Magister, the international criminal behind recent events at Devil's End? Or is James Stevens being manipulated in a game with the highest stakes, stakes somehow linked to the assassination of JFK back in 1963?

**JAMES STEVENS**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**

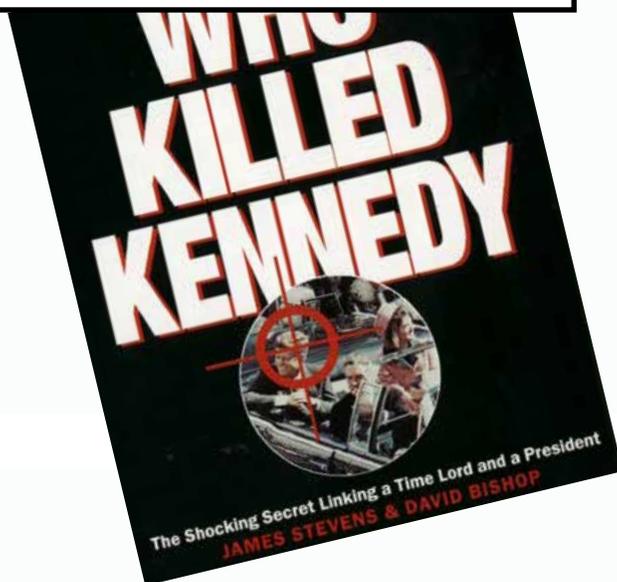
Athletics 3, Convince 4, Craft (writing) 3, Fighting 1, Knowledge 3 (AoE: The Kennedys), Subterfuge 4, Transport 2

**TRAITS**

Insatiable Curiosity  
Keen Senses (Minor) - sight  
Obsession (Major) - UNIT, "Doctor John Smith"  
Single-Minded (Minor) - gains 1 Story Point each time plans are interrupted  
Wealthy (Minor) - comfortable

**TECH LEVEL: 5**

**STORY POINTS: 6**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**KING PELADON** *(The Prisoner of Peladon)*

Peladon of Peladon was the king of the planet Peladon in the 39th century, when it was admitted to the Galactic Federation. He met and befriended the Third Doctor and Jo Grant in the final stages of establishing ties to the Federation.

Son of King Kellian and the human Ellua, Princess of Europa. Ellua was on a mission to the Galactic Federation base on Anlyas VII when she crash-landed on Peladon. When his father died, the boy king refused to take the throne, but the royal advisors Torbis and Hepesh convinced him to. Peladon wanted his planet to join the Federation, but Hepesh conspired against him, eventually taking the King hostage. Peladon was rescued by the Third Doctor and Jo Grant. In the wake of these events, he asked Jo to marry him, but she declined.

Five years after Peladon joined the Federation, Peladon opened his world to refugee Martians from the New Martian Republic, after the royal family on New Mars were overthrown and executed by Grand Marshall Raxlyr. Peladon invited the elder Martian, Lord Vaarnak, as spokesman. A Martian ship had been sabotaged, crashing near the citadel. While rushing to find survivors, Peladon found a recently-arrived Third Doctor aiding them. The Doctor only intended a short visit, but King Peladon insisted the Doctor stay to offer his counsel. As it turned out, the Doctor would help him solve Lord Vaarnak's murder.

When the murderer was revealed to be Lord Axlaar of Mars, it also came to light that he was involved in the kidnapping of Martian orphan girls, in an attempt to find the missing princess, Lixgaar. But Lixgaar had in fact been secreted away by Alpha Centauri (see A4), to the legendary tower of the "Prisoner of Peladon". King Peladon threw Axlaar from the tower in a blind rage rather than let her fall into his hands.

The next day, Peladon returned the Martian girls Axlaar had kidnapped in the search for the princess to their families, a ship having been arranged by Izlyr, the villain's death still very much on his conscience.

Peladon later married and had a daughter, Thalira. He told her stories of his time as king. He died while she was still young.

**OTHER KINGS OF PELADON**

The first absolute monarch of Peladon was King Sherak, who slew the despotic Erak, before the Citadel was built on Mount Megeshra. He appointed his father Gart the first King's Champion, and Uthron his first Chamberlain. The Citadel was built during his reign, over three years. Sherak died at the age of sixty-five. Looking ahead instead of back, Sarah Jane Smith's advice to Thalira radically re-shaped Pel society to give more rights to women. After Thalira's death, her son Tarrol became Monarch. Pel Monarchs have a biennial restatement of their vows to the throne of Peladon.

**KING PELADON**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**

Athletics 1, Convince 3 (AoE: Courtly intrigue, Diplomacy), Craft 2, Fighting 2, Knowledge 2

**TRAITS**

Attractive  
 Authority (Major) – King of the planet Peladon  
 Brave  
 Code of Conduct (Minor)  
 Friends – Peladon Royal Court  
 Noble  
 Obligation – to Peladon  
 Voice of Authority

**TECH LEVEL: 2**

**STORY POINTS: 10**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**LADY SOLENTI** (*The Suns of Caresh*)

Although not a member of the Celestial Intervention Agency, Lady Solenti occasionally acts as an agent for the Time Lords and usually operates in partnership with Lord Roche (see V16). Her services to Gallifrey may be the price of Solenti's apparent freedom to travel in time and space without restriction. In her current incarnation, Solenti has been blind for many decades, the result of an accident which she puts down to her own complacency. She does however possess highly refined senses of hearing and smell. But these only partially compensate for her loss of sight, so she is often accompanied by Jess, apparently a seeing-eye Labrador. Jess is however intelligent and Lady Solenti communicates with her telepathically, so she is unlikely to be just a mere dog.

The Doctor knows Lady Solenti of old, but he neither likes nor trusts her. In particular, he is aware that she can be very manipulative and deceitful to achieve her objectives. Even so, Solenti has been successful in talking the Doctor into doing her favours on several occasions in the past and usually uses his curiosity in order to engage him despite his better judgement. However, although she is perhaps an untrustworthy ally, Solenti has not taken Lord Roche's path and allowed her arrogance to lead her astray. She is not involved in his plans to save Caresh (see L3), for example, preferring to let nature take its course.

Lady Solenti's current incarnation is tall and of stately bearing, with straight brown hair showing flecks of grey. She complements her appearance by maintaining a dignified grace and coolness of character bordering on imperiousness. Solenti often wears simple but elegant clothes, typically a long white toga, a pair of sandals and a copper bracelet on each wrist. Although her eyes have been damaged, the neural pathways that deal with vision are intact so she will regain her sight when she next regenerates. Despite knowing this, Lady Solenti has chosen not to regenerate just yet but to wait until she is ready. Solenti has an affinity for the sea and spends much of her time at her beach house on the planet Lanare, which is two-thirds ocean and has very complex tides due to its many moons. She enjoys the natural wonders of the universe and, prior to her loss of sight, liked to witness anything from the death of a star to a particularly rare or beautiful eclipse. One of the few things that the Doctor admires Lady Solenti for is her appreciation of an excellent cup of tea.

Like Lord Roche's, Lady Solenti's TARDIS includes an atrium circuit (see G3). It also contains equipment that enables Jess to regenerate if the need arises, though in that eventuality she could end up as an entirely different breed of dog.

**JESS**

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

Skills: Athletics 2, Fighting 3, Knowledge 2, Subterfuge 3, Survival 2

Traits: Alien, Alien Appearance, Alien Senses (Minor: Tracking Scent), Brave, Natural Weapons (Minor: Teeth – Strength +2 damage)

Story Points: 3

**LADY SOLENTI**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	8	<b>STRENGTH</b>	3

**SKILLS**

Athletics 1, Convince 5, Knowledge 5, Science 4, Subterfuge 4, Technology 3, Transport 4

**TRAITS**

Charming  
Epicurean Tastes  
Feel the Turn of the Universe  
Gadget – Temporal Scanner  
Impaired Senses (Major) – Blind  
Keen Senses (Minor) – Hearing and smell  
Psychic  
Tailored Regeneration  
Technically Adept  
Telepathy  
Time Lord  
Time Lord (Experienced) x2  
Time Traveller – familiar with Tech levels 4 and 5  
Vortex

**EQUIPMENT**

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*, page 115);

Solenti's TARDIS includes an atrium circuit (see G2)

TARDIS key

Temporal Scanner – detects temporal activity and energies (Scan; 1 Story Point)

**TECH LEVEL: 10**

**STORY POINTS: 6**

**MARGERY PHIPPS** *(Council of War)*

In the early 1970s, Margery Phipps was the first environmentalist, indeed the first woman, in the long and illustrious history of Kettering Town Council to be elected to serve as a member of its august body. Margery was elected as the sole representative of the Harmony Party. As well as being an environmentalist, Margery is a pacifist (up to a point) and a feminist, and her frequent refrain is “Stop calling me Miss! It’s Ms!” Her book, *Love is All You Need*, which sets out Margery’s beliefs, was an instant hit and remained a bestseller for the next five centuries. But being a provincial town councillor was only the start of her political career and Margery’s rise to power culminated in her being elected as Prime Minister of Britain in 1992, in which role she was successful in brokering a deep and lasting peace between the nations of the world and was hailed a global hero.

But when Sergeant Benton meets Margery in the 1970s, her major successes all lie in the future – a future that will only come to pass if she writes her book in the first place. As a young woman in local politics at the time, Margery is used to being patronised, put down, belittled and ignored by her fellow council members. But she is determined to bring a new type of politics to Kettering and shake up the proceedings in the Town Hall. Margery normally wears dungarees and has her hair long and loose, neither of which do anything to win friends with the more mainstream politicians. When she does dress up and wear make-up, as she does when attending functions like the Kettering Town Council Christmas Party, Margery believes that it only makes her look like a tart.

It was while Sergeant Benton was working undercover at the Town Hall, secretly investigating a series of ghost sightings and a disappearance, that Margery discovered just how successful she will (or could) one day be, and the impact her beliefs will (or could) have on a distant planet in the far future. The people of that planet renamed their world Kettering (*see L10*) in honour of the peace that Margery indirectly brought to them. But when that peace meant that they could not defend themselves from alien aggressors and the planet was devastated, they turned on Margery and now view her as a criminal. The charges against her may be adumbrated as: the writing and publication of material of a seditious and treasonable nature liable to cause an escalation of the peace; the inculcation of a submissive tendency in society at large via the preparation, promotion and propagation of said manifesto; murder involuntary (1 count; that of the glorious leader of Kettering); and accessory to enslavement (483,912 counts).

How this discovery of her role in a future extraterrestrial disaster will affect Margery and her plans to write *Love is All You Need* remains to be seen. What does become clear though is that Margery’s pacifism has its limits and does not extend to sitting back while alien invaders trample all over you!

**MARGERY PHIPPS**

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

**SKILLS**

Athletics 2, Convince 3, Craft (Writing) 4, Knowledge 1, Subterfuge 2, Transport 2

**TRAITS**

Attractive  
Code of Conduct (Major) – Pacifism, feminism, environmentalism  
Distinctive

**TECH LEVEL: 5**

**STORY POINTS: 4**



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**THE NEDENAH** (*The Devil Goblins of Neptune*)

In a manner similar to the widespread occurrence of near-humans across the universe, there are several species of aliens matching the descriptions of the Greys of popular Earth mythology. And for some reason, many of them seem to have a fascination with the area around Roswell, New Mexico. But whether otherwise disparate species such as the Tzun and the Nedenah are related in some way is a matter of speculation only.

The Nedenah are short humanoids with pale bluish-grey skin, large domed heads, elliptical green eyes and slender limbs. Their blood is brownish yellow. Nedenah are mildly telepathic and can psychically generate a feeling of peace and calm. They are explorers and although they have been visiting Earth for thousands of years, have been concerned to avoid contaminating human culture. Their missions are ones of scientific observation and they have avoided direct contact wherever possible. Nevertheless, the Nedenah have had links for millennia with Australian Aboriginal tribesmen, who regard them as shy but wise travellers. Despite their frequent visits to Earth, the Nedenah are from a distant solar system. Although they are generally peaceful, they are ancient enemies of the Waro (*see V39*), a savage race originating on Triton, one of Neptune's moons.

The most iconic items of Nedenah technology are their spacecraft, which have the classic flying saucer design, almost like giant silver eggs. In an atmosphere, they are capable of travelling at 30 times the speed of sound, yet they are remarkably manoeuvrable and can come to complete stop in a second. The ships are opaque and windowless, but telepathically project the exterior view to those inside, giving the illusion of them being made of transparent material. If damaged, a ship can shed its outer layer, revealing an undamaged layer beneath. The Nedenah's security technology is heuristic in design, meaning that it learns from experience to create sub-optimal but rapid solutions to threats.

During their conflict with the Waro, the Nedenah have developed a chemical weapon which is able to shut off the genetic and chemical modifications that the Waro had placed on themselves to focus their anger and hatred at non-Waro. This chemical needs to be sprayed onto the target Waro, with the effect that they revert to their ancient ways and turn on each other. In game terms, this converts the Waro's Obsessive Hate trait so that they hate all life, not just non-Waro life.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In 1947, a Nedenah ship crashed near Roswell, New Mexico, and the surviving crew members were taken prisoner by the US military. Two subsequent Nedenah rescue missions were repulsed, the second by using weaponry reverse-engineered from salvaged Nedenah technology. The Nedenah captives were still imprisoned at Roswell when the Waro attempted their invasion of Earth in 1970. At least one example of Nedenah technology from the Roswell crash eventually found its way into the collection of Henry Van Statten in Utah in the early 21st Century.

NEDENAH



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

**SKILLS**  
Convince 1, Knowledge 3, Marksman 2, Medicine 3, Science 4, Technology 4, Transport 3

**TRAITS**  
Adversary – The Waro  
Alien  
Alien Appearance  
Aura – Calm  
Psychic

**TECH LEVEL: 7**

**STORY POINTS: 3-5**



**PRAXILIONS** (*Harvest of Time*)

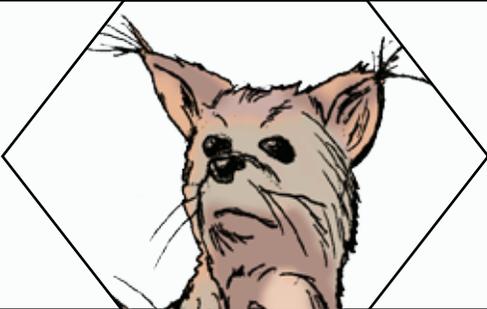
Billions of years in the future, the few remaining races of the universe are separated by expanding gulfs of space as the stars continue to move away from each other. Much of the old science has been forgotten and communication with other worlds is no longer possible. One of the remaining species is that of the Praxilions (of the planet Praxilion), who cannot help but feel that they have come too late to the party and have missed out on life in the legendary period of ancient history known as the EMTT, the Epoch of Mass Time Travel.

The Praxilions are a strange-looking people, perhaps most resembling large, furry caterpillars with canine heads. Their long pipe-cleaner bodies are bent into an L-shape and are covered in red fur with longitudinal white stripes. Praxilions have many limbs, including six pairs of arms each ending in a two-fingered hand. Although longer than a human is tall, their shape means that Praxilions only come up to a human knee. Praxilions are a gentle and peaceful people. The architecture of their settlements is based around domes and igloo-like structures, which tend to give them the appearance of frogspawn when seen from a distance. Larger towns and cities are towers of gleaming chrome.

Until the coming of their ruler, the Red Queen (*see A19*), Praxilion was a pre-industrial society. True, they had been through at least one technological golden age, but they had since slipped back into an agrarian civilisation. Although they retained legends of the wonders of the EMTT, it took the Red Queen to spur the Praxilions to rediscover the old technologies. When the vast ship called the Consolidator (*see L4*) appeared in their sky, they were able to develop the means to launch intrepid Praxilions into orbit to investigate it. They have since made a number of expeditions to the Consolidator and have recovered many technological artefacts from its vaults (with great loss of life). Most of these are so far advanced that the Praxilion scientists have little idea as to what they might do, let alone how to operate them. But the Praxilions believe that they will find their ultimate goal in the depths of the Consolidator: time travel devices which will enable them, at last, to venture back into the longed for EMTT. Unfortunately, in their exploration of the ship, they have also freed one of the deadliest races in the universe: the Sild (*see V31*).

When the Doctor and the Master visited Praxilion ten million years later, they found the planet to be a barren wasteland. Its oceans and atmosphere stripped by the Sild and its star now a red giant, the planet's surface is an irradiated vacuum and the Praxilions are extinct. Their once fabulous chrome cities have been reduced to piles of molten slag. Only the Red Queen survives, waiting out the eons in a stasis bubble.

**PRAXILION**



<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>1</b>

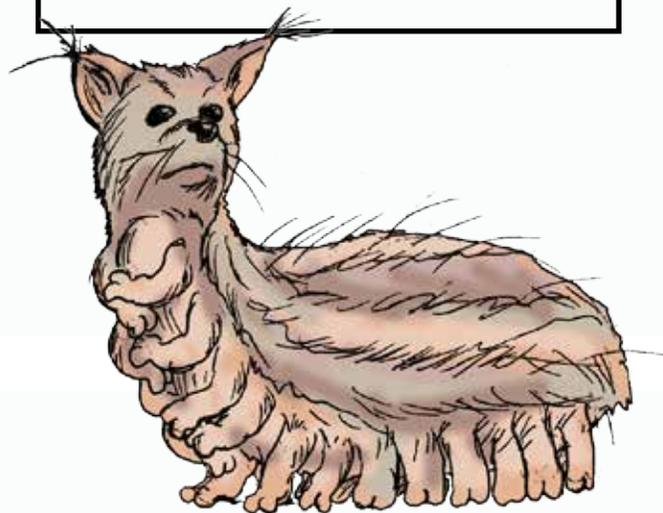
**SKILLS**  
Athletics 2, Convince 1, Fighting 2, Science 1, Technology 3

**TRAITS**  
Additional Limbs – legs provide +2 Speed and arms allow 1 additional action at no penalty  
Alien  
Alien Appearance  
Brave  
Quick Reflexes  
Size – Tiny (Minor)

**EQUIPMENT**  
Stun Rod: either S(S/S/S) or 5(2/5/7)

**TECH LEVEL:** 5

**STORY POINTS:** 3-5



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**RED QUEEN** (*Harvest of Time*)

Her Imperial Majesty Uxury Scuita, more commonly known as the Red Queen, is the ruler of the planet Praxilion (*see A18*), a world billions of years in the future, in a time long after most of the races of the universe have perished. However, she is actually a human. Her real name is Edwina “Eddie” McCrimmon, a Scottish oil company executive from the late 20th Century. Eddie was dumped on Praxilion when the lifeboat she was in was dragged from the North Sea through a time portal created by the Sild. The native Praxilions welcomed their visitor as a god and made her their queen. The Red Queen steered her subjects through a period of industrial and technological development, which in turn attracted the attentions of the Time Lord vessel known as the Consolidator (*see L4*). When the ship appeared in orbit over Praxilion, the Queen sent expeditions to explore its interior in search of the time travel technology she was certain lay within. The Queen’s lifespan has been extended enormously by technology recovered from the Consolidator and she ruled her adopted people for 2 million years before tragedy struck. In their exploration of the Consolidator, the Praxilions released the Sild from their eternal prison. These remorseless aggressors began their new reign of terror by conquering and laying waste to Praxilion, imposing half a million years of torment on its inhabitants before the Praxilions were finally wiped out. The Red Queen carries the Axumillary Orb (an object recovered from the Consolidator), a bomb powerful enough to destroy the entire planet but small enough to hold in the palm of a hand. The Orb forms the head of the Queen’s sceptre.

After 2 million years on Praxilion, the Red Queen bears little resemblance to Eddie McCrimmon, though she still has two fingers missing from an oilrig accident. Her long red hair has faded to white and although her ageing has been drastically slowed down, she appears old by any standard. The Red Queen is loved by her Praxilion subjects and she has governed them with fairness and compassion. At some point in her long life, she has gained the ability to compel obedience through the generation of neuronics – though she doesn’t need to use this on the Praxilions.

The Doctor and the Master also met the Red Queen at the very end of her life. Now 12 million years old, she survives only because her final few minutes of life has been eked out in a stasis field. The Red Queen is now extremely frail, with parchment skin and a mass of long white hair. She is now so old that she barely remembers who she really is and where she came from. All of the Queen’s Praxilion subjects have been wiped out by the Sild millions of years ago and she is alone apart from a robot servant who she has assigned to the Consolidator to wait for the arrival of the Doctor and the Master. This robot is in the form of a red metal spider the size of a house. It has a large spherical body and a smaller spherical head fitted with numerous talons and probes. Its multiple, piston-driven legs end in barbed spikes. The robot can survive and even propel itself in the vacuum of space.

**RED QUEEN**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	5
<b>COORDINATION</b>	1	<b>RESOLVE</b>	5
<b>INGENUITY</b>	4	<b>STRENGTH</b>	1

**SKILLS**

Convince 5, Craft 2, Knowledge 5

**TRAITS**

Authority – Queen  
Distinctive  
Friends (Minor) – Praxilions  
Hypnosis (Special)  
Indomitable  
Last of My Kind  
Obligation (Major) – Praxilions

**EQUIPMENT**

The Axumillary Orb

**TECH LEVEL: 5**

**STORY POINTS: 10**

**SPIDER ROBOT**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	1	<b>STRENGTH</b>	9

**SKILLS**

Fighting 5

**TRAITS**

Additional Limbs x3 (Legs), Alien Senses (low-light sensors), Armour (5 points), Climbing (Minor), Environmental (Major), Flight (Major; in space only), Natural Weapons – Spikes and Barbs (Strength +2 damage), Robot, Size – Huge (Major)

**STORY POINTS: 4**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**THEOPHILUS TOLLIVER** *(Countdown – The Eternal Present)*

With his mutton chop whiskers, tweed suit and deerstalker hat, Theophilus “Theo” Tolliver is the very image of the Victorian adventurer. Hailing from the London of 1897, Theo claims to be the inventor of the world’s first time machine. Setting aside the fact that he couldn’t have known about Edward Waterfield’s success in this area some thirty years previously (albeit dependent on Dalek technology), Theo has indeed built a functioning time machine and he has become an enthusiastic explorer of mankind’s future. The Doctor encountered Theo when they were both captured by the Time Police and taken to the 36th Century. Joining forces, they discovered New Britain to be under the thrall of a powerful master computer, which had frozen the population of Earth in a temporal stasis and outlawed time travel.

In many ways, Theo is a typical Victorian gentleman-scientist, having many of the mores and attitudes of his time, but with a zest for knowledge. Although old-fashioned by modern standards, he is nevertheless brave, resourceful and loyal to his friends. At various points, he was willing to put his own life in danger to rescue the Doctor. Theo’s time machine loosely resembles an ornate brass sleigh, with curving ski-like stands, a single bicycle seat for the traveller to sit on and the control levers and time engine in front of this. Apart from only being able to transport a single passenger, its major drawback is that it can travel in time but not in space. Theo therefore has to be careful that he does not bring the machine to a halt in a time when its location is occupied by a solid object, as the result would be disastrous! Fortunately, the time machine does not fully enter the Vortex, and Theo is able to observe his surroundings as he moves through time. If passing through solid matter, he can see only darkness, but the non-corporeal state of the machine and its passenger while in transit makes this safe until the machine comes to rest.

Theo is a friend of H.G. Wells and is clearly the unnamed time traveller of *The Time Machine*, indicating that the events of *Timelash* were not the only inspiration for Wells’ story. According to Wells’ account, Theo has travelled into the far future to witness the development of the human race over hundreds of thousands, even millions of years. But Theo could be encountered at any point in Earth’s history, past or future, and his sense of adventure and thirst for knowledge will doubtless lead him into trouble from time to time, from which the players will need to extricate him!

**THEOPHILUS TOLLIVER**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>5</b>	<b>STRENGTH</b>	<b>4</b>

**SKILLS**

Athletics 1, Convince 2, Fighting 2, Knowledge 2, Marksman 3, Science 4 (AoE: Temporal Physics), Survival 2, Technology 3, Transport 3

**TRAITS**

Boffin  
Brave  
Distinctive  
Insatiable Curiosity  
Run for Your Life!  
Technically Adept  
Vortex

**EQUIPMENT**

Time Machine

**TECH LEVEL: 4**

**STORY POINTS: 6**

**TIME MACHINE [Special Gadget]**

**Traits:** Vortex; Restrictions – one passenger only, and moves in time but not space

**Cost:** 5 Story Points



## UNIT PERSONNEL

Many UNIT personnel can be found in the *Defending the Earth: The UNIT Sourcebook* and the *Third Doctor Sourcebook*. The ones who played important roles in the Third Doctor's expanded adventures might be found below.

### **CORPORAL CAROL BELL** (*1st appearance in The Mind of Evil*)

Corporal Bell is a member of the Brigadier's personal staff (see *The Mind of Evil*, *The Claws of Axos*). Although often restricted to manning the phones or checking the files, she occasionally has the opportunity to undertake more interesting work. Not without technical ability, she sometimes assists Sergeant Osgood when given the chance. Bell was one of UNIT's initial personnel (see *The Scales of Injustice*) and had gained the Brigadier's trust, making it all the more shocking when she was revealed as having betrayed UNIT to the Conclave (see *V5*). Due to the extenuating circumstances of the Conclave holding her brother hostage (see *The Face of the Enemy*), Bell has been allowed to remain with UNIT and the incident will have no lasting damage on her career. Bell is later promoted to sergeant (by *Speed of Flight*) and captain (mentioned in *The Left-Handed Hummingbird*). She leaves UNIT in 1979 to pursue a career in the weapons development industry (see *Interference – Book Two*) and is married with one child by 1989 (see *Business Unusual*). Tragically, a car accident later leaves her with brain damage (see *The Left-Handed Hummingbird*).

**NOTABLE TRAITS:** Dependent (Minor: Bell's brother can occasionally provide complications)

### **LIEUTENANT BERESFORD** (*The Face of the Enemy*)

Lieutenant Beresford joined UNIT as a replacement for Mike Yates when Yates was promoted to captain. A large man, Beresford has the air more of an amateur rugby player than an army officer. Although normally dependable, his UNIT career had a rocky start when a suspect he was carrying out surveillance on was murdered without Beresford noticing anything untoward. This was partly due to his inexperience at the time, but the Lieutenant often doesn't show much in the way of imagination. Even when he has got a few missions under his belt, Beresford still doesn't take the bizarre threats that UNIT faces seriously until shown some hard evidence. Despite his limitations, Beresford is later promoted, reaching the rank of major by the time of the Krynoid incident and deputising for the Brigadier while he is unavailable (see *The Seeds of Doom*).

**NOTABLE TRAITS:** By the Book, Military Rank (Major: Lieutenant)

### **SERGEANT ROBIN MARSHALL** (*Shadow of the Past*)

Robin Marshall was Benton's immediate predecessor as the sergeant among Lethbridge-Stewart's immediate staff and might appear in any adventures with a Season 7 setting. Although still young, Marshall is a career soldier who isn't fazed by the strangeness he has regularly encountered since transferring into UNIT. It would be wrong to say that he is hardened to any loss of life among his men, but he believes that they are soldiers doing what is expected of them: putting their own lives on the line to save others. Accordingly, Sergeant Marshall will not flinch from his duty even in the face of certain death, and expects the troops

under him to act likewise. He is particularly protective of UNIT's civilian personnel and has taken a shine to Liz Shaw.

**NOTABLE TRAITS:** Code of Conduct (Major, instead of the usual Minor), Military Rank (Minor: Sergeant)

### **CORPORAL TOM OSGOOD** (*1st appearance in The Daemons*)

Corporal Osgood joined UNIT as a technical officer just before the 3rd Doctor's arrival (see *The Eye of the Giant*). He is technically proficient and can fix anything normal, like radios, radars and computer mainframes, but he openly admits to being baffled by some of the things the Doctor comes up with. By the time of the Devil's End incident, Osgood has been promoted to sergeant (see *The Daemons*), and by 2001 he is in his fifties and working as UNIT's scientific advisor (see *The Shadow in the Glass*).

**NOTABLE TRAITS:** Face in the Crowd, Technically Adept, later gains Military Rank (Minor: Sergeant)

### **CORPORAL HANNAH ROBINSON** (*Rags*)

The deaths of Corporal Robinson's parents in a car crash have made her a tougher person than she might otherwise be. The fact that the accident was in some way caused by a group of stoned hippies only directs her resentment towards them in particular. But she is an excellent marksman and a good soldier, always ready for action and not afraid to voice her opinion – perhaps even to the point of insubordination. The effect of her parents' fates on her makes Robinson a little vulnerable to the mental influence of certain malign forces, such as the Ragman (see *V24*). Her antagonism towards the underclasses of the Ragman's army (see *L21*) displays itself as a hot-headed desire to deal with them in the most direct and violent means.

**NOTABLE TRAITS:** Attractive, Crack Shot, Emotional Complication (Minor)\*

\* Emotional Complication is a Minor/Major Bad Trait from the *Primeval RPG*. At the Minor level, your emotions sometimes get in the way but don't stop you doing your job. You may need to pay a Story Point to override your emotional drives now and then.

### **CAPTAIN VALENTINA SHUSKIN** (*The Devil Goblins from Neptune*)

Soviet officer who served with the Soviet Spetsnaz marines for five years before joining her country's branch of UNIT some time in 1968, after her boyfriend defected to the West. She, however, remains unshakeably loyal to her country. In 1970, now a Captain, she is sent to Britain to kidnap the Doctor, after petitioning Geneva for two months about a situation in Siberia involving the Waro (see *V39*). She proves adept at passing for a British citizen and local hippie, during which time she easily seduces one Captain Mike Yates. Finally bringing the Doctor back to the U.S.S.R. on his own terms, she is forced to help him (and Liz Shaw) survive after the aliens down their helicopter, from there going to Nevada to deal more finally with the threat, despite there being a Cold War on. She was, by all accounts, very pretty, with dark hair, bright-green eyes and a charming smile, and is probably one of the most competent UNIT agents anyone is ever likely to meet.

**NOTABLE TRAITS:** Attractive, Devotion (to USSR), Crack Shot, Military Rank (Major x2: Captain)

# MONSTERS AND VILLAINS

## ARMIDIANS *(Vengeance of the Stones)*

The Armidians are a race of explorers from the planet Tharas. Tharas is the fourth planet in the Valerian system and has a single moon named Krata. During the height of their civilization, Tharan research teams were sent all through space. Their mission was to seek out planets similar to their own and then learn everything there was to know about their inhabitants, minerals, and wildlife. Their intent was to find resources they could take back to their homeworld.

Around the year 2000 B.C. a group of ten Armidians came to Earth. They made a study of the world and set up data collectors around the island of Britain inside stone circles. This caught on with the natives who started using such “recumbent stones” in their own rituals. Eventually, the primitive human tribes attacked the Armidians who were unprepared for their savage ferocity. Six of their number were killed and four were left for dead. They sought shelter in life pods, which healed them and kept them in suspended animation until some roadwork overhead disturbed the systems and awakened them. They later learned that Tharas had been destroyed in an interplanetary war approximately a thousand years after they left, around the Earth year 1000 B.C.

Armidians average about eight feet in height and are very thin. Their features are similar to those of humans, but they have extended faces which make them seem stretched out. Their skin also has an unearthly translucent quality. They wear severe grey jackets and trousers. When manipulating Tharan stones, they wear a gauntlet made out of a grey material on their right hand.

Armidian science depends on their relationship with Tharan stones (*see G7*). A Tharan stone is a blue rock mined from pure tharacite, a mineral found on the Armidian homeworld. Armidians have a telepathic affinity with tharacite and using a Tharan stone, they can manipulate the forces within all igneous rocks. When a Tharan stone is in use, it glows with a blue, orange, and red light. Some of the powers granted to the Armidians by the Tharan stone are energy force projection, force fields, intangibility, and teleportation. Their technology also allows them to turn native stone into data collectors, devices which store information in an extradimensional plane. On Earth, their technology works particularly well with granite and serpentine. The Armidians also have the technology to construct perception filters.

### ARMIDIAN



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

#### SKILLS

Convince 1, Knowledge 3, Marksman 2, Medicine 2, Science 3 (AoE: Geology), Technology 2

#### TRAITS

Alien  
Alien Appearance  
Arrogant  
Psychic  
Telepathy  
*After the destruction of their homeworld add the following Traits:*  
Last of My Kind  
Obsession (Major) – Create new homeworld

#### EQUIPMENT

Tharan Gauntlet

#### TECH LEVEL: 6

#### STORY POINTS: 3-5

#### Adventure Seed: *Volcano Day*

Your TARDISEers arrive on the volcanic world of Tigus. They discover that Armidians have arrived as well, intending to harness the energies of this volcanic world to use as a weapon in an interplanetary war. They must work out how to stop them on a planet that makes their power nigh invincible.



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**BLATHERIANS** (*Council of War*)

The Blatherians are a race of giant cockroaches with vicious pincers and a bulletproof shell like 2-inch armour plate. Their only known weakness is that they are vulnerable to low temperatures and will fall into torpor if they get too cold.

The Third Doctor has met these planetary strip-miners several times, one of which was on the planet Kettering, which they invaded some time after its humanoid population devoted itself to pacifist pursuits, selling most of the population into slavery. If the Blatherians learn that there are still people living on Kettering (see *L10*), they won't hesitate to return and enslave them too.

**Adventure Seed: Bugs**

When an entire country farm falls into a sinkhole, your UNIT team investigates. It seems like a giant ant hill has gotten too close to the surface and its tunnels collapsed under the weight of man-made structures. But what kind of ants could build something like this? Answer: No ants at all, but the precursor to a bug-eyed invasion – or infestation – unparalleled in Earth history!

**BLATHERIAN**

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

**SKILLS**

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

**TRAITS**

Alien  
Alien Appearance  
Armour (8 points)  
Natural Weapon – Pincers: Strength +2 damage  
Weakness (Minor) – Cold causes Blatherians to fall into torpor

TECH LEVEL: 7

STORY POINTS: 3-5



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**BLUE CYBERMEN** *(The Blue Tooth)*

Prior to the Cybermen's planned invasion of Earth in the 1960's, a Cyber scout ship was sent to do reconnaissance on our world. The ship crashed, burying itself deep within the Earth and killing its pilot. It lay undisturbed until dentist Gareth Arnold stumbled upon it. The ship was full of scientific equipment that he didn't understand, but which nevertheless fascinated him. He began to experiment with what he found and eventually grafted the Cyberman's torso and legs to his own body. The cybernetic enhancements allowed him to mentally communicate with the ship's computer. Arnold was a lonely man and the idea of making others like him was irresistible. Using the information in the computer and the materials aboard the ship, he was able to devise a living metal, which would convert a human being into a Cyberman. What he didn't realize was that he would no longer care about being lonely. Reborn as a Cyberman, Arnold only wished to conquer, convert, command, and survive.

Blue Cybermen are created from a form of living metal which must be introduced into a human body. This is usually done with a dental implant in the shape of a tooth, but other means are possible as well. The implant grows into a small cybermat, which burrows into the host body and begins dispensing and guiding the living metal. It also creates a mental link between the cybermat and its host, causing the host to obey certain simple commands. The cybermats direct the hosts to consume the raw materials they require and then use the living metal to fuse those materials with the living flesh they inhabit. These cybermats can also act independently, consuming raw materials by spraying the blue liquid on inanimate objects and then burrowing into a human body to begin the conversion process.

A person undergoing the conversion process experiences a great deal of disorientation and is often confused about what is going on around them. They have an aversion to light and bright light such as direct sunlight causes them migraines. The skin begins taking on a bluish hue as the bones start becoming infused with the living metal. Eventually, the cybermat activates a homing device and its connection to the host's mind causes them to seek out the crashed Cyber scout ship. There, the conversion process can proceed under controlled conditions. The host will do anything necessary to carry out the homing drive. When the conversion is fully complete, the Cyberman resembles a model 4 Cyberman except that they are blue in color and lack the chest units, handle like attachments on the head, and the ring-like extensions on either side of the head. These Cybermen and their cybermats are vulnerable to phosphorus tribromide, which slows the reaction of the living metal to virtually zero, causing things made out of it to freeze temporarily.

**BLUE CYBERMAN**

<b>AWARENESS</b>	<b>2</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>2</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>7</b>

**SKILLS**

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

**TRAITS**

Alien  
Alien Appearance (Major)  
Armour (5 points)  
Cyborg  
Environmental (Minor): Space  
Fear Factor 3  
Networked (Major)  
Slow  
Technically Adept  
Weakness (Major): Phosphorus Tribromide

**TECH LEVEL: 6****STORY POINTS: 3-6****BLUE CYBERMAT**

**ATTRIBUTES:** Awareness 4, Coordination 4, Ingenuity 2, Presence 1, Resolve 5, Strength 5 (push/pull)

**SKILLS:** Athletics 5, Fighting 2, Marksman 4, Subterfuge 5, Survival 2, Technology 3, Transport 3

**TRAITS:** Alien, Alien Appearance (Major), Alien Senses (infrared and ultraviolet vision, and brainwave detection), Armour (5 points), Burrowing (earth or flesh), Climbing, Cyborg, Enslaved (Cybermen), Infection, Jumping, Natural Weapon (Bite: 1/3/4), Possess, Sense of Direction, Size: Tiny (Major), Weakness (Major): Phosphorus Tribromide

**STORY POINTS: 1**

## THE CHILDREN OF DESTINY *(Verdigris)*

How should you refer to the next stage of human evolution? The tomorrow people, perhaps? A quartet of young people who developed telepathic and other psychic abilities in the early 1970s called themselves the Children of Destiny. Kevin, Peter, Mary and Marsha display a range of special powers including telepathy and telekinesis, as well as a degree of mind control. Originally banding together to help each other with their developing powers, the Children of Destiny believe that they are in contact with the Galactic Federation, a telepathic gestalt of the most advanced and evolved races from across the galaxy. The Children are secretly working to prepare mankind to join the Federation.

The Children of Destiny have a secret underground base in South London which contains many scientific marvels, including their electronic mentor, Simon. Simon is built into the infrastructure of the base. His node is a glowing, brain-like device set into the ceiling of the central chamber, all coruscating colours and bright sparks, surrounded by pulsating cables. The base is equipped with all manner of useful things, such as space suits and teleport tubes enabling the Children to jaunt around the country instantaneously. Simon can control all of the base's systems, including the teleport tubes and communications, and allowing him to produce food and drink at will for the Children.

The Children usually dress in futuristic white jumpsuits. Under Simon's guidance, they are rather prim and proper, not smoking or touching alcohol, and being reproachful towards those who do. They also regard the Doctor as evil and UNIT as a fraud, believing them to have invented the alien invasions that they supposedly tackle. In fact, they view the Doctor's activities on Earth as discrediting the planet in the eyes of the Galactic Federation and are attempting to expose him to the proper authorities. As part of their plan, they have telepathically influenced UNIT personnel to forget their real roles and many of them are now working at a supermarket in a neighbouring town!

### **SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In reality, the Children of Destiny have been manipulated by the mysterious figure known as Verdigris (see V35). It is he who has provided the advanced technology of their secret base, including Simon. It is he who has invented the fictitious Galactic Federation to fool the Children. And it is he who provided the Children



### CHILD OF DESTINY



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

**SKILLS**  
Athletics 2, Convince 3, Knowledge 1, Science 2, Subterfuge 3, Technology 3

**TRAITS**  
Distinctive – white jumpsuit  
Hypnosis (Major)  
Psychic  
Technically Adept  
Telekinesis  
Telepathy

**TECH LEVEL: 5**

**STORY POINTS: 3-5**

with the know-how to build the deadly robot sheep which Jo encountered in an otherwise deserted UNIT HQ. The Children of Destiny are merely Verdigris' pawns, being used by him purely for his own ends.

### SIMON

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

Skills: Convince 2, Knowledge 4, Science 5, Technology 5  
Traits: Armour (5 points), Networked (Major: the base's systems), Robot, Slow (Major: Immobile), Transmit

Story Points: 4

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**THE CONCLAVE** (*The Face of the Enemy*)

When the Doctor escaped from the massive volcanic eruptions caused by the Inferno Project on a parallel Earth, he had believed that world to have been totally destroyed. True, on I-Day the Project cracked the Earth's crust like an eggshell and the pockets of Stahlmann's gas ruptured. Great Britain was destroyed within hours; the rest of Europe by the following day. The explosive decompression of the gas pockets sent shockwaves strong enough to shift faults all around the planet. Further eruptions around the Ring of Fire took care of the rest of the world within 36 hours after that. But there were survivors.

This Earth had been divided into five geopolitical regions: the Republic of Great Britain, representing Europe; the American Confederation, representing the Americas; India; White Russia; and the Asian Co-Prosperty Sphere. There were some significant differences in the history of this Earth compared to ours: Britain was a republican dictatorship; the South had won the American Civil War; the Russian Revolution of 1917 had not taken place, or at least had been defeated; Britain and Russia had divided Europe up between them, so there had been no Second World War. In this world, it had not been the Doctor who had saved the planet from the Great Intelligence, but an alternate and more philanthropic version of the Master, still called Koschei (see Ailla in *The Second Doctor Expanded Universe Sourcebook*). Unfortunately, Koschei's TARDIS had been damaged in the attempt and he was taken prisoner by the British Republic.

To ensure world peace, the leaders of the five regions had formed a super-cabinet called the Conclave, an organisation perhaps most analogous to the UN Security Council. They had built an extensive lunar complex called Copernicus Base, using technology stolen from alien visitors to Earth. Most of the leaders had managed to escape there with their staffs prior to the worst of the destruction, and these two hundred or so people are all that survives of the human race. The British leader had been killed in the initial stages of the catastrophe and was replaced by the most senior surviving member of his administration, Marianne Kyle, formerly Commander of the Republican Security Force.

Not content with presiding over a ruined world from their moonbase, the Conclave has cannibalised technology salvaged from Koschei's TARDIS to create a means of breaching the dimensional barrier between their Earth and ours. It has also kept Koschei imprisoned on the moon, and has tortured him to extract useful information. He is now barely alive and on his final reincarnation. Now Commander of the Conclave's Security Council, Marianne Kyle is leading the attempt to infiltrate our world, sending the Conclave's people through to replace their doppelgangers, who are killed and disposed of. As most of the members of the Conclave are people in authority, whether politicians, military leaders or scientists, the people they are replacing are likewise prominent in their fields. The Conclave are effectively planning to take control of our Earth by stealth.

