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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



2018 ADDENDUM



3RD DOCTOR
1970 - 1974

EXPANDED UNIVERSE SOURCEBOOK

The Third Doctor Expanded Universe Sourcebook - Addendum 2018
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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WELCOME TO THE ADDENDUM

Since we last published a *Third Doctor Expanded Universe Sourcebook*, we've discovered even more of his extracanonical adventures. The Third Doctor hasn't been sitting still, and neither have we.

So we're presenting the *Addendum 2018*, catching us up with UNIT's scientific adviser, covering the Big Finish audios that have been released in the years since the core book hit the Internet, as well as a few short stories and comics besides. We've gone back to the old comic strips and brought more of that material into focus, including an off-model Doctor to play with. Plus, we've added some entries in the Omitted but not Forgotten section; between all the sourcebooks dedicated to the Third Doctor's adventures, no TV story is left without at least one stat-blocked character.

With some measure of pride, we present this booklet filled with original content, we hope a fine addition to your *Third Doctor Expanded Universe Sourcebook*. And if you have yet to pick up the original edition of the book, it is still available and chock-full of interesting people, places and things for the Doctor to encounter.

On behalf of the entire team, happy reading and gaming!



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.

Dark Intruders: Astronauts run afoul of aliens known as the Minoans.

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.

Gardeners' Worlds: UNIT investigates strange goings-on in the village of Colston Burghley.

Horrors of War: The Doctor tries to prevent the creation of a divergent timeline in 1914 Belgium.

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 Other Woman: The Doctor tries to help a charming alien woman fix her ship.



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Prisoners of the Lake: UNIT finds a Dastron facility at the bottom of a lake.

Storm of the Horofax: The Doctor must deal with a submersible ship leaking dangerous particles, as well as the alien fleet after it.

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 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 Heralds of Destruction: The Doctor fights an invasion of micro machines.

The Tyrants of Logic: The TARDIS lands at a mining colony besieged by Cybermen.

The Havoc of Empires: Mike Yates' first trip in the TARDIS brings him to a space station in crisis.

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 Rise of the New Humans: The Meddling Monk triggers a mutation in humanity.

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.

The Conquest of Far: The Doctor overshoots the inauguration of a Hyper Gateway to a time when the planet is ruled by Daleks.

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

The Transcendence of Ephros: The Doctor and Jo visit the dying planet Ephros.

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.

The Hidden Realm: Jo's cousin-in-law disappears in Bramfield New Town.

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, Ugrakks, Zeron, 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.

ALLIES

ABRAHAM LINCOLN *(Countdown – Backtime)*

The Doctor and his young friend Charlie Fisher (*see* A24) met Abraham Lincoln in 1863 at the height of the American Civil War. Lincoln is one of the most recognisable Presidents of the United States and famously led the Union to victory. He is a striking figure at almost six feet four inches tall and a lean one hundred and eighty pounds in weight. His stern visage is usually portrayed as bearded, but in fact he only grew his beard in 1860, five years before his untimely death.

Abraham Lincoln was born in Kentucky in 1809, but the family moved to Indiana seven years later as a result of disputes over title to his father's land. As a youth, Lincoln preferred reading and writing to the hard labour of frontier life, and was for a time considered to be lazy by some of his neighbours and family. He was largely self-educated, with a little sporadic formal education from itinerant teachers. In his teens, Lincoln grew tall and was surprisingly strong and athletic. He became adept at using an axe. In 1831, he set out on his own, travelling down the Sangamon River before settling in the village of New Salem in Sangamon County.

In 1842, Lincoln married Mary Todd, the daughter of a wealthy slaveowner from Springfield, Illinois. The couple had four children, but only one survived into adulthood. Lincoln was an often-absent father and husband. He had begun his political career in 1832, standing as a candidate for the Illinois General Assembly. Although initially unsuccessful, he taught himself law and stood again, this time successfully, two years later.

Abraham Lincoln was a steadfast Whig at this time and was elected to the House of Representatives in 1846 as the sole Whig in the Illinois delegation. After serving his term and then a spell as a lawyer, Lincoln defected to the Republican Party in 1856, largely as a result of the fierce debates on slavery stirred up by the Kansas-Nebraska Act. He stood as a Senate candidate in 1858 but was defeated, and for the Presidency in 1860, which he won, becoming the 16th President of the United States of America.

Lincoln had won a decisive electoral victory after a sometimes bitter contest, and seven Southern states seceded from the Union before he took office in March 1861, forming the Confederate States of America. There were attempts at compromise, but on April 12th, 1861, Confederate forces fired upon Union troops at Fort Sumter in North Carolina, effectively beginning

ABRAHAM LINCOLN



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

SKILLS

Athletics 1, Convince 5 (AoE: Oratory), Craft 2, Fighting 2, Knowledge 4, Marksman 1, Subterfuge 1, Survival 3, Transport 2

TRAITS

Adversary (Major) – The Confederacy and its supporters
 Authority (Major) – President
 Brave
 Distinctive
 Experienced x2
 Fame (Major)
 Voice of Authority

TECH LEVEL: 4

STORY POINTS: 6

the war between North and South.

Lincoln remained President as the Civil War progressed over the following four years. But as it was drawing to a close, he was assassinated by actor John Wilkes Booth in Ford's Theatre, Washington on April 14th, 1865. At this time, the 6th Doctor and Evelyn Smythe had to work hard to keep history on track when their time travelling foe, Dr Robert Knox, attempted to change established events by preventing the assassination (*see The Sixth Doctor Expanded Universe Sourcebook*). Ironically, only days before, the 5th Doctor had foiled a separate attempt on Lincoln's life in Richmond, Virginia.



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ANNIE GRANTHAM (*Horrors of War*)

Annie Grantham's actions on 28th June 1914 are a pivotal point in the history of Earth. Annie is from the North of England. But on that day, she was on holiday in the city of Sarajevo, visiting her uncle who worked at the British Embassy. On the morning of the 28th, Annie was enjoying a coffee outside the Mostar Café and witnessed the attempted assassination of Archduke Franz Ferdinand of Austria by Gavrilo Princip. The Archduke's death was the catalyst that started the First World War. Except that Annie was able to use her medical training to save his life.

Archduke Ferdinand's survival delayed the start of the War by a week as the diplomatic manoeuvring of the European powers continued. But the War started nonetheless. Although the change to established history might seem small, it still has consequences for the Web of Time. The 1st Doctor had witnessed one effect, with the Somme Offensive of 1916 being pushed back by over a month, and Time itself trying to repair the damage by killing all those who should have died in the established timeline. Now, the 3rd Doctor became involved in an earlier attempt by Time to repair the course of history at a field hospital in Ypres, Belgium in October 1914.

At the hospital, the Doctor encountered Nurse Annie Grantham and recognised her name from information about the revised history he had picked up at the Somme. The Doctor initially thought Annie to be the entity responsible for the attempt to change history, but he realised he was wrong when the modified time-flow analogue he built out of mugs, a bottle, a fountain pen and a corkscrew didn't respond to her. So he took Annie back to Sarajevo in June 1914, four months earlier, to observe the attempted assassination again. It was there they both noticed that, after Princip's first shot had killed the Archduke's wife, a bystander deflected the assassin's aim and the second shot only nicked the Archduke's neck. Annie had been able to save the Archduke only because of this change to history.

The Annie Grantham of October 1914 is only four months older than she had been in Sarajevo. But since then, she has witnessed the horrors of the Great War. The men she treats – her "boys" – aren't just hurt, they are scared out of their minds with nervous and mental shock. She has seen grown men screaming like lost children, and boys barely old enough to shave who can't speak any more. Like all her fellow nurses, she does what she can for them, but she hadn't seen anything like this War before.

Many of her boys just lie there, too traumatised to even move. But under her care, they begin to recover. In the past couple of weeks though, some of them have started to disappear from their beds. They seem to be recovering, but they suddenly suffer a complete breakdown and wander out into the night to be swallowed up by the fog. It's Time once again trying to make up the casualty figures of those who should have died if the War had started when it should have.

The 3rd Doctor was unable to discover who was behind the

ANNIE GRANTHAM



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

SKILLS
Athletics 2, Convince 4, Craft 3, Knowledge 2, Medicine 4, Science 2, Subterfuge 2, Technology 2, Transport 1

TRAITS
Brave
Code of Conduct (Major) – Heal the sick
Face in the Crowd

TECH LEVEL: 4

STORY POINTS: 12

deliberate attempts to change history. It's something one of his later incarnations will have to follow up on, and this will be covered in a future sourcebook.



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CHARLIE FISHER (*Countdown – Backtime*)

In the London of 1863, young Charlie Fisher is a street urchin and petty thief in the mould of the Artful Dodger. In fact, he dresses very like the Dodger in an oversized coat and battered top hat. Charlie made the mistake of targeting the Doctor and picking his pockets, stealing his watch-chain and keys. Although the Doctor managed to apprehend the youth, his wallet of pound notes depicting Queen Elizabeth II saw the Time Lord end up in front of the Bow Street Magistrate, charged with forgery and sentenced to deportation. But while the Doctor caused a distraction, Charlie recovered his keys from the evidence stand and the pair made good their escape.