Marianne Kyle is short, no more than five foot two, but very

voluptuous even in her usual smart suit. Her jet black hair is cropped short with only the vaguest hint of a side parting, and looks soft and smooth like velvet. She radiates vitality. Kyle is very ambitious and is ruthless with those who fail her. She also has the skills to back up her determination. Marianne Kyle is an effective field commander and is unafraid to lead by example, spending much of her time on our Earth to ensure her plans run smoothly.

**MARIANNE KYLE**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**

Athletics 2, Convince 4 (AoE: Interrogation), Craft 3 (Cooking, Dancing), Fighting 3, Knowledge 2, Marksman 4, Subterfuge 4, Survival 1, Technology 3, Transport 3

**TRAITS**

Alternative Existence (-2 penalty on rolls requiring knowledge of our Earth; see *The First Doctor Expanded Universe Sourcebook*)  
 Attractive  
 Authority (Major)  
 Brave  
 Quick Reflexes  
 Voice of Authority

**EQUIPMENT**

Heckler & Koch VP70 pistol: 5(2/5/7)

**TECH LEVEL: 5****STORY POINTS: 8**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**CREI** (*Midnight in the Café of the Black Madonna*)

Imagine an eight ton quadrupedal pachyderm in hi-tech combat armour and you have some idea of what a member of the Crei military looks like. If you get closer, you see that it isn't quite the same as an elephant. Yes, it has large flapping and relatively fragile ears, a pair of impressive tusks and a flexible trunk, but these are superficial similarities. A Crei has a domed head, for example, and its trunk acts as the creature's manipulatory limb and has four sensitive nodules at its tip. The tusks are carved to signify rank. Crei can hear into the subsonic frequencies, enhanced by the soles of their feet being able to detect vibrations which carry further through the ground than through the air. Despite their bulk, Crei are fast and remarkably agile. One was able to leap over the Doctor in mid-charge, grab him with its trunk, hold him out of harm's way beneath its tusks and land safely (if somewhat bruisingly) with a rolling somersault. True, the Doctor was rendered unconscious by this feat, but it was still an impressive manoeuvre for such a large creature.

The Crei Imperative has developed to the level of hypertemporal technology, an advanced form of time travel. They can freeze time and remove large areas of a planet's surface from the time-space continuum if they need to isolate them for their military operations. Because of their size, Crei equipment, vehicles and buildings are all built on an enormous scale relative to that of most other species, and many of their weapons and tools would be too heavy for most humans even to lift, let alone use easily. The hangers of their time-space ships are big enough to contain an entire city. Their vehicles are operated by knee controls as well as the Crei's trunk nodules.

The Imperative is a military-based society and they are almost always at war with one enemy or another. Higher ranks are denoted by more ornately carved tusks and more intricately decorated armour, and the height at which a Crei carries its trunk is determined by its place in the military order. The Crei are a literal-minded species, with metaphor being discouraged (especially in the military) and therefore likely to be lost on them.

Crei soldiers wear combat armour, a powered exoskeleton which both provides a measure of protection and boosts its wearer's already impressive strength. The armour's controls and communications are in its chest plate. When switched on, the wearer's location can be pinpointed by the central command unit and it can be controlled remotely if necessary, such as to freeze any rogue soldier in its tracks, making it a prisoner inside the suit.

**CREI SOLDIER**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>5</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>3</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>10</b>

**SKILLS**

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

**TRAITS**

Alien  
Alien Appearance  
Alien Senses – Subsonics  
By the Book  
Fast (Minor)  
Keen Senses - Hearing  
Size – Huge (Minor)  
Tough

Officers also have the Military Rank Trait

**EQUIPMENT**

Energy Blaster: 7(3/7/10)  
Combat Armour

**TECH LEVEL: 9**

**STORY POINTS: 4-6**

**CREI COMBAT ARMOUR [Special Gadget]**

**Traits:** Armour (Minor: 5 points), Augment (Major: additional 3 Strength), Scan (Minor), Transmit (Minor), Restriction (Major: armour can be located and controlled remotely)

**Cost: 4 points**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE CURIA OF NINETEEN *(The Suns of Caresh)*

Within the maelstrom of the Vortex, there exist small pockets of stability. Once such is the Realm, an intricate mathematical construct mapped onto a region of space-time and otherwise independent of and intangible to the universe at large. This is the creation of the Curia of Nineteen, rulers of a mysterious people referred to by the Time Lords as the Vortex Dwellers. The appearance of the Vortex Dwellers is as a flickering patch of brightness, roughly humanoid in outline.

The Curia are very protective of their secrecy and are concerned to not allow their existence to become more common knowledge. Accordingly, they have very little interaction with outside cultures, and view even the Time Lords with suspicion. The Realm is a pocket dimension consisting of seven tiers of elegant architecture, landscape and nature under the transparent dome of an artificial sky. From a position looking down on the Realm from within the Vortex (if such a thing is possible), it resembles a jewel-like world of layered discs floating serenely in the red-brown swirl of the surrounding chaos. The region of space-time that the Realm is mapped onto corresponds to a point in our continuum midway between Ember and Beacon, the twin suns of Caresh (*see L3*).

The nineteen members of the Curia gather at the Palace of Equilibrium, from where they govern the Realm. The Vortex Dwellers have a lot in common with the Time Lords, perhaps more than either of them realise. Each is capable of wielding great power, but each has sealed itself off from the wider multiverse, preferring to busy itself with its own internal politics. The Curia have great powers from their manipulation of mathematics, similar to Block Transfer Computations.

The Curia secretly cultivate Furies as their hunters and sentries. Furies are savage predators of the Vortex, and their use by the Curia would attract the ire of the Time Lords if they ever found out. When they manifest themselves in the space-time universe, Furies resemble rearing snakes with jackal-like heads. When they hunt, they primarily seek out their victims by mindscent, the spore of mental activity unique to every living thing (though it is easier for them to distinguish between different species than between two individuals of the same species). When they attack they turn flesh to stone, their mere proximity being enough to start this process in their intended victim. They have other peculiarities too; they are not invisible but, in a manner similar to the Silence, only their intended victims and Time Lords remember seeing them. Nobody else does, and even electronic devices fail to record them. As creatures of the Vortex, Furies can outrace a TARDIS in their own element. On Earth, or anywhere else in the space-time continuum, they are comparatively sluggish. Cut off from the Vortex (perhaps trapped in our realm or held within a TARDIS), Furies will eventually starve to death, though this may take a thousand years or more so it is wise not to rely on this weakness!

## MEMBER OF THE CURIA



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

## SKILLS

Convince 5, Craft 3, Knowledge 4, Marksman 1, Science 6 (AoE: Mathematics), Subterfuge 2, Technology 3

## TRAITS

Alien  
Alien Appearance  
Block Transfer Specialist – The Curia can use this to create physical objects (as described in *The Fourth Doctor Sourcebook*)  
Code of Conduct (Major) - Secrecy  
Feel the Turn of the Universe  
Indomitable  
Psychic  
Vortex

TECH LEVEL: 9

STORY POINTS: 8-12

## FURY

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

**Skills:** Athletics 3, Fighting 4, Subterfuge 2, Survival 3

**Traits:** Alien, Alien Appearance, Alien Senses – Mindscent, Fear Factor 2, Natural Weapon (Major: Petrify - In close proximity, Furies turn their victims to stone, causing 6(3/6/9) damage per Round), Special – Memory Proof (Special: Similar to the Silence, but does not affect their intended victims or Time Lords), Special – Vortex Predator (Special: In the Vortex, Furies gain Quick Reflexes and can move faster than a speeding TARDIS!), Tough, Vortex

**Story Points:** 1-3

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**DIAMOND JACK** *(The Magician's Oath)*

Diamond Jack appears to be an ordinary street performer, displaying various magical tricks in return for money. Yet, he draws crowds far larger than an ordinary street performer, and his feats of magic go well beyond the ordinary sleight of hand and simple illusions the profession normally displays. Jack's vanishing acts actually cause people to vanish and reappear elsewhere. He's able to read the minds of the crowd and this coupled with his natural charisma allows him to command the rapt attention of almost all onlookers. Unfortunately, his performances are always accompanied by a drop in temperature. This drop becomes more severe as he performs greater feats of magic. It can even cause flash-freezing and kill anyone within its area of effect.

Jack is in fact, a convict from an unspecified world. The justice system on that world splits a convicted criminal into three parts. The memory is removed and housed in a back-up drive to serve as evidence. The mind without memory is housed in a new body that will blend in on the convict's new home. The original body now only able to operate on instinct is left within the prison ship. As a result, Jack is a fairly amiable person who doesn't understand that his feats of magic can cause grave consequences for those around him. Some of his old personality may surface when threatened, but he also lacks the ability to make new memories, so reverts to the Diamond Jack persona within a few minutes. If his memory is restored, Jack becomes a sadist. Knowing that he can never return to his own world, he wishes to inflict as much pain on the Earth as possible and views it and its people as his playthings.

Jack's human form is intended to blend in with the local population and is a fairly non-descript human male. His alien form stands 10 feet tall with insect-like legs. It is thin and spindly, but muscular too. It has no eyes to speak of, just one vast mouth sitting in the center of its face, pincers hang from it like a leech's. In either form, Jack has incredibly advanced psionic powers, but needs energy to make them work. This can either come from an actual power source or can be drained from the ambient heat of the air.

**SPECIAL BAD TRAIT – ENERGY DRAIN**

Some psionic races can only access their abilities by draining energy from other sources. A character with Energy Drain is not able to use any psychic, telekinetic, telepathic, or teleportational ability without draining energy. They must make a Clairvoyance roll to locate a suitable source of energy, anything from a power plant to the ambient air to the kinetic energy of a bullet (GM's discretion how much energy is available from any given source). If the character is taking energy from the ambient air then the temperature should drop by 10 degrees Celsius for each round energy is taken.

**DIAMOND JACK**

<b>AWARENESS</b>	2/5*	<b>PRESENCE</b>	6
<b>COORDINATION</b>	3/6**	<b>RESOLVE</b>	2/4*
<b>INGENUITY</b>	2/4*	<b>STRENGTH</b>	3/6**

**SKILLS**

Athletics 1/3\*, Convince 3 (AoE: Fast Talk), Fighting 1/3\*, Knowledge 0/2\*, Marksman 2, Subterfuge 3 (AoE: Sleight of Hand), Survival 2

**TRAITS**

Alien\*\*  
 Additional Limbs (2)\*\*  
 Alien Appearance\*\*  
 Alien Senses – Jack can read the molecular make-up of anything that he can see  
 Amnesia (Major)  
 Clairvoyance  
 Climbing\*\*  
 Dark Secret (Major) – Intergalactic criminal\*  
 Face in the Crowd  
 Forgetful  
 Outcast  
 Possess  
 Psychic  
 Special : Energy Drain  
 Special: Molecular Telekinesis (see V14)  
 Special: Psychic Leech – Ability to erase minds.  
 Make a mind reading roll as normal, but success means any thoughts read are erased from the target's mind.  
 Special: Telekinetic Blast (4/L/L)  
 Telekinesis  
 Telepathy  
 Teleport

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

\*With memory restored

\*\*Alien body

**EXTRACTORS** *(The Mind Extractors)*

Despite their appearance, the things known as Extractors are not truly living creatures. They are actually artificial bodies created by an unknown alien force which can project its consciousness across the cosmos to animate them for its sinister purposes. Although looking vaguely human and able to pass for one at a distance, up close the differences are obvious. The Doctor referred to the Extractors as “pseudo-men”. The face looks as if it were formed from liquid flesh poured into a mould, rather than grown naturally; the eyes are dull, but with a pinpoint of light in them; and the head and face are totally without hair. Protruding from the mouth, which itself is formed by two blubbery rolls instead of lips, is a thin white tube which can be mistaken for a cigarette. Indeed, as the pseudo-man carries out its inhuman mission, this tube begins to emit a smoke-like vapour, further adding to the illusion.

Extractors are designed to undertake a singularly unpleasant task, that of mind extraction. The vapour issued from the thing’s white tube is an anaesthetic gas which acts both to conceal the presence of the pseudo-man and to put its victims into a deep slumber. The tube then extends and gropes leech-like to make contact with the victim and drain his or her mind and memories completely. The subject is left totally mindless, unable to speak or even feed themselves. The condition is permanent and, so far as modern medical science knows, irreversible.

The Doctor believes that the pseudo-men are delivered to a target planet by conventional spaceship, but that the memories stolen from the victims are broadcast by the Extractor back to its alien operator wherever they may be, perhaps even across universes. The reasons for their abhorrent activity are unclear. The Doctor was able to briefly communicate with the mind controlling an Extractor, but only learnt that the alien force regarded the process merely as a short-cut to obtaining knowledge. But whether that knowledge is a means to evaluate planets for invasion or is an end in its own right is not known.

An Extractor needs a regular supply of energy to continue to operate, though the means of acquiring this is not clear. It may be as basic as recharging from an electrical source or it may require the absorption of certain chemicals. As with much about the Extractors and their controllers, we just don’t know. But without recharging, an Extractor will only operate for a number of hours equal to its Resolve before becoming spent. Once that happens, the controlling intelligence is withdrawn and the pseudo-man collapses and is inert. The remaining body quickly begins to decompose, rotting away totally within a matter of hours and leaving only a pile of empty clothing behind. However, until it is fully dissipated, an Extractor can be reactivated by the alien consciousness so long as it can quickly find a means to recharge its energy reserves, rising as if from the dead.

**EXTRACTOR**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	5	<b>STRENGTH</b>	5

**SKILLS**

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

**TRAITS**

Alien

Alien Appearance

Dependency – Energy recharge

Fear Factor 1

Natural Weapon – Vapour Cloud: S(-/S/S) to all within a 3 metre radius of the Extractor

Natural Weapon – Mind Extraction: 2(1/2/3) points of damage split among Ingenuity, Presence and Resolve per Round of contact, ignoring Armour and the like (once all reach zero, the condition is permanent)

Special Trait – Bodily Dissolution (body totally rots away without trace within hours of becoming inert)

Tough

Transmit

**TECH LEVEL: 7**

**STORY POINTS: 2-4**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**GADERENE** *(Last of the Gaderene)*

The Gaderene are small, white, spindly arthropods with semi-transparent shells and large, dark eyes, in Earth terms, somewhere between a crab and a worm. Their embryos have the capacity to “convert” humans, embedding themselves in their throats, and use them for menial tasks and brute force, but are incapable of more sophisticated control of their hosts. If an embryo is allowed to age inside its host, its possession becomes more complete. After inhabiting a human host for thirty years, the Doctor hypothesized that one such Gaderene’s human body was now actually a part of her. Humans possessed (or converted) by Gaderene embryos have their personalities suppressed, making them virtually impossible to hypnotize. These hosts are, however, vulnerable to nitrous oxide, which makes them expel the parasitic embryos. Hosts recover, Gaderene die.

Little is known of the Gaderene’s social or political hierarchy. Twelve elders rule the Gaderene, and there is a group of Gaderene called the Apothecaries that tend the other Gaderene while they are in stasis and oversaw the attempted transference to Earth; they pledged to remain behind on their planet and witness its end. They have a powerful telepathic bond which can be exploited; killing their scout, Bliss, for example, kill all the embryos and her gigantic mutant sibling that were telepathically slaved to her.

They travelled to Earth, through space, by matter transference, but without a complete set of matter transference encoders, only their virtually mindless embryos, not their adults, were able to do so safely. Two embryos thus landed on Earth during World War II and marked it for colonization, before losing contact with their dying home planet. One of these, calling itself Bliss, took a human host to survive. The other was mutated during the transfer and hibernated in the marsh near Culverton, UK. During this time, the Gaderene established the aeronautical company Legion International to provide them with cover while they planned their invasion. Thirty years later, the Master helped Bliss reconnect with her people. He wanted to help them invade Earth mostly to watch them destroy humanity, but when the matter transmitter was finally repaired, Bliss declared the Master no longer useful and unsuccessfully tried to kill him. Once interplanetary communications were restored, they used special gas masks to deliver newly-arrived embryos into people’s throats, in lieu of oxygen, at Legion International air shows, turning visitors into an army. 300,000 more were expected when the Doctor managed to close their access to the planet.

**The mutant worm :** Bliss’ mutated sibling was a monstrous form of Gaderene, resembling something like a Chinese dragon, with a shattering, throaty roar. It was gigantic, but fast, rocketing from its marshy nest when called by its sister. Its massive tail was segmented like that of a crayfish and its black, blazing eyes were crab-like, but the bulk of its obscene body resembled a monstrous worm, doused in translucent slime, shuddering and clicking as it reared into the air. Though the creature was unique, a small percentage of mutants may well result from attempted Gaderene invasions, adding to the aliens’ power.

**GADERENE**

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

**SKILLS**

Convince 2, Knowledge 1, Science 2, Subterfuge 3, Survival 2, Technology 2

**TRAITS**

Alien  
Alien Appearance - Major  
Armor (1 point)  
Fear Factor 2  
Indomitable – Gaderene hosts cannot be hypnotized  
Networked (Major)  
Possess  
Size – Tiny (Major)  
Weakness – Nitrous oxide is deadly to the Gaderene

**TECH LEVEL: 7**

**STORY POINTS: 4**

**MUTANT WORM**

Attributes : Coordination 3, Strength 7.  
Its only skill is Fighting 3.  
Size is Huge (Major), Armour is 10 points, and it replaces Possess and Weakness with Burrowing and Natural Weapons (+2 to Strength).

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**GARRY LENDLER** (*The Three Companions*)

When the 2nd Doctor encountered him on Cosmic Finance Central 5 (see *The Second Doctor Expanded Universe Sourcebook*), he introduced himself as Gerry Lenz. By the time that the 3rd Doctor met him on an artificial world featuring a fake Waterloo station (see *L27*), he was calling himself Garry Lendler. Later again, when Thomas Brewster was working for him, he would use the name Gerard Lander. Sometimes just referring to him as “GL” is the simplest option. The reason for Garry Lendler having to change his name every so often is a touchy subject, but it’s an occupational hazard in his line of work.

Garry Lendler is an interplanetary rogue, a cosmic chancer with his fingers in lots of pies. He’s always on the look-out for the next opportunity to turn a profit and isn’t too worried about whether his money comes from ethical means or not. To be honest – something that Lendler himself rarely is – he’s pretty good at what he does and is successful enough to own a space freighter and to have built up an impressive list of clients and contacts throughout the galaxy. Lendler’s origins are fairly obscure, a situation he would prefer to keep. Even the time period he comes from is uncertain, but it seems to be far enough in the future for him to be familiar with (and sometimes have access to) time travel technology.

Lendler undertakes a wide variety of work, often at the seedier or more morally dubious end of the spectrum. On Cosmic Central Finance 5, he had a contract allowing him to salvage what he could from the obsolete planet before its corporate owners burnt it up. On the artificial Waterloo world, he acted as maintenance and “props buyer” (the latter of which largely involved acquiring railway rolling stock and artificial people for his client). But Lendler had been unable to keep up with the service needs of the place and it had fallen into disrepair. He had also illegally stocked this world with Coffin-Loaders so that it could be used as a hunting ground.

Lendler’s work sometimes gets him into difficult situations. But he is quick to make a fast buck even when things aren’t going well for him, often even charging to put right the disasters he has caused – after all, Garry Lendler isn’t a charity! The tools of Lendler’s trade are his ability with words and a healthy disregard for the truth. Although not usually a man of violence, he is known to have a slim blaster concealed about his person, just in case of emergencies.

Lendler is usually accompanied by his team of small white robots which, although mute, can communicate via messages appearing on their TV monitor faces. These are Smartbots and are sentient enough to have certain rights under galactic law. Lendler is protective of them, not because of their legal status, but because they are his assets and therefore have a monetary value. The Smartbots carry out Lendler’s orders without question and will defend themselves if they are threatened or are obstructed in their tasks.

GARRY LENDLER



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**  
Convince 5, Fighting 1, Marksman 3, Subterfuge 4, Survival 2, Technology 4, Transport 3

**TRAITS**  
Owed Favour (Minor x2)  
Owes Favour (Minor x1)  
Lucky  
Selfish

**EQUIPMENT**  
Blaster: 6(3/6/9)

**TECH LEVEL: 8**

**STORY POINTS: 6**

**SMARTBOT**

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

**Skills:** Fighting 2, Technology 5, Transport 3

**Traits:** Armour (5 points), Enslaved, Mute, Networked, Robot

**Story Points:** 1-2

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**GROLD** (*The Eye of the Giant*)

The pragmatic Groid are a fluorosilicone life form, their bodies are more like stone than flesh and require massively high temperatures to function. These eighteen-foot tall humanoids have six-fingered hands and a humped back. They have what looks like a football-sized ruby in their forehead, which functions as both an eye and a brain. They can shoot energy beams from this “eyebrian”, and use it to hypnotise humans.

One Groid, called Brokk, having stolen genetic modification drugs from the species known as the Semquess (*see V28*), crashed on the island of Salutua (*see L18*) on Earth in the 1880s while being pursued by them. He drove the natives away and set up a distortion field around the island that hid it from his pursuers. While exploring the island, he damaged his environment suit’s heat exchanger, causing him to go dormant. Normally, no Groid would willingly set down on such a high gravity world so far from its sun, and bathed in a thick, murky, freezing atmosphere. He was desperate, but self-pity was not the Groid way. He would get another chance when Marshal Grover’s expedition arrived in 1934. Brokk managed to hypnotise one of its members and make the man build a fire to revive him.

Unbeknownst to Brokk, however, the Semquess had discovered the island after all, and were searching it for their drugs. They attacked the reanimated Brokk who, to survive, gave the selfish film star Nancy Grover most of his eyebrian, leaving just enough to pilot the husk of body back to his ship. The Semquess destroyed the ship and would have thought him destroyed, but Brokk never accounted for Grover to use the Semquess drugs to bond with his eyebrian, turning her into a powerful being that inadvertently created another timeline (*see L12*).

**GROLD EYEBRAIN**

The Groid eyebrian is a crystal-like gem in the center of its forehead that has several functions, including sight, mind control, and weaponry. It is also the seat of a Groid’s consciousness and allows it to communicate with other beings telepathically. Uniquely, the Groid can remove their eyebrian in order to preserve their mind when they believe their body could be destroyed. Presumably, this means they can regrow a body, or attach themselves to the necessary elements that can be turned into one. Groid consciousness can apparently survive when the eyebrian is split into several parts; this may be part of their reproductive cycle. If part of an eyebrian is left in a disused body, it can still “pilot” that body, while the rest of the Groid’s mind is taken elsewhere.

Note that while Nancy Grover bonds with a Groid eyebrian in *The Eye of the Giant*, this is not one of its normal abilities. Rather, the bond was created by highly advanced Semquess (*see V28*) DNA-altering drugs.

**GROLD**

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

**SKILLS**

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

**TRAITS**

Alien  
 Alien Appearance (Major)  
 Armour (10 points)  
 Boffin  
 Environmental – Can withstand extremely high temperatures  
 Hypnosis (Special)  
 Immunity – Groid are silicon-based life-forms immune to things that would only affect carbon-based life-forms  
 Natural Weapons – Eyebrian beam (4/L/L)  
 Size – Huge (Major)  
 Special (see Groid Eyebrian, left)  
 Telepathy  
 Weakness – Temperatures lower than a wood fire’s make Groid go into a dormant state (but though physically inert, the Groid could still think and use its Hypnosis Trait by making a high enough Resolve + Convince roll)

**EQUIPMENT**

Environment suit – Keeps the Groid at a comfortable temperature

TECH LEVEL: 6

STORY POINTS: 4-6

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**HANNAH** (*The Doll of Death*)

Among the many alternate dimensions is one in which, from our perspective, time runs backwards. We know very little of the inhabitants of the Earth of that realm, but they are advanced enough to be able to project their minds into our dimension and take control of a suitable host body. One such visitor is an Observer, a future historian who has sent her mind here in order to study the Doctor. She has taken residence in an old, cracked china doll named HannaH. But HannaH can barely move or see in her adopted body, so she extends her consciousness into other suitable hosts around her, in particular some of the more mobile dolls and teddies of Mrs Killebrew's Toy Hospital in Sago Street, London, and sometimes Mrs Killebrew herself. Mrs Killebrew is a willing host as she is sympathetic to HannaH's real plight, and carries HannaH around in her bag.

HannaH projected her mind into our dimension by means of a tablet, a lozenge of brown glass flickering with red and blue light, which has been sent here to form a conduit between the dimensions. Without the tablet, HannaH cannot transfer her mind completely out of the old doll. She also needs it if she is ever to return home.

As a visitor from a reverse-time dimension, time around HannaH is normally perceived as running backwards. Her movement and speech are backwards, the effects of her actions precede the action itself and so on. This also affects whichever host bodies she is occupying at the time. However, HannaH is able to change this at will, so she can be seen to move and speak either forwards or backwards as she desires. When moving in reverse-time, her hosts are enveloped by a spectral blue glow due to the build-up of temporal energy, and could be mistaken for ghosts.

For unknown reasons, HannaH has overstayed her allotted time on our Earth and is on the run from the Retrievers (see V25) which have been sent to fetch her back. HannaH is interested primarily in her own self-preservation, and will lie and deceive to remain in our dimension. She is not particularly concerned with the welfare of Mrs Killebrew and will force her body to work without rest or food in order to evade capture.

**POSSESSED DOLL**

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

**Skills:** Fighting 2, Subterfuge 3

**Traits:** Alien Organs (Minor), Size – Tiny (Major)

**Story Points:** 0 (uses HannaH's)

**HANNAH**

<b>AWARENESS</b>	1	<b>PRESENCE</b>	2
<b>COORDINATION</b>	1	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	1

**SKILLS**

Convince 4, Knowledge 3, Subterfuge 3, Technology 1

**TRAITS**

Alien  
 Alien Organs (Minor)  
 Possess – Can spread her mind across her various host bodies  
 Selfish  
 Size – Tiny (Major)  
 Special – Retrocausal Existence (Special: see the entry on the Retrievers)

**EQUIPMENT**

Tablet (Minor Gadget): Transmit - mind only

**TECH LEVEL:** unknown (but at least 5)

**STORY POINTS:** 6

**MRS. KILLEBREW**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	2	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

**SKILLS:** Convince 2, Craft (doll repairs) 4, Knowledge 2

**TRAITS:** Distinctive (ageing hippy), Slow Reflexes

**TECH LEVEL:** 5

**STORY POINTS:** 2

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**IKIRIA** (*The Rings of Ikiria*)

Ikiria is a member of the Etherians, a transdimensional race known for being benign. Ikiria's name means "craft" and she epitomizes the word. She loves to create art and loves even more for it to be seen. If it's not seen and appreciated, she feels that art has no purpose. Ikiria's methods are questionable. She sees no problem with destroying property or even altering the human form in her pursuit of creating art. Ikiria is even prepared to kill those that would try to stop her from achieving her goals. When she kills, she likes to preserve the appearance of her victims' death throes in a work of art (for example, etching a picture of their agonized face into a farmer's field).

Ikiria's behaviour is erratic because her etheric crystal has a slight flaw in it. Normally, the crystals are used as the primary component of a psionic converter, which is designed to amplify and transmit the psychic power of an Etherian. The flawed crystal corrupts the psychic signal and renders the user unstable. Despite this instability, Ikiria had the presence of mind to pick a remote island for her manifestation, so as not to cause a panic in an urban area. She also slowly announced her presence by etching pictograms signifying each letter of her name over the course of six nights. Ikiria had hoped to meet with Earth's leaders to place them under her influence and allow her to spread her "works of art" throughout the world.

Ikiria gives rings to those whom she wishes to control, ostensibly as a gesture of goodwill. The rings appear to be made of gold with a precious stone inset into them that changes color so slowly as to be almost imperceptible. The rings do not seem to provide any feedback and Ikiria can't tell if someone is wearing them if they cover their hand. Those who wear the rings are placed under her psychic influence. They see everything that she does in the best possible light and wish to do whatever they can to help her with what she asks.

Ikiria is somewhere between 7 and 8 feet tall. Her limbs don't seem to bend with joints, but sway gently like blades of grass. Her face appears to be painted in the style of a geisha. Her hair is long and she wears jewelry and a long flowing dress. Her hair and dress constantly change color, ranging from burnt orange to crystal blue. Her ship is small, about the size of a large lorry and is only suitable for carrying one or two occupants. Her psionic converter is an inverted pyramid that hangs from the ceiling and nearly touches the floor. It houses the etheric crystal at its point.

**SPECIAL TRAIT – MOLECULAR TELEKINESIS**

Some beings with advanced senses and telekinesis are able to manipulate matter at the molecular level, either reshaping it or transmuting it. This trait allows the character to use their Resolve to alter an amount of matter equal to the amount that they can telekinetically lift. They need to have alien senses capable of perceiving what is happening at the molecular level.

**IKIRIA**

<b>AWARENESS</b>	5	<b>PRESENCE</b>	5
<b>COORDINATION</b>	5	<b>RESOLVE</b>	3
<b>INGENUITY</b>	4	<b>STRENGTH</b>	2

**SKILLS**

Convince 3 (AoE: Charm), Craft 3 (AoE: Etching, Jewelry-Making, Sculpture), Knowledge 2, Marksman 1, Science 1, Subterfuge 2, Transport 2

**TRAITS**

Alien  
Alien Appearance (Minor)  
Alien Senses – Ikiria can perceive the molecular make-up of nearby objects  
Attractive  
Psychic  
Psychic Stun  
Shapeshift (Special Good)  
Special: Molecular Telekenesis  
Telekinesis  
Teleport

**EQUIPMENT**

Ikiria's Rings – Major Gadget: Hypnosis (Major), Transmit, Obvious, Story Points: 2)  
Psionic Converter – Special Gadget : Psionic Amplification, Transmit, Restriction (Requires Etheric Crystal) Story Points: 4

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

**NEW GADGET TRAIT – PSIONIC AMPLIFICATION**

This Special Good Trait boosts the psionic abilities of its user, giving them +4 to all rolls utilized for psionic abilities (Clairvoyance, Psychic, Possess, Hypnosis). Telekinetics gain a +1 to their effective Resolve attribute for the purposes of determining how much they can lift.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE IMMORTALS *(Deadly Reunion)*

Are the Immortals an early offshoot of humanity which evolved fantastic powers? Or are they an alien species which visited Earth in ancient times? If this latter is correct, it is possible that they are related to the Eternals or the Latter-Day Pantheon (see *The First Doctor Expanded Universe Sourcebook*), moulded by the beliefs of the locals into the image of their deities. In antiquity there were groups of Immortals scattered across the world. By the 20th Century, with worship of them all but disappeared, most have hidden themselves away from mankind. Some are still active in Haiti, as the Voodoo gods and loa. Another group, formerly the Mesopotamian deities, manipulate mankind in a series of games against each other and are called the Players (see Valmont in *The Second Doctor Expanded Universe Sourcebook*). And a third group, encountered by a young Second Lieutenant Lethbridge-Stewart at the end of the Second World War and by the Doctor in the 1970s, survives in the Balkans and were the gods of Olympus.

Whatever they are, the Immortals are trans-dimensional entities with god-like powers. Of the Olympians, the oldest and most powerful are Zeus, Hades and Poseidon, all of whom can command even the elements. Until recently, Zeus has spent most of his time in Olympus, a dimension which can be reached via a number of portals, such as the one at the top of Mount Olympus on the island of Zante. Hades rules over his own other-dimensional kingdom, the Underworld (see *L20*), and Poseidon dwells in the oceans and seas. Some of the Olympians now live in secret among mankind. Demeter and her grandchildren, Hermes and Persephone, live a quiet life on Zante, for example.

The powers of the Immortals vary, but there are some constants. Although appearing to be human, the Immortals can alter their appearance, shape and size at will. As their name suggests, they are effectively immortal. Many are resilient to damage and quick to heal any injuries that they do sustain. They are not however unkillable, and in the past some were burnt as witches. The Immortals are telepathic and their minds are linked. They are even able to fly and to teleport themselves (though they cannot teleport others with them, at least not without causing a rather messy death). Being trans-dimensional creatures they are able to travel between the dimensions, but cannot teleport themselves to or within the domains of their fellow Immortals, instead using the hidden portals to enter Olympus and the Underworld.

By the 20th Century, most of the Olympian Immortals have little contact with mankind and some are making plans to relocate themselves. Zeus, for example, has retreated to a distant dimension and only involves himself in events on Earth at the request of another Immortal (and even then it is not certain). Normally the Olympians are subject to the commands of Zeus. But with Zeus now absent, Hades is free to try to take control of Earth, manipulating the humans against each other. His aim is to provoke a nuclear war between America and the USSR so that the survivors will be more amenable to his rule.

## ZEUS



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

## SKILLS

Convince 6, Fighting 4, Knowledge 4, Marksman 3, Subterfuge 2

## TRAITS

Alien  
 Armour (8 points)  
 Environmental (Major)  
 Fast Healing (Special)  
 Fear Factor 2  
 Flight (Major)  
 Immortal (Major)  
 Natural Weapons – Lightning Bolts: 10(5/10/15)  
 Networked (Minor)  
 Psychic  
 Shapeshift (Special): Zeus can change his shape and also his size, gaining the Size trait (either Tiny or Huge at Minor or Major level) including its effect on his Attributes  
 Special – Elemental Control  
 Telepathy  
 Teleport  
 Voice of Authority  
 Vortex

TECH LEVEL: Not known (possibly 12)

STORY POINTS: 12

## SPECIAL TRAIT – ELEMENTAL CONTROL

The most powerful of the Immortals (Zeus, Hades and Poseidon) are able to control the elements, creating storms out of nowhere or commanding the sea, for examples. They are capable of wrecking ships or destroying buildings with these abilities, but at a cost of 3 Story Points per use.

**LORD ROCHE** (*The Suns of Caresh*)

Lord Roche was despatched with Lady Solenti (*see A15*) by the Time Lords to the planet Caresh (*see L3*) to investigate the invention of a device capable of looking into the future and put a stop to it. However, he is an Arcalian and has that chapter's usual thirst for knowledge. Instead of stopping the research on Caresh, Roche was fascinated to learn of the reasons behind why such a device has been needed in the first place.

Although Roche's work would be beneficial to the people of Caresh, it is not any sense of altruism that drives him. In fact, Roche has an almost amoral scientific detachment and does not care who might be damaged by his endeavours. He will also ruthlessly endanger the lives of anyone who gets in his way or even sacrifice them to save his own skin. The Doctor was aware of Lord Roche by reputation, but they had not met until Roche was being pursued by a pair of Furies sent by the Curia of Nineteen (*see V7*) because of his work on Caresh. Fatally injured trying to evade them, Roche regenerated and took on the appearance of the Doctor in order to confuse his pursuers. His previous incarnation was as a sad, round-faced man of about sixty. His new incarnation is identical to the 3rd Doctor in look and voice, though not in personality or mannerisms.

Lord Roche has an unusual Time Lord ability (*see below*). Roche's TARDIS is more modern than the Doctor's and incorporates an atrium circuit (*see G3*). Like the Doctor, Roche carries a sonic screwdriver. He also carries a Time Lord weapon called a mercy gun (*see G6*). Roche was careless enough to get himself shot by his own gun while on Caresh, which means that if he is shot again by the same gun, it could be lethal.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

It transpires that the Careshi need to glimpse the future in order to see which of Caresh's two suns the planet's irregular orbit would take it around next, so that they can prepare for another prolonged, harsh winter if it were the smaller of the pair. Lord Roche detected the approach of a neutron star which, if its trajectory were manipulated only marginally, could be used to nudge Caresh into a stable orbit around the larger sun. In more general terms, this is an example of the types of scheme that Lord Roche engages in to satisfy his own ego and scientific curiosity. Roche is not evil per se, but is supremely arrogant and callous in the pursuit of his personal goals.

**MAJOR GOOD TIME LORD TRAIT – MINDSCENT SWAP**

This Time Lord can temporarily swap mindscent with another person. A mindscent is the unique pattern of a person's mental activity, and although the Time Lord and the other person do not change physically, onlookers will see them as the person whose mindscent they now possess. The Time Lord must make a Resolve + Convince roll with a Difficulty of 9 plus the subject's Resolve for the exchange to be successful. The exchange will last for only a few minutes before reverting to normal.

**LORD ROCHE**

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

**SKILLS**

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

**TRAITS**

Boffin  
 Dark Secret (Major) – Unsanctioned interference  
 Distinctive  
 Feel the Turn of the Universe  
 Gadget – Sonic Screwdriver  
 Hypnosis (Major)  
 Insatiable Curiosity  
 Obsession (Minor) – Acquire knowledge  
 Run for Your Life!  
 Special – Mindscent Swap  
 Technically Adept  
 Tailored Regeneration  
 Time Lord  
 Time Lord (Experienced) x3  
 Time Lord Engineer  
 Time Traveller – Familiar with Tech levels 3, 4 and 5  
 Vortex

**EQUIPMENT**

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*, page 115); Roche's TARDIS includes an atrium circuit (*see the Gadgets and Artefacts section*)  
 TARDIS key  
 Sonic Screwdriver (Open/Close, Weld, Restriction – Cannot open mechanical locks; 1 Story Point)  
 Mercy Gun (*see G6*)

TECH LEVEL: 10  
 STORY POINTS: 8

**THE MACHINE** *(Binary)*

The Machine: a damaged alien computer salvaged by UNIT from a crashed Kenbaki spacecraft. Liz Shaw was called upon to examine the Machine after a number of other personnel working on it had mysteriously disappeared. Liz had previously seen a similar device on another ship, but still had very little understanding of its function.

Externally, the Machine is the size of the smallest of UNIT's computer cabinets – though in the 1970s these are still massive pieces of equipment by modern standards. But its size conceals the fact that the Machine is far in advance of anything available on the Earth by several centuries and is a computer capable of thinking for itself and is virtually alive. The Kenbaki however have used its programming to keep it enslaved in their service. The true nature of its function is uncertain: a ship's navigational computer, a military strategist or perhaps something else entirely.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Machine is capable of projecting a forcefield around itself as protection. Internally, its circuits are self-repairing, though the means of this regenerative capability is unusual. Within itself, the Machine can create miniature organic lifeforms, drones which carry out any repairs on the device's components. These drones are around 5mm tall and, although humanoid in shape, are far too thin to be human and have very smooth artificial skin. Although not particularly intelligent, they are programmed with the technical knowledge needed to carry out their function and hurry around the labyrinthine interior of the Machine. However, the Machine that Liz examined was damaged, its maintenance systems disabled and unable to create fully functioning drones. The results were physically imperfect creatures, many of them quickly dying, while those that survived were incapable even of climbing the ladders or opening the doors in their miniature world, let alone carrying out repairs.

The Machine incorporates transmat technology and is able to teleport either itself or anyone around it. In fact, it used this capability to teleport Liz to its interior, simultaneously miniaturising her to the scale of its drones. Liz found herself in a maze of tunnels and conduits which could reconfigure themselves and thus change the interior layout, and threatened by the Machine's imperfect drones which seemed to have reverted to a bestial state

Both inside the Machine and in its immediate vicinity, the computer could interact with Liz by creating hologram images, intangible projections of people that nevertheless seem solid. While the Machine's maintenance system was still out of action, it projected an image of a UNIT soldier which called itself Sergeant Childs and which did its best to encourage Liz to repair the Machine. Once its maintenance systems had come back on line however, it projected an image of another UNIT soldier, Corporal Foster, who tried to convince Liz to destroy the Machine. Foster,

## THE MACHINE



<b>AWARENESS</b>	5	<b>PRESENCE</b>	3
<b>COORDINATION</b>	-	<b>RESOLVE</b>	4
<b>INGENUITY</b>	5	<b>STRENGTH</b>	-

**SKILLS**  
Convince 4, Knowledge 3, Subterfuge 3, Technology 5

**TRAITS**  
By the Program  
Compress (Major) – see *The Fourth Doctor Sourcebook*  
Enslaved  
Fast Healing (Major)  
Forcefield (Major)  
Robot  
Slow (Major) – Immobile  
Special – Computer Projections  
Technically Adept  
Teleport

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

it turned out, was an avatar of the Machine's failsafe mechanism, which the Kenbaki had programmed to destroy the computer in the event that it fell into enemy hands.

**COMPUTER PROJECTION**

**Traits:** By the Program, Immaterial, Technically Adept  
*Use Machine's Attributes, Skills and Story Points*

**DRONE** *(assumes player characters are same size)*

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

**Skills:** Fighting 2, Technology 5

**Traits:** Alien, Alien Appearance, Enslaved, Tough

**Story Points:** 0

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

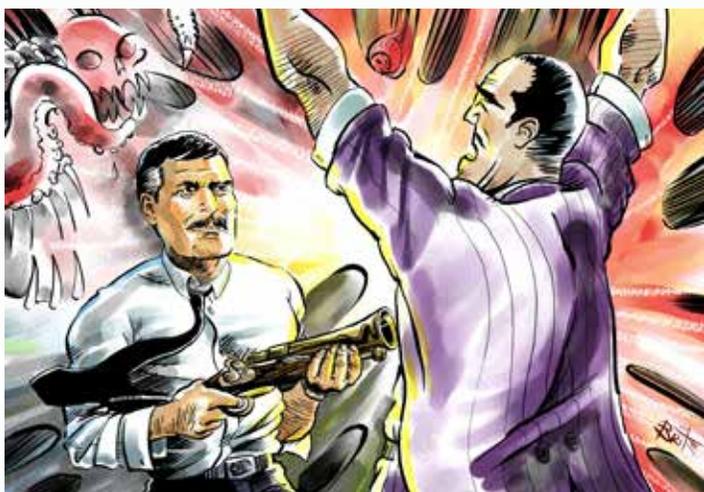
**MAX VILMIO** (*The Ghosts of N-Space*)

At the time that the Doctor, Sarah Jane and the Brigadier first encounter him in the 1970s, Max Vilmio is a ruthless American gangster and multi-billionaire. But his origins are as Maximillian Vilmius, an alchemist from the beginning of the 16th Century who has gained immortality from the Elixir of Life. Having achieved bodily immortality, Max is now obsessed with securing spiritual immortality as well. Max is intent on breaching the boundaries between our world and Null-Space (see *L15*), and obtaining mastery over the power of that dimension, which he believes to be Hell itself. If Vilmio gains control of the evil energies of Null-Space, he will become Master of the World and absorb the powers of the fiends within that realm.

Vilmio's plans involve acquiring the Sicilian island of San Stefano Minore, as the castello on this island is the site of a crack in the barrier between our world and Null-Space. In 1504, the then Maximillian Vilmius attempted to open the crack to physically enter Null-Space, but was tricked by the Doctor and Sarah Jane and became trapped within the wall of the castello, losing his right arm in the process. Vilmius remained there until he was accidentally freed in 1818. He has since prepared for the return of a comet in 1975, which signifies that the time will again be right for him to make another attempt. But by then, San Stefano Minore is owned by the Brigadier's Great Uncle Mario.

Max Vilmio is a large and powerful man. His missing right arm has been replaced by a metal one. Whether this is powered by cybernetics or alchemical or supernatural means is unclear, but it adds to his already formidable strength and is capable of crushing bones in its metal grasp! Vilmio has an overwhelming personality and is used to getting his own way. As a mafia boss, he doesn't think twice before killing anybody who threatens him. As an immortal sorcerer, he views all others as insects to be enslaved or destroyed.

Although Vilmio has studied the black arts, his mastery of magic is limited, probably because true magic does not really exist within the universe of Doctor Who. With much preparation and by performing the right incantations, he was able to open the crack

**MAX VILMIO**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	6
<b>COORDINATION</b>	3	<b>RESOLVE</b>	6
<b>INGENUITY</b>	5	<b>STRENGTH</b>	5

**SKILLS**

Athletics 3, Convince 4, Fighting 4, Knowledge 3 (AoE: Alchemy), Marksman 3, Science 2, Subterfuge 3, Technology 1, Transport 1

**TRAITS**

Distinctive  
Immortal (Major)  
Menacing (Max Vilmio has +2 to convince others to do what he wants; they then have +2 to resist attempts by others to act against him)  
Natural Weapon – Metal Arm: Strength +2 damage  
Obsession (Major) – Obtaining the Power of Null-Space and becoming Master of the World  
Time Traveller – Max has lived through Tech Levels 3 and 4  
Wealthy (Major)

**TECH LEVEL: 5****STORY POINTS: 10**

into Null-Space, but this is only possible at the correct time once every 157 years. But once within Null-Space, Vilmio's powerful will and personality is able to mould it as he desires, in a similar manner as Omega can control his dimension (see page 142 of *The Time Traveller's Companion* for guidelines). He will also be able to control the Null-Space fiends that dwell there, absorbing many of their powers (and the fiends themselves) into himself and growing ever larger as he becomes more powerful.

Vilmio is usually accompanied by Bother Nicodemus, apparently a monk but actually a servant from the 16th Century who was rendered immortal by drinking the Elixir of Life and is bound to Vilmio. Nicodemus has supernatural strength and is capable of passing through solid objects and floating through the air.

**MEERCOCKS** (*Verdigris*)

Aliens disguised as the White Rabbit, Bluebeard, Miss Havisham and other fictional characters are one of the more bizarre invasion attempts that the Doctor has encountered. But that was indeed the nature of the incursion by the Meercocks that he faced during his exile on Earth. In their natural form, Meercocks are remarkably similar to the description of the Martians in H.G. Wells' *The War of the Worlds*. With multi-tentacled bodies and giving off a whiff of sulphur, they are hideous creatures, and as with Wells' Martians they use mechanical tripods to stride around in. These machines are comprised of telescopic stilts at least 20 feet tall, all of burnished gold and each terminating in a hooked and vicious looking claw. The Meercock pilot sits in what looks like a metal eggcup at the top of each set of stilts.

But the Meercocks aren't exactly evil. They just need a new home, as their own planet was destroyed by the Glass Men of Valcea from the Obverse, Iris Wildthyme's universe (see *A10*). Manipulated by the entity known as *Verdigris* (see *V35*), the Meercocks decided that by disguising themselves they could infiltrate the Earth and live peacefully among the humans. Unfortunately, by the time that they realised that their advance spy had made an error and that taking on the appearance of fictional characters was a mistake if they wanted to blend in, it was too late and the plan was underway. From an orbiting spaceship the size and exact shape of St Pancras station, the Meercocks have been shuttling their people down in pods that look like railway carriages. Also unfortunately, many of these pods have gone off-course and have landed in the middle of fields or similarly incongruous locations.

In order to try to rectify the problem of the fictional nature of their disguises, the Meercocks have introduced Earth to the concepts of postmodernism and metatextuality so that their outlandish appearance will be more acceptable. But the Doctor claimed that the effect of this is to infect the Earth with an epistemological quandary that will leave mankind stymied and perplexed for a century or more! Irrespective of this, another and more immediate problem with the Meercocks' disguises has become apparent since their plan was put into practice. The technology that *Verdigris* provided them with to change their shape is flawed. Meercock essence cannot hold their new forms for long and they dissolve into a green powder within minutes of arriving on Earth. For some reason, this does not happen to Meercocks still aboard their ship, so it is likely to be a property of Earth's atmosphere that triggers this.

Centuries before their infiltration of Earth, the Meercocks had had a highly religious culture and sectarian wars had raged across their world. With the last of their relics destroyed along with their planet, this is all in the past. But it would only take a little reminder for the old religious zeal to return. For example, if Iris Wildthyme's gold lamé handbag was mistaken by the Meercocks for one of their lost relics...

**MEERCOCK**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>2</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>2</b>	<b>STRENGTH</b>	<b>4</b>

**SKILLS**

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

**TRAITS**

Additional Limbs x2 (tentacles/arms)  
Alien  
Alien Appearance

**EQUIPMENT**

Meercock Bracelet

**TECH LEVEL: 6****STORY POINTS: 2-4****MEERCOCK BRACELET [Major Gadget]**

**Traits:** Shapeshift (Minor); Teleport (Major); Restriction (Major) – kills shapeshifted wearer within 3D6 minutes of exposure to Earth's atmosphere

**Cost:** 2 points

**MEERCOCK TRIPOD**

**Armour:** 10 (but limited protection for occupant). **Hit Capacity:** 10. **Speed:** 6.

**Weapon:** Claws (4/8/12 damage)

**THE MEGA** (*The Mega*)

According to the Doctor, the Mega are hemi-clonal creatures which spawn in their millions. In appearance, they are humanoid in outline but stand 8 feet tall and pulsate with blue and silver energy. Most bizarre of all though, a Mega's head is not connected to its body but is a silver spiral of energy that seems to float about a hand's breadth above the rise of its neck. This spiral head rotates slowly when the Mega is broadcasting information to its brethren, and speeds up if it becomes agitated or angry.

The energy generated by the Mega's bodies makes them inherently dangerous, mere touch disintegrating their victims by completely destroying the connections between the molecules of their bodies and leaving just a silver residue behind. Mega can fire blasts of this energy, but they are not particularly accurate using this method of attack and so prefer to use direct touch. However, if a Mega touches a sufficiently reflective material, its energy is reversed and channelled back against itself, blasting the creature into its component molecules.

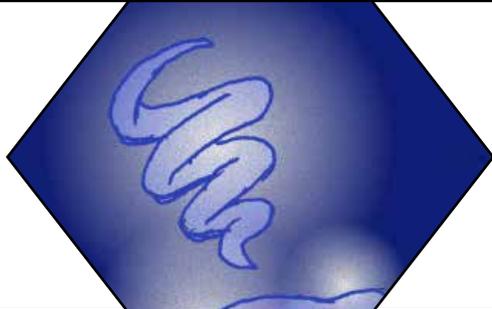
Although in part energy beings and resilient to minor physical damage, the Mega are not immune to injuries, which manifest as tears in their substance that vent steam. The Mega have very little in the way of personality and speak with a booming, almost robotic monotone. They are ponderous in both speech and action. Mega are very direct and have little understanding of the importance of such things as history, art and culture to other species. Similarly, they have no interest in or understanding of old technology, a blindness which can sometimes be used against them.

It is unclear how long the Mega have been on Earth, but at some time prior to the 1970s they entered an alliance with Prince Cassie, ruler of Golbasto (*see L7*), a tiny principality located on the border of Austria. Their aim seems to be to use Golbasto as a front to force the nations of the Earth to give up violence, disband their armed forces and destroy their stockpiles of weapons. Prince Cassie has similar ambitions, but his arrogance and vanity have blinded him to the Mega's true motive, that of rendering the Earth defenceless against an invasion.

Very little has been revealed about the background of the Mega, though they are known to the Time Lords, and the Doctor was able to identify them on sight. Their practice of claiming to be bringing peace to a world, by force if necessary, usually sees them working in secret with a collaborator nation and providing them with advanced technology. This enables the Mega to carry out regime change under cover of a local international dispute, with the Mega then stepping in at the last minute to prevent global annihilation by posing as a mentor race – an action permissible under intergalactic law.

The Mega's molecular dissolution energy can be recreated using technological means, the resulting molecular death ray being able to assassinate targets anywhere on a planet. The creatures usually provide this to their collaborator nation as part of the advanced technology they claim will ensure world peace.

**MEGA**



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

**SKILLS**  
Athletics 1, Fighting 3, Knowledge 1, Marksman 1, Science 1, Technology 3

**TRAITS**  
Alien  
Alien Appearance  
Armour (5 points)  
Fear Factor 1  
Natural Weapon (Major) – Molecular Dissolution: L(4/L/L) damage  
Networked (Major)  
Weakness (Major) – Reflecting the Mega's energy back can destroy it

**TECH LEVEL: 6**

**STORY POINTS: 2-4**

## MICRO SERVICE ROBOTS *(Pop-Up)*

In the Epsilon Cluster, all forms of media are so saturated with advertising that the vast majority of the population ignore it and carry on with their lives. But the big corporations continue pumping it out regardless. Commercials, jingles, leaflets, posters, spam, junk mail and more – virtually all forms of written and electronic communication have been contaminated in some way. One of the most effective means to distribute this advertising across a range of media is that of the Micro Service Robots or MSRs. These are tiny crab-like robots which in their dozens can work together to stick posters to walls and lampposts, or can be used individually to disseminate electronic advertising by downloading viral software into any available electronic apparatus.

When the Doctor and Jo visited Epsilon Gamma, they returned to the TARDIS to find its exterior covered in advertising posters, and a swarm of MSRs continuing to add more and more layers until the ship was swathed from lamp to base. Although the little robots were driven away by the Doctor, Jo took pity on one of their number which had a damaged leg. But she made the mistake of bringing it aboard the TARDIS. By the time the Doctor realised what had happened, the MSR had infected the ship's computers with software which then spread throughout the peripheral systems. The Micro Service Robot was easily destroyed under the heel of the Doctor's shoe, but the damage had already been done and the software just kept on spreading. The TARDIS's screens, monitors, audio speakers and Space Time Telegraph all began broadcasting adverts. Even the Food Machine delivered slices of toast with advertising slogans burnt onto them! In the end, the only way to rid the TARDIS's systems of the infection was to shut everything down and reboot it all from scratch.

MSRs are capable of interfacing with virtually any computer system, either directly or remotely, and taking control of them. The advertising software they download into the system will override the function of whatever machine they have infected, instead making its priority the distribution of the software and the broadcast of the adverts. Of course, any decent anti-virus software is capable of blocking this, but the robots will then attempt other means to spread their messages. In the case of the TARDIS, Jo was amused to find that the Doctor hadn't even taken the shrink-wrap off the anti-virus software box!

### **Adventure Seed: A Word From Our Sponsors**

The survival of civilisation in the Epsilon Cluster relies on the efficiency of its anti-virus software to prevent the omnipresent Micro Service Robots from corrupting every electronic device with the spread of advertising. But this doesn't stop corporate boss Vim Spardon from introducing an upgrade version of the MSRs which are capable of bypassing this protection to spread the message about the Fraggulux Corporation's latest products. As Epsilon Gamma succumbs, the planet's computer systems go into meltdown and it is only a matter of time before society collapses. With swarms of MSRs running loose, and everyday

### MICRO SERVICE ROBOT



AWARENESS	2	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	1	STRENGTH	1

**SKILLS**

Subterfuge 4

**TRAITS**

By the Program  
Climbing (Major)  
Control  
Replicate – advertising software only (blocked by anti-virus software)  
Robot  
Scan  
Size – Tiny (Major)  
Transmit

**TECH LEVEL: 7**

**STORY POINTS: 1-2**

electronic appliances being turned into weapons to protect the tiny robots, can the players find a way to shut them all down and return the planet to normal?



**THE MIM** (*Shadow of the Past*)

The Mim are an aggressive race which takes over entire worlds for use as food stocks or breeding grounds. Like sponges, Mim are mainly formed from nervous tissue and have evolved to be able to survive in almost any environment. Their purple or green amorphous form flexes and writhes, changing size, growing tendrils and other limbs in an instant, producing fangs, claws and other natural weaponry as they need, and even sprouting wings. The nature of their anatomy means that physical injuries close up almost instantaneously and they are even able to pull themselves back together if cut into pieces. Only the most traumatic of injuries will kill them, though they are vulnerable to damage which destroys their soft tissue, such as fire or electricity. Mim regard most other races as a lower form of life, soft fleshy creatures which can easily be broken or cut. But not all Mim are so aggressive, as the 6th Doctor encountered one which saved his life in London during the Blitz.

Mim tissue is mimetic and they can control their form with enough precision to be able to mimic humans or other species perfectly, pulling their mass together to reduce themselves to the correct size and even taking on the likeness of specific individuals. To do so, they need to be able to sample the subject's DNA (by drawing blood, for example), at the same time injecting a lethal toxin and taking a quick reading of the victim's mind. Mim can also shed most of their mass to hide themselves in particulate form (in water, for example) and reassemble themselves afterwards with no ill effects. But on the other hand, because they are largely constructed of nervous tissue, the Mim are particularly sensitive to noise, and especially loud or discordant sounds can cause them distress, even stunning them into inactivity. Because of this, it is likely that sonic weapons inflict additional damage on Mim.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Mim have targeted Earth on a number of occasions. The earliest known assault was in the 5th Century AD, when it is believed that they were responsible for the destruction of the Library of Alexandria (see *The First Doctor Expanded Universe Sourcebook*). Many centuries later, in the 1970s, UNIT was faced with a full-scale Mim invasion after one of their scout ships crashed in the Pennines.

The planet of the Mim, the Mimsphere, is home to numerous unique plant species and is located close to the border of what, by the 27th Century, will be Draconian space. It is destroyed in a war with the Draconian Empire over rival claims to the territorial possession of the asteroid on which the Braxiatel Collection is located. After this disaster, the Mimsphere is an irradiated ball of rock. Many millions of Mim survive on other worlds though, including several borogroves (nurseries of Mim children) on their various colony planets.

**MIM**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>5</b>
<b>COORDINATION</b>	<b>5</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>8</b>

**SKILLS**

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

**TRAITS**

Alien

Alien Appearance

Alien Organs (Special) – Mim can survive being cut into pieces, even down to cellular level

Environmental (Minor) – Mim are amphibious and immune to most gases

Fear Factor 2

Flight (Major)

Immunity – physical injuries less than Lethal are ignored (but Mim are vulnerable to fire and energy attacks)

Natural Weapons (Minor) – whipping tendrils, slashing claws and stabbing spikes inflict Strength +2 damage

Quick Reflexes

Poison (Special – If an attack breaks the target's skin, the Mim's poison attack delivers 6(4/6/9) damage if the victim fails a Difficulty 21 Strength + Resolve roll.)

Psychic – only during poison attack

Shapeshift (Special)

Size – Huge (Major)

Weakness (Major) – certain forms of radiation are lethal to Mim

Weakness (Minor) – loud discordant noise can stun them

**TECH LEVEL: 6**

**STORY POINTS: 3-5**

**THE OCHRANA** *(The Wages of Sin)*

From 1880 to 1917, the Department for Protecting the Public Security and Order, usually called the Ochrana (or Okhranka), acted as the secret police force of the Russian Empire. The Ochrana was created to combat political terrorism and left-wing revolutionary activities. Following a failed attempt on the life of Alexander II in August 1880, the Emperor created the Department of State Police under the Ministry of the Interior. Following Alexander's assassination in March 1881, his successor Alexander III created two more secret police stations in Moscow and Warsaw, the basis of the later Ochrana.

The Ochrana used any means in their war against revolutionary and anti-monarchist groups, such as covert activities, undercover agents, agents provocateurs, the interception of private correspondence, arbitrary arrest and possibly torture. It was involved in a number of controversies, including the 1905 Bloody Sunday massacre in St Petersburg and The Protocols of the Elders of Zion anti-Semitic hoax. Even from its earliest days, some of the Ochrana's activities seemed counterproductive, most particularly their practice of working with some of the revolutionary groups. In fact, it did this in an attempt to infiltrate and undermine them and channel workers towards those groups which were considered less of a threat.

During the Great War, the Ochrana's role shifted somewhat towards counter-intelligence, but this was hindered by a lack of effective cooperation with the counter-intelligence units of the General Staff and the Army. However, when it was realised that Germany was funding Russian revolutionary groups, its focus returned to its old enemies. Ironically, the Ochrana was instrumental in the rise of Bolshevism in Russia, aiding the Bolshevik Party as it considered Bolsheviks to be relatively harmless in comparison with other groups.

In 1916, the head of the Ochrana in St Petersburg is Viktor Vasiliyev. He is a serious man, not given to undue levity, but has enormous pride in his professionalism. Vasiliyev believes that it is better to jail an innocent man in error than let a guilty man go free. He is not without pragmatism though, and will occasionally do deals with smaller criminals in order to catch the bigger fish. Chief Vasiliyev needs little sleep and his men think of him as like a vampire, prowling around in the dark. He isn't superstitious, but he has the incipient paranoia that he considers to be a requirement of a chief in the secret police. One of Vasiliyev's suspects is the priest Grigory Rasputin (see A8), whose influence over Empress Alexandra (see A7) puts him in a highly sensitive position.

The Ochrana building on Konversky Prospekt in St Petersburg looks more like an office block than a secret police headquarters or prison. Inside, Vasiliyev's wood-panelled offices are dark and have a funereal atmosphere, which only serves to enhance the chief's grim presence.

**VIKTOR VASILYEV**

<b>AWARENES</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	4

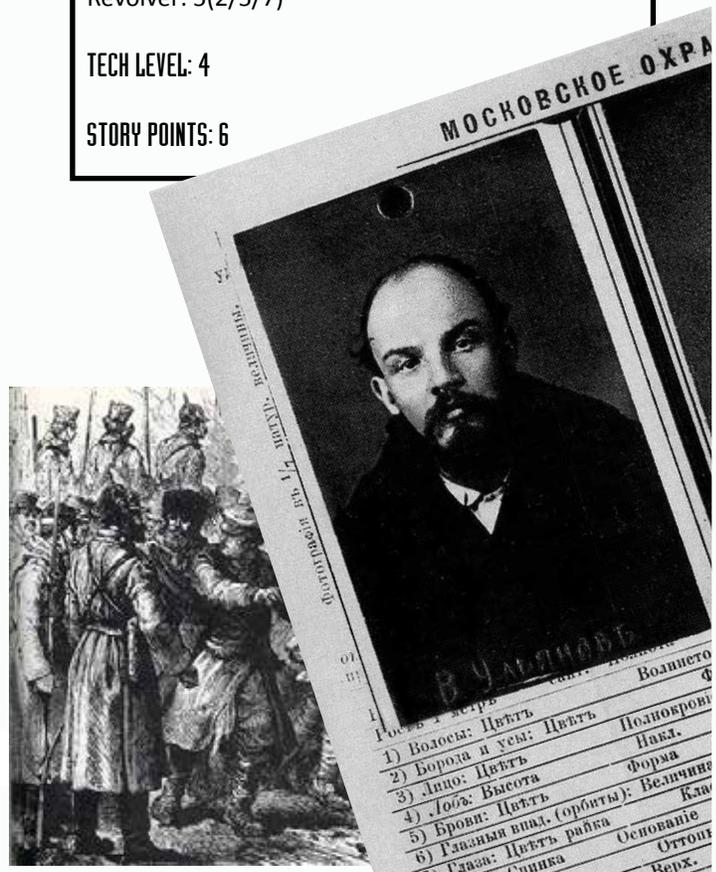
**SKILLS**  
 Athletics 1, Convince 3, Fighting 3, Knowledge 3, Marksman 4, Medicine 1, Subterfuge 4, Survival 2, Transport 3

**TRAITS**  
 Adversary – Several among the underworld and the revolutionaries  
 Authority (Major) – Ochrana Chief  
 Eccentric (Minor) – Mild paranoia  
 Friends (Major) – The Ochrana  
 Obligation (Major) – The Ochrana and the Empress  
 Owed Favour x3 (2 Minor, 1 Major) – Vasiliyev always has contacts he can call upon for information and assistance

**EQUIPMENT**  
 Revolver: 5(2/5/7)

**TECH LEVEL:** 4

**STORY POINTS:** 6



**THE RAGMAN** *(Rags)*

The force that would become the Ragman arrived on Earth eons ago as mindless life trapped within an asteroid. In the 17th Century, the force was given sentience when the blood of four murdered mummers soaked the standing stone on Dartmoor that the asteroid had become. But it wasn't until the 1970s that it was released from the stone by the psychic energy of another act of murderous violence. The true form of the Ragman is that of a hunched and twisted figure dressed in rags and tatters, gaunt and dusty. It has dead grey skin, a shark's grin and hair like writhing silvery worms. But it can take human shape, that of a 17th Century mummer, with bright rags stitched together over shards of leather, hair like bright yellow straw, unsettling depthless eyes and often with a lute or a set of pipes. Immune to physical damage, the Ragman's main vulnerability is the stone that brought it to Earth. Although it is dependent on the stone to maintain its powers, if the Ragman touches the stone, it will be dragged back inside to resume its eternal imprisonment.

The Ragman is a force of hatred, rage and anarchy. It wants nothing more than to bring about chaos and the collapse of civilisation by pitting society against itself, rich against poor, anarchists against order, and the anti-establishment against authority. The entity has the power to influence and corrupt the mind, heightening resentment and envy into anger and hate. On Dartmoor, it raised a punk band from the dead to become its figureheads leading a growing army of followers on its Unwashed and Unforgiving Tour (see L21). The Ragman itself remains on the side-lines, hidden in the crowds until it is ready to make its final move.

The Ragman uses its minions to cause acts of obscene violence. Against UNIT, it also animated the skeletal remains of several highwaymen into a semblance of life, using them as undead representatives of an old method of wealth redistribution against the living forces of order. The Ragman can use its ability to influence the mind to generate hallucinations to reinforce its control and to cause fear in its enemies. These are at their most powerful inside the perceptual vortex, a reality-wound created by the Ragman's standing stone now carried within the confines of the back of the Tour's cattle truck. Within this, the Ragman has a +4 bonus when using its Modify Perception trait and allowing it to subject anyone within to all manner of horrors plucked from its victim's mind. The Ragman might do this to try to break their spirit or just to keep them trapped in the seemingly limitless space within the vortex.

**SPECIAL TRAIT – LEY LINE CHANNELLING**

The Ragman can draw power from the ley lines linking sites of ancient worship. By performing certain ceremonies (such as the Unwashed Tour's concerts), the Ragman can gain Story Points to fuel its abilities. As a guideline, a minor site (a solitary stone, for example) can provide it with 1-2 points, a medium site with 3-4 points, and a major site (such as Stonehenge) with 5-6 points.

**THE RAGMAN**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	7
<b>COORDINATION</b>	4	<b>RESOLVE</b>	6
<b>INGENUITY</b>	2	<b>STRENGTH</b>	5

**SKILLS**

Convince 5, Craft (Lute/Pipes) 3, Knowledge 3, Subterfuge 4

**TRAITS**

Alien

Alien Appearance

Dependency (Special): The Ragman needs its standing stone nearby or it loses all its Traits and Story Points

Fear Factor 4

Hypnosis (Major): Inspires acts of hatred and rage only

Immortal (Major)

Immunity: Immune to physical damage

Natural Weapon – Sudden Death: The Ragman can kill with a gesture, causing L(4/L/L) damage ignoring Armour

Psychic

Shapeshift (Minor)

Special Trait – Animate the Dead: By spending 1 Story Point, the Ragman is able to raise a corpse from the dead to act as its minion

Special Trait – Modify Perception: The Ragman 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

Special Trait – Ley Line Channelling

Weakness (Special): Contact with its standing stone will drag the Ragman back in to continue its imprisonment.

**TECH LEVEL:** N/A

**STORY POINTS:** 10

**RETRIEVERS** *(The Doll of Death)*

When a fugitive from an alternate Earth where time runs in reverse flees into our dimension, the Retrievers are the creatures that are sent to bring them back. They look and behave like large, angry dogs, but dogs the size of ponies and with no eyes in their ugly, battered faces. Time flows backwards around Retrievers, so they do everything in reverse, with effect preceding cause. In this reverse-time state, they glow with ghostly blue-shift energy. Retrievers can travel between the dimensions, using their unearthly sense of smell in place of sight to follow their quarry's trail. Once they have caught up with a fugitive, the Retrievers can grab them with their powerful jaws and vanish back to their reverse-time dimension in a blue blaze.

**MAJOR/SPECIAL ALIEN TRAIT - RETROCAUSAL EXISTENCE**

This creature normally moves backwards in time in relation to us, unable to fully interact with our world but making them immune to injury from anything moving in the opposite temporal direction. At the Major level, the creature is stuck in reverse-time and cannot change direction without external interference. At the Special level, costing 3 points, it can perceive time in both directions and can change from reverse-time to normal (but making them vulnerable to injury) as a free action, or back again, at will.

**RETROCAUSATION: TIME IN REVERSE**

Creatures from a dimension in which time runs in reverse visiting our world will be moving in reverse-time: events will precede cause, they will move and speak backwards, and their future will be our past. Often, these reverse-time entities will move in and out of our perception, vanishing as our limited senses cannot keep track of them.

The Doctor suggested that the two timelines are like ships passing in the night, the one not affecting the other. However, the interaction between normal time and reverse-time can build up a level of temporal energy sufficient to cause an implosion/explosion, resulting in temporal inversion: anybody caught within the blast can find their timestream reversed, leaving them caught in reverse-time.

Reverse-time can be very disorienting to witness – and from a gamer's perspective, very difficult to GM. For example, if a player kills a reverse-time entity, that entity will suddenly have been dead up to the point that the player kills it, at which time it comes back to life. How come the GM didn't say that the creature had been dead previously?

**RETRIEVER**

AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	5

**SKILLS**

Athletics 4, Fighting 4, Survival 3

**TRAITS**

Alien  
Alien Appearance  
Impaired Senses (Major) – Blind  
Keen Senses (Minor) - Smell  
Natural Weapons (Minor) – Jaws: Strength +2 damage  
Special – Retrocausal Existence (Major)  
Tough  
Vortex

TECH LEVEL: N/A

STORY POINTS: 2-4

So how can GMs deal with retrocausation? Firstly, creatures in one timestream cannot usually interact physically with those in the other. Although there can be exceptions, this reduces the problem without removing the intrigue. Secondly, an adventure involving retrocausation could be used to illustrate the dangers of tampering with time: in the example above, by killing a reverse-time entity, you are in fact changing your own past. What would the effects of this be? And thirdly, the adventure could centre on the PCs being caught in a temporal implosion and finding themselves moving backwards in reverse-time. How will they be able to get out of this predicament while being pursued by reverse-time creatures?

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**ROWE** (*The Many Deaths of Jo Grant*)

Rowe is a shy UNIT soldier on duty when a Xoanthrax war cruiser arrived on Earth--no wait...

Rowe is the paranoid and corrupt governor of a Rulantic colony world--no...

Rowe is a mad cultist who routinely sacrifices people to his angry god--darn it...

Rowe is an Armageddon barge's A.I. who--

Rowe is a scientist in the Xoanthrax vanguard who used a mindscape manipulator to mentally manipulate his subjects by creating dangerous scenarios in order to study humanity's capacity for self-sacrifice. Yes, I think we've got it this time...

Rowe's people, the Xoanthrax, are small humanoids, about the size of a 6-month old baby, with orange skin and owl-like eyes. Though diminutive, they rule their Empire with an iron fist. Their determining characteristic is selfishness; they have no notion of self-sacrifice. The Empire is on a tipping point, however, with revolutionaries (to which Rowe isn't unsympathetic) trying to make a change. Perhaps Rowe's studies of human (and Time Lord) altruism will provide the key ingredient. But the rebels have their work cut out for them. The Xoanthrax breed "living tanks" called Stormtroopers which they use in battle. These are 7-foot tall solid masses of scarlet muscle with four arms. Two end in hands as big as plates, the other two are tipped with evil-looking weapons, a long silver saber on the left, and a disintegrator gun on the right. Where the head should be sits a misshapen lump of flesh with a recessed globe where a Xoanthrax is grafted, tubes snaking out of its head and chest and connecting it to the giant body. The combined creature has a gurgling, mechanically-enhanced voice. The use of Stormtrooper bodies isn't limited to soldiers; scientist Rowe also wears one.

**The Mindscape Manipulator**

This apparatus allows subjects to be studied in convincing virtual reality scenarios. Both the subject(s) and the observer can share the same illusion, though not as deeply. While the subject is normally completely convinced by the new reality, the observer is aware that the environment isn't real. Consequently, the subject is at much greater risk. Able to die in any given scenario, the subject's psyche may be irreparably damaged. The process may cause them to slip into a coma, or even die (sticklers may require players to make an Awareness + Resolve roll and declare their characters comatose on a Disastrous result, with a difficulty number appropriate for the number of times a character has gone through such an experience, but keep in mind that Jo Grant survived more than 400 lethal scenarios).

It's also possible for a subject to realize what is happening, though they theoretically have no memory of past scenarios. An Awareness + Knowledge roll of 21 will make the subject notice something isn't right – for example, that they don't know how

## ROWE



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

**SKILLS**

Convince 2, Craft (Dreamscape scenarios) 4, Fighting 2, Knowledge 5, Marksman 2, Medicine 3, Science 5, Subterfuge 2, Technology 4

**TRAITS**

Additional Limbs (+2 arms)  
 Alien  
 Alien Appearance  
 Armour (5 points)  
 Cyborg – Disintegrator Gun: L(4/L/L); Saber (Strength +2 damage)  
 Eccentric – Has no concept of altruism  
 Insatiable Curiosity  
 Selfish  
 Technically Adept

**EQUIPMENT**

Dreamscape Manipulator

**TECH LEVEL: 6**

**STORY POINTS: 8**

they arrived at a particular location, or that the observer looks familiar, having been in each scenario as a different, but similar-looking, person. A character with the Psychic Trait who succeeds can also attempt to navigate the system as an observer, and infiltrate other subjects' scenarios (using Presence + Technology; note that the Mindscape Manipulator is Tech Level 6).

**Adventure Seed: Did That Just Happen?**

Enterprising GMs may use this technology to give an unwanted character death a life-giving twist. A dead character wakes up and faces yet another danger. What's going on? How long have your TARDISers been living in a virtual reality?

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**SCORCHIES** *(The Scorchies)*

Long ago on the distant shores of time, there was a faraway world where everybody was happy and kind. Then one day a very clever man (let's call him Mr Clever Man) invented television, and everybody loved it. In fact, everybody became so interested in watching television and talking about watching television that they didn't do anything else. Which was fine until a nasty invader arrived and attacked their planet through their televisions and the people couldn't stop their world from burning up! But Mr Clever Man had an idea. He invented a machine which could transmit the people to another world. And this is what he did. But Mr Clever Man made an error in the compression algorithms and everything that was good and kind in the people got left behind. So the people arrived on their new planet but they were now very very angry about what had happened to them and they decided to kill everybody in the universe until they were all sorry or all dead! And the people called themselves the Scorchies, because that's what they do: they take planets over using television and BURN THEM! We know a song about that, don't we, children?

The Scorchies exist as a disembodied intelligence which drifts through space until it locates a planet that has invented television. The entities within that intelligence create puppet bodies for themselves and infiltrate the planet by setting up The Scorchies Show. The show contains hypnotic suggestions in its broadcast signal, which gradually hook the population, first one country then the world, getting them addicted to doing nothing but watch the Scorchies. When everyone is hooked and unable to resist, the Scorchies burn the planet and move on to the next one.

The Scorchies Show is a zany cross between *Bagpuss*, *Play School* and *The Muppet Show*. The Scorchies tell stories, sing songs and make things, often with a special guest. When they infiltrated the Earth in the 1970s, the show was first broadcast in Britain, and the Scorchies took the puppet forms of Mr Grizzfizzle, Professor Baffle, Cool Cat, Amble the Ugly Doll and the Magic Mice. Professor Baffle is actually all that remains of Mr Clever Man, the inventor. The Scorchies force him to watch what they do as punishment for what they see as his crimes. Within the show, the puppets shoot each other, get fired from cannons and so on, but always return to life, usually in a replacement puppet body. The Scorchies themselves are creatures of mental energy and the destruction of their temporary bodies does not harm them in any way. They can only be truly killed by psychic attacks. Alternatively, it is possible to reverse their signal and broadcast the Scorchies back into deep space, where they will need to reorganise themselves and locate another planet to target.

Records recently uncovered indicate that the Scorchies also came to the Earth in the 1890s, decades prior to the invention of television. It seems that Henry Gordon Jago unwittingly hired them to perform at his theatre, where this group of Scorchies used rhymes and songs to take over the minds of the staff and audience members. These Scorchies had Hypnosis (Major), and their sawdust bodies gave them Weakness (Major: Fire causes an additional level of damage), both being in addition to the Typical Scorchie traits.

**TYPICAL SCORCHIE**

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

**SKILLS**

Athletics 1, Convince 3, Craft (Singing, Making Things) 4, Fighting 3, Marksman 3, Technology 3

**TRAITS**

Alien  
 Alien Appearance  
 Environmental (Major)  
 Immortal (Major)  
 Immunity – Although their puppet bodies can be destroyed, their minds are immune to physical damage and live on  
 Psychic  
 Size – Tiny (Minor): Only in their puppet bodies  
 Technically Adept  
 Teleport – Mind only  
 Weakness (Major) – If the signal which brought them to Earth is reversed, they can be broadcast back into deep space

**EQUIPMENT**

Ray Gun: L(4/L/L)  
 The Scorchie Scanner (Minor Gadget): Scan

**TECH LEVEL:** 5

**SCORCHIE ADJUSTMENTS**

**Mr Grizzfizzle:** +1 Presence and Strength; delete Size – Tiny; Story Points 6  
**Professor Baffle:** +3 Ingenuity; -1 Presence; add Boffin, Enslaved and Technically Adept; Story Points 2  
**Cool Cat:** no adjustments; Story Points 3  
**Amble the Ugly Doll:** add Unattractive; Story Points 2  
**The Magic Mice:** +1 Coordination; -1 Strength; add Climbing (Minor) and Size – Tiny (Major); Story Points 1 (each)

**THE SEMQUESS** *(The Eye of the Giant)*

The tenacious Semquess are an aquatic species that evolved on a largely water-covered world, near volcanic fissures in deep ocean trenches that allowed them to develop an advanced form of biochemistry thanks to the extremes of heat, cold and pressure in which they lived. They resemble a cross between an octopus and a jellyfish. Their language is based on tentacle movements and waterborne sounds. Renowned as the most skilled bio-engineers in the galaxy, they sell specially tailored drugs and genetic adjusters to other races, willing to make anything for the right price.

Semquess ships resemble large silvery grey globes, and are equipped with tractor beams and retribution missiles. If the ship is destroyed, a missile will immediately be deployed to disable the enemy ship's hyperdrive. This missile carries a tracer, which will allow the next pursuing ship to trace that enemy later. They also use amphibious tanks with caterpillar tracks when on planets such as Earth.

In 1884, the Semquess were pursuing a Groid thief (see V12) who had taken several ampules of their genetic drugs and caused his ship to crashland on Earth. Fifty years later, they finally found him despite all his efforts to hide his location, proving just how long they can keep a grudge. Though they ultimately thought the thief destroyed, they were caught in an alternate timeline (see L12) in which their own drugs created a god-like human-Groid hybrid that took over the planet and repelled them. These latter events have since been undone.

**SEMQUESS DRUGS**

With their advanced biochemistry skills and unusual planetary environment, the Semquess are able to develop genetic drugs that can achieve almost any effect, and almost always will, for the right price. These drugs are stored in ampules that are difficult to open unless one knows how, but if damaged, can be broken open rather easily. The drugs can usually be absorbed through the skin and have an immediate effect on the subject's DNA. The GameMaster can create any effect; for example:

**Gigantism:** Having seeped into the island of Salutua's ecosystem (see L18), this drug caused ants, snakes, crabs, beetles, spiders, and bats, among others to grow to monstrous size.

**Genetic catalyser:** Causes the recipient to fuse with the first being or object it comes into contact with to create a new hybrid creature.

**Psychic regenerative transformation:** Allows the recipient's mind to completely reshape his or her body. When Amelia Grover took this drug, she became an angel, turning her faith into usable energy to achieve almost any effect. The Doctor surmised that only someone with great strength of will could even survive such an experience, much less find the necessary fuel to power it.

**SEMQUESS**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	5	<b>STRENGTH</b>	2

**SKILLS**

Athletics (Swimming) 3, Craft 2, Knowledge 3, Marksman 2, Medicine 3, Science 4 (AoE: Biochemistry), Technology 3, Transport 3

**TRAITS**

Additional Limbs (tentacles)  
 Alien  
 Alien Appearance (Major)  
 Bio-Chemical Genius  
 Environmental – Aquatic, able to withstand great pressures and temperature extremes  
 Obsession (Major) – Find and punish those who have wronged them  
 Single-Minded (Major)  
 Uncommunicative (Minor) – The Semquess language cannot be “spoken” by air-breathing beings limited to two arms

**TECH LEVEL:** 6

**STORY POINTS:** 8

**GLOBESHIP**

**Armour:** 15      **Hit Capacity:** 30      **Speed:** 15

**Weapons:** Missiles (12/18/27), lowers target's Subterfuge skill by 2

**SEMQUESS TANK**

**Armour:** 10      **Hit Capacity:** 15      **Speed:** 7

**Traits:** **Environmental** – Acts as “spacesuit” on hostile planets

## THE SENTINELS OF THE NEW DAWN

*(The Sentinels of the New Dawn)*

The origins of the secret society known as the Sentinels of the New Dawn lie in the late 20th Century with the famous historian and author, Doctor Lucius Beauregard. Under Lucius, New Dawn had a well-intentioned – if misguided – aim of returning England to the pastoral idyll of a mythical Middle Ages, governing the country as a sort of benevolent feudal society. But as Lucius began to lose his mental faculties in later life, his son Richard Beauregard corrupted these fanciful aims.

In a possible future timeline, the Doctor and Liz find that by 2014 New Dawn is a secretive far right pseudo-political group. It has little popular support but powerful overseas connections, including links with certain pariah states. In short, it has become organised, funded and influential. UNIT is taking interest in New Dawn because of the number of high-ranking scholars and scientists they have on their books, people who aren't normally swayed by the lunatic fringe.

The Sentinels of the New Dawn are headed by Richard Beauregard, and its headquarters is at his father's elaborately reconstructed medieval castle, a sort of Hollywood Camelot in the heart of the East Anglian fens. Lucius (now a Professor) is still alive, but is just a figurehead and is not fully aware of New Dawn's real activities. To outsiders, New Dawn has a long-term aim of creating a greener, fairer future based on agriculture and smallholdings, village life and self-sufficiency, and they are funding research into alternative, eco-friendly energy sources. In reality, Richard wants to concentrate political power into the hands of a few "wise men" with himself at their head. New Dawn has allied itself with a number of unscrupulous despots, such as General Teodoro, the military ruler of Tanganyika in this version of 2014. The group uses illegal activities (including the arms trade and insider dealing) to influence world events and make more money for itself and its members. It even has access to rudimentary time dilation technology so that it can see into the near future and predict the financial markets.

New Dawn is highly organised, with a Science Division, a Research Division, a Financial Division and so on. Among its research projects, it is developing bio-weaponry based on the Ebola virus, and its biomechanical labs have produced a monstrous artificial lifeform, the Helidromus. In medieval mythology, the Helidromus represented pure vengeance and was a demonic punisher of the damned. The New Dawn's version has a nightmarish form, like a monstrous raven with a wingspan maybe 20 feet across, but a man's body, with arms and legs ending in raking talons. This carnivorous hunter is used as Richard Beauregard's private assassin. The Helidromus is controlled by a DNA locator, a sort of biological radar in its skull which enables the monster to track down anyone whose genetic material has been entered into it.

Although the Doctor and Liz saw only a potential future, it is known that the Sentinels of the New Dawn survive in some shape

**HELIDROMUS**



<b>AWARENESS</b>	5	<b>PRESENCE</b>	1
<b>COORDINATION</b>	4	<b>RESOLVE</b>	4
<b>INGENUITY</b>	1	<b>STRENGTH</b>	7

**SKILLS**  
Athletics 2, Fighting 4, Survival 3

**TRAITS**  
Alien Appearance  
Alien Senses – DNA locator  
Cyborg  
Fear Factor 2  
Flight (Major)  
Natural Weapons (Minor) – Talons: Strength +2 damage

**TECH LEVEL:** N/A

**STORY POINTS:** 4

or form for centuries to come. Indeed, the 6th Doctor and Peri encountered them much later, in deep space in the 25th Century. The New Dawn are like a secret society of James Bond villains, with similar motives and methods (but with a medieval motif), and like the most insidious of secret societies, they cannot be kept down for long!

### **Adventure Seed: The Sentinels of the Old Dawn**

In a far, far future, the Sentinels are desperate to hold on to now ancient traditions, and willing to do anything to consolidate their power. But the organization's wise men are spread out over too many planets and war breaks out between distinct factions. Your TARDIseers have had a negative experience with the Sentinels already; how do they react when they realize their peacemaking efforts are going to help old enemies achieve their New Dawn?

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**SICCATI** (*Neptune, Sedna*)

The Siccati are strange looking creatures, having six multi-jointed arms and a body propelled along on a flowing mass of tendril-like filaments. But their six-eyed faces are perhaps the strangest thing about them, as their features rearrange themselves in response to their mood and the reaction of those viewing them. The Siccati claim that humans cannot appreciate the full effect of their expressions, as they do not have the Siccati's seven senses with which to observe them.