When Charlie first caught sight of the TARDIS, which the Doctor described as his ship, he thought the Time Lord to be a lunatic! And when he saw the miracles inside, he revised his opinion and suspected the Doctor of being a mesmerist!

Although Charlie found it difficult to comprehend, the Doctor offered to take him to America where he could start a new life without the British bobbies being on his tail. Unfortunately, what the Doctor had overlooked was that the American Civil War was in full swing in 1863. As a result, the Doctor and Charlie found themselves in the middle of a series of adventures involving hot air balloons, steam locomotives and riverboats. Along the way, they had to avoid being shot as spies or deserters, and even met Abraham Lincoln (*see A22*)!

When the Doctor and Charlie were finally reunited with the TARDIS, the Doctor revised his offer and left the urchin in Australia, where he would be able to make his fortune in the gold fields of Ballarat. But who is to say that they didn't enjoy a few other adventures along the way?

CHARLIE FISHER



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

SKILLS
Athletics 3, Convince 2, Craft 1, Fighting 1, Marksman 1, Subterfuge 4 (AoE: Pickpocketing; AoE: Sleight of Hand), Survival 3

TRAITS
Impoverished (Minor) – It costs a Story Point for Charlie to spend more than a trivial amount
Inexperienced x2
Lucky
Wanted (Minor)

TECH LEVEL: 4
STORY POINTS: 18

ERSATZ COMPANIONS

The adventures of the 3rd Doctor in the pages of *Countdown* and *TV Action* (*see X10*) provide several examples of “ersatz companions”, characters who perform the companion role for a single story and then disappear, never to be heard of again. Notable examples include Charlie Fisher, Theophilus Tolliver (*see A20*), Finney (*see A25*), Nick Willard and Jed Felix (*see A27*), Professor Lammers (*see A28*), Tom Phipps (*see A30*) and perhaps even Brod (*see L32*).

The distinction between an ersatz companion and a normal guest character is sometimes vague. In general, the former exists to act as a foil to the Doctor (who is otherwise companionless in these stories), whereas the latter tends to have more of a connection to the story itself. Ersatz companions sometimes have a backstory which is independent of the main plot and perhaps their own means of becoming involved, such as Theophilus Tolliver and his time machine or Professor Lammers and his spaceship.

Translating this into game terms, ersatz companions may be viewed as those guest players who turn up for a single session and need a character that fulfils a similar role as the regular companions but doesn't hang around afterwards. It can be useful for the GM to have one or two such characters ready to be inserted into a single adventure within an ongoing campaign, and some of those provided in this volume would fit the bill admirably.

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

FINNEY (TV Action – *The Planet of the Daleks*)

Not all the people the Doctor finds himself allying with from time to time are necessarily as altruistic as him. A good example is the man who called himself Finney – but that is unlikely to have been his real name.

While he was exiled on Earth in the 1970s, the Doctor occasionally hosted demonstrations of scientific and technological feats at the cottage he had purchased in the south of England (see L5). To the Doctor, these demonstrations were child's play, merely something to pass the time. But to the scientists and experts he invited to witness them, they were remarkable. Gradually, word got around that the Doctor's greatest secret was the miraculous blue box in the cellar and this eventually attracted the wrong sort of attention.

At one of his soirées, the Doctor met the bearded and elderly "Professor Finney". But when his fellow scientists left at the end of the day, Finney discarded his disguise, revealing the face of a much younger man beneath. Hiding in some nearby bushes, Finney had to wait until well into the night before he was able to break back into the cottage and make his way down to the cellar where he hoped to be able to open the TARDIS. Finney had heard the stories that this was in fact a time machine, and he wanted to get inside and steal it if possible.

But good though Finney's bearded disguise had been, the Doctor's acute perceptive abilities had seen through it, and he was waiting for his unwelcome visitor. There followed a struggle during which a fire started in the cellar and the two men were forced to take refuge inside the TARDIS – just as the machine was taken over by the Daleks half the cosmos away and transported to Skaro! To his astonishment, Finney found himself in an alliance with the Doctor against one of the Time Lord's deadliest foes. Even though he's a burglar, Finney recognised that he needed the Doctor's help if he were to survive the experience and return home.

Finney is a resourceful man, whose skills proved very useful against the Daleks. In addition, he usually has some helpful implements about his person, including a small kit containing a set of tools used in breaking and entering buildings, and a number of small glass capsules. Finney isn't a violent man, but he's a tricky one. The glass spheres are small smoke capsules. When one is smashed, it produces enough dense smoke to fill a small room. Very useful when wanting to hide an escape attempt or to confuse an enemy!

After his unexpected journey in the TARDIS and the adventure against the Daleks, Finney was returned back to Earth by the Doctor. The two had struck up a friendship – or at least a mutual respect – during their escapade, and Finney had saved the Doctor's life several times. So it seems unlikely that the Doctor would have handed Finney over to the police. And, given his useful skills, it may well be that the Doctor called on Finney's "services" again from time to time.

FINNEY

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

SKILLS

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

TRAITS

Breaking and Entering – Provides a +2 bonus on appropriate Subterfuge rolls; the character can also ask the GM to reveal the Difficulty of a roll before the attempt is made and can then decline to attempt it

Run for Your Life!

EQUIPMENT

Set of burglar's tools (giving a +2 bonus on lock-picking and safe-cracking)

Smoke capsules (obscure vision within a 3m radius)

TECH LEVEL: 5

STORY POINTS: 12



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MAJOR PAUL HARDY *(Storm of the Horofax)*

You won't find any record of Major Paul Hardy in UNIT's files, but he fought alongside the Doctor and Jo against the Autons and Axons and many other menaces. In fact, he spent over two years with UNIT... didn't he?

During his time with UNIT, Major Paul Hardy is Brigadier Lethbridge-Stewart's number two. He is a skilled helicopter pilot, usually given the call sign Windmill-282. Paul is a professional soldier, but he's also a friendly chap who has developed a good rapport with Jo and the Doctor. In fact, the Doctor considers him to be a brave man and an outstanding UNIT officer. Major Hardy has a firm manner, but his no-nonsense approach is masked by a polite civility which enables him to get military and civilians alike to cooperate with him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the incursion by the Horofax, Paul Hardy was completely removed from his timeline by the time sensitive abilities of Arianda, the Horofax Provost (*see V44 and V49*). Only the Doctor with his Time Lord heritage was able to remember him at all, though Jo was later also able to recall him (as she has travelled in time), but only after some prompting by the Doctor. Time had adjusted so that Paul Hardy never existed anywhere, ever.

When the Horofax later placed the Earth in a time lock, Paul was briefly reinstated due to its status as "non-time". But he was killed defending Jo and when the time lock was lifted, he again disappeared entirely. This time, only the Doctor could remember him and his self-sacrifice.

In the timeline that now prevails, Paul Hardy's place as Lethbridge-Stewart's second-in-command has been filled by Captain Mike Yates.

THE KENT DOWNS BUNKER

Hidden in a wooded and out of the way location on the Kent Downs is a bunker complex that is intended to be UNIT's secondary HQ in the event of the evacuation of London. It is about five miles from the nearest village and a few miles from an RAF base. When the Doctor and Jo made use of it during the Horofax incursion, the bunker was secure but currently unmanned.

The bunker is accessed by a secret entrance concealed within a dense gorse thicket. A control panel within a nearby tree trunk is programmed with the handprints of all UNIT personnel. When activated, the gorse moves aside to reveal a two-foot thick reinforced steel door.

The bunker was designed as a nuclear shelter and is equipped

MAJOR PAUL HARDY

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

SKILLS

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

TRAITS

Brave
Experienced x2
Friends (Major) – UNIT
Military Rank (Major)
Obligation (Major) – UNIT
Well-Mannered

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 6

like a NASA mission control. It has its own power generator, ground sensors and radar tracking equipment. Although mothballed until needed, the base is sometimes used for training purposes.

KENT DOWNS BUNKER

Good Traits: Armoury, Database Access, Fortified, Holding Cells, Lockdown, Secret Base

Bad Traits: none

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

NICK WILLARD & JED FELIX *(TV Action – Zeron Invasion)*

Nick Willard was a young American tourist in London during an attempted Zeron invasion of Earth in the 1970s. At the time the Zerons (see V60) bombarded the planet with a beam of radiation that placed most of the population in a waking trance, Nick had missed the last train home and spent the night in the London Underground. It seems he was too deep below the surface to be affected by the radiation and emerged the next morning to find everyone behaving like robots and repeating the actions of the previous day as if they were sleep walking. Like a record stuck in a groove, as Nick aptly put it when he encountered the Doctor, whose superior mind was similarly unaffected.