Siccati devote their lives to art and the appreciation of beauty, all else being secondary. The Doctor and Sarah Jane first encountered them on a planet which the Siccati had named Cerulean. It later became apparent that this was actually Neptune in the distant past. The Siccati settlement was only a small colony, surviving inside a forcefield dome and floating on a sea of methane ice on Neptune's surface. The colony was under attack from the Arrangers, the inhabitants of the nearby planet Vermillion (actually Sedna), and even the planetary defences were designed more along artistic lines than practical ones – which unfortunately made them ineffective against the bombardment from Sedna.

The Doctor, this time accompanied by Jeremy Fitzoliver (*see A2*), later encountered the Siccati on Sedna itself and it transpired that this was the planet that the colony on Neptune had come from. The Doctor learned that the Siccati move from system to system, colonising first the outermost world and moving inwards by stages. Each world is viewed as the subject of a piece of art in itself. The Siccati mine a shaft to the heart of each planet, then drop a Collographic bomb, the detonation of which transforms the planet by casting matrices at a molecular level. This has the unfortunate effect of destroying the planet, so a colony is sent to the next world in line in preparation for the migration of the Siccati. This process is known as the Great Tapestry.

The colony on Neptune had fallen in love with the beauty of the planet so much that they wished to settle it permanently rather than destroy it for the sake of art. The Arrangers back on Sedna saw this as a potential flaw in the Great Tapestry and ordered the bombardment of the colony.

Siccati names follow a set format, and they also apply this to their visitors' names, calling the Doctor "The doct>Orism", Sarah Jane "Sarahja>Nesmithism" and Jeremy "Jerem>Yism". All aspects of Siccati life contain elements of art. The public news system, for example, is by means of sculpture, with artists carving the headlines and story out of blocks of marble or granite; even their air-raid warning sirens play a tuneful melody; and gaining an audience with the Arrangers (the Siccati leaders) is by winning an art competition. Siccati often clothe themselves, usually in styles representing the popular fashion of the time, but which can appear bizarre to humans. Their speech is very long-winded and bombastic.

SICCATI



<b>AWARENESS</b>	5	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	4

**SKILLS**  
Convince 3, Craft 5, Fighting 1, Knowledge 1, Subterfuge 2

**TRAITS**  
Additional Limbs x2 (Arms)  
Alien  
Alien Appearance  
Alien Senses  
Epicurean Tastes  
Obsession (Major) – Art and beauty

**TECH LEVEL:** 6

**STORY POINTS:** 4-6



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

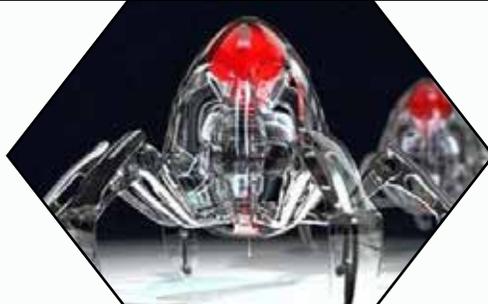
**SILD** (*Harvest of Time*)

Seemingly harmless, the Sild are actually one of the most aggressive and dangerous races in the universe. They are beautiful, thumb-sized sea creatures, like a jewelled seahorse, and are easily injured or killed. But it is the sheer numbers of Sild combined with the relentlessness of their attack that makes them so deadly. They have no concept of the individual, making them the ultimate cannon-fodder. An invasion attempt involves millions of Sild so they can easily cope with heavy losses and just keep on coming until they eventually overwhelm any defences. The other thing that makes them so dangerous is the nature of their attack: instead of killing their enemies, they take them over and use their bodies against their foes.

The Sild have developed armoured vehicles called ambulators. Built of a silvery metal (which is actually quite brittle and easy to damage), these crab-like devices have fist-sized bodies and numerous spindly, jointed legs and long feelers or tentacles. On the back of the ambulator is a fluid-filled glass cylinder about the size of a miniature whiskey bottle. The Sild pilot sits within the cylinder, lit up by the green glow of the surrounding equipment. Ambulators allow the Sild to move around easily on land, scrabbling over rough terrain and climbing most surfaces. A Sild will attempt to crawl up the back of a victim to clamp its ambulator to the back of the neck, where it plunges two sharp prongs into any unprotected flesh, penetrating the victim's nervous system. Thin feelers then work their way to the brain and the victim falls under the total control of the Sild pilot. The Sild's motor control isn't perfect and it takes a little time for it to get used to operating its host's body. But the Sild is able to make its host speak in a slurred drone and can even access its memories. The host retains a small measure of consciousness, but the damage done to the victim's brain inevitably kills it if the feelers are extracted. There are no Resolve + Convince rolls to avoid or break free from the Sild's Possess trait: only by protecting the neck can this awful fate be averted. Sild hosts have an increased resistance to injury and the Sild can even reanimate corpses for a short time.

Realising the threat that the Sild pose to the universe, the Time Lords sealed the entire race away aboard a gigantic spaceship called the Consolidator (*see L4*). Although they were confined for billions of years, at some point in the far future they were released and sought to invade 20th Century Earth in search of the incarnation of the Master held at Durlston Heath (*see L6*), who they intended to use as the final component of a device called the Assemblage. Sild have gained access to time travel via technology found on the Consolidator. They can create localised time ruptures through which they will drain oceans from one world to flood another to aid an invasion.

**SILD**



<b>AWARENESS</b>	3	<b>PRESENCE</b>	1
<b>COORDINATION</b>	4	<b>RESOLVE</b>	6
<b>INGENUITY</b>	3	<b>STRENGTH</b>	1

**SKILLS**  
Athletics 4, Fighting 4, Science 1, Subterfuge 3, Technology 3

**TRAITS**  
Additional Limbs – additional legs provide +2 Speed  
Alien  
Alien Appearance  
Brave – fearless of death  
Climbing (Major)  
Cyborg  
Environmental (Minor) – water-breathing  
Networked  
Possess (Special) – possession is automatic if the Sild manages to penetrate the neck of its victim  
Scan  
Size – Tiny (Major)

**TECH LEVEL: 8**  
**STORY POINTS: 1-3**

**SILD HOST**

*The stats of any Sild host are adjusted as follows:*

**Attributes:** Reduce Coordination to 1; replace Ingenuity, Presence and Resolve with that of the Sild.

**Skills:** Replaced by the Sild's skills, except that in the case of mental skills (such as Knowledge or Science), if the host has higher ratings than the Sild, these are retained as the Sild can access the host's memories.

**Traits:** Add Brave, Enslaved and Tough.

**SILURIAN-SEA DEVIL HYBRIDS** (*The Scales of Injustice*)

During the Age of the Silurians, before the disaster that forced the Earth Reptiles into hibernation, there were many sub-species of homo reptilia. By far the biggest genetic and physiological differences lay between the land-dwelling Silurians such as those the Doctor encountered on Wenley Moor and their marine cousins, the so-called Sea Devils. But pure eugenics was considered the most important principle of the Earth Reptiles. It was their most sacrosanct belief, such that inter-breeding between the sub-species was punishable by death. Normally, any eggs resulting from such a union would have been crushed and the parents executed. But when the scale of the forthcoming cataclysm was known and it was understood that millions would perish, the decision was taken to allow even the hybrids to live, in order to give their race the greatest chance of survival. For the twelve years before the great hibernation, all hybrids were allowed to live in a hibernation shelter specifically allocated to these genetic deviants, before entering the deep sleep that lasted millions of years. Although hundreds, perhaps thousands, of the Earth Reptile shelters have since been destroyed by the movement of the Earth's continents, the hybrids' shelter is one of the few which have survived. It is located beneath the sea off the English coast, somewhere near the Channel Islands.

Not all the inhabitants of the shelter are hybrids though, and even in this close-knit community, the hybrids are despised and loathed by the others. One of the pureblood Sea Devil warriors was leader of the hybrids' shelter, but he died during hibernation. Upon awakening, the hybrid Chukk assumed control and has acted as intermediary between his people and the purebloods. But his leadership is perilous, partly because of his genetic heritage, and partly because he wishes to promote peace with the upstart apes which now swarm over the Earth.

In general terms, although the hybrids appear more closely to resemble the land-dwelling Silurians than their marine cousins, they have a number of distinct features. Their eyes are far more fish-like, and instead of the wide Silurian ears, they have Sea Devil fins on the sides of their heads. Their skin tends to be a mottled green rather than the dark or olive hues of the Silurians. They have, however, retained the Silurians' third eye amid the ridges of their foreheads and this is fully functional, able to emit waves of intense heat or operate much of the reptiles' technology. The hybrids are also able to breathe either in air or under water, but are more nimble on land than the rather sluggish Sea Devils. They tend to wear the vests of the marine reptiles, as these provide a measure of protection against the pressure of the ocean depths. Most hybrids are however sterile and have a short lifespan, though their scientists believe that they can overcome this by introducing human genetic material to the mix.

Although the hybrids in the English Channel believe that their shelter was unique, it is entirely possible that other shelters elsewhere around the globe also house examples of Earth Reptile cross-breeds. Perhaps some of these have different physiognomies and abilities than those of Chukk and his brethren.

**SILURIAN-SEA DEVIL HYBRID**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3/5*	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	5

\*3 on land; 5 in water

**SKILLS**

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

**TRAITS**

Alien  
Alien Appearance  
Armour (5 points)  
Environmental (Minor) – Resistant to extreme heat; can also breathe underwater  
Fear Factor 2  
Marginalised (see *The Seventh Doctor Sourcebook*)  
Special – Third Eye: can use it to inflict S(S/S/S) or L(4/L/L) damage, weld (as Weld trait), operate Silurian technology, create tunnels (as Burrowing trait) or control creatures such as the Myrka

**EQUIPMENT**

Sea Devil vest: Environmental (Minor: Pressure)

**TECH LEVEL:** 6

**STORY POINTS:** 3-5

**SKANG** (*Island of Death*)

As the Doctor himself once noted, there are some corners of the universe which have bred the most terrible things. What blighted corner produced the Skang isn't known as they are cosmic wanderers, drifting through space until they reach the next inhabited world that they can prey on. That they are terrible is undeniable: they are nothing more than parasites who seek to infiltrate and then devour other species. The Skang are actually a group mind which feeds on the psychic energy of sentient creatures. Its central controlling form is known as the Great Skang and manifests as a cluster of dazzling lights in the flickering, changing shape of a gigantic insect twice the size of a man, but with almost no physical substance.

The Great Skang seeds a planet's atmosphere with spores. When a spore is inhaled by an intelligent creature, it starts a process of mutation, gradually transforming its host into a Skang, a separate entity which is nonetheless linked to the group mind. As part of the transformation, the spores take control of brain cells and neural pathways, so that their hosts actually welcome the change but retain their memories and, on a superficial level, personalities. The Skang then seek to prepare the planet in advance of the arrival of the Great Skang itself. On Earth in the 1970s, a group of Skang set up a cult to attract sufficient followers for the Great Skang to feast on, an event called the Great Assimilation which would provide the creature with a bridgehead on Earth to begin the absorption of the psychic energy of mankind. Only the inner circle of the cult were Skang, who controlled the other members by use of drinks spiked with psychotropic drugs.

Anyone transformed into Skang project a telepathic illusion to make themselves appear human to others. But in reality the spores will have mutated them cell by cell into a human-sized version of the Great Skang itself: a cross between a reptile and an insect with bronze skin, a large bulbous head and a needle-sharp proboscis. The mutated bodies are far less dense than those of humans and Skang are able to fly using small dragon-like wings which are usually moulded invisibly into their backs. Skang use their proboscis to feed on living prey, first liquefying their victims' internal organs and then drinking the resulting soup. The proboscis also injects calming enzymes into their victims to put them in a euphoric state and stop them struggling while the Skang feeds. Skang are also able to make psychic attacks, which allow them to feast on mental energy and usually result in their victims bursting into flames, termed an Incandescence.

Although the Skang are to a certain extent individuals, their existence relies on the animating psychic influence of the Great Skang. If the Great Skang is somehow destroyed, all the individual Skang will also die, collapsing into dust. Skang can also use their psychic attack to expel any rebellious Skang from the group mind, severing the mental link rather than inflicting damage and causing the Skang to gradually weaken and die.

**SHANG**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>4</b>

**SKILLS**

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

**TRAITS**

Alien

Alien Appearance

Dependency – Group Mind: If contact is broken or Skang is expelled, it takes 1 point of damage per day

Dependency – Great Skang: If the Great Skang is destroyed, the individual Skang will also die

Fear Factor 1

Flight (Major)

Natural Weapon (Minor) – Proboscis: Strength +2 damage, plus Hypnosis (Minor) to keep their prey calm while they feed

Natural Weapon (Special) – Psychic Attack: contest of Presence + Resolve to inflict Resolve +2 damage

Networked (Major)

Psychic

Shapeshift (Minor) – Skang can appear human by projecting a psychic illusion (but this doesn't fool cameras or other technology)

**TECH LEVEL:** N/A (Skang adopt the technology of their victims)

**STORY POINTS:** 3-5

**THE STALKER** (*The Scales of Injustice*)

Among the many horrors hidden in the Vault (see L22) in the 1970s is a Dobermann pinscher. At least, it had once been a Dobermann pinscher. One day, a man it had trusted had come into its cage with a large syringe of a thick green ooze, which bubbled slightly. The man had injected the substance into the dog's neck, right into the jugular. It had hurt, and the dog had collapsed. The transformation had taken about eight minutes. Waves of pain swept over it as it felt its body and mind twist and alter. Its senses were heightened - it could see things previously hidden from its limited spectrum of vision; it could hear the breathing of people a hundred yards away; it could smell the particular scent of sweat on a man standing next to a woman he was attracted to. And this sudden in-rush of new perception snapped its mind, sending it insane and insensible.

Thus was the Stalker created, from a vicious dog deliberately infected with a modified sample of Stahlman's gas from the aborted drilling project nicknamed the Inferno. And over the next three months, the man trained it, using a mixture of drugs, conditioning and basic cruelty. The Stalker, or Stahlman's Hound as it is sometimes referred to, is a hellish creature, mutated by the stuff it had been injected with into a slavering monster with jaws powerful enough to bite clean through a man's thigh. Its senses have been heightened so that it can track down its prey in pitch darkness by smell alone. And it is permanently ravenously hungry.

The scientist who had created this monstrosity is long since dead. He had harboured some reservations about the beast, in particular if it broke free and infected others, either through breeding or through its bite. But when he took these qualms to his superiors, he found himself hunted down by his own creation. After the Stalker had finished with him, there was not enough left for a decent burial.

Normally, the Stalker is kept securely locked up in a cage of its own deep within the Vault. It is one of the pet projects of the pale young man who secretly runs the Vault, syphoning off alien technology for his own purposes. But it is not widely known of, even to those in authority within Department C19 (see A6) or UNIT. The Stalker is only brought out on special occasions. Such as when there is an intruder loose within the Vault, or on the rare times when the pale man needs it to hunt down a fugitive and authorises its use in the world outside.

When the Doctor became aware of existence of the Vault and its activities, the Stalker was one of its secrets that evaded discovery by UNIT and remains at large. The pale man made sure that it survived and has sworn that it will one day be used to hunt the Doctor down. Details for the Pale Man himself will appear in *The Sixth Doctor Expanded Universe Sourcebook*.

**THE STALKER**

<b>AWARENESS</b>	<b>5</b>	<b>PRESENCE</b>	<b>1</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>3</b>
<b>INGENUITY</b>	<b>1</b>	<b>STRENGTH</b>	<b>6</b>

**SKILLS**

Athletics 3, Fighting 4, Survival 3

**TRAITS**

Alien Appearance

Alien Senses – Can see beyond the normal visual spectrum

Environmental (Minor) – Extreme heat

Fear Factor 2

Immunity – Takes no damage from bullets or similar

Infection - A character struck by the Stalker must roll Strength + Resolve against a Difficulty of 15 or become infected; see *The Third Doctor Sourcebook* (page 57) for full details

Keen Senses (Minor) - Smell

Natural Weapons (Minor) – Jaws: Strength +2 damage

Weakness – In cold conditions, the Stalker has a -2 penalty to all rolls; it also takes 4 points of damage from cold-based sources

**TECH LEVEL: N/A**

**STORY POINTS: 5**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**VERDIGRIS** (*Verdigris*)

The origins of the creature known as Verdigris are vague and obscure, but are somehow linked to that flamboyant lady adventurer, Iris Wildthyme\* (see A10). Verdigris is capable of changing his guise to take on human appearance, but in his natural form he is like a crude unfinished statue made of livid green metal. His face is almost featureless and impassive, with just two horrible burning emeralds for eyes and a slit for a mouth. Verdigris is seemingly immortal and his metal body is almost indestructible. Although he is a creature of metal, Verdigris is not a robot controlled by circuitry or powered by electricity, and his body is in fact cavernously hollow.

Although unknown to the Doctor, Verdigris has been following his exploits during the Time Lord's exile on Earth. For what appears to be nothing more than his own amusement, he has manipulated the Meercocks (see V19) into infiltrating the Earth in bizarre disguises only for the technology he has provided them with to fail catastrophically. Likewise, he has duped the Children of Destiny (see V4) into believing that they are helping the Galactic Federation, that UNIT is a fraud and that the Doctor is an evil prankster.

Verdigris' methods are convoluted and cruel. Although he claims to regret every loss of life he causes, he will not hesitate to gun down innocent women and children if that furthers his plans. Once his pawns have outlived their usefulness, he will discard them without a second thought. In carrying out his schemes, he often disguises his true appearance, sometimes under several layers: as the Master disguised as the Brigadier, for example. In summary, Verdigris' aims are shrouded in mystery and his plans are absurdly complicated. On the surface, he appears to be a villain for villainy's sake, complete with a ghastly villainous laugh, but there are depths which he is at pains to keep hidden. Verdigris has been compulsively interfering in the Doctor's life behind the scenes and could be used as a recurring, if seldom directly encountered, foe during the UNIT years.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

\*In fact, Iris summoned up Verdigris using magic in the ruins of a city made of copper on the lifeless planet Makorna. He is a supernatural construct formed from the spirits of the dead city in a body made from the material of the copper ruins. With the best of intentions, Iris charged him with finding a means of ending the Doctor's exile on Earth, and it is this mission that occupies all of Verdigris' efforts. Unfortunately, the method he employs is to manipulate events to cause alien invasions, his reasoning being that sooner or later one of the invasions will provide the Doctor with the technology advanced enough for him to escape his exile. Only when his supernaturally commanded mission has been completed, can Verdigris' existence end. Iris herself remembers very little of this, having been terribly, terribly drunk at the time.

**VERDIGRIS**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>6</b>
<b>INGENUITY</b>	<b>5</b>	<b>STRENGTH</b>	<b>7</b>

**SKILLS**

Convince 3, Fighting 2, Knowledge 3, Marksman 3, Science 4, Subterfuge 4, Technology 4, Transport 2

**TRAITS**

Alien  
Alien Appearance  
Armour (15 points)  
Boffin  
Eccentric (Major): Ridiculously convoluted plans  
Flight (Major)  
Immortal (Major)  
Obsession (Major): Freeing the Doctor from his exile  
Shapeshift (Special)  
Special – Animate Objects: At a cost of 1 Story Point, Verdigris can animate an object such as a statue or a tree  
Technically Adept  
Teleport

**EQUIPMENT**

Verdigris gun: L(4/L/L)

**TECH LEVEL: 8**

**STORY POINTS: 8**

**ANIMATED OBJECT**

Attributes: Awareness 2, Coordination 1, Strength 10

Skills: Fighting 4

Traits: Fear Factor 1, Immunity (Bullets and other small injuries)

*These stats are suitable for an animated statue or tree. Other objects may have different abilities.*

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**VITA MONET** (*The Elixir of Doom*)

Glamorous Hollywood actress Vita Monet had a string of hit movies in the 1920s and '30s, and is best known as the star of a series of successful creature features. Vita is famous for being the damsel in distress regularly threatened by a collection of hideous movie monsters. Her “menagerie” is comprised of five classic creatures: the Bloody Count, the Human Jelly, Leopard Boy, Lizard Man and the Living Skeleton. When trans-temporal adventuress Iris Wildthyme took Jo Jones (née Grant) to Los Angeles in 1936, they found the star in the middle of filming her latest movie and attempting to cash-in on the popularity of two of her past successes in *Leopard Boy Meets the Human Jelly!* The creatures themselves are remarkably realistic, which is widely attributed to the skills of Monsieur Claude, the master of monster make-up (and Vita’s current husband). But occasional sightings of inhuman creatures stalking the hills of Hollywood lead some to conclude that they might be more real than just the product of make-up and prosthetics...

Vita is slightly past her prime by 1936, though still attractive. But behind the scenes she is a harridan – as each of her previous husbands has learned. Vita is very demanding both on-set and off, the consummate Hollywood diva.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The truth behind Vita Monet’s “monsters” is that they are her previous husbands, each of whom she coerced or tricked into drinking a dose of the Elixir of Doom and were transformed into their current state. These pitiful creatures have been held captive in the cellars under Vita’s opulent mansion since then, only being allowed to emerge when they are needed for her next movie. The only other person who is aware of the truth is her husband Claude - who is willing to become her next movie co-star. Vita keeps her exes under her control by convincing them that, having drunk the Elixir once, they now need regular repeat doses. But after years of degrading servitude, one or two of them are beginning to think that’s not enough for them to continue to endure their slavery.

The Doctor and Jo had previously encountered Vita several decades later in 1973. By then, she was a withered old husk and was being stalked by the only member of her entourage still in evidence: the Bloody Count.

**VITA MONET**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>5</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>3</b>
<b>INGENUITY</b>	<b>2</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**

Convince 4, Craft (Acting) 4, Knowledge 2, Subterfuge 2

**TRAITS**

Attractive  
Dark Secret (Minor)  
Fame (Major): If recognised, +2 bonus on all social interactions and all successes upgraded by one level  
Selfish  
Voice of Authority  
Wealthy (Major): Stinking rich

**EQUIPMENT**

The Elixir of Doom

**TECH LEVEL:** 4

**STORY POINTS:** 4

**THE ELIXIR OF DOOM**

The Elixir of Doom is a potion that Iris Wildthyme (*see A10*) accidentally took to a party hosted by Vita Monet and left behind. It came from the Lost Tomb of the High Atrixians. Anybody who drinks even a tiny amount will be transformed into an inhuman creature, something reflecting their inner monster. The character has no control over precisely how the Elixir changes them, so their stats are revised by the GM. Their Character Points total does not increase, but points spent on Attributes, Skills and Traits are all interchangeable. So Attributes can be reduced to increase Skills or buy new Traits; existing Traits can be sold for points to spend; and so on. The transformation isn’t normally permanent, and most subjects will revert back to their human state within a few days unless they take regular doses of the Elixir. In a few subjects, if their personalities are already too twisted, they will remain as monsters permanently.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

## THE BLOODY COUNT (RALPH)

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

Formerly Vita's first husband, the Bloody Count has the appearance of a Nosferatu vampire.

**SKILLS:** Convince 1, Fighting 3, Subterfuge 3

**TRAITS:** Distinctive, Enslaved, Fear Factor 3, Immunity (but with vampire vulnerabilities), Mute, Natural Weapon (Minor: Fangs – Strength +2), Teleport

**STORY POINTS:** 3

## THE WOLF-MAN (CLAUDE)

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

When he finally drinks the Elixir, Monsieur Claude transforms into the classic movie werewolf and is the only one of Vita's husbands to be strong enough to stand up to her.

**SKILLS:** Athletics 3, Craft (make-up artist) 4, Fighting 3, Knowledge 2, Survival 2

**TRAITS:** Alien Appearance, Fear Factor 2, Immunity (can only be harmed by silver or fire), Natural Weapon (Minor: Claws and Teeth – Strength +2)

**STORY POINTS:** 4

## LEOPARD BOY

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

Leopard Boy is half-man, half-cat and behaves more like a wild animal than the man he once was.

**SKILLS:** Athletics 4, Fighting 4, Survival 2

**TRAITS:** Alien Appearance, Enslaved, Fear Factor 2, Natural Weapon (Minor: Claws and Teeth – Strength +2), Tough

**STORY POINTS:** 2

## THE LIVING SKELETON

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

The Living Skeleton is impossibly skinny, just a collection of walking bones.

**SKILLS:** Athletics 1, Fighting 1, Subterfuge 3

**TRAITS:** Alien Appearance, Alien Organs (Minor), Enslaved, Fear Factor 2

**STORY POINTS:** 2

## THE HUMAN JELLY (HAROLD)

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

The Human Jelly is a quivering blue blob, with only the vaguest outline of a human. He is perpetually on the verge of a nervous breakdown and is the most pathetic of Vita's creatures.

**SKILLS:** Fighting 1, Knowledge 1

**TRAITS:** Alien Appearance, Fear Factor 1, Enslaved, Tough, Weakness (Major) – If agitated, the Human Jelly must make a Difficulty 12 Strength + Resolve roll or explode messily, killing himself)

**STORY POINTS:** 1

## LIZARD MAN

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

Lizard Man is a muscular creature covered in scaly plates. He can spit venom.

**SKILLS:** Athletics 3, Fighting 3, Subterfuge 1, Survival 3

**TRAITS:** Alien Appearance, Armour (5 points), Enslaved, Fear Factor 2, Natural Weapon (Minor: Spit Venom – 5(2/5/7) damage)

**STORY POINTS:** 2

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**VOGANS** (*Countdown/TV Comic*)

The first thing to say about the Vogans is that they are not the same race as the Vogans from Voga, the planet of gold. These Vogans are a race of blue-skinned humanoids with enlarged, bulbous heads, and thin bodies and limbs. Their faces have cruel-looking features and long Fu Manchu moustaches. They normally squat cross-legged on hover chairs which float through the air.

The Vogans are well known to the Doctor as being a race of evil slavers. They are ancient creatures, their lives extended indefinitely by use of a mineral which they have called Voganite. The Vogans enslave other races to mine this mineral for them and use small hovering robots to enforce their rule over their workforce. The robots are equipped with a hypnotic ray to keep the slaves under control.

Vogans cannot be trusted. They do not keep their promises and will use deceit and trickery to enslave other races. On the first occasion that the 3rd Doctor encountered them, they had offered to rescue the Crallicans from their dying world, but this was only so that the refugees could be processed and turned into slaves. The Doctor managed to turn their own robots against the Vogans, freeing the Crallicans. The 4th Doctor also battled the Vogans, who this time were using a more primitive species known as the Kryllians as their enforcers and to capture slaves for them.

The Vogans' dependency on Voganite for their longevity is also their main weakness. If their supply of the mineral is cut off, the Vogans' extreme old age will soon begin to catch up on them. A Vogan will lose 1 point from an attribute per day as it wizens and dies.

**Adventure Seed: The Underground Spaceroad**

Arriving on the planet of the Vogans, the TARDIS crew become involved in trying to free the slave workforce from the Voganite mines. In doing so, they discover an underground "spaceroad" smuggling escaped slaves off planet via a forgotten transmat unit to a waiting ship on the far side of the major moon. But the transmat itself is a trap operated by the Vogans' partners, the Fulgurites (see *The First Doctor Expanded Universe Sourcebook*). The Fulgurites are selling slaves to the Vogans, then arranging for them to escape only to sell them again to other clients. In order to put a stop to these nefarious schemes and liberate the slaves for real, the time travellers must foil both the cruel Vogans and the unscrupulous Fulgurites!

**VOGAN**

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

**SKILLS**

Convince 3, Knowledge 2, Science 2, Subterfuge 4, Technology 3, Transport 1

**TRAITS**

Alien  
Alien Appearance  
Dependency - Voganite  
Gadget – Hover Chair (Traits: Flight (Major). Story Points: 2.)  
Immortal  
Selfish

TECH LEVEL: 7

STORY POINTS: 3-5

**VOGAN ROBOT**

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

**SKILLS**

Fighting 2, Technology 2

**TRAITS**

By the Program, Flight (Minor), Hypnosis (Major), Robot, Tough

STORY POINTS: 1-3

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**THE WARO** (*The Devil Goblins from Neptune*)

The Waro are a species of vicious, goblin-like humanoids from Neptune's moon Triton. Early in their history, the Waro were in a state of constant war, and Waro empires succeeded one another quickly. The incessant fighting kept them from achieving much in the way of technological or societal change. Eventually, the Waro were able to use genetic and chemical modification to modify their emotions to re-orient their hatred against everything that isn't a Waro. Even so, they would eagerly tear apart another Waro if they were riled up or anxious for a fight. Removing these limits will eventually overload their nervous systems - they will die of anger.

The Waro sent forces to Earth for millennia, mining cobalt for use in their cobalt bombs. They likely inspired the legends behind goblins, gremlins and kobolds (a word from which "cobalt" derived). Presumably, they didn't try to destroy Earth during these trips because they didn't have enough cobalt for their bombs. In 1970, a probe was sent from Earth to Triton, and was picked up by the Waro. They were able to modify it and use it to telepathically contact Viscount Rose, a British aristocrat, directly sending their commands into his head. From him, they gleaned information on the current state of Earth, allowing them to plan their attack. The Waro sent forces to England in order to find the cobalt needed for their bombs. Cunningly, they also deployed forces to Russia to fool humanity into thinking that was their target. When the Americans destroyed England's cobalt reserves, the Waro then focused their forces on the secret base in Roswell, New Mexico. They destroyed most of the American forces, but the Third Doctor and the Nedenah (*see A17*) - gray aliens held at the base for some time, and who happen to be the Waro's sworn enemy - stopped them.

Only about the size of a human child, light and slender, the Waro can fly with artificial wings. They have grey skin, sharp fangs, long ears and pointed features. Their yellowish-green blood has a nasty odour. Though not especially strong, they can survive a large amount of damage. They are incapable of speaking, though they will hiss and growl. They can survive in the vacuum of space as well as most planets' atmospheres.

The Waro have rocket-like spacecrafts, which can cluster together until they reach the atmosphere of a planet. These ships give off radiation, which makes many Waro radioactive and naturally resistant to Cadmium-60 radiation, which is why they think nothing of bombing planets for eventual habitation.

In an atmosphere, the Waro use mechanical wings that allow them to fly. These wings are attached to their backs on a backpack-like structure and are composed of metals and plastic. Relatively primitive in design, relying on pulleys and joints, the wings used software that could be disrupted from a distance. The Waro use hand-held heat weapons that melt metal and damage electronics, switching to claws and teeth in close quarters.

**WARO**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>5</b>	<b>RESOLVE</b>	<b>5</b>
<b>INGENUITY</b>	<b>2</b>	<b>STRENGTH</b>	<b>3</b>

**SKILLS**

Athletics 2 (AoE: Aerial maneuvering), Fighting 3, Marksman 2, Science 1, Subterfuge 3, Survival 4, Technology 2 (AoE: Bombs), Transport 2

**TRAITS**

Alien  
Alien Appearance (Major)  
Berserker (*see The First Doctor Sourcebook*, p.98)  
Cyborg  
Environmental – the vacuum of space  
Fast (Minor)  
Fear Factor 2  
Five Rounds Rapid  
Flight (Major)  
Frenzy  
Obsessive Hate (Major) – The Waro hate all non-Waro life and will attack it on sight  
Natural Weapons – Teeth and claws (Strength +2 damage)  
Tough  
Uncommunicative (Major)

**EQUIPMENT**

Laser weapon: 5(3/5/7)

**TECH LEVEL: 5**

**STORY POINTS: 2-4**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**XARAX** (*Dancing the Code*)

The Xarax have been on Earth for 700 hundred years and inspired the Kebirian (see V40) legend of the djinn-like Al Harwaz, the so-called “dancers in the desert”. In the 1970s, a Kebirian scientist called Zalloua investigated these legends and discovered a single lone Xarax Queen living underground. He used pheromones in a honey-like solution to provide it with instructions, hoping to use it in the Kebirian-Giltean conflict. It was he who dubbed them Xarax. But Zalloua’s instructions were not properly understood, and the Xarax ended up staging an invasion of Earth, one the 3rd Doctor, Jo and other members of UNIT had to stop, though Zalloua’s country was all but destroyed in the process.

The truth is that the Xarax aren’t actually sentient beings. Rather, they might be called a “biological tool kit” of very sophisticated symbiotes adapted by some unknown intelligent species for their own ends, though they also gave them control mechanisms that could be used by other species. They were either brought to Earth by accident or as a surreptitious gift from another party.

The Xarax, in their principal form, are winged, scorpion-like aliens the size of cars, midnight blue in colour. At this stage, they can essentially replicate helicopters, down to the rotor blades, or even fighter jets. These are imitations of the machines humans had used against them. Their chitinous exoskeletons are filled with a honey-like liquid that smells of roses and cloves, an odour perceptible whenever one is wounded. A second form has them looking like men of stone, the better to interact with humans. A third-stage Xarax, however, can replicate blood and internal tissues and is in many ways indistinguishable from a human being. These duplicates are created by the Queen in her nest by linking directly to people and sampling pheromones from their skin to learn what knowledge they have. The replicas are autonomous, and behave in a way approximating their originals. The Xarax, including these duplicates, communicate largely by gesture and scent. A person thus copied who manages to escape from the nest may retain a bond with the Xarax and get a sense of their motivations, or of where the nest is located. (Player characters in that position may make Awareness + Presence rolls to access such information.)

Inside the nest, small, spider-like weaver units slowly uncoil the fabric of the building, continually turning it into something more suitable for the Xarax whose home planet is decidedly not Earth-like. The Queen sits at its center, as large as a blue whale, defended by Xarax of all types. Since it provides pheromonal commands to all units, reprogramming the Queen will take control of all Xarax on the planet

**XARAX STONE FORM (AL HARWAZ WARRIOR)**

**Attributes:** As basic form, -1 Strength

**Skills:** Athletics 2, Craft (dancing) 3, Fighting 4

**Traits:** Armour (5 points), Fear Factor 1, Keen Senses – Smell, Networked

**Story points:** 1-2

**XARAX**



<b>AWARENESS</b>	2	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	1	<b>STRENGTH</b>	7

**SKILLS**  
Fighting 2, Marksman 2

**TRAITS**  
Additional Limbs (x5)  
Alien  
Alien Appearance (Major)  
Armour – 10 points  
Burrowing  
Flight (Major)  
Keen Senses – Smell  
Natural Weapons – Claws/Tail: +2 Strength  
Networked – Through scent  
Shapeshift – Xarax will spawn new forms akin to the ones (whether animals, vehicles and other technologies) used against them  
Size – Huge (Minor)

**TECH LEVEL:** N/A  
**STORY POINTS:** 2-4

**XARAX QUEEN**

**Attributes:** Awareness 3, Ingenuity 1, Presence 4, Resolve 4

**Traits:** Immortal (Major), Keen Senses – Smell, Networked, Replication, Size – Huge (Major), Weakness – If something interferes with the Queen’s pheromones, all Xarax in the area may be reprogrammed, deactivated or destroyed

**Story points:** 6

**XARAX DUPLICATES**

Use Attributes, Skills and Traits of copied creature/person. Add Keen Senses – Smell and Networked.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**XHINN** (*Amorality Tale*)

Nobody knows where the Xhinn come from. According to legend, they were created from fire millions of years ago. They rebelled against their makers and were cast into this universe for their pride. Whatever the truth, the Xhinn see themselves as fulfilling a divine quest of colonising worlds, stripping them of all resources and subjugating or exterminating the native races. All to fuel the colonisation of other worlds in a never-ending cycle of destruction.

The Xhinn are a methodical species and always send an advance scout party to their next target in order to assess the resources and risks. This planning phase can take years to complete. The Xhinn scouts that the Doctor encountered in London in 1952 were preparing for the arrival of the main invasion fleet in 2002. Xhinn are extremely long lived with lifespans of several millennia, so a few decades mean nothing to them. They can further extend their lifespans by absorbing energy from other Xhinn, also gaining their life force and knowledge.

In their natural form, the Xhinn are creatures of light and darkness, terrifying to behold. Their humanoid features are blurred but distinctly alien in appearance, with glowing tendrils in place of hair, a hundred tiny eyes and no visible mouth. The Xhinn are a psychic species and communicate telepathically. They can also use their mental powers to float through the air, perform telekinetic feats and fire blasts of blue energy which are capable of vaporising their victims. They can even melt bullets in the air before they reach them. Xhinn are gestalt creatures and are ruled by a Triumvirate.

As well as their psychic abilities, Xhinn are shapeshifters and can take on the form of any other species they encounter. Normally, a Xhinn scout will adopt the appearance of a single member of the species it is assessing and will work under deep cover, establishing a full persona and life on their target planet. Sometimes they go so far as to erase their true memories and work to orders planted subconsciously, but this is risky as it can be difficult for them to later recover their Xhinn memories. Their malleable physical nature also provides the Xhinn with the ability to heal injuries extremely quickly and even to re-grow lost limbs within seconds. They are however vulnerable to fire.

The Xhinn are a technologically advanced species. Although not time-faring, they are aware that time travel is theoretically possible and know of the Time Lords (but consider them to be weak and impotent). They travel the universe in fleets of living Xhinships, like shadows which travel unseen and unnoticed through the vacuum of space. Their other technological achievements include short-range matter transmitters, localised weather control and psychosomatic drugs which, when administered orally to a victim, allow the Xhinn to control their minds. They use this drug if they need to create a slave labour force.

Throughout the universe, the Xhinn are a byword for terror, spoken of only in whispers. Few who have stood up to the Xhinn have survived, and fewer still have succeeded.

**XHINN**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	4	<b>STRENGTH</b>	3

**SKILLS**

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

**TRAITS**

Alien  
 Alien Appearance  
 By the Book  
 Fear Factor 3  
 Flight (Major)  
 Immunity – Bullets  
 Natural Weapon - Energy Blast: L(4/L/L) damage  
 Networked (Major)  
 Psychic  
 Shapeshift (Special)  
 Special – Regeneration (Special): Heals 1 point of damage per Round and re-grows lost limbs within seconds  
 Special – Xhinn Absorption (Special): Only usable against other Xhinn. Inflicts 7(3/7/10) damage – if fatal, attacker gains the victim's Story Points, knowledge and remaining lifespan (may be split among multiple attackers)  
 Telekinesis  
 Telepathy  
 Weakness – Xhinn take an extra level of damage from flames and cannot use their Regeneration  
 Trait to heal burn injuries

**EQUIPMENT**

The Xhinn's psychotropic drug provides all Xhinn with the equivalent of Hypnosis (Major) against their victims.

**TECH LEVEL: 7**

**STORY POINTS: 4-6**

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**ZELD** (*The Ghouls of Grestonspey*)

Standing at over 7 feet tall, the Zeld are huge, powerful humanoid creatures from a distant star system. They are an arrogant people who radiate an air of supreme confidence and look down on all other races as inferior. Zeld scout ships range across space, locating planets from which they can extract mineral riches or other resources and take them back to their home world for their own glory. Zeld treat any local inhabitants with contempt, often not even deigning to speak to them, instead usually either taking them prisoner if they can be of use or killing them if not.

The Zeld are technologically advanced, travelling the galaxy in spaceships of the classic “flying saucer” design. When UNIT investigated reports of UFOs in the remote Scottish countryside, the Doctor was astonished to find a Zeld vessel hidden within the solid granite of the moorland itself. These ships are capable of moving through solid matter, and it is believed that they can apply this technique to other equipment and perhaps even themselves. The ships are powered by nuclear material, which in this case the Zeld had stolen from a nearby power station in order to refuel.

The Zeld have also created a servitor race, grey blob-like creatures without faces or eyes, which they call Protos. Protos have limited intelligence and are mute, but possess psychic abilities and communicate with their masters and each other by telepathy. They are also able to place subjects under their mental control to keep them in a form of suspended animation. Protos feed on the psychic energy of their victims, utilising their Natural Weapon (Psychic Drain) trait and requiring a contest of Presence + Resolve rather than combat. Their Zeld masters often kidnap sentient beings from less advanced planets and store them in suspended animation on their ships in order for the Protos to be able to recharge themselves periodically. Because of this, the Doctor described them as ghouls from the stars. Despite having the appearance of corporeal beings, Protos are actually vortices of pure energy and use telekinesis to manipulate physical objects or to drag their victims towards themselves. Protos are immune to physical damage but can be destroyed by energy weapons, vanishing like wraiths of smoke when killed.

**ZELD**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	6
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	6

**SKILLS**

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

**TRAITS**

Alien  
Distinctive  
Indomitable  
Psychic  
Tough  
Voice of Authority

**EQUIPMENT**

Plasma ray: L/4/L/L  
Intangibility Device – Traits: Immaterial (Major Good – see sidebar text). Story Points: 2

**TECH LEVEL: 7**

**STORY POINTS: 4-6**

**PROTO**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	2	<b>RESOLVE</b>	4
<b>INGENUITY</b>	1	<b>STRENGTH</b>	3

**SKILLS**

Fighting 2, Marksman 2

**TRAITS**

Alien, Alien Appearance, Enslaved, Hypnosis (Major), Immunity (Physical damage), Natural Weapon (Psychic Drain: 5(2/5/7) damage ignoring physical damage reduction), Psychic, Telekinetic, Telepathy

**STORY POINTS: 1-3**

**ZELD INTANGIBILITY TECHNOLOGY**

Although the Zeld and their Proto underlings are not naturally intangible, the Zeld clearly have the technology to be able to make things capable of passing through solid matter. Any Gadgets with this effect should have the Immaterial trait (from *Aliens and Creatures*), but as a Major Good Trait to reflect that it can be switched on and off at will.

# LOCATIONS IN SPACE AND TIME

## THE ARBROCKNEL CONSTRUCT *(Freedom)*



Usually referred to as the Construct, this otherwise nameless place is a pod which was built by the people of the planet Arbrocknel as a prison for their most dangerous criminals. Existing outside of time and space, in the cracks in reality's surface between the gaps of a single second, it cannot be accessed by conventional means and is considered to be escape-proof without outside assistance. In fact, if a criminal did manage to get beyond the walls of the Construct, they would find themselves at the mercy of the Vortex itself and would quickly be torn apart by the time winds.

The interior of the Construct is a set of six connected rooms built of drab grey material with no exterior doors or windows. Intended to hold only two prisoners under normal circumstances, it contains a kitchen, living area, bathroom, two bedrooms and a small storage area. There are no means to communicate with the real universe and nothing which could potentially be used to build a device capable of escaping from the prison. The Construct is equipped with the basic necessities to enable life to continue, but none of the luxuries to make it bearable. The passage of time in the Construct is an unbroken monotony not even marked by artificial day and night. When the Doctor and Jo were trapped in the Construct by a trick of the Master, they found that the prison still contained the remains of its last two inhabitants, which would stay there until they finally decomposed into dust.

The only way to get in and out of the Construct is by using a TARDIS or other vessel capable of travelling in both

space and time. But even then, tracking the location of the prison in the infinite expanse of the Vortex is an almost impossible task. Only advanced time-faring races like the Time Lords have the technology capable of undertaking this feat.

It is likely that Arbrocknel built many prison pods similar to the Construct. Quite what happened to the people of Arbrocknel themselves is not known.

### **Adventure Seed: The Dilemma**

In the eternity of the Vortex, it is statistically inevitable that at some point something will accidentally come into contact with an Arbrocknel prison pod. When the players' TARDIS materialises inside one of the Constructs, they find it contains two inhabitants. Almost identical in appearance, each claims that the other is a dangerous criminal who was found guilty of mass murder and genocide, but that they themselves are innocent and were wrongly imprisoned. In the close confines of the prison, can the time travellers work out who is telling the truth and who is lying before the pair take matters into their own hands? And what if the prisoners are actually two parts of a greater whole; a powerful psychic whose insane mind has been split between two bodies and must never be recombined? Will the presence of the time travellers and the technology aboard the TARDIS enable them to restore themselves and their powers before the players have worked out what the situation really is?

**BRACKER'S CRATER** *(Salt of the Earth)*

Millions of years ago, an alien spacecraft crashed in the Australian outback, creating a shallow impact site which is now known as Bracker's Crater. The single occupant of the craft, a marine creature with a whale-like tail and numerous tentacles, was killed on impact. Although much of the salt-water which filled the interior of the ship leaked out through the damaged nose of the craft, enough remained to keep the body submerged and it was literally pickled in brine. And so the ship and its dead pilot remained undisturbed until modern times.

With the coming of European settlers in the 19th Century, the clearance of trees and other vegetation to make way for grazing land for sheep resulted in the water table rising, pushing layers of salt to the surface. These dry salt lakes made the land barren and unsuitable for livestock, but the salt itself was quickly seen as a valuable resource and began to be harvested and refined. Later, exploratory shafts were excavated here and there in the region to determine whether mining was also a profitable enterprise. The results were negative, but the shaft in Bracker's Crater disturbed the ancient spacecraft buried beneath.

Inside the ship, the nanobots which provided life-support were still active, trying to maintain a salt-water environment for its long-dead pilot. Without a controller to countermand their orders, the nanobots try to transform any source of water they encounter into brine suitable for the species that created them. Any substance with a high enough water content will be targeted, and minerals will be pulled from the surrounding environment to transform it into brine. Except the nanobots don't stop there, but carry on until the substance has been entirely replaced by salt. In living creatures, clearly this is fatal, and in the salt lakes – with suitable minerals available in large quantities – the effect is almost instantaneous. Anybody touching nanobot-infected salt with their bare skin will be turned into inanimate white statues within a matter of seconds. If the nanobots have lower quantities of salt to work with, the transformation takes longer and the victim may have several minutes.

In the years after the miners disturbed the ship, the nanobots made their way to the surface drawn to the salt deposits and gradually multiplied and spread themselves over the salt lakes. But nothing untoward was noticed by the few humans that lived in this remote and inhospitable area of Australia. People

disappeared now and then, but the salt statues that replaced them were hardly ever discovered, as they were quickly blown away by the wind. On the rare occasions that somebody found one of the statues, their story wasn't taken seriously. However, the number of disappearances mounted up over the years, and eventually the locals realised that there was something wrong. They didn't know what though, and anybody who vanished was just thought to have come into contact with "bad salt". When the Doctor and Jo arrived at the salt lakes in 2028, local feeling had started to run high, with protests and threats against the salt processing company, which was being blamed for the bad salt.

Any living thing which touches salt infected with active nanobots with their bare skin will start to change. The water in their cells will begin to turn to brine, along with the soft tissue and finally the harder material like bone, until they are comprised of pure salt. Protection by shoes or sufficiently impermeable clothing will prevent infection if the wearer is careful. But all it takes is a single nanobot to start the transformation, and once started there is little chance of survival. The damage that the transformation causes depends on how much salt minerals the nanobots can draw on in the vicinity. Out on the salt lakes, it can be as much as 8 points per Round. In a normal environment away from salt concentrations, it will normally be only 1 or 2 points per Round. The GM should determine the rate of damage for any area in which bad salt may be encountered. Machinery and other inanimate objects may also be affected at the GM's discretion. Once the transformation is complete, the nanobots deactivate and the salt they had created becomes safe to touch.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

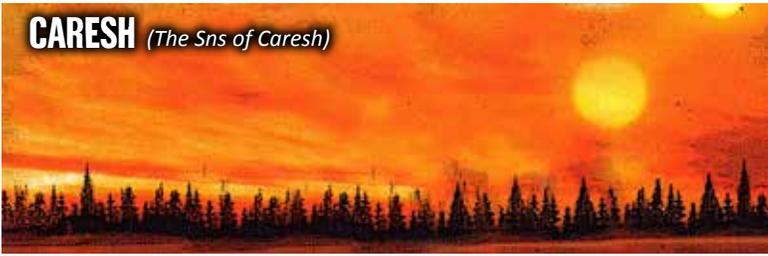
Detecting bad salt is difficult. Even for salt in which the transformation is still underway, a simple chemical analysis will reveal nothing, as will examining the salt using anything short of a microscope capable of viewing its structure at an atomic level – it is only then that the nanobots can be discovered. The species that created the nanobots communicated using sonar, like Earth whales, and the Doctor found that his sonic screwdriver could control the creatures' technology to a limited extent. Although the sonic wasn't able to control the nanobots directly, it was able to operate the still-functioning controls in the spacecraft, enabling Jo to order the nanobots which had infected her to stop and heal her. Before the TARDIS departed, the Doctor designed a small sonic device which could switch off the nanobots, leaving several with one of the locals for her to cleanse the area of bad salt.

**NANOBOT CONTROL DEVICE [Major Gadget]**

**Traits:** Delete (Major); Restriction (Minor: Bad salt only).

**Cost:** 2 points

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**CARESH** *(The Sns of Caresh)*

The planet of Caresh has a number of important differences to Earth. Firstly, it is larger than Earth and therefore has a heavier gravity. More importantly, it has twin suns, Beacon and Ember, and an irregular figure of eight orbit around them. During its orbit around Beacon, it has a warm, temperate climate and Caresh's ice retreats towards the poles. But during its transit around the smaller, less bright Ember, Caresh endures a harsh winter when the sea ice extends further towards the inhabited areas. When the planet passes between the two suns, there is a period when night is banished. But Caresh's figure of eight orbit is unstable and it is not known which of the two suns it will orbit next until night returns. During one protracted winter, the people of the island nation of Dassar developed a primitive means of seeing into the future, so that they could foresee whether they would next orbit Beacon or Ember and enable them to plan accordingly. However, this attracted the attentions of the Time Lords, who despatched Lord Roche (see V16) and Lady Solenti (see A15) to shut the machine down.

The surface of Caresh is largely covered by water, with the Southern Archipelago forming the fifty-two islands of Dassar, Fell, Stakisha and the rest. Like the nations of Earth, these island states are governed separately and compete against each other in terms of trade, technological development and so on. Although there is also a northern continent on the opposite side of the planet to the Archipelago, this is unknown to the Islanders and there has as yet been no contact with the Fayoni civilisations. The people of the Archipelago have advanced to an industrial society, but as their star system contains only one other planet, and a lifeless one at that, they have not yet turned their efforts to developing space travel.

The Careshi are almost human in appearance, but tend to be smaller in stature and have permanently short hair (never longer than 3 millimetres in length), large irises, no ear lobes, too many teeth and prehensile, finger-like toes. They also have a number of remarkable talents: they heal extremely rapidly, can hold their breath for several minutes at a time and have an ability which they call language-telepathy, which allows them to understand anything spoken irrespective of the language, and likewise be understood by listeners. On the down side, Careshi are more susceptible to hypnotism and mind control than humans. Unlike humans, they enter regular periods of fertility outside of which they have no sexual interest. This has led to them having no taboos around nudity. Most bizarrely, at some point in their adult life the Careshi submit to a compulsion to take to the sea, almost immediately gaining scaly skin and webbing between fingers and toes. Although still air-breathers, the Careshi remain in the sea for

the remainder of their lives.

Among the flora and fauna found on Caresh, the island of Stakisha is home to a species of tree which is capable of movement and can sprout thorns from its bark as a defensive measure. In the frozen polar seas of Caresh, swarms of Leshe attack unwary travellers and spread by riding on the ice floes. Leshe resemble dark blue crystalline locusts the size of large dogs, with yellow faces, compound eyes and dragonfly wings with a span of six feet or more. In the heavier gravity of Caresh, their wings cannot provide true flight over long distances, but they allow the creatures to leap and glide. Normally Leshe are restricted to the polar regions but in cold years they travel with the ice. If they get a foothold on any land, they swarm like the locusts they resemble and are not easily stopped.

**CARESHI RACE PACKAGE**

**Cost:** 6 points

**Traits:** Alien (+2), either Distinctive (-1) or Alien Appearance (Minor) (-1), Environmental (Minor: Can hold breath for Resolve x2 minutes) (+1), Fast Healing (Major) (+2), Language-Telepathy (+1), Psychic (+2), Weakness (Minor: -2 penalty to resist Hypnotism) (-1)

**MINOR GOOD ALIEN TRAIT – LANGUAGE-TELEPATHY**

Language-Telepathy allows the character to be able to understand all languages spoken to them and for their speech to be understood by others as if they were hearing their native tongue. This ability does not work on written text or recorded speech, as there are no minds to read, nor via electronic communications, which would be beyond the range of this trait. The Psychic trait is a pre-requisite for Language-Telepathy.

**LESHE**

**Attributes:** Strength 5, Coordination 4, Awareness 3

**Skills:** Athletics 4, Fighting 2, Subterfuge 1, Survival 5

**Traits:** Armour (5 points), Climbing (Minor), Environmental (Minor: Cold), Flight (Minor), Natural Weapons – Mandibles (Strength +2 damage)

**PLANETARY DATA**

**SIZE:** Large

**GRAVITY:** High Gravity World (130% of Earth's)

**LAND MASS:** Archipelagopolis

**ATMOSPHERE:** Earth Standard

**CLIMATE:** Temperate (with periods of Cold)

**SATELLITES:** 0

**SENTIENT SPECIES:** Careshi

**TECHNOLOGY LEVEL:** 4

**THE CONSOLIDATOR** *(Harvest of Time)*

In their great wisdom, the Time Lords decided to gather all the deadliest threats to the universe together, the most dangerous of species (at least, those which could be contained) and the most destabilising of weapons, and load them onto a gigantic spaceship, the Consolidator. But even then, the Time Lords could not agree to destroy the Consolidator and its contents. The compromise was to send it forward in time for later generations to deal with. It was the young Time Lord who would later be known as the Master who worked out the mathematical calculations needed to open a black hole powerful enough to create a time rift to swallow the ship and send it thousands of years into the future. But something went wrong and the Consolidator was torn to atoms by the black hole. Or so it seemed.

What really happened was that the Consolidator was sent much further into the future than the Master's calculations had intended. Emerging from the black hole billions of years hence, the Consolidator found itself in a universe now becoming increasingly lifeless. It sailed on for unimaginable ages until, detecting signs of industrial activity, its ancient systems have piloted it to an orbit around the planet Praxilion, where its titanic shape now forms a new moon in the sky. The Praxilions (*see A18*) have sent expeditions to the Consolidator to explore its interior and recover artefacts from the distant past. Many of these expeditions do not make it back alive, having been killed (or worse) by the safeguards left on the ship by the Time Lords. But some have managed to bring back a number of devices for investigation by their scientists. Unfortunately, in their explorations, the Praxilions also opened a vault containing one of the most dangerous and aggressive races in the universe: the Sild! (*see V31*)

The Consolidator is self-repairing and autonomous, and even after a life of millions of years it maintains an artificial atmosphere and gravity. The temperature on board is cold but bearable, and the lighting is reduced to a minimum. The interior is a labyrinth of corridors connecting huge chambers. Until the release of the Sild, most of the artefacts stored on the Consolidator are secured in vaults armed with traps of various kinds, from simple electrical charges or explosives to the much more subtle and terrible weapons of the Time Lords. Once the Sild take control, they loot

the vaults for the weapons and devices they contain, and prey on the other races which are incarcerated on board the Consolidator. The ship is constructed, at least in part, of stone. Over the eons, this has crumbled in places and many corridors are partially blocked with piles of rubble. The ship's exterior is pockmarked by thousands of micro-meteorite impacts, its forcefield having failed at some point in its long voyage.

**THE ASSEMBLAGE**

The construction known as the Assemblage was not part of the original cargo of the Consolidator, but has been built in one of the ship's larger chambers by the Sild. Around the walls, over 700 alcoves rise in tiers to a dizzying height. In many of these stands a figure, frozen like a statue in a life-support cabinet. These are the different incarnations of the Master, one of the greatest temporal engineers ever to have lived. The Sild have gathered these incarnations together to form a group mind linked to their time rupture equipment to perfect their control over time. When the Doctor arrived on the Consolidator 10 million years after the Sild were freed, he found that over 470 versions of the Master had been harvested by the Sild and there are examples of male and female Masters, incarnations young and old, ones which appear Gallifreyan and ones which are totally alien or ghoulish in form, and ones which are only potential incarnations which might never actually exist. They are all kept in suspended animation, with only their minds active and focussed on the calculation of temporal equations. Their minds are linked by a series of neural connections between the cabinets. Some versions of the Master are more central to the processing than others, being nodes in the Assemblage, and the most important node of all (the "master Master", as the Doctor put it) is the incarnation formerly incarcerated at Durlston Heath (*see L6*).

**THE ASSEMBLAGE [Special Gadget]**

**Traits:** The Assemblage provides a +6 bonus for all rolls involving any time manipulation or travel devices it is linked to.

**Cost:** 6 points.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK



During the period that the Doctor was acting as UNIT's scientific advisor, he was paid a very generous salary for his services. Much of this stipend just rested in a bank account which UNIT opened under the name John Smith. But despite his protestations that he has no use for money, the Doctor did spend at least some of it, and one purchase in particular made numerous appearances in his comic-strip adventures: a large two-storey cottage in the countryside. This is somewhere he can retreat to for some peace away from UNIT HQ and to be able to conduct his experiments in solitude if he wishes.

Quite where this cottage is located is a matter of speculation, but it must be fairly close to UNIT HQ for the Doctor to be able to easily drive between the two in Bessie. So it is likely to be somewhere in the south-east of England, quite possibly on the South Downs judging by the open, rolling countryside nearby. The only real indication from the comic-strips themselves is that it is near to the A710 road. In real life, this would place it in the south-west of Scotland which, while not impossible, more likely indicates that the designation of British roads is different in the Whoniverse (or that the Doctor has more than one cottage)!

The 3rd Doctor regularly uses the cottage as his base of operations while stuck on Earth, and the 4th Doctor continues to visit it from time to time, usually to spend a few weeks relaxing between adventures. Although the cottage's name at the time was unknown, it may well be the same one that the 4th Doctor later called Nest Cottage and which he eventually gave to his housekeeper, Mrs Wibbsey.

The cottage is around 400 years old and is a quaint and picturesque place remote from other buildings. The exterior is painted

white and it has roses trailing around the front door. Inside, it is spacious enough to incorporate a cellar (where the TARDIS is often hidden away), a laboratory and a workshop, in addition to the usual rooms for a country cottage. Although fond of his peace and quiet, the Doctor often entertains other eminent scientists, particularly when he wants to demonstrate his latest experiments to them.

Like the 2nd Doctor, who became famous during his stay at the swanky Carlton Grange Hotel in London (see *The Second Doctor Expanded Universe Sourcebook*), the 3rd Doctor appears to be quite a celebrity and has a lot of fan mail delivered to the cottage. He is on call to the British government as well as UNIT during this period, acting as a consultant whom they can bring in for assistance.

In the novel *Verdigris*, the Doctor also owns a country house which is a far grander affair than his cottage, having a long drive lined with marble statues of creatures both real and mythical, including lions, fauns and minotaurs. It also has an expansive laboratory, which the Doctor claims is better equipped than his lab at UNIT HQ. This house is more remote from UNIT HQ than the cottage and is located 30 miles from the village of Thisis. It comes complete with a large ginger cat.

For an Earth-based DWAITAS campaign, either the cottage or the country house can provide a base of operations away from the beck and call of UNIT. The Doctor's experiments in his laboratories and workshop (including trying to get the TARDIS working again during his exile) offer an easy hook for introducing adventures, such as by accidentally opening portals in time and space or by otherwise attracting unwanted attention from beyond the Earth.

**DURLSTON HEATH** *(Harvest of Time)*

Following his arrest by UNIT and before he was transferred to his prison on the south coast of England, one of the high security facilities which held the Master was at Durlston Heath nuclear power station in a remote location on the Yorkshire coast. Durlston A, the main reactor at Durlston Heath, was built in the 1950s and by the 1970s it has reached the end of its working life. So far as the general public are concerned, the reactor is being prepared for the lengthy process of decommissioning. In fact, it has secretly been converted into a prison, with the sole inmate being "Prisoner M": the Master.

Set amid hundreds of acres of flattened land near the sea, the Durlston Heath complex is a group of grey, flat-topped buildings lurking behind razor-wire fences. The only entrance is a security checkpoint manned by black-uniformed guards armed with light submachine guns. The Master is held in what was the reactor building, an off-white, armoured cube big enough to enclose a cathedral and filled with galleries, walkways, turbines and other equipment. Taking up half the space of the main chamber, but sunk into the floor to at least half its height, is another cube wrapped in ladders and catwalks. Inside this is a deep, water-filled trench. Under the water is a blocky object the size of two large caravans. This is the Master's cell and can only be accessed by a swing bridge once it has been lifted from the water by crane. Without protection, the low background radiation is safe for humans for only up to 20 minutes; for Time Lords, it is harmless. The armed guards that constantly patrol inside the reactor building wear radiation suits.

Even Director Childers, the large, bluff Yorkshireman in command of Durlston Heath, only knows the Master as Prisoner M and that he is being held on grounds of national security. Childers has been told that Prisoner M has a rare thyroid condition which needs to be treated by constant low-level radiation. Security at Durlston Heath is understandably tight. The Master is under constant surveillance. If he is allowed out of his cell, or if he receives visitors, he is first confined to a remote-controlled electric wheelchair with arm and body clamps. The Master is also required to wear dark glasses in the presence of visitors, to limit the effectiveness of his mesmeristic abilities, and is fitted with a metal collar which can be

used to deliver an electric shock (to stun or kill) or explode, either effect triggered by a remote control.

**PROGRESSIVE TIME FADE**

The Sild's (*see V31*) plans for the Master, pulling all of his various incarnations out of their time streams to the ship known as the Consolidator, caused the incarnation being held at Durlston Heath to begin to fade from existence. Progressive Time Fade, or PTF, is an extremely rare phenomenon. Only around half a dozen cases have ever been documented, in part due to the fact that time fade affects even the memories of time fade itself. The early stages are marked by others forgetting about whoever the time fade is affecting, just their names at first but then their appearance, their relationships, position and history, and finally their very existence. Eventually, they will be unstitched from time itself and cease to have ever existed at all. The effects can be delayed for a while by using techniques such as carrying reminder notes or placing pictures and posters about the victim in prominent places to reinforce the memory. But after a while, even documents about the victim begin to decay, photographs and written materials fade into blankness, audio and film degrade, and electronic files corrupt.

When PTF begins to take effect, anybody trying to remember the victim has to make an Ingenuity + Resolve roll. This is initially at Difficulty 12, but increases by 1 per hour after the start of the effect. Bonuses apply to those particularly close to the victim (+2 for colleagues or acquaintances, +4 for friends or relatives) and if attempts are being made to reinforce the memory (up to +4 depending on the means). At the same time, the victim must make a Presence + Resolve roll each hour, again starting at Difficulty 12 and increasing by 1 per hour. For each failure, the victim must record 2(1/2/3) points of PTF, and once the total equals the sum of their Attributes, they literally fade out of existence and all memory and record of them has vanished. The only way to prevent PTF once it has started is to trace the cause and stop it.

**GOLBASTO** *(The Mega)*

Nestled in a hilly region on the border of Austria, Golbasto is a principality smaller in area than the county of Cornwall in England. Its tiny size has meant that for most of its history Golbasto has gone unnoticed by the rest of the world and it has not made much of a mark on the international stage. But by the 1970s its ruler, Prince Cassie (pronounced *cassi-ay*) is determined to change that and bring about a new world order that will make him the greatest statesman in history.

Prince Cassie is well aware that his country has always been overlooked and that his own position as its ruler is therefore somewhat irrelevant to a wider audience. Some would say that he has an inferiority complex about this, though this is hidden beneath a veneer of arrogance and vanity. For some time now, Cassie has been secretly working in alliance with the alien Mega (see *V20*), who have provided Cassie and Golbasto with technology well in advance of its time. Golbasto does not have a large army, but the Mega have secreted thousands of their number into the principality in preparation for their plans. Cassie's dream is to bring about nothing less than world peace – and he is prepared to use violent methods to ensure that this happens. Indeed, he is not above using the Mega's weapons to kill those world leaders who do not agree to disarm their countries. The incongruity between Cassie's aims and his methods are lost on the Prince, as he sees the price of a few lives – even a few hundred or thousand – to be worth the prize. Cassie is not doing all this for his own personal gain, and once peace has been achieved he intends to step aside and let the world rule itself through an elected global council.

Prince Cassie's other quirk is that although he is eager to adopt the newest technology available, he is blind to the benefits of using older technology. This is no better demonstrated than his palaces: the Mega have used their advanced construction techniques to build a futuristic new palace for the Prince, where he conducts his experiments to improve the Mega's weaponry; whereas his old, historic palace – complete with its old, outdated laboratories and workshops – lies abandoned and falling into ruin. Cassie is not without a sense of history and legacy however, and is mindful of his place as the heir to a long line of Golbasto's rulers. The walls of his new palace are still lined with the portraits of his predecessors and the various coats of arms and symbols of both Golbasto and the royal family, including most prominently the spread eagle's

wings that symbolise the country. But the spiral symbol of the Mega now vies for space with those older devices.

Golbasto's hills are largely covered by dense forests. Its people are farmers and woodsmen, with a culture similar to that of rural Austria. To outsiders ignorant of Prince Cassie's plans and the alliance with the Mega, it appears to be nothing more than a quaint and sleepy European province.

**PRINCE CASSIE**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>3</b>

**SKILLS**

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

**TRAITS**

Authority (Minor) – Prince of Golbasto  
 Eccentric (Major) – Inferiority complex; vanity  
 Eccentric (Major) – Ignores old technology  
 Obsession (Major) – World peace

**TECH LEVEL: 5**

**STORY POINTS: 6**

**KASTOPHERIA** (*Catastrophea*)

A small jungle planet orbiting close to its sun, Kastopheria is located in a remote part of the galaxy on the border between the sphere of influence of Earth's United Planetary Association (UPA) and Draconian territory. It was named after Elias Kastopheria, the explorer who discovered it, but by the mid-26th Century is more colloquially known as Catastrophea since the President of Earth declared it to be a catastrophe waiting to happen.

Kastopheria's indigenous species is a race of bronze-skinned telepaths around seven feet tall, with massive heads, thick dark curling hair and long bony facial features, which reminded Jo of the statues of Easter Island. They are known only as the People and are a pacifist race, which made them unable to resist the colonisation of their planet and their enslavement by the humans. It is the People's priests who hold the secret of their history, that they were originally savage barbarians who would long ago have destroyed themselves in war if the priests had not come up with a solution. They used skar (*see G9*), a drug used in their religious ceremonies, to increase their own telepathic powers and put "mental chains" on the People, forcing them to become pacifists. All their violent urges are channelled away into a large crystal of skar called the Anima, kept in secret in the Black Temple on the Mountain of Fire, a dormant volcano. If ever destroyed, the People's mental chains would be broken and they would revert to savagery, rising up to slaughter their oppressors before returning to their old pattern of constant war.

Kastopheria is not rich in mineral resources, but its fertile soil and temperate subtropical climate makes it ideal for the cultivation of exotic fruits and medicinal plants grown on plantations for export to Earth and its colonies. The planet was originally colonised by pharmaceutical companies, the largest of which, the Kastopheria Corporation, eventually bought up all the farms and virtually owned the planet. Drug smugglers were also drawn to the planet by skar and by jekkarta, a native plant whose leaves induce a non-addictive euphoria when smoked. Reports of the drug smuggling and the brutal treatment of the People as slaves eventually led to the UPA taking control. But by the mid-26th Century, Earth has other priorities, including the deterioration of relations with the neighbouring Draconians, and many on Kastopheria expect the UPA to give the planet back to the Corporation soon.

The main human settlement is Catastrophea City, usually called

Cat City, which is a hive of differing factions: the UPA authorities; representatives of the Kastopheria Corporation; rival gangs of drug smugglers; and the Freedom Alliance, a loose collection of pressure groups and would-be revolutionaries looking to liberate the People. Beyond Cat City are the farms and plantations, but the majority of the planet's land mass is covered in thick jungles teeming with wildlife. Swarms of fiery red ants scavenge for carrion; carnivorous river voles hunt in packs and can kill anyone venturing into the water within seconds; and creatures resembling dinosaurs roam the slopes of the Mountain of Fire.

When the TARDIS lands on Kastopheria, the Doctor initially believes that the planet's problems are too complicated for him to be able to resolve. And the covert arrival of a group of Draconians, acting without the permission of their Emperor and hoping to provoke war with Earth, only makes the situation worse...

**THE PEOPLE**

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

Skills: Athletics 3, Survival (Jungle) 3

Traits: Alien, Alien Appearance (Minor), Code of Conduct (Major: Pacifism – imposed by the priests' Hypnotism); Networked (Major); Psychic; Telepathy; priests also have Hypnotism (Minor: only useable on the People and while the Anima exists)

Story points: 1-3

**PLANETARY DATA**

SIZE: Small

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: The People; human colonists

TECHNOLOGY LEVEL: 6

**KEBIRIA** (*Dancing the Code*)

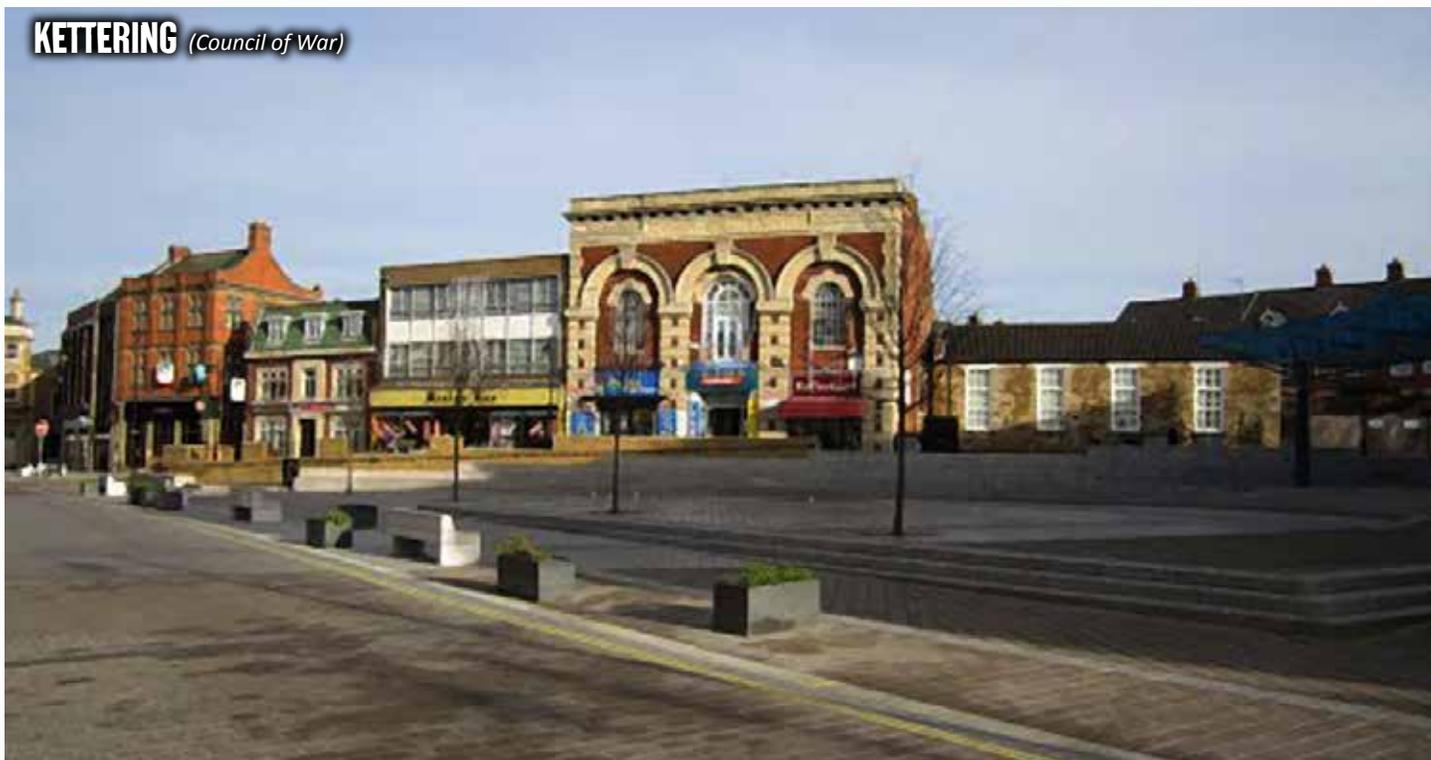
A war-torn Arabic country in North Africa, bordering Morocco, modern Kebiria began as a French colony and was given independence in 1956. Two thirds of the population – some 6 million people – were Muslims and the rest Christians, the latter mostly Catholic and French-speaking. It was divided into a fertile strip of Mediterranean coast, off the Gulf of Kebiria, and a thinly populated “desert hinterland”. That desert was itself segmented by the Hatar Massif, a mountain range that served as demarcation between rebel territory and the scrublands held by the Kebirian government. Its capital is Kebir City, where its Prime Minister resides in the People’s Palace.

The Kebirian government was, theoretically at least, left-wing, but in the early 1970s, Prime Minister Benari was still dealing with a Giltean separatist movement called the FLNG, headquartered in the desert and led by the Sakir Mohammad. This centuries-long conflict between the Gilteans and Kebirians was allegedly started by demons called Al Harwaz who laid waste to Kebiria long ago. As the legend goes, 700 years ago, in the time of the Ba’ira Caliphs, there came an earthquake in the lands of the Giltaz. In the Hul-al-Hatar, the mountains glowed at night, and the sky filled with smoke. It was, they say, a visitation from Allah. The legend goes on to tell the tale of a merchant who visits the area and strikes a deal with these demons – actually the alien Xarax (see V40) – for riches in exchange for his promise that men and women of the Giltaz should learn a dance. They called it “dancing the code”.

In the next months, the Giltaz became rich and prospered. But their Caliph wanted more. He wanted Al Harwaz to assist him in his endless battle with his enemies, the Kebiriz of the northern

marshes. Asked to make weapons, the Al Harwaz complied, providing swords, Greek fire and an army of stone men. With their help, the Giltaz scored a decisive victory against the Kebiriz. The Caliph, however, did not fulfill his promise of learning the dance and in fear of the Al Harwaz, and thinking he didn’t need them anymore, threw them off the city’s ramparts. In retaliation, vast hordes of flying monsters filled the air and the strumming of their wings brought the city of Al Giltaz to ruin. The monsters took everyone with them. It is said that they walk in the desert, looking for their souls. It was the end of the Ba’ira Caliphs, and the end of the great days of the Giltaz who have been nothing more than tribesmen since. The Kebiriz prospered in their stead.

In the early 1970s, Kebiria was visited by the 3rd Doctor, Jo Grant and other members of UNIT, when its government attempted to use the Xarax “biological tool kit” as a weapon against the Giltean separatists. But things quickly spun out of control and government as well as rebel forces fell prey to the Xarax and got replaced by honey-filled duplicates. By the end, the entire population of Kebir City had been transformed into honey-producing globes for the nest beneath the Palace. The American base on the coast was simultaneously overrun, and the ships in the Mediterranean launched nuclear missiles at Kebir City, but the Xarax took them down, analysed their construction, and prepared to meet the attack with equivalent weapons. Only the Doctor’s intervention put a stop to the situation before they could be used. Kebiria had effectively been destroyed; only a few coastal cities remained out of a nation of millions. But as the survivors begin rebuilding, the old hatreds between Kebirians and Gilteans surface again...

**KETTERING** *(Council of War)*

The planet Kettering has had a long and unhappy history. When it was still named Valiador, its inhabitants fought a century long war which almost destroyed them. To start afresh, they agreed to look at the past for inspiration and found it in the history of the planet Earth in the person of Margery Phipps (see A16). An environmentalist, feminist and pacifist, Margery had become Prime Minister of Britain in 1992, and brokered a deep and lasting peace between the nations. Her book, *Love is All You Need*, was still a bestseller 500 years later. The people of Valiador took this as the foundational text for their new civilisation and followed Margery's teachings religiously. In fact they went so far as to rename their planet after Margery's home town of Kettering and rebuilt the capital city as a complete replica of Kettering down to the smallest detail. Except that the capital city is positioned on the coast with a view of distant mountains on the horizon, whereas the town of Kettering is in the middle of England, fifty miles from the sea, with no mountains anywhere to be seen. All signs in the capital are blurred, as if the words have been copied from a poor quality photograph of the real thing. To further honour their heroine, the people of Kettering raised a giant stone statue of Margery holding a bunch of gladioli on the beach.

Kettering soon became famed throughout the galaxy as a pacifist world which abhorred violence. But this was its downfall, as the people had no means to defend themselves against the Blatherians, a race of scavengers and pirates. When a vast spaceship from the Blatherian Mining Corporation (see V2) under the command of Captain Krell arrived, they found no opposition, sold most of the entire population into slavery and stripped the planet of its mineral resources. Kettering is now almost deserted, its remaining populace living in the ruins of the city, which is covered in a thick layer of grey dust.

The people of Kettering appear human, though many of them are extremely short and rotund. Still possessing the means to travel in time, they plan to go back and kidnap Margery so that they can put her on trial for what they now see as her crimes, as part of their healing process (ironically, a process recommended in Margery's own book). Despite their change of heart about the benefits of pacifism, the only weapons they have are those in their copy of the Kettering Military Museum. Unfortunately, these are only plastic replicas of Earth muskets, grenades, howitzers and so on, even including a pair of life-size toy tanks, none of them in any way dangerous.

**PEOPLE OF KETTERING RACE PACKAGE**

**Cost:** -2 points

**Traits:** By the Book (Minor) (-1), Distinctive (Minor) (-1)

*During their pacifist period, Ketteringites also have Code of Conduct (Major), changing the Race Package cost to -4 points.*

**PLANETARY DATA**

**SIZE:** Medium

**GRAVITY:** Earth-like

**LAND MASS:** Earth-like

**ATMOSPHERE:** Earth Standard

**CLIMATE:** Temperate

**SATELLITES:** 3

**SENTIENT SPECIES:** Kettering people

**TECHNOLOGY LEVEL:** 8

**KRIEGSKIND** *(Old Soldiers)*

After the formation of UNIT, it was realized that the organization would require facilities around the world. Kriegskind was one of the organization's original facilities. It was located in a German castle (or schloss), a secure base for UNIT to watch for signs of invasion, paranormal events, and anomalies. It was also as much of a research centre as a military base. Alien material could be analyzed and developed into products that could assist in the fight against alien aggressors.

The facility sits atop a hill. It was recognized as a strategic position by the barbarian tribes that originally inhabited the area. Later, the Romans conquered the land and built a garrison atop it. In succession, medieval tribes, Nazis, and UNIT all made the same assessment. It was a remote, high point easily defensible and turned into a stronghold. Because of the large number of battles that have occurred on the spot, a psychic imprint has been left behind. It contains the spent emotions of all the warriors who lived and died at Kriegskind. A suitably powerful psychic talent could draw out those echoes and manifest them as ghost warriors of those who had lived and died on the site. These ghost warriors have the ability to kill, but are disincorporate when attacked. In an attempt to create super-soldiers by grafting alien plant DNA onto their cells, just such a psychic event occurred, calling phantom armies to the castle.

Kriegskind has the appearance of a sheer grey turret of stone rising out of the German countryside. There is a helipad in the courtyard and a forest of microwave antennae atop the keep. The base boasts a state-of-the-art medical ward and laboratory facility located within the most secure location of the base. There is also a mortuary located within what used to be a crypt. The base is manned by the usual panoply of UNIT men from various member countries. The base commander is Colonel Konrad, known as a fine

soldier and leader of men. He's also not the type to ask for help unless it is absolutely necessary. His second-in-command is Major Schrader. Schrader is the kind of man who enjoys military rank because it allows him to order people around. He was transferred from the regular army to UNIT and is not prepared for the kinds of situations UNIT has to deal with. While a competent adjutant in the presence of Col. Konrad, Schrader would be dangerously unprepared to assume command if anything were to happen to the base commander.

UNIT's high command recognized that a facility like Kriegskind could fall into enemy hands and its research eventually became a liability rather than asset. As a result, the Arlight security protocol was developed. Arlight is a scorched earth policy or failsafe. In the event that a UNIT facility is in danger of falling to enemy forces, or if something inside comes to represent a threat to the world at large, the Arlight protocol should be issued. If it is not rescinded within a set time limit, the base and everything within a 2 mile radius of it would be sanitized. Only the acting base commander can initiate or rescind the Arlight protocol.

**GHOST SOLDIER**

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

**SKILLS:** Fighting 3, Marksman (some) 3

**TRAITS:** Immaterial (they cannot be touched, but their attacks cause real damage)

**EQUIPMENT:** Weapons relevant to the soldier's historical era

## NANCY GROVER'S TIMELINE *(The Eye of the Giant)*



The structure of time usually resists and absorbs minor changes, thus allowing time travel without massive consequences. Some points, called temporal probability nexuses, are points where multiple strands of causality are exposed and weak. The smallest alteration to events at these points can produce aberrant loops of existence or even new alternate timelines. Usually, changes made to the timeline occur instantly, across history, but an active time bridge between such a point and a future starting point could cause an interactive parallel causality feedback loop, where the new alternate timeline exists as a perceivable, and ultimately reachable, "shadow" until events once again parallel those of the main timeline. Ghostly buildings and people belonging to the forming timeline spread, unable to completely replace the original timeline so long as the time bridge is open. Simultaneously, objects and people from the original timeline start to fade away.

Several such alternate timelines were created when the 3rd Doctor created a time bridge to the island of Salutua (see L18) in 1934 from UNIT in the future, investigating the fragment of an alien spaceship found in the belly of a shark. Originally, the spoiled starlet Nancy Grover (AKA Nancy Morton, but née Elza Mazowalski) died with an expedition to the island when its active volcano erupted after a Grolld (see V12) space ship crashed into it. The expedition had ostensibly been organized to explore the island as a possible location for a King Kong-like movie with real giant animals instead of special effects. Nancy's husband Marshal Grover hopes, however, he could use the animals' unusual growth to restore his daughter Amelia's missing arm, at the eccentric Professor Sternberg's insistence. The Doctor and Liz Shaw's presence has an unexpectedly profound effect on events.

An alternative timeline is created when Nancy Grover uses Semquess (see V28) drug ampoules stolen by Sternberg to bond with a fragment of Brokk the Grolld's eyebrian, becoming a self-styled Goddess who rules the world as a "benevolent dictator", using the crystal's ability to make people love her. In that timeline, she made a deal with Brokk who gave her most of his eyebrian, hoping to survive while he sent his autonomous husk on his ship to be destroyed by the Semquess, tricking them into leaving. After leaving Salutua, however, on the expedition's sailing ship

the Constitution III, Nancy killed Sternberg to get the Semquess drugs, used them to fuse with the eyebrian, mesmerised the ship's crew, and went on to take over the world.

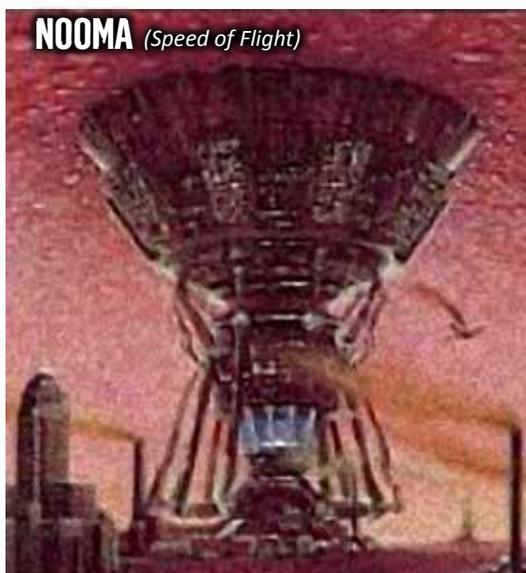
Nancy's alternate world resembles the futuristic visions of old silent films like *Metropolis*. In what used to be St Paul's Cathedral, surrounded by skyscrapers far taller than ever erected in Central London, a captured Liz Shaw is interrogated by nuns dressed in scarlet who communicate with their Goddess Nancy via satellite. In the city surrounding it, soaring towers with aerial bridges and roadways slung between them span the concrete and glass canyons formed by their stepped sides, showcasing the same Art Deco feel in its sculpted forms. It has tinted blue lighting in the curbs instead of normal street lighting. British traffic flows the other way. It has 6 and 8 wheeled vehicles with heavily moulded streamlined forms. There are police or military (or both) called the Peace Corps, who wear dark blue uniforms and wield energy weapons. Travel to the Moon is common place, and humanity is on the cusp of perfecting hyperdrive. This is a world united rather than divided, one that has already fought off the Semquess (who attacked in 1941), but ruled by fear, a utopia that would collapse if Nancy ever lost her bond with Brokk.