Nick's cousin, Jed Felix, is a disc jockey who works at the BBC. Nick and the Doctor enlisted the aid of Jed when they needed him

to broadcast a warning to the public about the imminent arrival of the Zerons. Jed is a real cool cat, dressed in the latest '70s fashions and sporting a neat beard and sunglasses, even indoors. Although initially sceptical of the Doctor's claims of alien invaders, Jed agreed to allow the Time Lord to use his show to warn the public. But that quickly got them all into trouble, and the three soon found themselves to be fugitives pursued by those humans who were still under the Zerons' control.

Nick and Jed are just a pair of normal guys who found themselves in an unusual situation. But they didn't hesitate to step up and help the Doctor when he needed them.

NICK WILLARD

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

SKILLS

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

TRAITS

Face in the Crowd
Inexperienced

TECH LEVEL: 5

STORY POINTS: 15

JED FELIX

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

SKILLS

Athletics 2, Convince 3, Craft (Radio DJ) 4, Fighting 1, Subterfuge 3, Technology 3, Transport 2

TRAITS

Fame (Minor)
Inexperienced

TECH LEVEL: 5

STORY POINTS: 15

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PROFESSOR LAMMERS (TV Action – *The Ugrakks*)

Professor Lammers is an explorer from the 20th Century who had the misfortune of crashing on the planet of the Ugrakks (see V59). Despite his origins as a man of the Space Age, Lammers looks like something out of a novel by Charles Dickens, and he certainly doesn't look like an explorer! The Professor is a man of around seventy years of age, though still sprightly. He has a bald dome of a head surrounded by a fringe of shoulder-length white hair. His wrinkled face sports a set of magnificent mutton-chop whiskers, again pure white. To add to his Dickensian appearance, Professor Lammers wears an outfit that looks typically Victorian or at least Edwardian, including a checked waistcoat and a bottle-green jacket.

Quite how Professor Lammers came to have a spaceship is unclear, but it seems likely that it was a rocket of his own design and invention. He certainly doesn't seem to be affiliated with any known space agency. Lammers is an intrepid individual, but by his own admission he does not have a head for heights. Nevertheless, the good Professor certainly proved to be a staunch ally of the Doctor in their struggles against the evil Ugrakks!

ZAMA FLIES

During their time as fugitives of the Ugrakks, Professor Lammers and the Doctor fled from the Ugrakks' fungus city by clinging onto the legs of a zama fly. These gigantic insects eat only fungus and are therefore the natural predator of the Ugrakks and their fungoid servants. The pair even found themselves inside the underground lair of the zama flies, where they witnessed larval grubs hatching from giant eggs.

Like the adult flies, the grubs also eat fungus. But the slow movements of the grubs make them easy targets for the Ugrakks and not many survive into adulthood on the surface. Recently, the zama flies have taken to laying their eggs underground where the grubs feed on the roots of the fungus above. This is the reason for the recent increase in population of the zama flies and why the Ugrakks are seeking the means to flee their planet for a new world.

**PROFESSOR LAMMERS**

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

SKILLS

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

TRAITS

Brave
Distinctive
Insatiable Curiosity
Phobia - Heights
Technically Adept

TECH LEVEL: 5

STORY POINTS: 12

ZAMA FLY

Attributes: Strength 8, Coordination 4, Awareness 3

Skills: Athletics 2, Fighting 3, Survival 4

Traits: Flight (Major), Natural Weapon (Minor: Proboscis – Strength +2 damage), Size – Huge (Major), Tough

ZAMA FLY GRUB

Attributes: Strength 6, Coordination 1, Awareness 1

Skills: Fighting 1, Survival 2

Traits: Size – Huge (Major), Slow Reflexes, Tough

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE TEKLARN INCORPORATION *(The Havoc of Empires)*

In the 27th Century, the Teklarn Incorporation has become an offshoot of the Earth Empire, but one run on business lines. At the height of its power, it controls some five hundred planets over several thousand light years. But part of its domain butts up against the territory of the Chalnoth Hegemony (*see V46*), a militaristic alien civilisation which controls an area roughly the same size as the Incorporation. The Chalnoth are a warlike race, so it might be assumed that Teklarn would be no match for them in a conflict. But the Incorporation has access to a large, well-equipped mercenary army.

The tension between the two powers built into one of the largest crises ever to face either the Teklarn or the Chalnoth. Neither could afford a potentially devastating war against a powerful foe, which other military forces could take advantage of. The Draconians, the Sontarans, the Rutans and the Delphons are all on the cosmic doorstep of the zone of conflict. So a solution was identified in the form of an alliance between the two powers, and the alliance would be sealed by an arranged marriage between Regent Tharlar of the Chalnoth Hegemony and Chief Executive Officer Tina Andresson of the Teklarn Incorporation.

The bride and groom have not even met yet, but the arrangements for the ceremony are being finalised on Harmony Station, a space station located in a region of disputed ownership. Under the contract that governs the marriage, the happy couple will spend half their time at Teklan headquarters and the other half on the Chalnoth homeworld. Tina Andresson views the marriage as a business arrangement, but she believes Regent Tharlar to be sincere. However, there are factions on both sides who view the alliance with suspicion and do not want the marriage to go ahead. In addition, there are external forces who would also wish to try to prevent it. As well as the various alien empires, there are corporate interests such as the Tiresius Corporation who are worried about the business power the Teklarn Incorporation will have if the alliance goes ahead.

**DIRECTOR TINA ANDRESSON**

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

SKILLS

Athletics 1, Convince 4, Knowledge 3, Science 4 (AoE: Engineering), Subterfuge 1, Technology 3

TRAITS

Authority (Major) – CEO

TECH LEVEL: 6

STORY POINTS: 5

HARMONY STATION

Harmony Station has the appearance of a glittering chandelier hanging in the void of space. It was constructed in the 27th Century in a remote corner of the galaxy around three thousand light years from Earth. It is located deliberately in an area of space of disputed ownership between the Teklan Incorporation and the Chalnoth Hegemony, and was built especially for the marriage of Chief Executive Officer Tina Andresson and Regent Tharlar. The station has an atmosphere and artificial gravity close to Earth normal, and it is decorated in pleasant pastel shades. In accordance with the pre-nuptial agreement, Harmony Station is unarmed and its security is under the joint jurisdiction of the Teklan and the Chalnoth.

HARMONY STATION

Armour: 5 **Hit Capacity:** 20 **Speed:** 1
Traits: Scan, Transmit, Travel
Story Points: 3

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TOM PHIPPS (TV Action – *The Vortex*)

During his exile on Earth in the 1970s, the Doctor made a number of friends in the scientific community. One of these was Professor Brian Phipps, a naturalist living in the south of England. Professor Phipps' son, Tom, has picked up his father's interest in the natural world and is a keen bird-watcher. On days when the Doctor isn't working at UNIT HQ, he sometimes takes Tom for a drive around the countryside in Bessie, during which Tom is able to show him the local flora and fauna.

It was on one such jaunt that Tom found himself embroiled in an adventure that was literally out of this world! It all started when Bessie and her occupants were almost sucked into what at first appeared to be a tornado during a storm that had seemingly sprung up out of nowhere. After their narrow escape, it was Tom who noticed that the tornado had caused virtually no damage to the nearby trees. Returning Tom home, the pair were shocked to discover that the Phipps' cottage had completely vanished, leaving not even a brick behind. Fortunately, the cottage was empty at the time, and Tom and his family were offered shelter at the vicarage while they sorted something more permanent out.

The Doctor realised that there was an alien intelligence behind these occurrences, and that it seemed to be targeting him. He therefore opted to spend the night camping out in the countryside, where he would not put others at risk. But Tom's curiosity got the better of him, and in the early hours of the morning he crept out of the vicarage to see how the Doctor was getting on. By a stroke of bad timing, the unearthly tornado struck again, and this time both Tom and the Doctor were sucked up and through what turned out to be a space-warp and found themselves on board an alien spaceship hovering over the Earth.

Tom and the Doctor faced a number of challenges, including hallucinogenic assaults on their minds and attempts to take them over by hypnosis, before discovering the truth that the ship was an artificial intelligence. It had been programmed to carry out a survey mission by its unknown alien creators, and was collecting a menagerie of living specimens. With Tom's help, the Doctor was able to overcome their captor and reprogram it to return its collection back to their home planets.

Although he is still only a schoolboy, Tom is brave in the face of danger. Given his father's friendship with the Doctor and his own inquisitive nature, it seems unlikely that this is the only adventure Tom has shared with the Time Lord. Tom has a keen, enquiring mind and a love of learning. He is a very observant boy and, despite his spectacles, his love of bird-watching has trained him to notice things that many people would miss.

TOM PHIPPS

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

SKILLS

Athletics 2, Convince 1, Craft 2, Knowledge 2, Science 3 (AoE: Ornithology), Subterfuge 2, Survival 1, Technology 2

TRAITS

Brave
Face in the Crowd
Impaired Senses (Minor) – Without his spectacles, Tom has a -2 penalty on visual Awareness rolls
Inexperienced x2
Insatiable Curiosity

TECH LEVEL: 5**STORY POINTS: 18**

MONSTERS AND VILLAINS

ANDRON *(Countdown – The Eternal Present)*

In an alternate future, 3550 A.D. Britain is ruled by a sadistic computer known as Lord Mar-Kom (see V50). One of the laws of New Britain is that time travel is a capital crime, and anyone crossing the time vortex at that point – they need not land – should be tracked down, apprehended, and put to a trial by combat against a killing machine, for Mar-Kom’s pleasure.

To enforce this law, Mar-Kom employs time police equipped with wand-like weapons that can paralyze or disintegrate, and sphere-shaped time machines able to fit a crew of two or three. Once they capture a time traveller and their time machine, the latter is placed in stasis so that it cannot be moved again, while the former is made to fight a killing machine. In the interests of fair play, or perhaps Mar-Kom’s entertainment, captives may cooperate and are given the use of a laboratory in which to create weapons. None until the Doctor and fellow time traveller Theophilus Tolliver (see A20) ever managed to defeat the machine.

The chief of New Britain’s time police is Andron. Though he has personnel under him, he prefers to make captures personally, usually leaving his policemen to man his time machine while he pilots the perp’s machine back to 3550. His knowledge of time travel is advanced enough that he can pilot a TARDIS.

He proved this on one occasion, going after the third Doctor in 1971 by posing as a police constable, after first disintegrating one out of his uniform. By the time the Doctor realized he wasn’t who he said he was, it was too late, and Andron was in command of his ship.

Though a servant of Mar-Kom, Andron truly believes in the harsh laws he enforces. To him, people like the Doctor are dangerous criminals who must be stopped. Unfortunately for him, his loyalty was not enough to keep him safe from Lord Mar-Kom’s ire when the Doctor and Tolliver managed to defeat the killing machine, and he died after a brutal blow to the head from his Lord’s avatar body.

Andron, like all his men, is thin and bald, but he sports a ginger beard and bushy eyebrows. He has beady eyes, an upturned nose, and when not in disguise, wears a dark grey uniform with a white cape and a large gold belt.



CHAPTER 3: MONSTERS AND VILLAINS



ANDRON

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

SKILLS
Athletics 2, Convince 3, Fighting 2, Knowledge 4, Marksman 3, Science 3, Subterfuge 3, Technology 4, Transport 3 (AoE: Time machines)

TRAITS
Authority – Time police chief
Code of Conduct (Major) – New Britain’s laws
Five Rounds Rapid
Obligation (Major) – to Lord Mar-Kom
Technically Adept
Time Agent – Andron is a member of a Time Police that while like Captain Jack’s Time Agency, is from a parallel timeline and thus not the same organization
Vortex

EQUIPMENT
Wand: L(4/L/L) damage [Trait: Paralyze, Story Points: 2]

TECH LEVEL: 8
STORY POINTS: 8



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ARIANDA (*Storm of the Horofax*)

Arianda is an Altairian, but she is a genetic mutation among them. She has the normal Altairian appearance of human-like features of a high forehead, blueish skin and unusually long fingers. But she is also a time sensitive. Generally, Altairians don't have time travel capability or any particular affinity with time. Arianda has unusual mental abilities which not only allow her to read the minds of others, but also to see into the future, in a sense. She is sensitive to all the various potential timelines of the world around her, and she can use these to detect the flow of events leading from each particular course of action. Arianda describes this as seeing windows of possibility opening and closing around her. Proximity to Time Lords (or anyone else with the Feel the Turn of the Universe Trait) clouds her ability, making the futures she views less certain.

The Altair of Arianda's childhood was still a very superstitious world and when her abilities manifested, she was treated as an outcast and persecuted throughout her adolescence. Even her own family accused her of being a necromancer. When she was old enough, Arianda left Altair. Her abilities allowed her to make contact with other time sensitives across the timelines, time sensitivities who had similarly become outcasts and who had banded together to form an army called the Horofax (*see V49*). The Horofax had used their powers against their persecutors and have since raised gone on to conquer other worlds.

Arianda's abilities make her a Horofax Provost, one of the leaders who use their powers to convert their vanquished foes into Horofax soldiers. Provosts use their time sensitivity to alter the timelines around their captive foes, or more accurately, their foes' perception of the timelines. Arianda can alter their memories so that they only perceive those potential timelines that would have led to them becoming loyal Horofax soldiers. All memories of their families, friends and true history are wiped from their minds. Like many Provosts, Arianda uses a bio-crystal attuned to her mind to boost her abilities. The crystal can also broadcast a psychic distress signal to the Horofax if she needs it to.

Arianda was the Provost who led the Horofax assault on the Earth in the 1970s. In fact, she comes from the far future of the Horofax, when the humans among their army rebelled and wiped out most of the Provosts. Arianda's mission is to come back in time and destroy humanity and so prevent that future from coming to pass. Like all Provosts, Arianda has a deep-seated hatred of all races. She intends to wipe out mankind by instigating a nuclear war in order to ensure that the reign of the Horofax will last for all eternity.

Arianda arrived on Earth in a small capsule resembling a large metal egg. It was extremely strong and survived a direct hit from a depth charge with just a few indentations in the casing and a little damage to its time engines. Horofax technology is part organic with connections formed of living tissue. Arianda's capsule is operated by the time sensitive abilities of the pilot's mind.

ARIANDA

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Authority (Major)
Feel the Turn of the Universe
Hypnosis (Major)
Precognition
Psychic
Special – Time Sensitivity: With the expenditure of Story Points and a successful contest of Awareness + Presence, Arianda can alter a person's timeline: a minor amendment costs 1 point; a major amendment (involving changes to the character sheet or significant rewrite of their history) costs 2 or more points; to remove somebody from history costs 4 points (more if they are historically important)
Telepathy
Time Traveller (Major) – Tech Level 8
Vortex
Weakness (Minor) – Arianda has a -2 penalty on all rolls to use her time sensitivity powers (including Feel the Turn of the Universe and Precognition) when in proximity to anyone else with Feel the Turn of the Universe

EQUIPMENT

Provost Bio-crystal [Traits: Special (+2 on all rolls to use her time sensitivity powers); Transmit. Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 8

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CALLANDRA *(The Other Woman)*

Although alien, Callandra is seemingly a woman in her fifties. She is utterly radiant and serene, holding her head high above a swan-like neck, with her white locks pulled up and held in place by an ornate mother-of-pearl headpiece. Dressed in exotic robes resembling an extravagant ballgown, Callandra carries herself with a quiet dignity and has a voice like finely cut glass. The most alien thing about her appearance is her height, as she is a good two feet taller than Jo Grant. Callandra's striking appearance and her charming manner allow her to win over just about everyone she meets. Even the Doctor was swayed by her tales of wanderlust and her love of interdimensional travel. Only Jo recognised instinctively that there is something shifty about Callandra.

According to Callandra's account, she and her ex-husband built a ship to cross the barriers between the dimensions. Callandra is rather more coy as to what has happened to her ex-husband, as she seems to travel alone now. But, so her story continues, her ship has become stuck in a far-off dimension and she has used all its power to launch her escape pod and get to wherever she is now. If there is a TARDIS or similar vessel nearby, Callandra claims that she detected compatible technology. She needs help to repair her escape pod and return to her ship with somebody who can assist in freeing it.

Callandra's escape pod is a transmat unit. It is shaped like a giant rugby ball the size of a small van. It is metallic and quite heavy, and its outer skin is bedecked with delicate instruments and machinery. Inside, a central high-backed, padded seat is surrounded by banks of switches, dials and screens on one side and storage lockers on the other. Most of the lockers contain just scraps of metal and wire and other odds and ends, but the smallest is usually kept locked. Callandra can disconnect it from the pod to carry around for safe-keeping. It contains several thin strips of plastic, which she claims are her papers, IDs and currency.

Callandra is actually a very successful conwoman and art thief. Her main ship is decorated like a cross between a Greek temple and an art gallery. Tall marble pillars are surrounded by huge statues made from jade, onyx and gold, and the control rooms are filled with stunning works of art. One chamber contains several caskets, within which are the remains of Callandra's various ex-husbands, now desiccated and lifeless, discarded after they each outlived their usefulness.

Callandra carries a rather nasty weapon in case her womanly wiles are seen through. She has a pistol which can turn solid organic matter into a pink goo, liquefying flesh and bone. At the lowest setting, the effect lasts only so long as the pistol continues to fire its ray. But at higher settings, the effect is permanent.

Callandra is known to the intergalactic authorities and is hunted by the officers of the Judgementors. Anyone found harbouring or assisting this dangerous criminal mastermind will also face summary judgement!

CALLANDRA



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

SKILLS
Athletics 2, Convince 4, Knowledge 3 (AoE: Art), Marksman 3, Science 2, Subterfuge 4, Technology 4, Transport 3

TRAITS
Attractive
Charming
Distinctive
Selfish
Technically Adept
Vortex
Wanted (Major)

EQUIPMENT
Organic Instability Gun: Liquefies organic matter – a Success affects only a limb; a Good result affects the entire target; and a Fantastic result causes Lethal damage. The gun can be set for a temporary or permanent effect.