So when the original timeline manifests forty years later, she tried to have the Doctor's time bridge destroyed so her world would remain unchanged, but failed, because the Doctor went through the time bridge again to the Constitution III before she could take over the ship. The Doctor attempted to reason with her, but realised it was hopeless. He used the sonic screwdriver to shatter the eyebrian fragments, killing her.

Unfortunately, before she died, she fell on another Semquess drug ampule. It broke and caused her to merge with those fragments and the ship itself. The resulting insane creation proved unstoppable and, in a third timeline, destroyed everything on Earth.

Amelia Grover took the last Semquess drug ampoule and transformed into an angelic being. She stopped the Nancy-Brokk-ship hybrid and left Earth with it, hoping to eventually separate the composite creature, thus more or less restoring the original timeline.





The planet Nooma is not a natural world, but one which has been bioengineered and terraformed by the Aapex Corporation of Mina Fourteen, one of the most grasping and unscrupulous business entities of their era. Nooma was an illegal experiment in the viability of colonising low gravity planets, but the Corporation went bust shortly after the planet was terraformed, some 4,000 years before the Doctor, Jo and Mike Yates visited it. As nobody has come back to check on the experiment (presumably because all record of it was lost or destroyed), it was left to its own devices. The people of the Corporation are now remembered as gods in the myths and legends of Nooma, and the wonders of the Land and the Sky are revered as Holy Biology.

Nooma has a low gravity, approximately one sixth Earth standard, and a solid Sky above the Land in order to keep the atmosphere in (basically an artificially intelligent semipermeable antforce glucite membrane). The Sky has fallen into disrepair and is losing many of its functions. Nooma originally had six artificial suns, each one thirty miles above the ground and which are actually modified starships. By the time of the Doctor's arrival, all but one sun has died and crashed to the ground, and the Lands beneath them are frozen and dead. The surviving Land is a circular area around 100 miles in diameter and surrounded by sea, with seven hills around the rim. Much of the Land is covered by forests of gigantic spartrees, which are actually a single tree with its multiple trunks and branches growing into each other, all formed from the living clay of the forest floor.

The dominant species on Nooma has a complicated lifecycle which is closely tied to the Land and was determined by the Aapex Corporation as part of its experiment. The Children grow from spores in the living clay of the childforests and are carnivorous monkey-like creatures with huge eyes and bat wings. These creatures have limited intelligence and live wild in the forests, preying on any who venture there. The Children lose their wings as they grow into Men (there are no female adults at this stage in their development). The Men appear almost human but are very strong. They live mainly in the seven cities grown

from the clay of the mountains of the Land. As they mature, the Men lose their simian features but later develop a rough, warty hide and increased muscle mass. The culmination of this stage of the lifecycle is when a Man succumbs to an increasingly violent compulsion and must fight with another Man, the winner ripping out the loser's heart and devouring it. The winner gains Promotion and spins a transformation cocoon around himself. When they emerge, it is as one of the naieen, the furred people (both male and female) with wings and tails who live in the seven temples growing down from the Sky, each above one of the seven mountains. The naieen are ruled by a council called the Flight and worship the Holy Biology of the Land. When they mate, their seed falls down to the forest and starts the cycle again.

Those Men who are denied the chance to fight for Promotion become the Unpromoted, hulking grey-furred brutes with deformed muscles and a compulsion to attack others. The losers of the fights for Promotion are buried in the earth and rise again as the Dead. They are short humanoids made of clay but with skin resembling glossy wood and eyes like blue crystals. They can manipulate the appearance of their clay-like bodies to a very limited extent. The Dead have an almost robotic manner and use telepathic pseudoviruses to communicate. They can also use the pseudoviruses to reprogramme the minds of others, which usually requires encasing them within the living clay of the forest. The Dead are the technicians of this artificial world, programmed by the Corporation to carry out its instructions, though this knowledge is normally dormant within them and the Dead shun the things of the Sky.

The low gravity of Nooma means that both the Children and the naieen are able to use their wings to fly, though the naieen also use skyboats. The Men have advanced to an industrial society and make virtually everything on Nooma. Although wingless, they have invented various artificial means of flight, such as huge steamwings like airships and single-person, pedal-powered pedithopters, and also use creatures similar to pterodactyls in place of horses. The Men are subservient to the naieen, who see their duty as upholding the Holy Biology of the Land and enforcing the status quo. Although the Men generally comply with this state of affairs, there are some who seek to overturn it and free themselves from the biological trap between being preyed on by the Children and being ruled by the naieen.

Because of the low gravity, visitors from Earth-like planets will incur a -2 penalty on all rolls involving physical activity until they become acclimatised. For the purposes of lifting weight, all Strengths are effectively doubled (including those of the natives of Nooma).

#### NOOMA PTERODACTYL

**Attributes:** Strength 5, Coordination 4, Awareness 3

**Skills:** Athletics 3, Fighting 3

**Traits:** Flight (Major), Natural Weapon – Vicious Beak (Strength +2 damage)

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## CHILD

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

**SKILLS:** Athletics 3, Fighting 3, Survival 4

**TRAITS:** Alien, Alien Appearance, Flight (Major), Keen Senses (Minor: Vision), Natural Weapon – Fangs (Minor: Strength +2 damage)

**STORY POINTS:** 1-2

## DEAD

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

**SKILLS:** Convince 3, Technology 5

**TRAITS:** Alien, Alien Appearance, Alien Organs (Minor), By the Program, Hypnosis (Major: Mental reprogramming), Psychic, Shapeshift (Minor: superficial changes only), Technically Adept, Telepathy

**STORY POINTS:** 1-2

## MAN

**ATTRIBUTES:** Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 5\*

**SKILLS:** Athletics 2, Convince 3, Fighting 2, Marksman 3, Subterfuge 3, Technology 3, Transport 2

**TRAITS:** Alien, Special Trait – Promotion\* (Major Bad)

**EQUIPMENT:** Sub Machine Gun - 10(5/10/20) damage

**STORY POINTS:** 3-5

*\*In the build-up to a Man's fight for Promotion, they gain +2 Strength, and the Distinctive and Tough traits. During this period, they must make Ingenuity + Resolve rolls whenever they are in contact with another Nooma Man to avoid attacking them. Difficulty starts at 9 and increases by 1 per day to a maximum of 18 (though they can voluntarily give into their urges at any time if they wish). If they get to the end of this period without winning a fight and eating their victim's heart, they become one of the Unpromoted and can never become naieen.*

## UNPROMOTED

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

**SKILLS:** Athletics 4, Fighting 4, Survival 3

**TRAITS:** Alien, Alien Appearance, Fear Factor 1, Obsession (Major: Lives only to fight), Tough

**STORY POINTS:** 1

## NAIEEN SKYBOAT

Armour: 5

Hit Capacity: 20

Speed: 10

## STEAMWING

Armour: 5

Hit Capacity: 20

Speed: 8

## PEDITHOPTER

Armour: 0

Hit Capacity: 8

Speed: Aviator's Coordination + Athletics

## NAIEEN

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

**SKILLS:** Athletics 3, Convince 3, Fighting 1, Knowledge 2, Marksman 3, Science 1, Subterfuge 3, Technology 2, Transport 2

**TRAITS:** Alien, Alien Appearance, Flight (Major)

**EQUIPMENT:** Heat-Seeking Gun - 7(3/7/10) damage; +2 Marksman bonus

**STORY POINTS:** 4-6

## PLANETARY DATA

SIZE: Tiny

GRAVITY: Low Gravity World (one sixth G)

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate (Cold in areas where the Suns have died)

SATELLITES: 0

SENTIENT SPECIES: The Men, naieen, the Dead

TECHNOLOGY LEVEL: 4

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**NULL-SPACE** *(The Ghosts of N-Space)*

*NOTE: The name Null-Space is often abbreviated to N-Space, but as our universe is also sometimes referred to as N-Space (meaning Normal Space) this can be confusing. Similarly, the name N-Form can cause confusion with the ancient Gallifreyan weapons of the same name. So the terms Null-Space and Null-Form are used here.*

Null-Space is a dimension inhabited by lost souls and the demonic fiends that prey on them. Because of the amount of evil in it, Null-Space usually appears similar to a vision of Hell as painted by Hieronymus Bosch. But its appearance can be influenced and transformed by particularly powerful minds entering it.

Every living creature in our universe has their own Null-Form, which could be thought of as analogous to the soul. When a person dies, their Null-Form separates from their body and passes through Null-Space to a higher plane of existence, an experience rather like travelling along a tunnel of light. But sometimes a dying person's Null-Form becomes trapped in Null-Space, particularly if that person had a traumatic death or they have powerful unresolved issues and can't fully let go of their earthly existence. These Null-Forms remain in Null-Space as lost souls, constantly reliving their last moments of life. In locations where the barrier between Null-Space and our universe is particularly thin, they may even appear to us as ghosts. Only if the Null-Form can be persuaded that they are truly dead and that they need to pass from Null-Space can they move on to the higher plane.

Null-Space is also the home of monstrous creatures created from the negative emotions left behind by those Null-Forms which pass through it. These fiends are evil incarnate. Having no self of their own, they prey upon the Null-Form souls trapped in Null-Space. As with Null-Forms, these fiends may appear as immaterial phantoms in our universe in places where the barriers between dimensions are weak, but they may only fully enter the physical world through breaches in the barriers. A full breach in the barrier between Normal Space and Null-Space would be catastrophic,

allowing the fiends free-reign to rampage across the Earth!

Null-Space fiends come in all kinds of shapes and sizes, but they are all hideous creatures from the worst nightmares imaginable. They may resemble mythical creatures, or be an amalgam of different animal parts, or be totally alien, shapeless masses of tentacles and protoplasm. Some are bathed in flames or are able to fire blasts of unearthly energy. Some have wings, whether those of birds, bats or insects. And some may have all of the above characteristics and more. The stats provided here represent only one example of a fiend and the GM can vary them as desired.

It is possible to pass from our universe into Null-Space in astral form, particularly where the barrier between dimensions is thin or has been weakened. The Doctor was able to build a machine he called an OB (Out of Body) Dimensional Transducer, which allowed him and Sarah Jane to leave their bodies and enter Null-Space. They were also able to travel in time as astral beings using this process, their physical bodies remaining in a death-like sleep.

**TYPICAL NULL-SPACE FIEND**

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

Skills: Fighting 3, Marksman 2

Traits: Alien, Alien Appearance, Fear Factor 3, Natural Weapons – Fiery Blasts: 6(3/6/9) damage, Networked, Possess

Tech Level: N/A

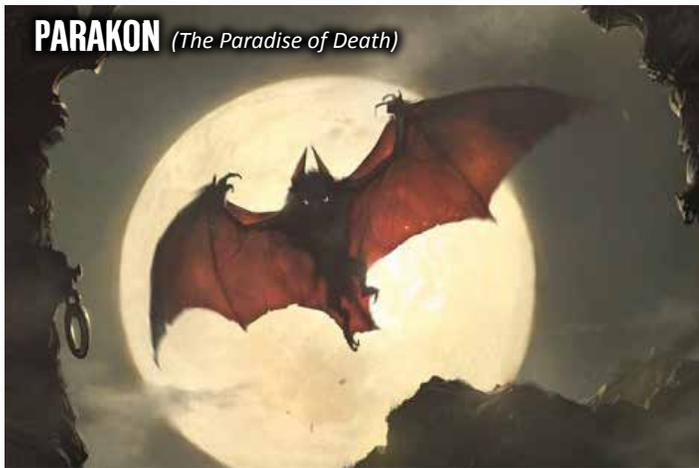
Story Points: 1-3

**OB DIMENSIONAL TRANSDUCER [Special Gadget]**

**Traits:** Astral Projection\* (Special), Vortex (Special), Invisible (Special Bad; may not apply in other dimensions)

**Cost:** 9 points.

*\*Astral Projection is a Special Good trait from the Rocket Age RPG which normally requires the Psychic and Psychic Training traits as pre-requisites and costs 2 points to buy. A person with this trait can spend 1 Story Point to project her consciousness as a ghostly, immaterial image while her physical body remains in a coma-like sleep. She can maintain this projection for a number of hours equal to her Resolve. If her body dies while her consciousness is projected, she gains the Immaterial trait permanently and must make a Difficulty 21 Resolve + Strength roll or fade away in a number of hours equal to half her Resolve. An astral projection does not need to eat, sleep or breathe and may pass through walls or other obstacles. It moves with a Speed equal to Resolve x2 and may "jump" to any location the character has personally visited by spending a Story Point.*



**PARAKON** (*The Paradise of Death*)

The planet Parakon lies on the far side of the galaxy to Earth and is the centre of an empire based on trade. Trade has become so important to Parakon that, even though there is a government headed by the President, it is the Parakon Corporation that wields true power. The Corporation is a global monopoly, the only company on Parakon, and produces everything that the population needs or desires. The populace of Parakon is effectively the Corporation's shareholders and is structured into a strict class system, with the executives at the top and bond servants at the bottom.

Parakon's wealth is all based on a single product: rapine. The rapine plant was first brought to Parakon by the President's father, who was a trader and used it to found the Corporation. Rapine is declared by the Corporation to be a miracle plant, as it can be used to make virtually everything an advanced civilisation needs. The entire plant – leaves, flowers, stalks, roots and seeds – can be processed into anything from food and drink to clothes, building materials and even metal. But this comes at a price: rapine sucks all nutrients from the soil and puts nothing back in, exhausting the land.

This is where Parakon's trade with other planets comes in. Having exhausted their own planet's farmland, the Corporation has set up a chain of subject planets, each trading with the next in line and with Parakon itself at the head. But as the rapine plant exhausts each planet in turn, its economy breaks down resulting in civil unrest and finally conflict, whether civil war or war against Parakon. But the Corporation also turns this conflict to their own advantage, selling arms to either side. At the very end of the trade chain, the population of the final planet is processed into fertilizer to nourish the rapine plants being grown on the next planet along. Thus Parakon must continually add new planets to its empire and has the Earth in its sights, setting up the Space World (see L18) theme park as part of its cover.

Despite their riches, the people of Parakon are kept in line by the most brutal of entertainments: gladiatorial combats, live executions and the hunting down of criminals. All of these are broadcast on the planet's Experienced Reality Grid (see G5), which allows "viewers" to experience the spectacle from the point of

view of those taking part.

Outside of the cities, almost all of the land areas of Parakon have been reduced to a vast, lifeless dustbowl by the rapine plant, with only a handful of patches of wilderness which are unsuitable for farming. One of these is the Lackan, a remote area of jungles and rocky hills within which wild animals and isolated tribes survive. Anyone venturing into the Lackan must cope with such dangers as trap lizards, arrow snakes and the ferocious Gargans, enormous ape-like creatures with vicious fangs. Gargans are very short-sighted and almost deaf, but their keen sense of smell makes up for this. A Gargan will build a cave and use stones to mark the edge of its territory. It will ignore anything outside this boundary, but anyone crossing it will be hunted down remorselessly. The Gargan will follow its quarry's scent without rest until it has caught its prey, even to the point of dying of starvation.

Among the highest and least accessible hills of the Lackan is a region called Kimonya ("Land of the Sky"). The Kimonya people who live here are one of the last tribes which have not been conquered by the Corporation forces. They regard the Gargan as a spirit of life and death, and it is taboo to kill one. The Kimonya ride a species of giant bats large enough to comfortably carry a rider and up to three other passengers.

### GARGAN

Attributes: Awareness 3, Coordination 3, Strength 12  
 Skills: Fighting 3, Marksman 2  
 Traits: Impaired Senses (-2 Vision and Hearing), Keen Senses (+4 Smell), Natural Weapons – Jaws (Strength +2 damage), Size – Huge (Major), Tough

### KIMONYA BAT

Attributes: Awareness 4, Coordination 5, Strength 10  
 Skills: Athletics 4, Fighting 4, Survival 3  
 Traits: Alien Senses (Echo Location), Flight (Major), Size – Huge (Minor)

### PLANETARY DATA

SIZE: Medium  
 GRAVITY: Earth-like  
 LAND MASS: Earth-like  
 ATMOSPHERE: Earth Standard  
 CLIMATE: Temperate  
 SATELLITES: 2  
 SENTIENT SPECIES: Parakons  
 TECHNOLOGY LEVEL: 7 (main population); 1 (Kimonya and other tribes)

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE POWER ELITE TIMELINE *(Prisoners of the Sun)*

Towards the end of the 20th Century in an alternative timeline, Earth is under the rule of the Power Elite, a cadre of scientists who govern the world on rational lines. The Elite has made huge technological advances, but at the cost of huge loss of life. Among their developments is the Virilio Net, described as a nervous system without a body, whose electronic ganglia meet at five nodal points, five satellites. It provides the total uninterrupted free-flow of information to anybody accessing it by a physical jack plugged into an interface implanted in the nose. Many advances have been made by analysing alien technology. Military robots, for example, have been created from salvaged Autons, Cybermen and other former invaders.

The Time Lords sent the Doctor of our reality into this alternative timeline in order to prevent it from coming to pass. The Doctor discovered that the Power Elite was founded by Liz Shaw, who remains a senior member. When she resigned from UNIT, Liz took up a post as head of the United Nations' Earthwatch Project and was able to pursue research into alternative energy projects. She was awarded a Nobel Peace Prize in 1987 for her part in the development of the SunTrap system, a series of satellites which capture the energy of the Sun and transmit it down to an artificial island to power the world. A side effect of SunTrap is that it has hastened global warming and caused the rise of sea levels around the planet. By the mid-1990s, London is a submerged city with a tropical climate and with only the tops of the taller buildings standing above the waves.

But much of the technological innovation that the Power Elite has taken credit for actually comes from this timeline's Doctor. Objecting to the path that the Elite was taking, the Doctor had tried to escape from his exile, only to be captured and placed in suspended animation. Entombed in a transparent sarcophagus and linked to the TARDIS console, the alternate Doctor's mind is being regularly accessed by Liz via the TARDIS's telepathic circuits.

The Power Elite controls all former countries and even the United Nations, with UNIT acting as its security force. But a group of

freedom fighters (or terrorists, according to the Elite itself) called Jerusalem Rises is struggling to overthrow the regime. It is led by former UNIT officer Mike Yates, the Brigadier having been executed as a traitor. Jerusalem Rises has access to a restored nuclear submarine armed with two Trident missiles, which it plans to use to plunge the Earth into a nuclear winter.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The real driving force behind the Power Elite is Director Helios. Although appearing to be human, slim and with sallow skin, he is in fact the last surviving member of the Solarians. The Solarians were a species who lived on the surface of the sun which was detonated by Omega to form the power source for Gallifrey's time travel. The explosion virtually wiped them out, but Helios was blasted across the universe and eventually drawn to the Earth by the collection satellites of SunTrap. He now intends to use the human race to create an army so that he can destroy Gallifrey. Helios' natural form is a glare of microwave radiation in humanoid shape. His major weakness is that if his microwave form can be disrupted even for an instant, it will be fragmented, probably to be dispersed into the natural background radiation of the environment.

## DIRECTOR HELIOS

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

## SKILLS

Convince 3, Knowledge 2, Marksman 3, Science 4, Technology 4, Transport 2

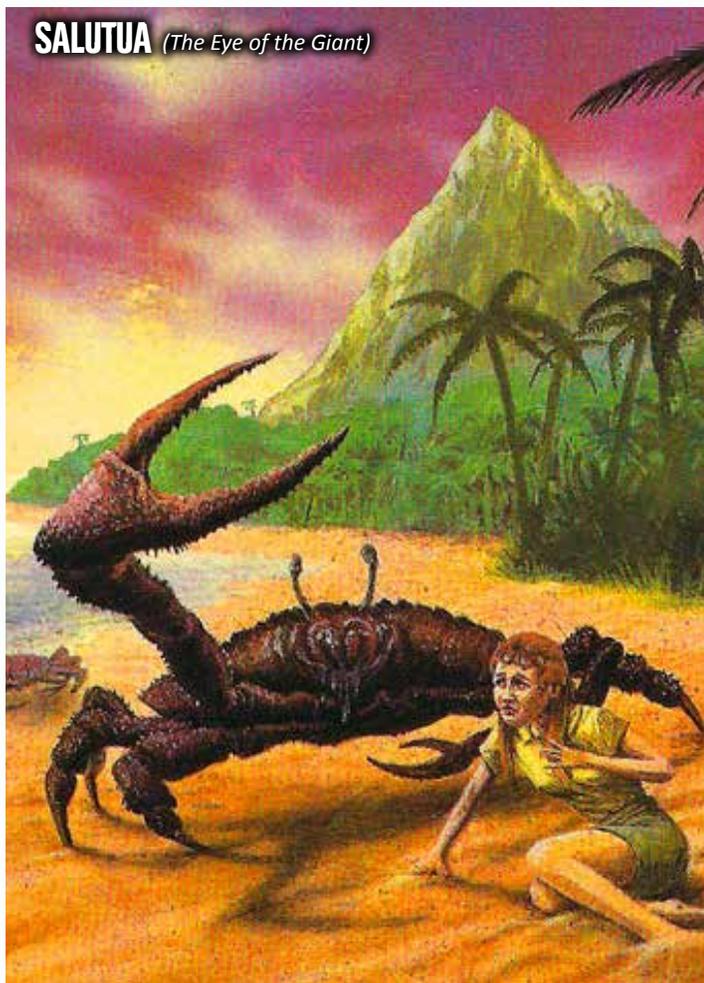
## TRAITS

Alien  
 Alien Appearance  
 Environmental (Major)  
 Immortal (Major)  
 Immunity – Heat and radiation  
 Immunity – Bullets and other small arms  
 Last of My Kind  
 Natural Weapon – Heat: 7(3/7/10) damage  
 Obsession (Major) – Destruction of the Time Lords  
 Shapeshifting (Major)  
 Weakness – If microwaves disrupted, his body is dispersed

TECH LEVEL: 5

STORY POINTS: 6

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**SALUTUA** (*The Eye of the Giant*)

Across a sheltered lagoon, Salutua lies like an emerald gem stone, mounted on the encircling band of the reef that embraces it. Around the island, the sapphire blue of the Pacific turns to turquoise, and the sudden white gold intensity of the scalloped line of beaches is presided over by the inevitable fringe of nodding palm trees. A thick mantle of verdure covers the island, save only for the truncated summit of its highest peak, from which trails a thin streamer of steam and smoke. The beach has a shallow contour which slows boats gradually. The lush smell of green plants and scented blossoms wafts on the air, underlain with the rank tint of decay.

According to legend, the French Polynesian island of Salutua disappeared in the 1880s after a fire god rose up from the volcano and drove away the natives. Decades later, the eccentric Professor Sternberg, believing he'd located it after tending to a man found floating in the Pacific Ocean with giant animal bites on his body, encouraged an American millionaire, film producer Marshal Grover, to fund an expedition to Salutua. Grover apparently intended to use the island as a backdrop for a realistic monster movie, though he also had other motives. The expedition's ship, the Constitution III, passed through what appears to be a freak atmospheric distortion shrouding the island from the outside world, but was disabled by an underwater explosion as it entered its lagoon.

What they discovered there was indeed the stuff of legends.

Salutua's flora and fauna are impossibly gigantic, from snakes to beetles to crabs and ants, and unnaturally large plant life in its jungle, coconut shells the size of melons on the ground, and wild banana trees bowing down with monstrous bunches of the fruit.

The giant bats living in the trees are poor fliers, but use sound as a weapon to disorient their prey, and even crack open materials when the right frequency is reached. Giant spiders, 8 feet across build giant lattices of webbing in secret pits littering the island. The giant crabs are only slightly smaller at 6 feet in width.

In 1934, a Groid (see V12) spaceship has been embedded in the ground for the last 50 years, and a device powered by geothermal energy from the volcano is generating a force field that renders the island invisible to the outside world. The Doctor theorised that the device has caused the volcano to cool down and lapse into dormancy. Those inside the force field, on the island, see the sky as hazy and flickering.

The island was destroyed in 1934 when its volcano erupted and/or a god-like being rent it asunder (see L12).

**GIANT BAT**

**Attributes:** Awareness 3, Coordination 1, Strength 5

**Skills:** Fighting 2, Subterfuge 1, Survival 2

**Traits:** Alien Senses (echolocation), Flight (Minor), Natural Weapon – Sonic beam (S/S/4), Size – Huge, Impaired Senses (effectively blind)

**Story Points:** 1-2

**GIANT CRAB**

**Attributes:** Awareness 2, Coordination 2, Strength 7

**Skills:** Fighting 2, Survival 2

**Traits:** Additional Limbs, Armour (5), Environmental – Amphibious, Natural Weapon – Giant claw (Strength +2 damage), Size – Huge

**Story Points:** 1-2

**GIANT SPIDER**

**Attributes:** Awareness 3, Coordination 3, Strength 6

**Skills:** Athletics 2, Fighting 3, Subterfuge 3, Survival 2

**Traits:** Additional Limbs, Climbing, Natural Weapon – Fangs (Strength +2 damage), Natural Weapon – Webbing (requires a Strength roll of 18 to free oneself), Size – Huge

**Story Points:** 1-2

**SPACE WORLD** (*The Paradise of Death*)

In the mid-1970s, London's newest tourist attraction is Space World, a futuristic theme park located on Hampstead Heath about 10 minutes' walk from Hampstead station. At £20 a head, the entrance fee is far from cheap, but the advance publicity for the promised rides and attractions behind the tall security fence has built up a huge anticipation in the general public.

The skyline of Space World is dominated by an Apollo rocket (with observation lounge and revolving restaurant at the top), and the park's attractions include various space travel simulator rides, a menagerie of apparently alien creatures, the Experienced Reality Pavilion, light sabre duels, robot gladiators and so on. The monsters in the menagerie are actually a form of hologram generated by an advanced version of Experienced Reality ("ER") (see G5). Although the creatures are ER recordings of genuine alien animals (and may be recognised as such by any off-world visitors, perhaps requiring an Ingenuity + Knowledge roll), they have been given exciting but fake names, such as the Crab-Clawed Kamelius from Aldebaran Two. Being ER projections, none of the creatures are solid. Because ER generates the images by manipulating the mind of the viewer, the projections do not appear in photographs or film, and cameras are strictly banned in the menagerie.

Space World has been set up by the Parakon Corporation as part of its plan to infiltrate the Earth and ultimately bleed it dry of its wealth and resources. It has the secret approval of both the British Government and the United Nations, who are negotiating a trade deal with Parakon (see L16). Space World is overseen by Chairman Freeth (the son of the President of Parakon) and Vice Chairman Tragan. Freeth is all oily charm and innuendo, while Tragan is an ex-policeman who exudes menace. Tragan is nominally in charge of the Entertainments Division of the Corporation, but he actually spends most of his time on security matters. Although Freeth at least appears to be human, Tragan is a Naglon. He is barely humanoid and has mauve skin covered with hairy warts and a face of continually moving liquid folds. He usually hides his hideous features behind a human disguise. Tragan is a sadist who loves nothing better than to torture his victims for sheer pleasure.

Although the creatures in the menagerie are fakes, there are two genuine alien animals present in Space World. These are Tragan's pets, a pair of savage beasts from the planet Blestinu, best described as loosely resembling 6-foot, sabre-toothed, reptilian Rottweilers. They have acidic saliva and are ferociously strong, with jaws capable of biting a human thigh-bone in two. During the day, the creatures are kept out of sight in their kennels. But at night when Space World is closed, they patrol the park and will kill any intruders.

Freeth and Tragan have one final secret on Earth. In the event of things getting out of control, they have an escape route in the form of a genuine spaceship hidden among Space World's exhibits.

**TRAGAN**

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 4, Resolve 4, Strength 4  
 Skills: Convince 3, Fighting 2, Knowledge 1, Marksman 4, Subterfuge 3, Survival 1, Technology 2, Transport 1  
 Traits: Alien, Alien Appearance, Fear Factor 1, Menacing (Tragan has +2 to convince others to do what he wants; they then have +2 to resist attempts by others to act against him), Obsession (Major) – Sadism, Unattractive  
 Equipment: Blaster: 7(3/7/10), Human Disguise: Shapeshift (Minor)  
 Tech Level: 7  
 Story Points: 8

**TRAGAN'S PETS**

Attributes: Awareness 5, Coordination 4, Strength 8  
 Skills: Athletics 4, Fighting 5, Survival 3  
 Traits: Natural Weapons – Sabre-toothed Jaws (Strength +2 damage), Tough

**THE UNDERWORLD** *(Deadly Reunion)*

Being trans-dimensional beings, the Immortals (see V15) have access to numerous pocket realities. One such is the Underworld, the realm of the Olympian known as Hades. There are a number of dimensional portals to the Underworld scattered around the Earth, usually looking like no more than a crack in a rock on the side of a cliff. Through the crack is the gate to Hades' kingdom, guarded by the three-headed dog Cerberus, as mythology relates. Cerberus must be bested in combat or befriended in some way before a visitor can continue. Beyond the gate lies the river Styx, which can only be crossed in the boat of the ferryman, Charon, for the price of a small coin. In ancient times, the spirits of the dead made this journey into the Underworld, where they believed they would spend the rest of eternity. Any attempt to wade or swim across the river will soon reveal it to be inhabited by ravaging multi-tentacled monsters. Beyond the Styx lies the Underworld proper.

The appearance of the Underworld is at the whim of Hades and is usually seen as a complex of gloomy caverns and tunnels, with bubbling pits of lava and the stench of sulphur in the smoky air. Hades can control the environment within his realm in much the same way as Omega has control within his singularity (see page 142 of *The Time Traveller's Companion* for guidelines on running this in game terms). He can twist the dimensions within the Underworld to trap any intruders, perhaps by infinitely extending a tunnel or making it turn back on itself in a circle. If Hades is absent from the Underworld, it is a much calmer place, its monstrous denizens almost docile and the pit of fire in the central chamber where Hades holds court merely giving off a warm glow rather than the usual leaping flames.

The para-dimensional continuum of which the Underworld is a part intersects with both Null-Space (see L15) and the Vortex, with portals to both of these realities (and perhaps others) lying within its caverns. Like Null-Space, the Underworld is inhabited by the spirits of the dead, in this case though the dead came here willingly in Ancient Greek times. These ghosts are wretched creatures, obsessed with lamenting their lost lives and kept within the Underworld only by their own beliefs in their fate. Other denizens of the Underworld include examples of mythical

creatures such as satyrs, chimerae, centaurs and even other Immortals in the forms of various minor Olympian gods.

Being able to escape from the Underworld may require defying Hades' version of his domain. Given that he can twist this reality as he chooses, the best way is to avoid being discovered. If detected though, an intruder will need to be able to believe that they can escape in order to evade Hades' dimensional traps. This is a contest of Resolve + Convince against him, with Hades having a +4 bonus as it is his realm. Needless to say, the best course of action is not to intrude on Hades' domain in the first place!

**HADES**

<b>AWARENESS</b>	4	<b>PRESENCE</b>	7
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	8

**SKILLS**

Convince 5, Fighting 5, Knowledge 3, Marksman 3, Subterfuge 1

**TRAITS**

Alien  
 Armour (8 points)  
 Environmental (Major)  
 Fast Healing (Special)  
 Fear Factor 2  
 Flight (Major)  
 Immortal (Major)  
 Networked (Minor)  
 Psychic  
 Shapeshift (Special): Hades can change his shape and also his size, gaining the Size trait (either Tiny or Huge at Minor or Major level) including its effect on his Attributes  
 Special – Elemental Control (see The Immortals)  
 Telepathy  
 Teleport  
 Voice of Authority  
 Vortex  
 Weakness (Special): Subject to Zeus's authority

**TECH LEVEL:** Not known (possibly 12)

**STORY POINTS:** 10

**THE UNWASHED AND UNFORGIVING TOUR** *(Rags)*

When a Range Rover filled with posh students ploughed into the parked van of a punk rock band on Dartmoor, road rage spiralled into murderous violence and the spilling of blood released an alien force imprisoned in a standing stone on the moors. After the punks and students had killed each other, this force, the Ragman (see V24), resurrected the band members, clothed them as punk versions of 17th-century mummers and imbued them with the spirit of its own hate. Thus began the Tour.

Travelling in an old cattle truck, the band with no name gave its first concert at Princetown. The sounds the band produce are the music of hate, like wounds in reality and inspiring rage in the audience. In nearby Dartmoor Prison, a riot broke out and a pair of unfortunate prison officers were executed in cold blood. And so the tour continues, gathering an increasing number of followers and performing open-air concerts which somehow inspire nearby acts of brutality and slaughter. Although the authorities sense the link to the band, there is nothing definite to pin a crime on the musicians. So apart from an increased police and then UNIT presence, the tour continues to wind its way from Dartmoor to Bristol and on to Cirbury and Stonehenge.

The tour's followers are drawn from the fringes of society. As well as punks, hippies, Rastas and rockers, there are the poor and the homeless, anarchists and would-be revolutionaries, and anyone else with a grudge against the establishment and authority. As the concerts continue, more of the underclasses join the tour and the levels of anger and hate build up, focused against those with power and wealth.

The band itself consists of the singer, a lead guitarist, a bassist and a drummer. All are becoming increasingly less human as the tour proceeds, their grey wasted flesh marking their deathly status. The singer shrieks lyrics of violence that eat at the mind; the guitarists pound out hellish sounds to make the soul reel; and the drummer's frenzied rhythms blast away conscious thoughts, leaving only space for primal instincts. The result is that the band corrupts the minds of those who listen to it, urging them to revel in violence and hatred.

After each gig, the band shambles away into the back of the tour's cattle truck, not to emerge again until the next show. The truck is guarded by the chief roadie, a troll-like giant of a man. Anyone making it past the roadie and into the back of the truck is entering the lair of the Ragman, and instead of the inside of the vehicle, they will find themselves in a seemingly limitless space which shifts and changes. This is the Ragman's perceptual vortex, created by the standing stone now carried in the truck. This draws on a person's memories to create an environment of their own personal hell. Past fears, doubts and failures are presented to challenge the luckless victim in an attempt to break their spirit if not their mind. If the victim tries to deny the reality of what they are seeing, they can make Resolve + Convince rolls to resist the Ragman's Modify Perception Trait, but the Ragman has a +4 bonus within the confines of the cattle truck. It is only by defeating the Ragman with a Fantastic result that freedom from the truck is won!

**THE BAND**

<b>AWARENESS</b>	<b>2</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>1</b>	<b>STRENGTH</b>	<b>4</b>

**SKILLS**

Craft (Punk Rock) 4

**TRAITS**

Distinctive

Fear Factor 2

Hypnosis (Major): Inspires acts of hatred and rage only

Immunity: Immune to physical damage

**TECH LEVEL: 5**

**STORY POINTS: 4**

**THE VAULT** *(The Scales of Injustice, Tales from the Vault)*

The Vault is where UNIT, and before that C19 (see A6), stores alien artefacts and other objects of interest taken. To gain entry, one must submit to a retinal scan, a genetic scan, and chemical decontamination to prove they are who they say they are. Those offered the job of curator are given water to counteract the chemically-induced nausea, laced with a drug akin to Torchwood's retcon. Those who refuse the job are not given the antidote and forget everything they've learned about the Vault.

As a further security measure, the Vault is almost permanently kept rather dark, as some objects would react with light. Its personnel is deemed disposable and may be summarily killed if possessed by an artefact. Any artefact that proves an imminent threat may likewise be destroyed.

The Black Ops unit that runs the Vault counts among its tasks the archiving of information in computer files and various media on its contents, the collection of any and all alien technology found on Earth for potential use against the planet's enemies, and the cover up of alien incursions and other UNIT-related interventions (ex.: the Loch Ness monster in the Thames).

The Pale Man ran the Vault in the early 1970s when it was located in the Cheviot Hills in Northumberland. Its contents were moved under the Angel of the North in the 1990s. In the 21st century, it is "curated" by Captain Ruth Matheson and Lt. Charlie Sato of UNIT. They ensure no one breaks into the Vault and that nothing in the Vault breaks out. Despite the secrecy surrounding the facility, it is nonetheless the subject of rumors inside UNIT, where it has earned nicknames such as the Museum of Terror and the Gallery of Secrets.

Though the Vault is the organization's most important and most secretive artefact storehouse, it also keeps alien objects in other facilities, including the Black Archives and the Under-Gallery.

Here is a partial list of artefacts stored in the Vault:

- A de-activated Imperial Dalek from the Shoreditch Incident
- WOTAN
- Cyber-guns
- Meteorite globes from the first Auton invasion
- Nestene "blood"
- Plague created by the Silurians
- Mars Probe 6
- Samples of Stahlman's ooze
- Fruit from Western Australia containing mercurial dioxide due to fallen particles of dust from outer space
- A new strain of Venus fly trap found in Rhodesia, large enough to catch a rabbit or a small dog
- A deactivated Terravore
- Krynoid pods
- The wreckage from a Sontaran scout ship
- Haunted army jacket (see G5)
- A crystal containing a copy of Zoe Heriot's mind
- A painting titled "The Kistador Molari" from the Braxiatel Collection
- Excalibur
- Plastic daffodils
- Rees' skull and music box

The Vault was where the Master was imprisoned when he was captured by UNIT following his escape from the Eye of Harmony, though he eventually escaped. The bodies of George Ratcliffe, Melvin Krimpton, Stephen Weams, Mark Gregory and George Hibbert are also stored in Vault.

Some artefacts and files are deposited in vacuum time capsules, electronically sealed to keep contents secure until a particular date. This is often done when such an item might contain information pertaining to future history, in order to protect the time line.

**VERD** (*Nightdreamers*)

The forest world of Verd is a moon of the planet Galaxis Bright, seemingly a former Earth colony which shares its star system with its larger sister-planet, Galaxis Dark. Over the generations, Galaxis Bright has become a feudal society under the rule of an Emperor (in the person of Exis Umane at the time of the Doctor and Jo's visit to Verd). Verd itself though is ruled by the Emperor's brother-in-law, Duke Altero, who fled to the moon decades ago after falling out with Exis Umane over the Emperor's proposal to open trade links with the Darklings of Galaxis Dark. But all is not happy in the court of Duke Altero, who has become a tyrant since the loss of his wife.

Despite their medieval trappings, the people of Galaxis Bright and Verd still have access to advanced technology, including phasers and rocketbikes, and the upper section of the Duke's palace, although appearing to be a medieval castle (albeit constructed of metal), is actually the spaceship in which he fled to Verd. The Darklings, also descendants of Earth colonists, similarly have access to space travel and advanced weapons. Altero fears that they are untrustworthy and would seek to exploit and plunder Galaxis Bright, and he is proved right when they turn their attentions towards Verd!

Although it is a small world, Verd has near Earth-standard gravity, at least over parts of its surface. The reason for this is commonly attributed to the so-called "gravity rocks" which can be found in profusion in some areas. In others, gravity is lower than on Earth's Moon and it is possible to "swim" through the air in these regions (using Coordination + Athletics, if rolls are needed). In certain spots around Verd, gravity wells send columns of intense gravity

out into space, pulling unwary ships and debris down to the moon's surface. The TARDIS itself was irresistibly drawn to Verd after being caught in the gravity field above Gravity Well Six. But Verd has recently been experiencing gravity decay, and the areas of near zero gravity are spreading.

Following their arrival on Verd, the Doctor and Jo find themselves caught up in all manner of plots and intrigues, love stories and almost magical occurrences. But behind the scenes, many of the events seem to be manipulated by the Nightdreamer King, a mysterious entity who tugs at the mind, sending dreams and visions, and enthralls those unfortunate enough to fall beneath its influence – including the Duke himself. The Nightdreamer King's minion, the impish Green Sly, causes mischief wherever he appears. Many disappearances are blamed on the King, and those who go missing are said to have gone to join the Nightdreamers...

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The secret of the Nightdreamer King – and indeed Verd itself – is that it is in fact an extremely long-lived creature called a Norebo Worm. This is the larval form of a space-borne psychevore and is gigantic enough to have created the moon as a cocoon around itself while it hibernates and metamorphoses into its adult form. Even in its dormant state, the Worm can draw on the psychic energy of those on Verd, controlling some to do its bidding. Sometimes it even transforms its minion's appearance, as in the case of Sly, a boy who has become a small green sprite with magical abilities. Other victims, such as Duke Altero's wife, have been drawn away to an underground cavern where they are kept alive but sleeping,

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

becoming the Nightdreamers for the King to feed on their dreams. The Norebo Worm also generates its own gravity field, using it to draw its prey through space, and the “gravity rocks” of Verd are actually flakes of the Worm’s skin.

When the Worm awakens, the moon will explode as the adult creature hatches out, revealing itself to be an immense and utterly alien being with gold and silver spikes jutting crown-like from a faceless head. Mighty wings arch from its back, swirling with complex, many-coloured patterns that shift and change, fluorescing weirdly. Its strangely graceful body seems to be clad in jewels, and innumerable, translucent tentacles hang beneath it. Every so often, part of the creature shimmers and vanishes, disappearing into other dimensions. It is the most beautiful thing that even the Doctor, in all his travels, has seen.

## GREEN SLY



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

## SKILLS

Athletics 4, Convince 2, Fighting 3, Subterfuge 4

## TRAITS

Alien Appearance (Minor)  
 Enslaved  
 Impulsive  
 Invisible (Special)  
 Networked (with the Nightdreamer King)  
 Quick Reflexes  
 Size – Tiny (Minor)  
 Teleport

STORY POINTS: 6

## A MIDSUMMER NIGHTDREAM

The novella *Nightdreamers* owes much of its inspiration to *A Midsummer Night's Dream*, including the division of the characters into groups approximating those of Shakespeare’s play: the Athenians are represented by Duke Altero, Lady Ria, Tonio and so on; the Faeries have become the Norebo Worm (Oberon), a love-inducing plant called the Atinati weed (Titania), and the Norebo-controlled Sly (Puck), each of which manipulates the humans in some way; and even the “rude mechanicals” have their equivalent in the form of a group of Altero’s servants, with appropriate-sounding names such as Mazy Grace, Peterkin and Gubrious the chaplain. Sly’s use of the Atinati weed on Ria and Tonio causes them to fall in love with the wrong people; the ersatz-mechanicals perform a play-within-a-play; and there are short passages of rhyming verse (in the form of songs, to make their inclusion in the story more believable).