TECH LEVEL: 8

STORY POINTS: 8

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE CHALNOTH HEGEMONY *(The Havoc of Empires)*

The Chalnoth Hegemony is a militaristic society whose people are a warlike race who are proud of their history and traditions. The Chalnoth themselves are humanoid, but they have small horns and rough skin and plates on their bodies and faces which act like natural armour. If they have a weakness, it is that they are overly reliant on an uninterrupted oxygen supply, and they are therefore more vulnerable than humans to the effects of suffocation or gas.

For a thousand years, the Chalnoth have waged wars against various neighbours, including the Sontarans, the Rutans and the Delphons. By the 27th Century, the territory of the Hegemony has a border with an offshoot of the Earth Empire called the Teklarn Incorporation (see A29), and there have been several territorial and trade disputes which are threatening to flare up into armed conflict.

Although the Chalnoth have a long history of warfare, the Teklarn occupy a region of space about the same size as the Hegemony and they are able to afford a large, well-equipped mercenary army. Further, the Hegemony cannot afford yet another war at this time. Military spending has been taking up more and more of the Chalnoth budget and they need allies, not enemies. In fact, they need allies with money!

Which brings us to the impending marriage between Regent Tharlar of the Chalnoth Hegemony and Chief Executive Officer Tina Andresson of the Teklarn Incorporation. It's an arranged marriage of course, a purely political act which will seal an alliance between the two powers. It's the only form of alliance that the tradition-bound Chalnoth will allow, as they see it as similar to the arranged marriages between the tribes of their ancient history. Underpinning it is a binding contract that allows the two leaders, Tharlar and Andresson, to rule both societies jointly. Naturally, there are opponents of this within both the Hegemony and the Incorporation. But how far would any of them go to prevent the alliance?

The contract specifies that Tharlar and Andresson work together and live together. They will spend half of their time at Teklarn HQ and half on the Chalnoth homeworld. Regent Tharlar is a reasonable Chalnoth. Although still respectful of the traditions and history of his people, he realises that remaining hidebound to them will lead them to disaster. He has not yet met his bride-to-be and considers the marriage to be a purely practical affair. Before he was Regent, Tharlar was a general in the Chalnoth military, serving in the Comms & Signals unit.

Atto-eels are creatures held in high regard in the traditions of the Chalnoth. They are heraldic animals but are now extinct in Hegemony space. However, atto-eels are still found on a number of worlds beyond the borders of the Hegemony. Their eggs are carried accidentally from planet to planet by visiting spacecraft. Once they arrive in a new environment, they quickly establish themselves as the primary predator. Atto-eels resemble Earth

eels, but are the size of a horse. They have rough, pebbly hide, bright blue and streaked with red stripes, and gaping mouths lined with claw-tipped tentacles. They can slither along as easily on land as in water.

REGENT THARLAR



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

SKILLS
Athletics 2, Convince 3, Fighting 4, Marksman 4, Subterfuge 1, Survival 1, Technology 4 (AoE: Comms), Transport 2

TRAITS
Armour (4 points)
Authority (Major) - Regent
Code of Conduct (Major) – Chalnoth traditions
Voice of Authority
Weakness (Minor) – Chalnoth suffer a -2 penalty on all rolls related to resisting drowning, suffocation and similar

TECH LEVEL: 6

STORY POINTS: 5

ATTO-EEL

Attributes: Strength 8, Coordination 4, Awareness 4

Skills: Athletics 3, Fighting 4, Survival 5

Traits: Armour (5 points), Environmental (Minor: Amphibious), Keen Senses (Minor: Smell), Natural Weapon (Minor: Claw-tipped tentacles – Strength +2 damage)

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CYBER-LEVELLER *(The Tyrants of Logic)*

Cyber-Planners are the machines that set the Cybermen's strategies by analysing data gathered by the troops and calculating the most logical actions and predicting their outcomes. Like the Cybermen themselves, they have an organic component in the form of a human brain. The earliest Cyber-Planners were nothing like Cybermen, instead resembling small alien machines that flashed and beeped and spoke in the Cybermen's droning voice. They weren't mobile and had no defences against attack, so they represented a vulnerable weak-point in the Cybermen's war machine.

During the Cyber-War of the 23rd Century, a new, more advanced version of the Cyber-Planner was developed for use in battlefield conditions. This was named the Cyber-Leveller. It contains all the brainpower of a Cyber-Planner, but in an armoured, weaponised and mobile form. A Leveller's basic appearance is like a huge, metallic silver egg with multiple facets. It is armour plated and has Cybermats patrolling its surface, which are able to defend the Leveller if attacked at close quarters.

Each panel on the Leveller's metallic shell presumably has a function, but as one has not yet been analysed by Alliance forces, most of them are unknown. But many of them presumably relate to its ability to scan and analyse its surroundings. A Cyber-Leveller is able to extrude legs for mobility and is equipped with built-in weaponry.

The Cyber-Leveller is capable of influencing any electronics or computer systems around it. It can cut comms and power to the enemy, for example, and take control of key systems. In other words, it levels the obstacles in the way of the Cybermen.

During the Cyber-War, most Levellers were destroyed, but a few escaped. One was either captured by Alliance forces or salvaged after the war, and twenty years later it somehow made its way onto the black market. A mystery buyer has had it shipped in cold storage to the former mining colony of Burnt Salt (*see L31*). But even in sub-zero temperatures, the Leveller has been able to use Cyber-smoke (*see G11*) to overpower the ship's crew and prepare

LEVELLER CYBERMAT

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 6, Strength 6

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

Traits: Alien Appearance, Alien Senses (IR and UV vision), Armour (5 points), Climbing (Major), Cyborg, Enslaved, Jumping, Natural Weapon (Special: A Good or Fantastic result from a Fighting roll means the Cybermat's tail is wrapped around its opponent's neck and squeezes to automatically deliver Strength damage on each subsequent Round), Small – Tiny (Major), Weakness (Major: Solvents, radiation and electrical fields; also Armour does not resist against electrical attacks)

Story Points: 1-2

CYBER-LEVELLER

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	8

SKILLS

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

TRAITS

Armour (8 points)
Control (Minor) – Computers and electronics
Cyborg
Environmental (Minor) – Can survive the vacuum of space
Fear Factor 3
Natural Weapon (Major) – Inbuilt Energy Gun: S(S/S/S) or L(4/L/L) damage
Networked (Minor)
Scan
Slow (Major)
Technically Adept
Transmit
Weakness (Major) – The Cyber-Leveller doesn't have a chest unit to be clogged by gold, but it may have other Cyber-weakness, such as to radiation

TECH LEVEL: 6

STORY POINTS: 10

them for conversion. By the time the ship arrives on Burnt Salt under computer control, the Leveller is almost ready to revive and break free of the container it has been held in.

The Cyber-Leveller is a priority target to be recovered by any Cybermen who can pick up its signals. Although defeated in the war, there are enough Cybermen still lurking around the cosmos to make the beginnings of a new army. And Burnt Salt provides an ideal, out-of-the-way location for the Leveller to summon those surviving bands of Cybermen to and use as a base for them to regroup and prepare for a new assault on the Alliance!

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DASTRONS (*Prisoners of the Lake*)

The Dastrons are – or rather were – one of the most callous, vicious and murderous lifeforms in the galaxy. Their expansionist imperialism cost the lives of millions. Thousands of years ago, they tried to annex their neighbouring star systems, but the law enforcers of the Federal Jurisdiction imposed stringent economic sanctions on them with the result that the Dastron economy collapsed.

Unable to continue their programme of invasion, or even hold onto those worlds which had fallen under their influence, the Dastrons' empire fell and the leaders of its military forces were arrested. These leaders were to be transported by prison ship to the place of their trial. But the ship never arrived. At the time, everyone assumed that it had been intercepted by a Dastron rescue party and that the prisoners had escaped. In fact, the ship had crashed on Earth and has been lying, still intact, at the bottom of Dunstanton Lake (see L33) ever since, its cargo of prisoners still in suspended animation.

In appearance, Dastrons resemble huge wolves or dogs in humanoid form. They talk in a growling, barking speech which bolsters their canine heritage. Their savage teeth and claws are devastating in close combat, but they are also proficient in using firearms and energy weapons of all types. Anyone viewing the video footage of Dastron assaults which was to have been used as evidence at the trial of their military leaders would witness how effective and lethal the creatures are. Images of entire populations being gunned down, cities in ruin and whole planets exploding into dust and debris provide a sobering reminder of the savagery of the Dastrons.

Nowadays, nobody is quite sure what eventually happened to the rest of the Dastrons after their leaders were taken away as prisoners. The fate of their civilisation is lost to history. Perhaps their society sank back into a stage no longer capable of space flight. Perhaps they migrated elsewhere beyond the reach of the authorities. Or perhaps they wiped themselves out in a series of internecine struggles after the collapse of their economy. It may well be that the Dastron leaders held in suspended animation in a forgotten prison ship at the bottom of a lake on a small blue planet are all that remains of a race that once brought fear to the cosmos. But if they were to be roused from their slumbers, these survivors may prove to be sufficient to start a new conquest of the galaxy!

Adventure Seed: Let Sleeping Dogs Lie

The planet of the Dastrons has been rediscovered, their civilisation having been all but forgotten after thousands of years. The planet appears to be deserted, its cities crumbling and eroded. Apart from a strange machine in the remains of a massive complex in the planet's main city. The machine is still working - and it's active. Somehow, it is responsible for bringing back a war party of Dastrons. Is it a time machine or a dimensional gate? More importantly, can the players thwart a plan to return the Dastrons to the universe where they will begin a new campaign of terror?

DASTRON WARRIOR

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

SKILLS

Athletics 4, Convince 2, Fighting 4, Marksman 4, Technology 3, Transport 2

TRAITS

Alien
Alien Appearance
Fear Factor 1
Natural Weapon (Minor) – Teeth and Claws:
Strength +2 damage
Tough

TECH LEVEL: 6

STORY POINTS: 2-4



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE HOROFAX (*Storm of the Horofax*)

The Horofax are not a race but an army, rather like a cult. Their leaders, the Provosts, recruit from the worlds they invade. Some recruits volunteer, but most are... modified... to be loyal. Provosts are time sensitives with the abilities to affect the timelines or a victim's perception of the timelines. They can change a subject's memories so that they remember the choices they made differently, or of events playing out other than in established reality. So bit by bit their personal histories change. With time, they become very different people with absolute loyalty to the Horofax. Others will remember them as they once were. But from the perspective of the victims themselves, their families and friends may have been wiped from history as if they never existed, and all their decisions led them to become loyal soldiers in the Horofax army.

When Jo was subjected to this type of brainwashing, she believed that her Uncle Jack who got her into UNIT never existed. As a result, Jo never joined UNIT or met the Doctor. Her parents were also removed from the timeline. She had no family or friends, and no purpose. Living a life without direction, Jo's perception of her timeline is one in which the Horofax is her only family. The effect is similar to Hypnosis, and the Doctor broke through Jo's conditioning by reminding her of her travels in the TARDIS.

After their modification, Horofax soldiers are heartless killers. They wear armoured "time suits" equipped with blasters in their gauntlets. When sealed, the suits protect them from the effects of time travel and the changing timelines that the Provosts trigger. Horofax technology usually contains organic components, with fleshy tissue connecting the soldiers to their armour. The Provosts use their time sensitivity to enable their ships to travel through time, controlling them with their minds. Their temporal control even allows them to design technology capable of time-locking entire worlds.

The first Provosts were outcasts, persecuted on their own worlds because of the gift of time sensitivity. Their powers enabled them to discover each other across the timelines and band together, using their abilities to raise an army against their persecutors. They then went on to lead the Horofax army to dominate other worlds. The Time Lords have intervened in some of the Horofax excesses, and as a result the Provosts harbour a hatred of Gallifrey. Provosts have a highly developed idea of their own superiority. In fact, it's very unusual to actually see a Provost, as they usually remain above the fray and view their troops' progress from the safety of their mother ships.

At the height of the Horofax Empire, planet after planet and galaxy after galaxy fall under their dominion. But despite the boasts of the Provosts, the Horofax Empire is not eternal. The Provosts have seen a future in which they are beaten and have to go on the run. The cause of their downfall is mankind, who turn out to be resilient to long-term control and rise up against the Provosts. Most of the Provosts are killed, but one of the last, Arianda (*see V44*), plans to come back in time to destroy the Earth in the 20th Century and so prevent that future coming to pass.

HOROFAX



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

SKILLS
Athletics 3, Convince 2, Fighting 3, Marksman 4, Survival 2, Technology 3, Transport 2

TRAITS
Enslaved

Many Horofax also have Alien, Alien Appearance and other species-related traits

EQUIPMENT
Time Suit [Traits: Armour (5 points); Immunity (Protection from temporal effects); Zap (Minor: L(4/L/L) damage). Story Points: 4.]

TECH LEVEL: 8

STORY POINTS: 3-5



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MAR-KOM (*Countdown – The Eternal Present*)

In an alternate future, the Britain of the year 3550 A.D. is ruled by a sentient computer known as Lord Mar-Kom – a corruption of the words “Master Computer”.

Housed in St Paul’s Cathedral, the massive machine is built to look vaguely humanoid despite having no mobility. It has been in charge of New Britain as early as the 23rd Century, judging by the fashions of the people of New London frozen in time stasis around the city. The few living beings not in stasis serve as his time police, tasked with enforcing strict laws criminalizing time travel, tracking down offenders and putting them through a trial by combat against a killing machine designed to be impossible to defeat. Given its demonstration of temporal technology, Mar-Kom presumably created this timeline artificially and crafted laws to protect it from interventionist forces such as the Time Lords.

Though not strictly mobile, Mar-Kom does move about using a large golden android body made from some kind of plastic polymer, just like the less humanoid machines that serve him in various capacities. The Doctor was able to destroy one of these bodies with phosphorous bombs after it killed Time Police Chief Andron (see V43) for allowing the Doctor and fellow time traveller Theophilus Tolliver (see A20) to survive their trial by combat.

Fleeing and making his way to St Paul’s, the Doctor openly challenged the computer’s power by attempting to reprogram it. Unable to accept the Doctor’s input commands, the shock to its system caused the fatally arrogant Mar-Kom to self-destruct. Its destruction rocked the very foundations of New London, implying the machine the Doctor saw was only the tip of a technological iceberg, and released the city’s – perhaps all of New Britain’s! – citizens from temporal stasis.

How the timeline was repaired was never shown, though perhaps there lies a task for enterprising Player Characters...

KILLING MACHINE

Attributes: Awareness 2, Coordination 4, Ingenuity 1, Strength 6

Skills: Fighting 3

Traits: Armour (5 points, not impervious to intense heat), Enslaved, Flight, Impaired Senses (only uses sight), Machine, Natural Weapon (Special) – Robotic Tentacle: A Good or fantastic result from a Fighting roll means a tentacle is wrapped around an opponent’s neck and squeezes to automatically deliver Strength damage on each subsequent Round

Tech Level: 8

Story Points: 1-2

MAR-KOM (ANDROID BODY)

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

SKILLS

Convince 3, Fighting 3, Knowledge 6, Science 5
(AoE: Temporal Physics), Technology 5

TRAITS

Armor (5 points) – Not impervious to intense heat
Arrogant

Authority (Major) – Ruler of New Britain
Distinctive

Indomitable – Successful efforts at reprogramming
Mar-Kom will cause him to self-destruct

Obsession (Major) – Maintaining the status quo
Robot (true Mar-Kom has Machine instead)

Technically Adept

Transmit – Mar-Kom’s mind may be beamed in and out of its android bodies

Voice of Authority

TECH LEVEL: 8

STORY POINTS: 6



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MICRO MACHINES *(The Heralds of Destruction)*

To UNIT, an assault by an army of robotic humanoids seemed like the precursor to a full-scale alien invasion. But the Doctor quickly determined that the invaders are formed by microscopic machines hanging in the air. It seems that the robots are colonies which can convert anything they find to build bigger forms. Earth, rock, metal, even organic material can be reduced to its molecular level and then reassembled in whatever configuration the Micro Machines need. Although the initial army created by the Micro Machines was humanoid in form, later versions took on whatever robotic shape they desired. Their constructs can be blasted apart by sufficient firepower, but their nature means that they are able to pull themselves back together, and individual limbs and components have a life of their own. Oddly, the Micro Machines are often accompanied by sudden outbursts of bad weather.

Fortunately, the Doctor was able to discover that sonic bursts of the correct frequency and strength can disrupt their communications. A quick blast from his sonic screwdriver was able to render the smaller constructs inert, while a boosted signal generated a forcefield that the humanoid constructs could not penetrate.

The constructs have similar offensive powers. Metallic tentacles can grasp and strangle human foes, while energy bolts are an effective ranged attack. Micro Machines are even capable of infecting and transforming human bodies into more of their kind. Any physical wound is capable of triggering the transformation of a person into a metallic form (using the Possess Trait). The Micro Machines have a hive mind, and it was when the Doctor interfaced with this that he discovered that they have no memories before their arrival in orbit. It is as if they hadn't existed before this point!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Micro Machines are no alien invaders, but are the 21st Century invention of the Second Doctor's doppelganger, Ramon Salamander (see *The Enemy of the World*). When Salamander was thrown out of the 2nd Doctor's TARDIS, he was lost in the Vortex for a timeless time. Salamander eventually realised that he was being pulled along in the wake of the TARDIS. He arrived back on Earth only minutes after the Doctor in the middle of the Yeti invasion of London (see *The Web of Fear*).