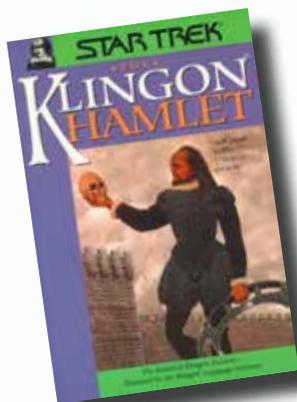


Perhaps surprisingly given its propensity to borrow ideas from other sources, Doctor Who has never based a TV story on an entire Shakespeare play. Clearly *The Shakespeare Code* contains elements from Shakespeare, featuring the bard himself, Macbeth’s three witches in the form of the alien Carrionites and numerous other overt references and in-jokes. But other than that, only limited themes or styles can be detected in the TV stories. Even in the wider Whoniverse, *Nightdreamers* is almost unique in this regard. So what from the book can we use as inspiration for our games? How about taking *Nightdreamer’s* lead and looking at some of Shakespeare’s other plays as DWAITAS adventures waiting to be run? After all, they are quite good!

The classic 1956 film *Forbidden Planet* is an excellent (and probably the most famous) example of transplanting

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Shakespeare, in this case *The Tempest*, into a sci-fi setting: the magical elements of the play (Prospero being a sorcerer, while his servant Ariel is a spirit) have become rational (Dr Morbius is a scientist; his servant is Robbie the Robot). In a similar vein, what could we do with *Hamlet*, for example? The setting of Denmark could be moved to an Earth colony in the far future; the ghost could be an AI hologram whose data includes evidence of a murder; the war with Norway could be a conflict against the Draconians. With only a few superficial changes, we have the basis of a DWAITAS adventure, a tale of murder and revenge. Shakespeare's comedies and histories can likewise be pressed into service. The latter could be run as straight historical adventures with little change, as pseudo-historicals with the addition of a sci-fi element, or even transformed completely, as with the examples above.



#### Adventure Seed: *The Merchant of Vortis*

The TARDIS arrives on Vortis at a time long after the rule of the Animus, when the flower forests have fully regenerated (see *The Second Doctor Expanded Universe Sourcebook*). But all is not well in this verdant paradise. A Vogon slaver (see V38) posing as an honest merchant has tricked the naïve Menoptra into entering a contract for the supply of the mineral isocryte in quantities that they cannot hope to fulfil. The Vogon is now invoking the penalty clause and is taking ten Menoptra a day to sell as slaves, backed up by Judoon law enforcers who are applying a strict interpretation of the contract. Can the players put a stop to this travesty of justice and can they rescue the Menoptra already sold into slavery?

### PLANETARY DATA

SIZE: Tiny  
GRAVITY: Variable  
LAND MASS: Land O' Lakes  
ATMOSPHERE: Earth Standard  
CLIMATE: Temperate  
SATELLITES: 0  
SENTIENT SPECIES: Humans, Norebo Worm  
TECHNOLOGY LEVEL: 6

### NIGHTDREAMER KING



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

*\*The Nightdreamer King's Strength is off the scale! He wins any contest involving Strength.*

#### SKILLS

Convince 5 (only for the purposes of its psychic abilities), Survival (Space) 5

#### TRAITS

Alien  
Alien Appearance (Major)  
Aura – Rapturous Awe (after hatching)  
Environmental (Major)  
Flight (Major)  
Hypnosis (Major)  
Immunity (to anything short of weapons that can damage worlds)  
Natural Weapon – Psychic Attack (Special): In a contest of Presence + Resolve, the Nightdreamer King can inflict 5(2/5/7) damage divided among a target's Ingenuity, Presence and Resolve, absorbing their mental energy  
Possess: Currently, Duke Altero is its human avatar  
Psychic  
Special – Gravity Manipulation: Generates a general, but fluctuating, gravitational field (1G); it can also emit waves of intense gravity capable of drawing objects towards it, up to the mass of a moderately large spaceship, or repulsing matter or energy (acting as a Major Forcefield)  
Special – Memory Phantoms: Generates visions and hallucinations from its victims' memories to threaten and confuse (contest of Presence + Convince if resisted)  
Telepathy  
Vortex (after hatching)

TECH LEVEL: N/A  
STORY POINTS: 10

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**THE VILLAGE** *(The Loneliness of the Long-Distance Time Traveller)*

There are three rules in the Village: don't ask questions, don't use the D-word and don't wish for anything. Failing to comply risks bringing down the wrath of the Village's mysterious, unseen controller.

The Village is the image of an English country idyll basking in an eternal summer. The cobbled main street is lined with a series of quaint shops: a grocer's, post office, sweetshop, toyshop, icecream parlour, bookshop, a baker's and a pet shop, ending in a traditional country church. Off the main street, thatched cottages form little lanes, each with their own gardens in perpetual bloom. The villagers are stereotypical English country folk, apparently universally cheerful. But their routines of greetings, meaningless conversations and everyday activities have a sense of ritual, even fear, about them. None of the villagers use their real names, only titles such as the Postman, the Baker and the Policeman. The most prominent inhabitant, the Queen, is the nearest that the Village has to a leader, but she is mainly concerned to ensure that nobody angers the controller.

The highlight of every day is the Wellbeing Parade that marches through the Village. The villagers line the main street to cheer the carnival floats, marching bands and a troupe of pastel-coloured ponies. The Parade's participants are all giant versions of children's toys: red-coated soldiers, clockwork clowns, teddy bears, baby dolls, toy mice and pirates. These creatures are slightly larger than human sized and a close inspection reveals several unsettling details: vicious claws, needle-sharp teeth, real weapons and eyes picking out targets like gun-sights. The toys are the Village's enforcers, moving to threaten or kill anyone breaking the rules.

Less immediately apparent, the Village is trapped in the centre of the Gyre, an enormous swirling tornado with the Village in the eye of the storm. The walls of the Gyre cut across the green hills around the Village in a rough circle almost 10 miles across. Overhead, the blue of scattered light from the walls gives the illusion of a perfectly clear sky. The Gyre is in fact a rapidly rotating

electromagnetic field, charged with chaotic particles moving at an immeasurable speed and rising high into the air like a funnel. The particles are the subatomic remains of the innumerable carbonbased lifeforms – plant, animal and human – which have been caught up in the Gyre since its creation. Anyone touching the Gyre will be torn apart, adding to the matter storm.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The secret of the Village is that it is located in the mind of perhaps the most powerful psychic the human race has ever produced. In the Village, she is known as the Princess; in the real world, she is a little girl called Polly. But Polly is a very sick little girl, dying of an incurable illness and wasting away in a hospital bed. Her psychic powers enable her to grant the wishes of herself and anyone around her, except cure death. In a moment of anger, Polly did a Bad Thing: she wished her Daddy were dead. And so he was. In her anguish, she created the Village and transported everyone nearby into it to form a perfect world for her to enjoy. Polly's mother, Alice, became the Queen, and any mention of her lost Daddy (the D-word) is forbidden.

Although Polly is not a physical presence in the Village, she controls everything. She is not omniscient, however, and not every misdemeanour will be noticed by her. But anybody breaking the rules risks attracting Polly's attention. She can send her toys against the culprits or, for the more heinous crimes, she can use the Gyre itself, extruding a smaller tornado from it to destroy those who anger her. Within the environment of the Village, the Princess is all-powerful. She cannot be physically killed and her mental powers are absolute. Other than conforming with the rules of the Village, the best way to deal with Polly may be to reason with her, or perhaps engage her curiosity enough that she will bring people back into the real world. At heart, she is a very sad and lonely girl.

**TOY**

**ATTRIBUTES:** Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 6

**SKILLS:** Athletics 2, Fighting 2, Marksman 2

**TRAITS:** Armour (5 points), Environmental (Major: Toys don't eat, sleep or breathe), Natural Weapon (Minor/Major – varies\*), Networked (Major), Slow Reflexes

*\* Bears have slashing claws (Strength +2 damage); clowns and mice have carnivorous teeth (Strength +2 damage); dolls have laser eyes (3/7/10 damage).*

**EQUIPMENT:** Pirate's cutlass: Strength +2; Pirate's flintlock: 4(2/4/6); Soldier's rifle: 5(2/5/7)

**STORY POINTS:** 1

**WATERLOO STATION AND WORLD'S END JUNCTION***(The Three Companions)*

While answering a distress call from a space freighter, the Doctor was initially surprised to find himself at Waterloo station. But it transpired that this was not the Waterloo in London and was in fact part of an artificial world, like an enormous toy train set. Although life-sized, the details of this world are clearly not “real” when examined closely. For example, the handsets in the traditional red British phone boxes cannot be lifted from the cradles, as they are all moulded in one piece, and the coin slots are just painted on. The people, although realistic, are merely plastic automata with very simple programming that keeps them acting out the same actions in a loop. Commuters board the trains and then, a few moments later, alight back onto the platforms. They are dressed in a variety of fashions: 1970s city gents mix with flappers from the ‘20s and Victorian families. The trains standing at the platforms are also from different eras, from steam trains to a Japanese bullet train. Even the scales do not always match, as if the toys have been taken from different play sets and muddled up. Outside Waterloo, giant soldiers guard a royal coach in which an oversized Queen Victoria waves to the crowds. The London landscape is crushed in on itself, its geography shrunken and altered, and includes a number of incongruous landmarks such as the Eiffel Tower and the Statue of Liberty.

When the Doctor visited, this artificial world was worn-out, the colours faded, the figures disfigured by mould, as if its owner had grown bored with its toy and had left it to run down. Filthy water periodically flooded up from between the flagstones, bringing thousands of eels with it, and the River Thames had taken on a sickly green colour and had crusted over. The only train running was an old steam service to World’s End Junction. The track led out of London past Trafalgar Square, Brighton Pavilion and Angkor Wat, before heading into the countryside and, after several miles, plunging over an abyss and into a void: literally the end of this artificial world. Fortunately, the train diverted onto a branch line at the last second and ran along this edge of nothingness until it pulled into World’s End Junction.

Next to World’s End Junction stands a gigantic signal box. Inside is advanced equipment, including the power generator and controls which run this entire world. The walls are lined with weapons of

all types, which reveal the truth behind why this has all been created: it was in fact intended to be a hunting ground and a number of dangerous creatures have been imported for sport, including examples of the deadliest scavenger in the universe, the Coffin-Loader! These gigantic monsters lurk below the crusted surface of the Thames, ready to burst out and pursue unwary intruders. Coffin-Loaders grow to enormous size, dwarfing the railway carriages, but their exact form is not entirely clear. Their dominant feature is a monstrous maw, from which a multitude of long purple tongues flick out and roll back up again, like undertakers’ tapes measuring a corpse. Coffin-Loaders are the ultimate scavenger, not usually appearing on a world until its dying days. The greenish slimy mould they spew out generates large amounts of carbon dioxide and methane gases, creating an accelerating greenhouse effect. Although savage, they have a cunning intelligence and each generation inherits the knowledge of the last. Because Coffin-Loaders are so dangerous, it is illegal throughout the galaxy to keep them in captivity.

**COFFIN-LOADER**

<b>AWARENESS</b>	5	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	4
<b>INGENUITY</b>	2	<b>STRENGTH</b>	14

**SKILLS**

Fighting 4, Survival 6

**TRAITS**

Additional Limbs (x2) – Multiple tongues act as tentacles

Alien

Alien Appearance

Alien Senses – Tracking senses

Armour (15 points)

Climbing (Minor)

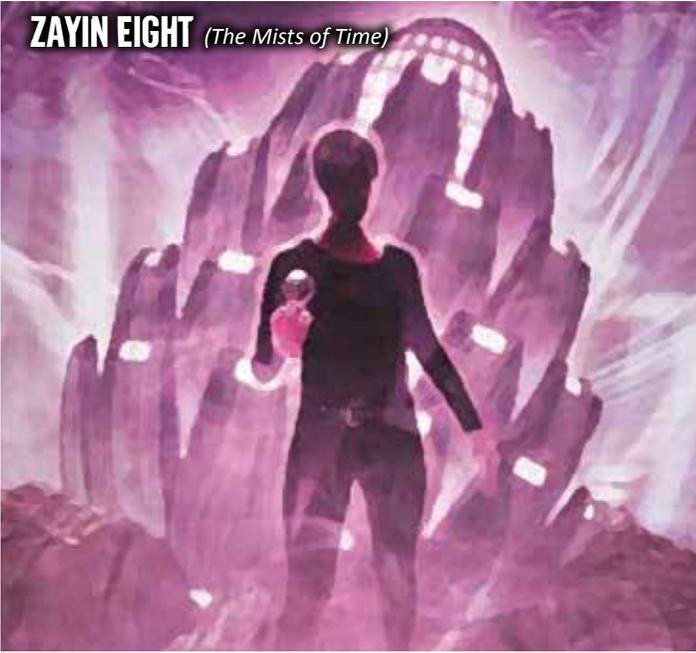
Environmental (Minor) – Amphibious

Fear Factor 3

Natural Weapon (Minor) – Slime Spray: S(S/S/S)

Size – Huge (Major)

**TECH LEVEL:** N/A**STORY POINTS:** 3-5

**ZAYIN EIGHT** *(The Mists of Time)*

This inhospitable and now uninhabited planet in the Argo Navis Cluster is plagued by magnetic storms, intermittent torrential rain, thick banks of rolling clouds, lightning, and gale-force winds. Though the atmosphere is breathable and the gravity Earth-normal, the weather plays havoc with navigational systems. As if Zayin Eight wasn't already so easy to get lost on. Even on its best days, eerie shifting shadows seem to float through the drifting mist, churning gray fog gives way to spatters of icy rain that sting the eyes, and the moaning wind sounds like disembodied voices. The unwary traveler may well get lost among the imposing, jagged boulders and ruins of ancient collapsed buildings.

Thousands of years ago, Zayin Eight was home to the Mnemosin, their larger cities now little more than arches and columns on which vines cling stubbornly, half-submerged below a ridge, under a sea of mist. Today, it is an archaeological site run by the Space Archaeology Group, living in prefabricated gray domes nestled in a steep-shouldered valley. Communication with the outside world is spotty, food and fuel supply always critical.

And the planet is haunted. Figures appear and fade away. People who get lost and die in the fog somehow turn up without any memory of their deaths, never touching anyone. And sometimes, entire scenes from Mnemosin history play out against orange smog, a war between people in gas masks and giant robotic insects. A living history one can verbally interact with imprinted on the very air. A temporal rift? A psychic disturbance? An atmospheric effect?

The ghosts are apparently summoned by the living's imaginations. Thinking of a person who has died will allow that person to exist intangibly on Zayin Eight for an hour, even if they didn't die on the planet. After their hour is up, they vanish. If summoned again, it will not remember anything that happened the last time; its memories will always be limited to what it knew before its death.

Those who encounter these ghosts, especially those brought into existence by their own memories, may face overwhelming grief; some even lose their minds.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In the era the Time Lords call the Dark Times, the Mnemosin started conducting time experiments, which Gallifrey was intent on stopping. The Time Lords sent great ships and war machines back in time to destroy these potential rivals before they could ever exist. Wiped from history, the Mnemosin nevertheless endure thanks to a memorial built with temporal technology. A huge engine of black, rusted metal with serrated edges, like an inverted pine cone, in a hollow surrounded by perilous cliffs searches back through time and makes a duplicate of the remembered person one can interact with. Meant to cycle through events in Mnemosin history, in particular their conflict with the Time Lords – a grand accusation – the machine's ability to summon non-Mnemosin is an unforeseen side effect.

**PLANETARY DATA**

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly land

ATMOSPHERE: Earth Standard

CLIMATE: Cold

SATELLITES: 0

SENTIENT SPECIES: Long dead

TECHNOLOGY LEVEL: N/A



# GADGETS AND ARTEFACTS

likely to bring it about. The only person to know of this

## APOCALYPSE CLOCK *(The Last Post)*

By the 1970s, Daniel Prestaigne's computers are everywhere in business and government. Not the personal computers and laptops of today of course, but the huge machines with reel-to-reel tape whirring constantly. Prestaigne, a charming Irishman with cunning eyes and a sharp smile, has also designed a machine capable of predicting the future, which was put to work in the service of the "Death Watch" committee of which Dame Emily Shaw (*see A5*) is a member. Dubbed the Apocalypse Clock, the machine itself is hidden in a disused bunker beneath Whitehall, but the meeting room used by the committee houses its primary read-out, a digital display counting down the time to the end of the world as predicted by the Clock.

What is not generally known about the Apocalypse Clock is that it incorporates processing banks salvaged from the supercomputer WOTAN. Like WOTAN before it, the Clock is linked to other computers around the world, all calculating the risks and dangers of various projects. But it also somehow has access to a device containing an unshielded temporal field. Using this, the Clock can see into other possibilities, other dimensions where events play out differently, and sees the potential outcomes of decisions and events. The Clock can therefore predict the time and date of the end of the world with great accuracy, and is able to identify the persons who will hasten it, whether deliberately or inadvertently.

Prestaigne is obsessed with preventing the end of the world at all costs and has programmed the Apocalypse Clock with a similar imperative. It is therefore taking matters into its own hands. The Clock targets whoever is most likely to bring about the next predicted disaster and, with bizarre courtesy, sends them a letter advising them with deep regret that they will "pass on" at a certain time and date. The deaths so predicted invariably take place, but the causes are always either sheer accident (being run over by a bus, for example) or natural causes (heart attack, stroke, etc). How the Clock accomplishes this is by sending its minions, small clockwork scorpions, to follow the next victim. These creatures share the Clock's ability to see the countless alternative timestreams and can manipulate them so that the one in which the victim dies at that precise moment comes to pass. Thus the Apocalypse Clock pushes back the time of the end of the world by ensuring that events conspire to kill the people most

is Daniel Prestaigne, who conspires with the Clock in its mission.

In its bunker beneath Whitehall, surrounded by banks of computers, the Clock itself is a large spinning device of circuit boards linked to good old-fashioned clockwork and tended by its minions. Despite its appearance, the Clock is capable of speaking in an electronic monotone. Its scorpion minions each have a digital clock face, counting down the minutes and seconds their next victim has left to live, and a poison sting. Being tiny they pass unnoticed, but are accompanied by a regular ticking and whirring of tiny cogs and gears, which may be mistaken for scurrying rats.

The Clock can also extend its temporal distortion abilities to suspend victims in time, placing them in stasis indefinitely. In fact, it foresees a time when it will have to do this to the entire world in order to save it. The source of the unshielded temporal field that the Clock taps into is a mystery – though the fact that the Doctor has removed the console from the interior of his TARDIS during the period that the Clock is active may not be a coincidence!

### DANIEL PRESTAGNE

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

#### SKILLS

Convince 4, Knowledge 3, Science 3, Subterfuge 2, Technology 5 (AoE: Computers), Transport 1

#### TRAITS

Boffin

Charming

Friends (Major) – In government and business

Obsession (Major) – Prevent the end of the world

Technically Adept

TECH LEVEL: 5

STORY POINTS: 6



## THE APOCALYPSE CLOCK

00:17:11:27

AWARENESS	5	PRESENCE	2
COORDINATION	-	RESOLVE	7
INGENUITY	6	STRENGTH	-

## SKILLS

Convince 3, Knowledge 6, Science 3, Technology 4

## TRAITS

Alien Senses – Other timelines  
 Networked (Major)  
 Obsession (Major) – Prevent the end of the world  
 Precognition  
 Robot  
 Size – Huge (Minor)  
 Slow (Major) – Immobile  
 Special – Time Distortion

TECH LEVEL: 5

STORY POINTS: 10

## CLOCKWORK SCORPION



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

## SKILLS

Athletics 2, Fighting 3, Subterfuge 5, Technology 4

## TRAITS

Alien Senses  
 Climbing (Minor)  
 Networked (Major)  
 Poison (Special: 5(2/5/7) damage if victim fails a  
 Difficulty 18 Strength + Resolve roll)  
 Robot  
 Size – Tiny (Major)  
 Time Distortion  
 Weakness – Dependent on Apocalypse Clock

STORY POINTS: 2

## TIME DISTORTION

By accessing the unshielded temporal field, the Apocalypse Clock and its clockwork scorpions can use Time Distortion to achieve a number of effects. Firstly, the Clock can search through the myriad alternative timelines and other dimensions and affect probability to bring about a desired result: by spending 1 Story Point, it will automatically succeed at a task. Secondly, it can cause the death of a person: the Clock or scorpion spends 2 Story Points and delivers Lethal damage by indirect means, e.g. a passing car, falling masonry, a heart attack and so on. Thirdly, by spending 1 Story Point the Clock can place a victim in temporal stasis, freezing them in time indefinitely. Time Distortion is not effective against anyone with either the Time Traveller trait or both Feel the Turn of the Universe and Vortex. The involvement or proximity of anybody with these traits will mean that the Clock cannot automatically succeed at any of these tasks, instead requiring suitable dice rolls and/or the expenditure of additional Story Points.

**ATRIUM CIRCUIT** (*The Suns of Caresh*)

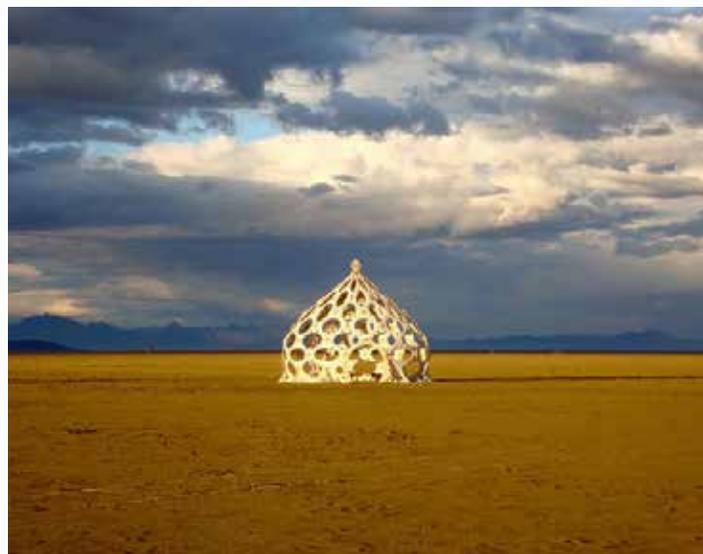
The atrium circuit has been developed since the Doctor left Gallifrey and is a feature on some of the later models of TARDIS. It is an extension of the chameleon circuit. At its minimum setting, it can be used to manipulate the outer plasmic shell to create an extension of the TARDIS which is outside the TARDIS itself, in effect creating an antechamber or lobby. So intruders could gain entry to the atrium but still not be able to access the parent TARDIS. Indeed, they may not even realise that they haven't entered the TARDIS.



If the atrium becomes compromised it can then be cut free entirely, either by the deliberate action of the Time Lord pilot or by the TARDIS itself using the HADS to jump to safety. Like the rest of the TARDIS's plasmic shell, the atrium disguises itself to blend into its environment, and this disguise extends to its interior, setting out rooms and furnishings to match the exterior. The true entrance to the TARDIS could be disguised within the atrium interior or even as a separate entrance alongside it.

At its higher settings, the atrium circuit also provides a powerful psychological defence, considerably harder to penetrate than mere camouflage. At this level, the atrium could take on the form of something entirely inappropriate to its surroundings, but nothing would appear amiss to any bystanders. For example, the atrium (with the TARDIS inside) might arrive in a busy street and disguise itself as a garden shed. Any onlookers would not think that there is anything odd about a garden shed in the middle of the street. Any active attempt to resist this psychological defence requires a Resolve + Convince roll against the atrium's parent TARDIS.

At full settings, the atrium circuit can also manipulate real space to further enhance its disguise. For example, if the atrium is disguised as a room in a hotel, the circuit will erase all references to that room from the hotel's register, in reception any key hook or pigeonhole for messages will be renumbered, and the staff will not be able to remember that there was ever a room of that number in the hotel.



If using the TARDIS design rules from *The Time Traveller's Companion*, the atrium circuit is a Major system under Architectural Configuration. Its availability should be restricted to Modern and Advanced TARDISes. Any use of the atrium circuit requires an Ingenuity + Technology roll with a Difficulty of 18 for the base settings, 21 for the higher settings and 24 for the full settings.

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**COLLAPSIBLE WINGS** (*Speed of Flight*)

The Doctor bought one of these gadgets in the July sales in Oxford Street in 2108. When not in use, it appears to be about the size of large coin. But when slapped to the chest, it instantly expands to a football-sized sphere and then seems to explode in a blaze of brilliant colour as a network of webbing shoots out to embrace the user's torso, arms and legs. From this, the webbing expands into billowing fabric, forming itself into wings and a broad paddle-like tail, like a cross between a miniature parachute and a kite. The wings then allow the user to glide through the air with a fair degree of directional control.

The user can also manipulate the webbing so that it wraps around any item they wish to carry with them, maybe even a passenger. The webbing can shoot out to a distance of several metres to grab a target from the ground or in mid-air, requiring a Coordination + Marksman roll. The webbing has a Strength of 5 if a target tries to break free of it.

Collapsible wings are generally used either as an item of emergency equipment or for recreation, but either way the user must be falling from a height before they are deployed. The set that the Doctor bought is only rated for one person and one eighth Earth gravity, but there is a wide degree of tolerance, depending on the wearer's skill. Using the wings requires Coordination + Athletics rolls to deploy them safely and for any manoeuvres attempted, starting with a base Difficulty of 9. Difficulty modifiers to reflect local gravity are set out in the table, and the GM can apply other

modifiers, for example if the user is particularly light (either -2 or -4) or heavy (+2 or +4), or if they try to support an additional passenger (+4).

After use, the user pulls a cord attached to the wings and they will automatically retract and fold back inside the sphere, which shrinks to the size of a coin again. Larger sets of wings rated for higher gravities are available, but they do not collapse down as compact as the Doctor's.

Gravity (G)	Difficulty Modifier
Zero to 0.05	Wings not usable
0.05 to 0.11	-4
0.11 to 0.15	-2
0.16 to 0.2	0
0.21 to 0.3	+2
0.31 to 0.5	+4
0.51 to 0.75	+8
0.76 to 1.0	+12
1.1 to 1.25	+16
> 1.25	Wings not usable

**COLLAPSIBLE WINGS [Minor Gadget]**

**Traits:** Flight (Minor), Grab (Minor), Restriction – Rated for low gravity

**Cost:** 1 point



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**EXPERIENCED REALITY** *(The Paradise of Death)*

Similar in effect to Virtual Reality, Experienced Reality (or ER) differs by being based on recorded experiences being broadcast into the minds of those wearing ER headsets. It is very popular as a form of entertainment on the planet Parakon (see L16). So popular, in fact, that it is highly addictive with many users spending all their time in ER.

The user, wearing an ER headset, is immersed in another reality, one recorded from the experiences of a subject whose brain was implanted with ER recording needles. An ER recording feels totally real as it includes sensory input from all the senses, not just sight and hearing, and including emotions. Because ER is based on recordings of what somebody else has experienced, the user has no control of their actions within the ER environment. They can only do what the original subject did. However, because of the nature of ER, it feels like they are doing precisely what they want to do in that environment anyway. ER users can experience sports from the point of view of one of the players, concerts from that of a singer or musician, take part in a drama or soap opera as one of the actors, and so on. Any form of entertainment can be reproduced by ER, so long as an ER recording or live broadcast is available. On Parakon, criminals sentenced to execution can choose to try to win their freedom by being hunted through the planet's jungles, the entire experience being broadcast live to the populace as ER from the point of view of the fugitive.

Advanced versions of ER can also generate real-seeming images

**HAUNTED ARMY JACKET** *(Tales from the Vault)*

Kept in a laser-alarmed case inside the UNIT Vault (see L22), this bright red infantryman jacket from the Boer War originally belong to Private Tommy Watkins of the Lancashire fusiliers, 2nd battalion. When he was killed in 1900 A.D., his uniform somehow became possessed with what appears to be his spirit. In the 1970s, a UNIT soldier named Roddy Fletcher bought the jacket from a vintage clothing shop on King's Road and found himself possessed. Under its spell, he became violent and erratic, leading the 3rd Doctor and Jo to investigate and discover he now claimed to be Tommy Watkins, a man out of time who should have been dead. The Doctor broke the spell, Fletcher took off the jacket and was restored, with little to no memory of the possession.

In game terms, anyone wearing the jacket will be under psychic attack, as if by the Possession Special Good Trait.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In 2011, the jacket was once again worn, this time by Vault curator Charlie Sato. During these events, it was revealed the jacket wasn't haunted by the spirit of Tommy Watkins after all, but by the mind

to those not even wearing ER headsets, like extremely realistic holograms in the real environment. The menagerie of alien monsters in the Space World theme park (see L19) on Earth uses this technology to create the appearance of the creatures in their pens.

But Experienced Reality has applications wider than just for entertainment purposes. It can be used to carry out surveillance, either with a knowing agent fitted with ER devices broadcasting what they see and hear back to base, or using a subject who doesn't even know that they have ER needles implanted in their brain and unwittingly spying on their family and friends or even on themselves.

Because Experienced Reality affects the mind, ER can also be used as a form of mind control. With the victim fitted with ER needles, they can be forced to do whatever a controller wearing a special ER broadcast headset wants them to do.

**EXPERIENCED REALITY HEADSET [Minor Gadget]**

**Traits:** Clairvoyance (Special; limited to ER recording/broadcast)

**Cost:** 1 point

**EXPERIENCED REALITY BROADCAST HEADSET [Major Gadget]**

**Traits:** Clairvoyance (Special; limited to ER recording/broadcast), Hypnosis (Major; limited to subject implanted with ER needles)

**Cost:** 2 points

of an alien criminal called Kali Korash, who had learned to jump from one body to another at the point of the former's death. On Private Watkins' death, Korash had transferred his consciousness to the uniform in order to fool his pursuers. He would stay in the jacket until either Earth developed the technology required for him to leave it, or else find its way into a warehouse full of alien technology.

**KALI KORASH**

**ATTRIBUTES:** Awareness 3, Ingenuity 4, Presence 5, Resolve 4

**SKILLS:** Convince 4, Knowledge 3, Medicine 2, Science 3, Subterfuge 4, Survival 3, Technology 5

**TRAITS:** Alien, Immaterial, Possess (can only transfer to another person at their moment of death, or if they wear the Haunted Army Jacket), Technically Adept

**TECH LEVEL:** 7

**STORY POINTS:** 8

**MERCY GUN** *(The Suns of Caresh)*

This weapon is a Gallifreyan invention. It remembers who it has shot, even recognising different incarnations of a Time Lord as the same person. The first time you are shot it only stuns you; the second time it kills. The assumption is that if it is necessary to use it on someone a second time, they have not learned their lesson and so they deserve to die. The Doctor considers the mercy gun to be misnamed and claims to think of it as an arrogance gun, as it endows its user with a misplaced sense of moral superiority.

In appearance, a mercy gun is a small, gold pistol about the size of a hand. The first time a person is shot by a mercy gun, they take S(S/S/S) damage; the second time – even if it's years later - they take L(4/L/L) damage. Note that a gun's memory does not extend to other guns, so that Lethal damage is only inflicted when a person is shot twice by the same weapon.

**MIND TRANSFERENCE DEVICE** *(The Switching)*

After he was arrested by UNIT in the 1970s and held prisoner, one of the many escape attempts that the Master made involved building a mind transference device. Using this machine, the Master was able to project his own consciousness into the body of the Doctor, with the Doctor's own consciousness being pulled into the Master's body. Thus, the Doctor found himself in the Master's prison cell, while the Master was transported, mentally at least, to the Doctor's laboratory at UNIT HQ. The Master's plan was to then visit the prison as the Doctor and arrange for his own release before their minds switched back.

Although the technology and knowledge needed to build a mind transference device is very advanced, the Master was able to do so using everyday odds and ends he scavenged in prison: a metal coat hanger, copper wire, a stone, some tinfoil and so on. Of course, when the Doctor awoke in the cell, he found these bits and pieces scattered on the Master's bed but did not realise their significance.

The effect of the device causes a severe shock to the mind. Each character must make a Resolve + Strength roll against a Difficulty of 18 to avoid blacking out for several minutes. The character using the device has a +4 bonus as they can prepare themselves to resist this shock.

**MIND TRANSFERENCE DEVICE [Major Gadget]**

**Traits:** Mind Transference (Special); Restriction (Minor: causes mental shock)

**Cost:** 2 points

**NEW GADGET TRAIT - MIND TRANSFERENCE**

A gadget with this trait allows its user to switch his or her mind with that of a target. So the consciousness of the user will be moved to the target's body and vice versa. The target must be within a range determined by reference to the Telepathic Range table on page 27 of the *Gamemaster's Guide, 11th Edition*. Success or failure is determined in the same way as for the Possess trait (see pages 57 and 131 of the *Gamemaster's Guide*). As Possess, mind transference normally lasts for as many hours as the user's Resolve before switching back.

Mind Transference is a Special Good Gadget Trait costing 3 points.



## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**PROGNOSTICATOR** (*Dancing the Code*)

A device built by the 3rd Doctor and more properly called a “Personal Time-Line Prognosticator”, this apparatus creates an absolutely life-like visual and auditory projection of events in the user’s future. The prognosticator apparently has very little probability of error, less than a fraction of a percent. It is, however, rather fragile, and may “blow its fuses” after each use. In game terms, anything worse than a “Yes, and...” result on the character’s Ingenuity + Engineering roll (for a TL 10 device) will cause the prognosticator to become unrepairable until repaired. Cost: 2 Story Points.

**ADVENTURE MODULE PREVIEWS**

The prognosticator is less a tool for the player characters than it is for the GM. The prognosticator’s projections (and by extension, any precognitive ability) can be used to guide the story. If the projection shows the characters in a jail cell, for example, then they must have gotten captured. Will they surrender more willingly when the time comes? In an

adventure where the TARDIS has broken down, the players might roleplay a scene where they try to fix the ship, but they already know they must leave it at some point. And they will. Railroading? A bit. But the projection makes it a smooth part of dramatic necessity by turning the players into willing participants. In a traditional role-playing game, one might shipwreck the crew on alien shores, and then they might putter around the ship instead of exploring. The GM would have to create moments that attract them away or strongly hint that the fix is “out there”. Using precognition like this, no GM interference is required and the players make it their own idea. Of course, they might choose to defy their destiny and try to rewrite history, but that gives the GM license to make strange things happen as the universe tries to right itself.

And don’t discount the possibility of red herrings and plot twists. In *Dancing the Code*, the prognosticator shows the Brigadier shooting the Doctor and Jo dead. As events unfolded, the author introduces an alien threat that created replicas of the two friends. Guess who the Brigadier actually shot?

**RECUMBENT STONES** (*Vengeance of the Stones*)

Armidian (see V1) science depends on the species’ relationship with Tharan stones, using a special gauntlet as a controlling device. A Tharan stone is a blue rock mined from pure tharacite, a mineral found on the Armidian homeworld. Armidians have a telepathic affinity with tharacite and using a Tharan stone, can manipulate the forces within all igneous rocks to create effects such as force fields, energy projection, intangibility and teleportation.

The technology also allows Armidians to turn native stone into data collectors, which appear to be the recumbent stone in the stone circles they built, devices which store information in an extradimensional plane. On Earth, this technology works particularly well with granite and serpentine.

**RECUMBENT STONE [Special Gadget]**

**Traits:** Data Storage, Extra-dimensional, Restriction (Requires Tharan Gauntlet to use), Scan, Transmit  
**Cost:** 10 points

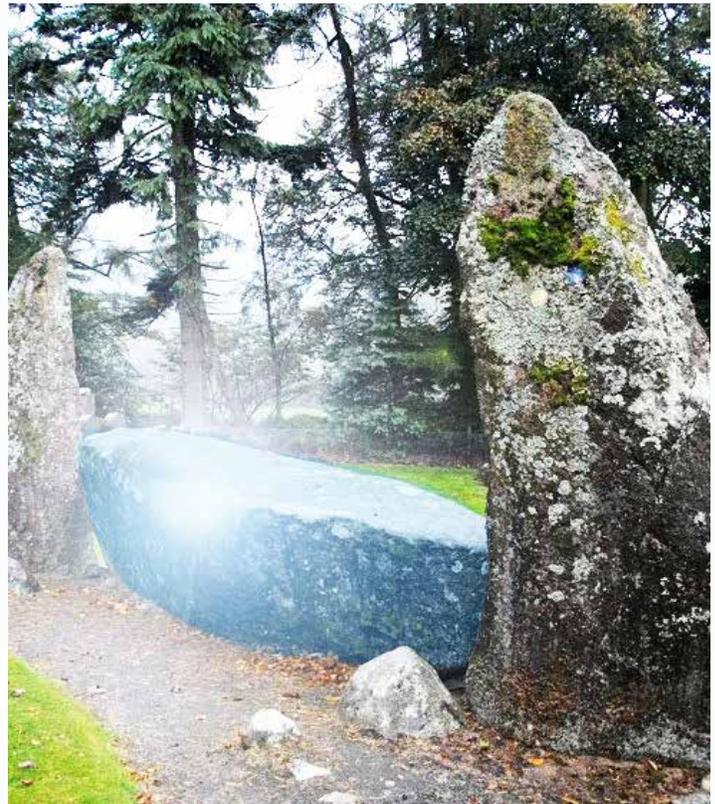
**NEW GADGET TRAIT - EXTRA-DIMENSIONAL**

Similar to the best version of the Vortex Trait, this Trait allows a person or gadget to travel to an extra-dimensional space at will. It costs 3 points.

Such spaces are essentially pocket universes limited in size, and often artificial. The Armidians use such a space for data storage accessible anywhere in their territory. Another example might be the Toymaker’s realm.

**THARAN GAUNTLET [Special Gadget]**

**Traits:** Forcefield (Major), Intangibility, Restriction (Must be within 50 feet of Tharan or Recumbent stone to which Tharan stone energy is being sent), Teleport, Zap (Minor; 4/L/L)  
**Cost:** 8 points



**REVERSE POLARITY POLARITY REVERSER** (*The Scorchies*)

The Doctor has used the non-technological technology of Lammasteen on several occasions to build devices with whatever junk he has to hand. In *The Time Monster*, he built a time flow analogue from a cup of tea, a wine bottle, some cutlery and various other bits and pieces. In *The Lodger*, he constructed a scanner from all sorts of odds and ends including a lamp shade, a bicycle wheel and an ironing board. And in *The Scorchies*, he tells Jo how to build a reverse polarity polarity reverser using only a bottle and some corks. Clearly building such items requires a certain amount of Jiggery-Pokery, the appropriate Ingenuity + Technology rolls and the expenditure of Story Points. The Doctor's explanation for how these devices work is that the relationships between the different molecular bonds and the actual shapes form a crystalline structure of ratios. Any wiser?

So what does a reverse polarity polarity reverser actually do? Obviously it is primarily designed to reverse the polarity of equipment whose polarity has already been reversed! Basically, the reverser establishes a field in which polarities are reversed. The size of the field is usually fairly small, say within a radius of a dozen metres, and a larger field requires additional Story Points (determined by the GM). Within this field, any gadget whose polarity is already reversed will return to its normal functioning. But any gadget whose polarity has not already been reversed will now find their functioning disrupted and they will not operate properly unless the operator spends 2 Story Points. The effect will last for as long as the reverser continues to maintain the field – basically, for as long as the “sculpture” of bottle and corks (or whatever other junk it's been constructed from) doesn't fall apart.

By their nature, reverse polarity polarity reversers are one-shot items and if you need to use it again, you must build a new one, make the same Jiggery-Pokery rolls and spend more Story Points.

**REVERSE POLARITY POLARITY REVERSER [Minor Gadget]**

**Traits:** Disrupt (Major), One-Shot (Minor)

**Cost:** 1 point



"reverse the polarity  
of the neutron flow".

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**SKAR** (*Catastrophea*)

Skar is a crystalline green salt found only on the planet Kastopheria and used as a drug in the religious ceremonies of the native People. In humans, it induces a temporary euphoric high followed by psychosis and paranoia, and is known variously as skoob, sting or slash. Despite the psychotic crash it causes, skar is a popular but highly illegal recreational drug throughout the galaxy, and numerous gangs of drug runners operate on Kastopheria (see L8). It is so popular that by the mid-26th Century, the deposits of skar have almost disappeared and the gangs now take the stocks of the drug from the People's temples by force.

Among the People of Kastopheria, skar is used to increase their natural telepathic abilities, in particular by the priests themselves, who gain a measure of mental control over the rest of their race. The reasons behind this though are not sinister, but are vital to the survival of the People. Without the priests' control, which keeps the People in a state of pacifism, they would revert to their former barbaric selves and long ago would have destroyed themselves in endless conflict. The drug allows the priests to drain the People's violent impulses and transfer them into a gigantic crystal of skar located in the Black Temple on the slopes of the Fire Mountain. This huge crystal, called the Anima or the Soul of the People, has been long sought by the drug smugglers, but the Doctor fears that its destruction would lead to the People reverting to savagery.

**SPEAR OF DESTINY** (*The Spear of Destiny*)

In Christian mythology, the Spear of Destiny is the spear which pierced the side of Christ when he was on the cross. The Spear of Destiny which the Doctor found in a private collection in London is actually an alien artefact, one of a very small number of ancient artefacts known as a Physical Temporal Nexus (PTN) and whose origins are unknown. They are extremely powerful items and the Time Lords have spent a great deal of time tracking them all down. One was found on Usurius and two more on Kirith. There are believed to be no more than six in total.

In appearance, the Spear of Destiny is nothing more than a spear of ancient design. Its shaft is carved from wood, but the head of the Spear is a thing of wonder and beauty. Made of a long tapering piece of gold, it is covered with runes cut into the flat of the tip. These are in Elder Futhark, the runic alphabet of the Norsemen, and spell out its Norse name, Gungnir.