Salamander only had the clothes he was wearing and the contents of his pockets, which fortunately included a pouch of his self-replicating, weather-control Micro Machines. Salamander quickly patented them and used his new-found wealth to learn everything he could about the Doctor. Now, he is using the Micro Machines as a diversion while he steals the secrets of the Doctor's TARDIS to build his own time machine. He intends to go back in time to take his rightful place as the ruler of the Earth! Salamander can theoretically use his Micro Machines to create just about anything: weapons, armour, gadgets, even devices capable of time travel. His body is now infused with Micro Machines and the GM can use them to add pretty much any Traits to Salamander's stats, as may be required for an adventure.

MICRO MACHINE CONSTRUCT

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

*Strength 3 is for a medium-sized construct and should be adjusted for larger or smaller versions.

SKILLS

Athletics 2, Craft 4, Fighting 4, Marksman 2, Subterfuge 1, Technology 4

TRAITS

Additional Limbs x2 – Tentacles
 Alien Organs (Special) – Even being blasted apart doesn't destroy the Micro Machines
 Armour (5 points)
 Burrowing
 Fast Healing (Special)
 Possess
 Natural Weapon (Major) – Energy Bolt: 5(2/5/7) damage
 Natural Weapon (Special) – Robotic Tentacle: A Good or Fantastic result from a Fighting roll means a tentacle is wrapped around an opponent's neck and squeezes to automatically deliver Strength damage on each subsequent Round
 Networked (Major)
 Replication
 Robot
 Size (Special) – Micro Machines can attain any size, from so small as to be microscopic to as large as a building, acquiring the appropriate adjustments for their Size along the way
 Weakness (Minor) – Micro-Machines are vulnerable to sonic broadcasts which can render them inert or be used to form a forcefield which they cannot penetrate

TECH LEVEL: 5

STORY POINTS: 1-3

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MINOANS *(Dark Intruders)*

The Minoans are old enemies of the Doctor. They are creatures of ruthless ambition, cold and calculating and highly developed in their achievements. But they are also creatures with an unstable molecular makeup, and they have used this to perfect a method for infiltrating other objects. In particular, they can use this ability to incorporate themselves within a living being, effectively controlling the body and the mind of a victim and using them for their purposes.

Minoans are also great “brain stealers”, as the Doctor termed it, though this is not so gruesome as it sounds. They can use their abilities to place a victim in a hypnotic trance. The victim’s mind is overwhelmed by a hissing sound which becomes a penetrating noise tearing at the brain as they fall under the Minoan influence. When the victim is rendered insensible, the Minoans attach tiny terminals from a small machine to their temples. The machine is able to scan the mind and transmits brain patterns, recorded memories and knowledge back to the Minoan command ship, usually waiting in orbit above. Afterwards, the victim usually recovers after several hours of apparent sleep, aching but otherwise unharmed and with no memory of what happened to them. The only indications of anything amiss are the slight marks left on the temples by the Minoan machines.

In the 1970s, the Doctor and Jo thwarted a Minoan attempt to infiltrate Earth in order to steal the knowledge of as many eminent scientists as they could. A pair of Minoans took control of two astronauts when they landed on Mars. During their return journey to Earth, the astronauts sat stiff and silent in the seats aboard their craft. Neither moved a muscle except when they occasionally had to reply to radio transmissions from mission control. Even then, their lips moved in a purely mechanical way and the eyes remained as dead as the space through which they were travelling.

It was only when the hatch of their capsule was opened by the frogmen assigned to retrieve them after splashdown did the pair come fully to life. Only then did the colour return to their flesh, as if their hearts had resumed beating and blood had started running through their veins again.

The Doctor was able to identify the astronauts as being Minoans by analysing the dust from their boots using his vibro-bank, a small device that determined the dust to be from distant Minos rather than from Mars. During the analysis, the dust emitted a strange humming noise that rose in pitch and volume before dying away again. The cause of the noise is uncertain, but it is characteristic of the Minoans. It often accompanies their attempts at controlling other lifeforms and leaves a tell-tale signature in any inorganic material they infiltrate.

MINOAN



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	N/A

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

TRAITS
Alien
Environmental (Minor) – Minoans do not need to breathe
Hypnosis
Immaterial
Invisible
Possess
Psychic

EQUIPMENT
Brain Scanner [Traits: Scan, Transmit. Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 3-5

Adventure Seed: Dust to Dust

The Mars astronauts were not the only means by which the Minoans reached Earth. The mineral samples brought back from Mars also emit the tell-tale Minoan humming when analysed by NASA scientists. But by then, it is too late! The Minoans have moved their consciousness from the Martian dust to key NASA personnel and have begun their programme of knowledge assimilation! Can UNIT uncover what is happening in time to prevent a Minoan invasion of Earth?

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MOTHER FINSEY (*The Transcendence of Ephros*)

On the planet of Ephros (see L34) in the late 26th Century, almost a thousand Followers of Sortan have gathered, waiting for their transcendence. They are led by Mother Finsey, an elderly woman with a calm and caring demeanour.

According to their beliefs, Sortan was a prophet from the Deltar Configuration. He worked as a debt collector until one day, sick of the things he had seen and done, he dropped everything and went travelling. Sortan spent six years floating from planet to planet, soaking up the experiences. Then he went to Palcheck Minor, where he experienced the Great Rebirth. Sortan was on the planet when it exploded, achieving his own transcendence. At least, that is what his Followers believe, and they have come to Ephros to achieve their own, as it too is about to explode.

In the meantime, Mother Finsey and her followers live in a vast camp in a valley on Ephros, waiting for the end that has been prophesied. Mother, as she likes to be called, once met a terribly wise man who taught her a great deal. He told her to take all the opportunities the universe offers, as they're rare and to ignore them is idiocy. Their time together was actually very brief. But he showed her things she'd barely dreamed of and taught her a lot about herself. He showed her the sort of person she could be. When he left, Mother Finsey put her experiences to good use.

Along the way, Mother Finsey was blinded in an accident. She spent several years learning to live without sight, but she now has a set of goggles that provide her with almost full vision, including into the infra-red if she needs it. But she still tries to make do without them as much as she can. In any case, the IR setting is a little too powerful and gives her a severe headache.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The "terribly wise man" who was Mother Finsey's inspiration was none other than the Master. For the brief time that she was his acolyte, they burned worlds together, starting with Finsey's own home. She realised that if she were ever to make anything of herself in this universe, it would be by following the Master's example.

Naturally, the Master grew tired of Finsey and tried to kill her. She would have thought less of him if he hadn't. She survived, though she lost her sight in the process. But her goggles compensate, and she has designed them to allow her to mimic the Master's hypnotic abilities.

Mother Finsey may not have a time machine like the Master, but she has plenty of patience, which she considers to be the same thing if you're a good planner. Sortan is only one of a number of religions she has set up. They're a good long-term investment, something to dip into when she needs funds. Give people a god and they'll always thank you - usually with their worldly goods!

MOTHER FINSEY



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

SKILLS
 Convince 5, Craft (Cookery) 4, Knowledge 4, Science 3, Subterfuge 4, Survival 3, Technology 4, Transport 2

TRAITS
 Boffin
 Charming
 Dark Secret (Major)
 Impaired Senses (Major) – Blind without her goggles
 Technically Adept
 Weakness (Minor) – Gloating

EQUIPMENT
 Laser Pistol: 5(2/5/7) damage
 Goggles [Traits: Alien Senses (Normal vision plus infra-red); Hypnosis (Major); Restriction – Use of IR vision causes splitting headache (-2 penalty on Awareness or Ingenuity rolls for an hour after). Story Points: 2.]

TECH LEVEL: 6

STORY POINTS: 8

But Mother Finsey has picked up at least one of her mentor's bad habits. Once her plans are revealed, she can't help but stick around and gloat!

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

NEW HUMANS (*The Rise of the New Humans*)

When the post mortem of a suicide victim revealed vestigial wings and an abnormally thickened epidermis, UNIT sent the Doctor and Jo to investigate a private hospital called the Allingham Clinic (see L29), where the victim had been a patient.

The clinic's senior surgeon, Dr Kurdi, is undertaking secret research into making the human body able to resist and recover from devastating injuries, and she has had some success on her initial test subjects. The treatment had adapted the suicide's body to rapidly evolve wings and an armoured hide to try to survive his fall from a tall building. It just hadn't been able to evolve them rapidly enough. The body of another former patient which was dragged from the Thames drowned but was on the way to growing a full set of gills.

Dr Kurdi's process is inconsistent and unreliable, and yet she believes that she is on the cusp of rebirthing the human race as the New Humans! New Humans can force evolve themselves either involuntarily in response to external threats or, in some cases, by deliberate choice. The process also provides the New Humans with psychic abilities, though this is as yet unknown to Kurdi.

The mutation seems to be viral in nature, and the New Human virus is developing an intelligence. It is evolving to take over its host bodies and join them in a basic psychic gestalt. The New Humans are still the same persons, but filled with the urge to act and with determination and anger. They are like soliders ants or packs of dogs. They can't hear each other's thoughts but can feel them and the drive to survive at all costs and become the dominant species. New Humans can infect others by breathing the virus onto them.