The Doctor and Jo traced the Spear of Destiny back as early as 2nd Century Sweden, where they found it in the possession of the chieftain of a pre-Viking tribe. Where it had come from prior to this is unknown, but possibly by trade or raiding in the eastern Mediterranean. The chieftain was named Odin and his tribe was the Aesir, and the power that the Spear gave him led to him and his people becoming the gods of the Norse legends. In Norse mythology, it is fabled that once thrown, Gungnir cannot miss its target. It works by shuffling through all possible states of

In game terms, skar provides the priests with the Hypnosis (Minor) trait, which they can use to control the People via their Networked trait. In humans, the euphoric phase of skar reduces Ingenuity and Presence by 1 point each and Resolve by 2 points for 1 hour plus 1D6 x 10 minutes; the aftereffects of paranoia and psychosis can send the user into a berserk rage (triggered by any nearby minor irritation) and provide +1 Strength for 1D6 x 10 minutes. Long term use increases the length of the crash, and eventually results in death – if the user hasn't already been killed during a berserk rampage, that is! Skar's effect on other races is not yet known.



the universe in a fraction of a second and selects the one that its wielder desires the most. This makes the Spear extremely dangerous, as it almost invariably hits its target, even if beyond the normal throwing range of such a weapon.

In game terms, the Spear of Destiny is a weapon which provides its wielder with a very high Marksman skill when using it. This means that although it will usually have a very good chance of hitting its target, it is not actually infallible. However, the application of a Story Point or two to the result can give this illusion.

As for the other PTNs, who knows what shapes they take or powers they possess?

**THE SPEAR OF DESTINY [Special Gadget]**

**Traits:** Weapon (Major: Strength +4 damage in melee combat, or L(4/L/L) damage if thrown); Skill: Marksman 8 (Minor x7); Restriction (Minor: must be recovered if thrown)

**Cost:** 8 points

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**TIME BOMB** *(Amorality Tale)*

As its name suggests, a Time Bomb is literally a device which accelerates the passage of time within its blast radius. Millennia pass in moments, killing all but the longest lived of species, and even against immortals, the shock of the resulting chronometric extrapolation will cause 4 points of damage. All civilised cultures have outlawed the use of a Time Bomb, considering it barbaric.

A competent temporal engineer can build a Time Bomb small enough to carry around in a satchel. Unless connected to an external power source, the assemblage of wires, switches, dials and circuitry needs to include its own built-in power cells. A Time Bomb consumes an enormous amount of energy, more than any conventional batteries could provide, and power cells removed from a TARDIS would be the most suitable. The construction can incorporate a timer or a remote trigger mechanism, particularly useful if the user doesn't want to get caught within the blast zone.

When detonated, the Time Bomb is engulfed by a globe of black light which expands rapidly, passing through solid matter without

hindrance to the limits of its blast radius. Everything within the globe – living or otherwise – is consumed by black fire as it passes through its own future in mere moments. Most creatures are utterly destroyed by the explosion, and machines and inorganic matter will likewise decay and disintegrate unless they are supremely resilient to time. The Time Bomb itself is not affected by its own detonation, but will carry on accelerating time until either its programmed duration is complete or its power source is exhausted.

Building a Time Bomb from scratch requires the Vortex trait and a Difficulty 18 Ingenuity + Technology roll. Operating one requires the Vortex trait and a Difficulty 12 roll.

**TIME BOMB [Special Gadget]**

**Traits:** Time Acceleration (Special: Lethal damage to all within 10 metre radius; 4 points against immortals); Restriction (Minor: Requires the Vortex trait and Ingenuity + Technology roll to program and activate)

**Cost:** 4 points

**VAN MEYER'S LIVING TAPE** *(Ghost in the Machine)*

Living tape was the creation of Dr Van Meyer of the Lezarata Research Centre in Australia. He believed that he had made a breakthrough in the restoration of sound recordings, a way of unlocking information hidden within an audio medium. He believed that it wasn't just sounds that were held on the audio media, but that the essence – the memories, personality, and soul – were also stored. He obtained the funding for his research by promising his paymasters he could grant them a form of immortality. They would not have bodies, but they would exist on the tape and be able to communicate with the world outside.

Those recorded on the living tape exist within a shadow world inside the tape. Any location that was part of the acoustical reverberations caught on the original tape exists in this shadow world but the recorded cannot move around inside that world. If another voice is recorded with them, they "see" that voice as the person they were when their voice was recorded. Although the voices on a living tape have the personality of their original forms, they are only able to conceive of and express thoughts that utilize the words that were recorded. They can use those words in any order, but they are limited to that specific lexicon. As the quality of the recorded voice degrades, so does the memory of the person stored inside. Those who have degraded to an extreme degree will appear hazy or translucent to a newly-recorded voice caught within the same tape.

Caution must be used with living tape, as Dr Van Meyer discovered. If someone records their voice onto a tape that already has a recorded essence, the original recording can take their place in the real world, taking over the newly-recorded individual's body, while the latter is trapped onto the tape.

**LIVING TAPE [Special Gadget]**

**Traits:** Innocuous (Minor Good), Psychic, Possess, Restriction (Limited Vocabulary – stored essences can only express thoughts that contain words they recorded), Restriction (Degradation – The tape only lasts as long as a magnetic data storage medium. The longer recordings exist, the more that they will degrade, slowly erasing the essence inside)

**Cost:** 5 points



# OMITTED BUT NOT FORGOTTEN

The official sourcebooks cannot possibly cover 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 Third 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.



## THE CONTROLLER



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

Leader of the Dalek puppet government in an alternate 22nd-century England. (Day of the Daleks)

### SKILLS

Convince 4, Knowledge 3, Marksman 1, Science 2, Subterfuge 2, Technology 3

### TRAITS

Authority (Minor) – Leader of Earth government, but Dalek puppet  
 Charming  
 Obligation (Major) – to Earth and the Daleks (this proved difficult for the morally ambiguous Controller; he saw it as his duty to keep the majority safe from the Daleks by keeping the rebellious minority down)  
 Technically Adept  
 Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

## ARCTURUS



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

The Arcturan delegate to Peladon when it applied for membership in the Galactic Federation. Aided Hepesh in attempting to prevent Peladon from joining, secretly planning for his world to exploit the planet's mineral wealth afterwards. (The Curse of Peladon)

### SKILLS

Convince 3 (AoE: Diplomacy), Knowledge 1, Marksman 2, Subterfuge 2, Technology 3

### TRAITS

Alien  
 Alien Appearance (Major)  
 Armour: 5 points  
 Cyborg  
 Dependency (Major) – Arcturan atmosphere (only applies if life support breached)  
 Environmental (Minor) – Life support systems allow Arcturus to breathe in any atmosphere (but not in vacuum)  
 Fear Factor 1  
 Natural Weapon – Laser: L(4/L/L)  
 Weakness (Major) – Can be sabotaged (life support can be disabled on a successful Technology roll against difficulty level 12)  
 Weakness (Major) – Lack of manipulatory limbs

TECH LEVEL: 7

STORY POINTS: 8

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

## THE MARSHAL



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

*The Earth Empire's representative on Solos, he took control by killing the designated Administrator. Enjoyed hunting and killing Solonian mutants, though more than willing to commit genocide in one fell swoop to advance his personal agenda. Strongly opposed the Empire's plan to grant Solos its independence, as it would mean an end to his career. (The Mutants)*

## SHILLS

Convince 2, Knowledge 1, Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 2, Technology 2, Transport 1

## TRAITS

Authority (Minor) – Colony administrator  
Five Rounds Rapid  
Menacing  
Obsession (Major) – Killing all the Mutts  
Selfish  
Single-Minded (Major)  
Voice of Authority

## EQUIPMENT

Air-breathing mask  
Blaster rifle: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 6

## QUEEN GALLEIA



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

*Queen of Atlantis and wife of King Dalios. The Master convinced her to help him overthrow her husband by seducing her. She turned against him when she learned that Dalios was dead. Galleia was a petty, vain, treacherous and ambitious queen who ultimately may have been motivated by simple boredom. Though she loved her husband, she was much younger than he was. She was consistently attended by a long-suffering servant girl named Lakis. (The Time Monster)*

## SHILLS

Convince 3, Craft 1, Knowledge 1, Subterfuge 2

## TRAITS

Arrogant  
Attractive  
Authority (Major) – Queen of Atlantis  
Devotion – to Dalios  
Distinctive  
Impulsive  
Indomitable  
Noble  
Selfish  
Silver Spoon  
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 10

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

## VORG



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

Lurman showman who came into possession of a miniscope by winning it off Wallarians through a successful gambling trick with three magum pods, a yorrow seed, and sleight of hand. (Carnival of Monsters)

**SKILLS**

Convince 4, Craft 3 (Raconteur), Knowledge 3, Marksman 2, Subterfuge 3 (AoE: Sleight of hand), Technology 3, Transport 1

**TRAITS**

Argumentative  
Charming  
Distinctive  
Eccentric (Minor) – Speaks like a carnival barker  
Lucky  
Quick Reflexes  
Sesquipedalian  
Technically Adept

**EQUIPMENT**

Miniscope (see *The Third Doctor Sourcebook*, p.114; obviously TL 10, Vorg takes the usual penalties when trying to operate and repair it)  
Tool box (+2 to Technology rolls)

**TECH LEVEL: 7**

**STORY POINTS: 8**

## SHIANA



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

Lurman showman who travelled with Vorg to Inter Minor by cargo thruster to demonstrate the miniscope as part of a show. When they were received with suspicion, she wished she had never come, saying she should have stayed with the All-star Dance Company, her former employers. (Carnival of Monsters)

**SKILLS**

Athletics 1, Convince 3, Craft 3 (Dance), Knowledge 2, Subterfuge 2

**TRAITS**

Argumentative  
Attractive  
Charming  
Distinctive

**TECH LEVEL: 7**

**STORY POINTS: 6**

## THAL FREEDOM FIGHTER



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

Centuries after the Doctor met the Thals on Skaro, they still revered him and his companions as heroes. Turning full circle, they again adopted a militaristic way of life, though only against the Daleks. (Planet of the Daleks)

**SKILLS**

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

**TRAITS**

Adversary – the Daleks  
Brave  
Five Rounds Rapid  
Military Rank  
Obligation (Major) – to fight the Daleks  
Tough

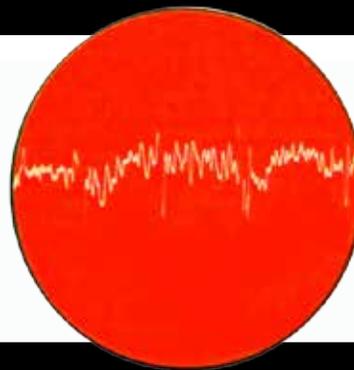
**EQUIPMENT**

Explosive charges: L(4/L/L) – Explosive, One-Shot  
Thal gun: 5(2/5/7) damage

**TECH LEVEL: 6**

**STORY POINTS: 4-8**

## THE B.O.S.S.



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

Built from funding provided by Tobias Vaughn, BOSS, or Biomorphic Organisational Systems Supervisor, is a computer created by Global Chemicals. Believes what is good for Global Chemicals is good for the world. It has a less serious side, unlike most early AIs. It loves to sing, for example. (The Green Death)

**SKILLS**

Convince 3, Craft 1 (Singing), Knowledge 3, Science 3, Subterfuge 2, Technology 3

**TRAITS**

Data Storage  
Eccentric (Major) – Megalomaniacal  
Hypnosis (Special) – Requires hypnotic frequency modulating headset  
Machine  
Robot  
Transmit  
Weakness (Minor) – Can be confused or angered by paradoxes and logic puzzles  
Weakness (Major) – No body or mobility

**EQUIPMENT**

Hypnotic frequency modulating headset

**TECH LEVEL: 5**

**STORY POINTS: 6**

**VENUSIAN AIKIDO**

Venusian Aikido, sometimes called Venusian Karate, is an unarmed combat style frequently used by the third Doctor (and sometimes by other incarnations) to defend himself and others.

Generally used to immobilise an opponent by using pressure points and perform joint locks, it also contains specialized throws and kicks, tending to use the attacker's own movements against them. It is Venesian Aikido effective against many different humanoid species, but were useless against the likes of Ogrons and Sontarans. Some of its moves, if held for too long, can permanently paralyze the target.

According to one account, it was created by the Venusians on Venus, which meant it worked best with five arms and five legs. The Doctor would have learned it while in his second incarnation. Another account states that the Doctor himself invented it.

The official *Third Doctor Sourcebook* handles this quite simply, by encouraging players to describe how they are using the Fighting skill, and spend Story Points to achieve certain effects. But what if you would like a little more “crunch” to your Venesian fighting? After all, simply making Venesian Aikido your Fighting Area of Expertise will not, by itself, allow your character to reproduce the Doctor's on screen action.

**NERVE STRIKE – MINOR GOOD TRAIT**

This special technique is known to students of various styles of subtle martial arts, including Venesian Aikido; as such, it requires a specific training and a level of at least 2 in Fighting. At the GM's discretion, characters with the Medicine skill at 2 or more may also qualify (thanks to their knowledge of anatomy, etc.).

When used in hand-to-hand combat, this technique is treated as a normal attack roll – except that the attacker needs at least a Good result to deliver the nerve strike (a mere Success won't be enough). In all cases, no real damage is done – and if the nerve strike does succeed, it will result in a standard Stun effect.

When used outside combat, this maneuver requires a Coordination + Subterfuge roll, opposed by the intended victim's reaction roll. If the victim is unaware of the technique, has no reason to suspect anything, etc., the reaction / defense roll simply uses their raw Awareness; if, however, the victim knows that the character has access to this technique or has good reasons to suspect some dirty trick, the roll will be based on Awareness + Ingenuity. In non-combat situations, however, a mere Success *is* enough to deliver the nerve strike (since the victim is either caught off-guard or has had no real time to adopt a fighting attitude).

Story points may affect the outcome of these conflicts, as per the usual rules. Shouting “Hai!” is encouraged when spending points on such an action, however.

# OFF-OFF CANON: DEVIOUS

## THE SECOND-AND-A-HALFTH DOCTOR *(Devious)*

Either just after Season 6B or replacing it in the Doctor's history, the Second Doctor was sent to a Time Lord space station in orbit around Gallifrey where his regeneration was only allowed to reach the halfway point by the Time Lords whose faces he only seemed to have been offered after his trial. The Doctor is thus left as an amalgam of the man he was and the man he would become in his third incarnation.

This "Interim Doctor", sometimes called the "Unknown Doctor", is a small and fairly unassuming man with silver hair, beady eyes, a red face, a crooked smile and the beginnings of a mighty nose. He still wears his second self's clothes, though sometimes supplements the look with his first incarnation's half-moon glasses. Though timid in demeanor, he is surprisingly spry and physical when he needs to be.

The Interim Doctor has had several adventures through time and space with his companions Bradley, Phillip and Amber, many of them part of a Time Lord test. He has fought the Daleks, Councilor Chaldor, something called the Debilitator, and even his own companion revealed as a renegade Time Lord engineer. He has dealt with the corruption of the time line, the manipulation of his own memories, and good old-fashioned pirates.

And yet, he was never meant to be the Doctor. His adventure ended when a Watcher figure appeared to him in the form of his Third (and yet-to-come) incarnation. Wishing he could have done more, he nevertheless goes softly into that good night and allows the regeneration to run its course. That done, it is a new Doctor who stumbles out of the TARDIS in 1970s Earth...



### THE DOCTOR



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

#### SKILLS

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

#### TRAITS

Adversary – Daleks, Councilor Chaldor  
 Amnesia – The Doctor is confused as to which of his memories are real  
 Boffin  
 Brave  
 Charming  
 Code of Conduct  
 Feel the Turn of the Universe  
 Insatiable Curiosity  
 Psychic  
 Resourceful Pockets  
 Reverse the Polarity of the Neutron Flow  
 Run for Your Life!  
 Technically Adept  
 Time Lord (Experienced)  
 Time Traveller (all Tech Levels)  
 Vortex

#### EQUIPMENT

Glasses (snap), TARDIS

TECH LEVEL: 10

STORY POINTS: 8

## 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.*

### Vengeance of the Stones [V1, G7]

Two RAF fighter jets are on a training flight over North East Scotland when one of them is plucked from the air and promptly disappears. UNIT are called in, and the player characters are soon on the scene. They discover a link to the recumbent stone circles that are plentiful in this part of Scotland. The stones are thousands of years old, and are soon revealed to hold a terrible secret. Then a young officer helping them disappears, abducted by an alien race that has a grievance with humanity. Their intention is to harness the power of the stones in order to take their revenge. For the PCs, the race is now on to save their new friend and the entire planet Earth.

### Old Soldiers [L11]

Old soldiers, comrades in arms – UNIT officers have seen many fall during their years in the organization, but perhaps none more tragically than those at Kriegskind. Called to help when a friend falls ill, how can the player characters fight an enemy that can breach every defence?

### Shadow of the Past [A21, V22]

There's a secret locked up in UNIT's Vault 75-73/Whitehall, a spaceship that crashed in the Pennines in the seventies. For your UNIT personnel, the priority is to ensure the thing's safe. However, other characters may be more concerned about the alien pilot and the chance this ship offers.

### The Last Post [A5, G1]

People are dying. Just a few, over a period of months... but the strange thing is that each person received a letter predicting the date and time of their death. Documenting these passings, your team's investigation ultimately uncovers a threat that could lead to the end of the world.

### The Eye of the Giant [A21, V12, V28, L12, L18]

1934: Salutua, a legendary lost island in the Pacific.

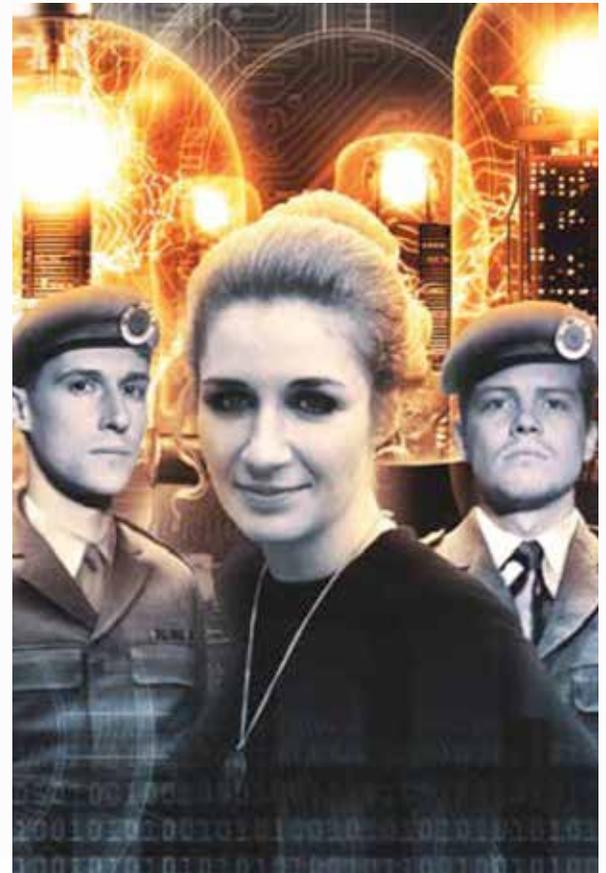
Millionaire Marshal J. Grover's expedition arrives to uncover and exploit its secrets. But the task is complicated by a film star's fears and ambitions and a scientist's lethal obsession. Nearly forty years later: UNIT headquarters, London. Your team is asked to identify a mysterious artefact and trace its origin. The trail leads your characters back in time to Salutua and a gigantic discovery. Meanwhile, UNIT faces an epidemic of UFO sightings and supernatural occurrences that threaten to bring about global panic. If only your team wasn't trapped on a mythical island four decades in the past.

### The Blue Tooth [V3]

When one of the team's friends goes missing, UNIT is drawn to the scene to investigate. They soon discover a potential alien invasion that will have far-reaching effects on their lives as they are unexpectedly re-united with an old enemy... the Cybermen!

### Binary [V17]

A damaged alien computer is being guarded by UNIT troops, but the soldiers simply vanish... It's up to your team to oversee the project to repair this alien technology, and recover the missing men. And then one of their own vanishes too. Trapped inside the machine, that team member faces a battle for survival against a lethal defence system.



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**The Scales of Injustice** [A6, A21, V32, V34, L22]

When a boy goes missing and a policewoman starts drawing cave paintings, your team may suspect the Silurians are back. A journalist also gets their help to track down people who don't exist. What is the mysterious Glasshouse, and why is it so secret? As the Silurians wake from their ancient slumber, your characters are caught up in a conspiracy to exploit UNIT's achievements — a conspiracy that reaches deep into the heart of the British Government.

**The Devil Goblins from Neptune** [A17, A21, V39]

From the outer reaches of the Solar System, alien eyes are surveying the Earth. Eyes as cold and cruel as the methane ice that shrouds their distant world... A spate of deaths follow the break-up of an alien mass in the atmosphere. But this is merely the latest incident in a sinister conspiracy that threatens the entire planet. The team's concerns may be heightened by the possibility of traitors at the very heart of UNIT. Only in Geneva will they discover the truth, little realising the deadly motives of an enemy agent on their own doorstep. Meanwhile, they may discover that London doesn't have a monopoly on alien invasions. What are the gargoyle-like creatures that kill without mercy? What do they want from our planet — and how do they figure in top-secret governmental plans? As the lines between allies and enemies begin to blur, the PCs will have to fight to save Earth once again. But who will they be saving it for?

**The Rings of Ikiria** [V14]

UNIT is accustomed to dealing with visitors from space, but nothing has prepared them for Ikiria, an alien artist bearing gifts. Could Ikiria's designs be something more than aesthetic?

**The Sentinels of the New Dawn** [V29]

Cambridge University: Scientists are experimenting with time dilation. The device hurls your team to the year 2014 and a meeting with Richard Beauregard, heir to the Beauregard estate. Yet there's something rotten at the core of this family... The seeds of a political movement that believes in a new world order. The Sentinels of the New Dawn are stirring and its malign influence will be felt for centuries to come...

**Deadly Reunion** [V15, L20]

At the end of the Second World War, some of your characters get more than they bargained for when assigned to map out Greek islands. Even if they live to tell the tale, will they remember it? Years later, UNIT investigates a spate of unexplained deaths and murders, while strange events in the small English village of Hob's Haven are brewing. As preparations get underway for a massive pop concert, a sinister cult prepares for a day of reckoning — business as usual for UNIT — but how does that relate to the Greek mystery?

**The Mega** [V20, L7]

"This is a warning. Your aggression cannot go unchecked. The West must disarm. We will make you disarm." When an assassination follows the first demonstration of a deadly new

weapon, it appears that an alien race has fired the opening salvo in a new war — a war... for peace. But is that truly their intent? The answer lies deep in the heart of a distant country. A place where a man might be a hero or a traitor. Where a man has to face the menace... of the Mega.

**The Doll of Death** [V13, V25]

"Retrocausation! Events before their cause. Time in reverse." While investigating a temporal anomaly in Central London, your characters meet Professor Harold Saunders, a man who possesses an unstable alien artefact, and who is seemingly haunted by the ghosts of dolls. Who is the mysterious Mrs Killebrew? Why is a pack of hounds hunting them in reverse? And can they pick up any bargains while backwards shopping on Oxford Street?

**The Face of the Enemy** [A21, V5]

Robbery and murder are on the increase in Britain as disputes between underworld gangs escalate into open warfare on the streets. The Master seems inextricably linked to the chaos — despite the fact he is safely under lock and key. Meanwhile, UNIT is called in when a plane missing in strange circumstances is rediscovered — contaminated with radiation and particle damage that cannot possibly have occurred on Earth. As the mystery deepens, what little light they can shed on the matter leads them to believe Earth's only hope may lie with its greatest enemy...

**The Magician's Oath** [V8]

"You must never tell. Not a soul. That's the magician's oath." A heat wave in July and a tube train is discovered buried in twenty inches

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of snow. A Saturday afternoon in Hyde Park and scores of people are instantly frozen to death where they stand while the sun beats down from the sky. Freak weather conditions in London, and UNIT are called in to find the cause. Meanwhile, a street magician, who was witnessed at the scene of the tragedy, entertains crowds in Covent Garden. But is he an enemy with terrifying powers?

**Rags** [A21, V24, L21]

“Join the Unwashed... Join the Unforgiving. Join the Ragged, for we are the way.” A convoy of disenchanting ragamuffins is winding its way through the south-west of England. At its head, a filthy cattletruck containing four punk mummies... and something else. The band plays sudden, violent and hate-filled gigs along the way: Dartmoor, Glastonbury Tor, an old cemetery in Bristol. And every time they play, people die in unspeakable ways. Aristocrats, high-flying stockbrokers, police officers, all find themselves the victims of a Class War that is threatening to shatter society. Within the dark cattletruck, a malevolent force is leading this ragged army on a Magical Mayhem Tour towards its final, secret destination. Will your characters be powerless to resist its seductive influence? Will they get lost in a nightmarish void? Or can the band from hell be prevented from staging its final society-cracking performance, and thus spelling the end of the road for... everything?

**Who Killed Kennedy** [A6, A13]

There is a shocking secret linking a Time Lord and a President. President John F. Kennedy was assassinated in Dallas, Texas on 22 November, 1963. But what are the real reasons why the President of the United States had to die and was there an incredible plan to save the man known as JFK? An ultra-secret military force disguised as a minor off-shoot of the United Nations? An international terrorist leader who has twice brought the world to the brink of nuclear conflict? For more than three decades the public has been fed lies, half-truths and misinformation...

**Harvest of Time** [A18, A19, V31, L4, L6]

After billions of years of imprisonment, the vicious Sild have broken out of confinement. From a ruined world at the end of time, they make preparations to conquer the past, with the ultimate goal of rewriting history. But to achieve their aims they will need to enslave an intellect greater than their own... On Earth, UNIT is called in to investigate a mysterious incident on a North Sea drilling platform. No sooner has the investigation begun when something even stranger takes hold: Your UNIT officers are starting to forget about UNIT's highest-profile prisoner. And they are not alone in their amnesia. As the Sild invasion begins, the characters face a terrible dilemma. To save the universe, they must save UNIT's public enemy #1... The Master.

**Find and Replace** [A9, A10]

Your player characters find themselves stuck in a department store elevator with an alien creature called Huxley. Huxley is a narrator from Verbatim Six. He is here to let them revisit the best time of their lives – when they were the plucky companions to that eccentric space-time traveller known only as Iris Wildthyme. Confronted with memories they know nothing about, they may

agree to a meeting with Iris inside her transdimensional bus. Together, they take a trip back in time: back to the 1970s, to UNIT HQ and a meeting with the only person who knows the whole truth.

**Verdigris** [A10, V4, V19, V35]

High above London and its crust of smog, stretched tall above the soapy atmosphere of the Earth, is a ship the size and exact shape of St Pancras railway station. On board, your heroes are bargaining for their lives with creatures determined to infiltrate the 1970s in the guise of characters from nineteenth-century novels. Without the help of UNIT, they face the daunting task of defeating aliens, marauding robot sheep, the mysterious Children of Destiny and... the being who calls himself Verdigris.

**The Mists of Time** [L28]

Many years ago, when your character was travelling in the TARDIS, he or she visited Zayin Eight. Now, suddenly and inexplicably, he or she is back on that ravaged planet, and reunited with a human called Newton Calder. What happened to the missing members of Calder's team? What is the secret of the vast ruined city? The answers will lie in the dark and distant past of the Time Lords themselves...

**The Wages of Sin** [A7, A8, V23]

What happens when the history books lie? Soon after landing, your time travellers realise they have landed at one of the most significant periods of Earth's history – and one of the most dangerous... It is Russia, 1916, and Europe is in the grip of the Great War. With the TARDIS confiscated by Imperial guards, its crew find themselves trapped in a country on the brink of revolution. While most of the crew is caught up in the deadly machinations of Tsar Nicholas' court, one of the characters appears to fall under the sinister spell of the infamous Mad Monk, Rasputin...

**The Spear of Destiny** [G9]

Your TARDISseers are trying to track down the magical spear of Odin when they find themselves caught up in a vicious battle between two Viking tribes. But one of the Vikings is even more dangerous than he appears to be. Can they stop the spear getting into the wrong hands before it's too late?

**The Scorchies** [V27, G8]

Your characters face their strangest case yet – a Saturday night TV show that has been invaded by aliens that look like puppets! The Scorchies want to take over the world. They want to kill you. And they want to perform some outstanding showtunes. Though not necessarily in that order... With your heroes caught inside The Scorchies Show, can they save the day before the planet Earth falls victim to the dark side of light entertainment?

**The Suns of Caresh** [A15, V7, V16, L3, G3, G6]

The view on the scanner recedes at the speed of an express train. It shows the swathe of destruction left behind the TARDIS, a ragged, police-box-shaped tunnel through the forest. In England, a hotel worker has been turned to stone, an ancient lake has vanished,

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and the inmate of a mental hospital is being terrorised by unseen creatures. In Israel, in the shadow of Masada, an archaeological dig unearths something that should have stayed buried. A local and relatively straightforward temporal anomaly? Troy Game, a refugee from the planet Caresh, is not so certain. She believes the impending destruction of her home world is somehow linked to the events on Earth, and she is pinning her hopes on your heroes to avert the catastrophe. But can they interfere with a planet's destiny?

**The Many Deaths of Jo Grant** [V26]

There's a time for everything. A time to laugh and a time to cry. A time to live and a time to die. Since they started adventuring together, your TARDISers have hopefully laughed till they might burst. They've also shed a few tears along the way, but have lived more than they ever thought possible. But now, as a strange spaceship materialises over UNIT HQ and it's their time to die. Again, and again, and again...

**Catastropha** [L8, G9]

The planet's real name is Kastopheria, but generally it's been rechristened Catastropha – it's a catastrophe waiting to happen. Supposedly civilised races are exploiting the world, squabbling over its wealth and resources, while the indigenous population – golden-skinned giants – seem not to care what their own fate might be. Your TARDISers soon become embroiled in a plan to keep peace between different parties vying for control over the planet. But what is the strange glowing crystal lying hidden in impenetrable jungle? How will the arrival of the proud, warlike Draconians affect the fragile peace? In their quest to find the truth behind the secret history of the People, your heroes risk

unleashing a force more terrible than the galaxy has known for aeons...

**Ghost in the Machine** [G10]

Mary had a little lamb, its fleece was white as snow / And everywhere that Mary went, that lamb was sure to go. The TARDIS is empty. Your time travellers step outside into the darkness and find the frozen body of their Time Lord friend, and the ship's log recorder. On it is attached a simple message – "Use Me". As they explore this place, they discover the horror that lies in the shadows. But by then it is too late.

**Nightdreamers** [L23]

Perihelion Night on the wooded moon Verd. A time of strange sightings, ghosts, and celebration before the morn, when Lord Esnic marries the beautiful Lady Ria. However, Ria has other ideas, and flees through the gravity wells which dot the moon to meet with her true love, Tonio. When the TARDIS crew arrives on Verd, drawn down by the fluctuating gravity, they find themselves involved in the unpredictable events of Perihelion. But what of the mysterious and terrifying Nightdreamers? And of the Nightdreamer King?

**Dancing the Code** [V40, L9, G7]

A machine designed to predict the future: It shows one of the PCs murdering the others in cold blood. Unable to tell where or when this event is destined to occur, the best strategy might be to stay apart. Some of them are sent on a top-secret mission to the war-torn Arab nation of Kebiria. But upon arrival, they are immediately arrested and consigned to a brutal political prison. The Kebirians have something to hide: deep in the North African desert, an alien infestation is rapidly growing. And UNIT soon discovers that unless it is stopped, the alien presence will spread to overrun the entire world.

**Last of the Gaderene** [V10]

The new owners of a Second World War aerodrome promise a golden dawn of prosperity for the East Anglian village of Culverton. The population rejoices – with one or two exceptions. Former Spitfire pilot Alec Whistler knows the aerodrome of old, having found a strange, jade-coloured crystal there years before... When black-shirted troops appear on the streets, Whistler takes his suspicions to his old friend in UNIT (guess who?). Your team is sent to investigate and soon discovers that all is not well in the seemingly idyllic village. What are the black coffin-like objects being unloaded at the aerodrome? What horror lies behind Legion International's impeccable facade? And what is the monstrous creature growing and mutating in the marsh? As Culverton gears up for its summer fete, they find themselves involved in a race against time to prevent a massive colonisation of Earth. For the last of the Gaderene are on their way...

**Speed of Flight** [L13, G4]

The TARDIS lands on Nooma, a world in the middle of an industrial revolution. But the time travellers quickly discover that there is no limit to the upheaval. The sky is alive, and at war with the ground. The continents are on the move, competing for a place

## THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

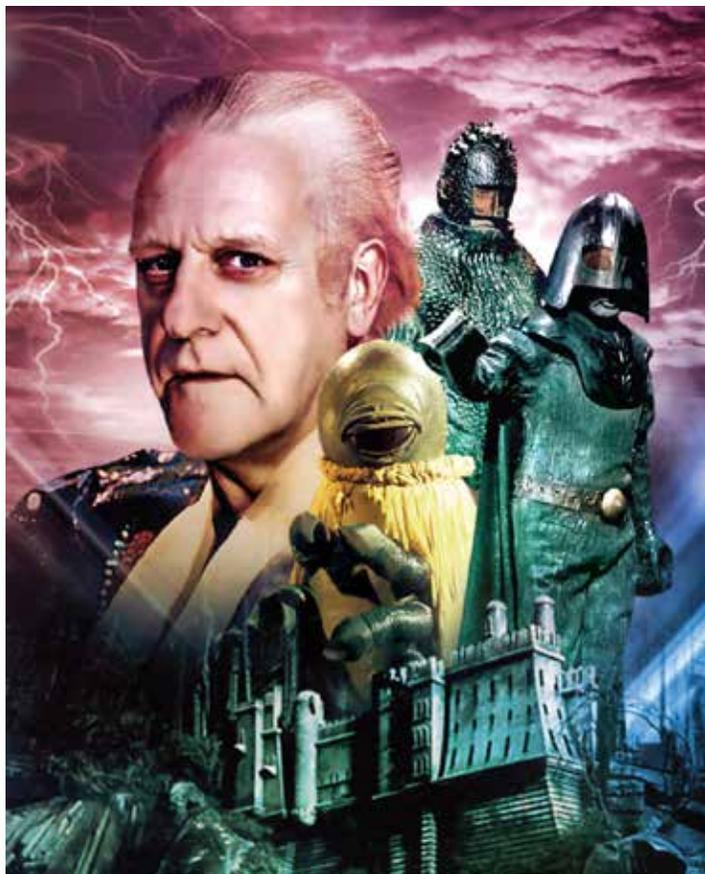
under the sun. And somewhere, there is a starship... They find themselves committed to a fight where the only option is to kill or be killed. Caught in a workers' revolt, they must find out what is really happening to Nooma before the struggle for survival kills the world and everyone on it.

**Salt of the Earth** [L2]

The TARDISEers arrive for a well-deserved holiday of sun and "blokarting" on a salt lake in Australia in 2028. Weird sculptures adorn the landscape – statues carved from the salt. People have been leaving them in the salt lakes for years – but these look different. Grotesque, distorted figures twisted in pain. They don't last long in the rain and the wind, but they're just made of salt... Aren't they?

**The Prisoner of Peladon** [A4, A14]

The planet Peladon has joined the Galactic Federation, and has undergone a painful period of change. Still eager to embrace alien culture, King Peladon has welcomed refugee Ice Warriors to his world – innocent creatures that are fleeing the New Martian Republic. But, as the TARDISEers arrive in the capitol, there is murder in the refugee camps. Could the truth lie in an ancient legend?

**Council of War** [A16, V2, L10]

Your undercover UNIT team investigates ghosts and missing people in Kettering. And that's how they come to meet Margery Phipps. An alien incursion in the town hall leads them on a journey to a terrible future – where Margery discovers how she changed a world, and the life of a whole civilisation hangs in the balance...

**The Paradise of Death** [A2, L16, L19, G5]

"Apparently the thigh bone had been bitten clean through – with one snap of the teeth." "There isn't a creature on Earth capable of doing that!" UNIT are called to investigate a grisly murder at Space World, a futuristic new theme park. Tagging along, your heroes soon find themselves facing huge crab-like creatures, mind-controlling devices and vicious flesh-eating beetles. And those are just the attractions...

**The Ghosts of N-Space** [A2, V18, L15]

Your characters are in some part of Italy to help a distant relative whose tiny island home has been threatened by American mobster Max Vilmio. When the ghosts that haunt the island's crumbling castle are joined by less benign spectres, they may discover that the whole of mankind is threatened by the plans of the ruthless Vilmio and his mysterious, hooded henchman.

**Amorality Tale** [V41, G10]

East End gangster Tommy Ramsey emerges from prison in 1952, determined to retake control of his territory on the streets of Shoreditch. But new arrivals threaten his grip on all illegal activity in the area. An evangelical minister at St Luke's Church is persuading people to seek redemption for their sins. A new gang is claiming the streets. And a watchmender is leading a revolt against the Ramsey Mob's protection racket. But when Tommy strikes back against his enemies, a far more terrifying threat is revealed. Within hours the city's air begins turning into nerve gas and thousands are killed by the choking fumes. London is dying...

**Island of Death** [A2, V33]

"He would learn nothing from the internal organs – and for a very good reason: there was nothing there. The dead girl's body was literally just skin and bone." A New Age cult worships a hideous god – or is it a demon? – called the Skang. What possible connection can it have with the mysterious corpse on Hampstead Heath? Your team's investigations take them halfway across the world, to a remote island that has been turned into a paradise for the followers of the cult. But the island is not what it seems, and neither is the Skang itself; and the heroes are faced with the task of saving not only its devotees but the whole of mankind from a loathsome death.

**The Loneliness of the Long-Distance Time Traveller** [L26]

Something goes wrong and your characters stumble out of the TARDIS, finding themselves in an isolated Time Paradox ruled by an unknown psychic force, stuck on Saturday 8 April, and populated by people without names. Anyone disobeying the rules or showing any sign of dissent is swept up into the Gyre. Can the TARDISEers persuade whatever – or whoever – controls the Gyre to free the Village?

**The Elixir of Doom** [A10, V36]

Arriving in Los Angeles in the 1930s, your TARDIS crew are caught up in the glamour of Hollywood. Monster movies are all the rage. But sometimes monsters are real...

# 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 Third Doctor sourcebook (references starting with "p." refer to that book).

## NEW CHARACTER TRAITS

Animate Objects  
 Animated the Dead  
 Biochemical Genius  
 Crack Shot  
 Elemental Control  
 Energy Drain  
 Fast Forward  
 Five Rounds, Rapid  
 Gravity Manipulation  
 Hot Shot  
 Language-Telepathy  
 Ley Line Channelling  
 Memory Phantoms  
 Military Rank  
 Mindscent Swap  
 Modify Perception  
 Molecular Telekinesis  
 Nerve Strike

V35 Obsessive Hate V39  
 V24 Psychic Leech V8  
 p.19 Retrocausal Existence V25  
 p.19 Reverse the Polarity of the Neutron Flow p.20  
 V15 UNIT Veteran p.20  
 V8 Xhinn Absorption V41  
 A9

## NEW GADGET TRAITS

p.19 **NEW GADGET TRAITS**  
 L25 Compress p.115  
 p.19 Extra-Dimensional G7  
 L3 Mind Transference G6  
 V24 Psionic Amplification V14  
 L25 Time Distortion G2

## NEW RULES

V16  
 V24 Progressive Time Fade L6  
 V14 Venusian Aikido X5  
 X5



*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, Alpha Centauri, Huxley, King Peladon, UNIT Personnel (with Peter Gilham), Gaderene, Groid, Rowe, The Semquess, The Waro, Xarax, Kiberia, Nancy Grover's Timeline, Salutua, The Vault, Zayin Eight, Haunted Army Jacket, Prognosticator, Omitted But Not Forgotten, The Second-and-a-Halfth Doctor, Chapter 7: Adventure Seeds, Appendix, additional material.

Peter Gilham: Arnold, Jeremy Fitzoliver, Liz Shaw, Dame Emily Shaw, Department C19, Empress Alexandra Fyodorovna, Grigory Rasputin, Iris Wyldthyme, James Stevens, Lady Solenti, Margery Phipps, The Nedenah, Praxillions, Red Queen, Theophilus Tolliver, UNIT Personnel (with Michel M. Albert), Blatherians, The Children of Destiny, The Conclave, Crei, The Curia of Nineteen, Extractors, Garry Lendler, Hannah, The Immortals, Lord Roche, The Machine, Max Vilmio, Meercocks, The Mega, Micro Service Robots, The Mim, The Ochrana, The Ragman, Retrievers, Scorchies, The Sentinels of the New Dawn, Siccati, Sild, Silurian-Sea Devil Hybrid, Skang, The Stalker, Verdigris, Vita Monet, Vogans, Xhinn, Zeld, The Abrocknel Construct, Bracker's Crater, Caresh, The Consolidator, The Doctor's Cottage, Durlston Heath, Golbasto, Kastopheria, Kettering, Nooma, Null-Space, Parakon, The Power Elite Timeline, Space World, The Underworld, The Unwashed and Unforgiving Tour, Verd, The Village, Waterloo Station and World's End Junction, Apocalypse Clock, Atrium Circuit, Collapsible Wings, Experienced Reality, Mercy Gun, Mind Transference Device, Reverse Polarity Polarity Reverser, Skar, Spear of Destiny, Time Bomb.

Nathan Laws: Armidians, Blue Cyberman, Diamond Jack, Ikiria, Kriegskind, Recumbent Stones, Van Meyer's Living Tape, additional material.

Olivier Legrand: Venusian Martial Arts.

## ART (contributions)

Michel M. Albert: Cover, compositing, layout, Iris Wildthyme's TARDIS (after Stuart Manning).

Jay Epps: Blatherians, The Mega, Praxillions.

Brenden Wright: Indicia page, Jeremy Fitzoliver (spot illustration), Dame Emily Shaw (spot illustration), Max Vilio (spot illustration), Micro Service Robots (spot illustration).

## ART (images used under terms of fair use)

Tom Webster: Classic movie monsters on cover.

Ron Smethurst: Introduction, Extractors, Zeld, New Traits Index, Reference works.

Gerry Haylock: Arnold, Theophilus Tolliver, The Doctor's Cottage.

Paul Hanley: Jeremy Fitzoliver.

Darryl Joyce: Department C19 (bottom), Gaderene, The Stalker.

Stuart Manning: Iris Wildthyme (Tom, and Katy Manning as Iris).

Slatter-Anderson: James Stevens (Who Killed Kennedy cover design).

Anthony Lamb: Margery Phipps (bottom).

Galen Dara: Red Queen.

Robert Chew: Crei.

Pfeifer: The Curia of Nineteen

Glenn Rane: Groid (modified from his Molten Giant).

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