One early patient who received Dr Kurdi's treatment was Charlie Francis, but his body hasn't responded. Charlie is a good

CHARLIE FRANCIS

AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	6
INGENUITY	3	STRENGTH	1

SKILLS

Convince 2, Knowledge 1, Subterfuge 3, Technology 1

TRAITS

Clairvoyant
 Impaired (Major) – Quadriplegic
 Indomitable
 Psychic
 Telekinesis
 Weakness (Major) – Using his psychic abilities over extended periods is exhausting; Charlie takes 1 point of temporary damage per 10 minutes of use, recovered at 1 point per ten minutes.

TECH LEVEL: 5

STORY POINTS: 5

NEW HUMAN – SPECIAL GOOD TRAIT

Anyone infected with the New Human virus gains the following Good Traits for free: Fast Healing (Major), Immortal (Special), Infection, Networked (Minor). They also gain the following Bad traits: Enslaved, Obsession (Major) – Survival. New Humans can also gain other Traits for a single scene, either involuntarily as a result of a threat or by deliberate force of will. Gaining such Traits costs Story Points equivalent to their purchase cost and their manifestation takes 1 Round per point of cost. Thus, evolving 5 points of Armour costs 1 Story Point and takes 1 Round; evolving 10 points of Armour costs 2 Story Points and takes 2 Rounds.

The New Human Trait costs 10 points to purchase. It may also be spread by Infection, requiring a contest of Resolve + Strength to resist.

old-fashioned criminal who fell foul of “negotiations” with a business rival and ended up as a complete shut-in quadriplegic confined to a wheelchair. In fact, Charlie's body is responding to the treatment but in a different way than the New Humans. Instead of repairing his body, the treatment has made him no longer need it. He is able to project his consciousness and interact with the physical world using telekinesis. But prolonged use of his powers is exhausting and places him under physical strain. Charlie is not a New Human and, despite his criminal background, is likely to ally himself with the good guys – particularly if they have a pretty face!

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

OVERSEER ZIM *(The Hidden Realm)*

Overseer Zim is a particularly nasty example of a race of creatures called the Acridians. They look repulsive to humans and have more in common with grasshoppers and locusts than with anything warm-blooded. Acridians might charitably be called entrepreneurs. But in reality, they are nothing more than scavengers. They don't conquer or destroy worlds; they merely exploit them in whatever manner they can. Either way, lives are destroyed in the process, and Zim is typical of his species.

By the time the Doctor and Jo encountered him in the 1970s, Overseer Zim has been operating in a pocket dimension overlaid on the space in our world occupied by Bramfield New Town (see L30) for around sixty years. The night he arrived, strange lights were seen in the sky over the town, which was then little more than a village. One of the locals, a young woman, chanced upon a door in the middle of nothing. This was a portal into Zim's extra-dimensional realm. She walked through and struck a deal with the Overseer. She would dedicate her life to serving him and providing him with the victims he needed for his plans, and in return, towards the end of her life, Zim would transfer her mind into a new, young body.

This mind transference is what Overseer Zim does. He uses an Acridian device called a mind thresher to transfer the mind of one individual into the body of another. The displaced mind is harvested by Zim and yields something far more rewarding for him. The quantum moment of each extraction, the mental energy if you will, is stored and used to power Zim's facility. Sixty years on, he has stored enough energy to snuff out the stars or outlive eternity! But if his storage facility is shut down, all the stolen minds will be returned to their rightful owners and the realm itself will cease to exist as its energy is depleted.

Zim is using his technology to provide new bodies for humans who want to disappear or gain a new life. Ageing millionaires, wanted criminals, political exiles. Zim's clients pay him very handsomely for his services. The brains of their new bodies, usually much younger and more virile than their old ones, retain their vital components: the language, accent and enough memories of the mind that has been displaced to be able to get by for a short while. The memories are far from perfect, so a careful interrogator can catch them out. But the imposters quickly disappear off to whatever bolthole they had prepared for themselves far away from Bramfield.

Acridians mastered the engineering of dimensions while mankind was still living in caves. Hence Overseer Zim's pocket dimension. In the physical world of Bramfield New Town, Zim's robotic magpies can open and close portals into his realm in order to capture new victims. In addition, he has placed some of the townsfolk under his control, to act as his eyes and ears. Over the years, Zim has influenced the development of Bramfield in order to provide more opportunities for his enterprise, and he has a network of prospective clients across the globe.

OVERSEER ZIM



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

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

TRAITS
Alien
Alien Appearance
Repulsive
Tough
Technically Adept
Vortex

TECH LEVEL: 7

STORY POINTS: 8

MIND THRESHER [Special Gadget]

Traits: Mind Transference (Advanced) – see *The Sixth Doctor Expanded Universe Sourcebook*

Cost: 4 points



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PHIDIANS (*Gardeners' Worlds*)

Although they have a superficial similarity to large beetles, Phidians are actually a highly evolved species of time parasite. Individual Phidians are about the size of a thumb, and on closer inspection they look like no insect on Earth. They have a coppery carapace with six wiry antennae, four legs and a winking red light for an eye. Tiny cogs can be glimpsed beneath the outer shell, which click as the creature scurries about its business.

Phidians are seldom wholly organic, as they reproduce themselves from whatever junk they can find. They feed on causality, altering the outcome of quantum events to generate energy that they can consume. Phidians are often found infesting time vessels that have spent too long in the Vortex or picking over the wreckage of scuttled TARDISEs. They wreak havoc wherever they go and are particularly disruptive if they ever get a foothold aboard a working time machine. Their activities would make it almost impossible to navigate or even to remain within a single timeline, instead hopping uncontrollably across parallel dimensions as the Phidians alter causality itself.

The Doctor and Jo had to deal with an infestation of Phidians in the English village of Colston Burghley, where they were attracted to alien technology of unknown origin that could also influence the timelines, providing the pests with a ready-made feast.

DIMENSIONAL DISSONANCE

Every decision or action sends the universe down a very particular path. Not just a single path though, as each decision is not just a turning point but a prism which results in alternative timelines. Dimensional dissonance occurs whenever a character is exposed to an abrupt shift across these timelines as they are shunted into a new version of reality. They might feel a sensation like a static shock, or a few moments of dizziness or confusion, but there is usually no lasting damage.

In 19th Century Colston Burghley, a meteor brought an example of very advanced, very alien technology to Earth which was capable of manipulating causality to ensure its own survival. This technology tried to blend in and took the appearance of English roses, albeit with a unique silvery colour. They thrived in the garden of the village's vicarage, where they brought good luck to those who tended to them. But the flowers eventually attracted the attention of a swarm of parasitical Phidians and, in order to protect themselves, they rapidly spread throughout the village, growing faster and stronger to try to survive the predation of the pests.

Anyone trying to pick or prune the flowers while they were in this defence mode found themselves experiencing dimensional dissonance as the alien technology shifted everyone sideways into a dimension where the flowers were not harmed. In

PHIDIAN SWARM

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

*Phidians are so small they have negligible Strength.

SKILLS

Fighting 1, Subterfuge 5, Survival 6

TRAITS

Alien
Alien Appearance
Alien Senses – Temporal energies
Special – Dimensional Dissonance (see text box)
Swarm 10

TECH LEVEL: N/A

STORY POINTS: 1-2

practical terms, anyone threatening to damage the flowers finds that whenever they try to act against them, they experience momentary confusion which stops them. A more extreme example might be that if somebody tries to go to fetch help, they cannot leave and find themselves inexplicably turning around.

The Phidians have similar powers and as a result, both they and the alien flowers are extremely difficult to get rid of. They might even shift reality to the extent that certain people do not exist. If left unchecked, it could result in collapsing timelines, redundant futures, even history being overwritten.

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

REMORAXIANS (*Prisoners of Time*)

Remoraxians are a particularly nasty form of interstellar parasite. In some parts of the galaxy, they're called "Space Remoras", though they don't like that term very much. They attach to a host body and almost immediately take it over, acting on the commands of their genetic monarch, the Remoraxian Prime. But that's not the worst of it. The Remoraxians move from system to system, constantly looking for a new home. And a planet like Earth, which is already graced with so much water, is an ideal target.

A Remoraxian invasion begins with disruption to the weather patterns, resulting in storms and torrential rain. This is all part of the Remoraxian conversion process. They can change the entire ecology of a planet to fit their needs, and what they need is a waterworld.

Remoraxians come in three quite different forms. The basic

Remoraxian is a small, vicious looking creature like a deformed and overgrown tadpole. It is this form which is capable of insinuating its way into a host body, usually via the mouth, and take control of it. As the appearance of the host remains unchanged, it is very difficult to detect precisely who has been possessed by a Remoraxian and who has not. A slimy tentacle might be glimpsed at the back of throat, but it's usually a major change in personality that marks the Remoraxians out. Though, as the parasite can access the memories of its host, even this might not be immediately apparent. The Doctor was able to build a hand-held gadget capable of expelling a Remoraxian from its host. Fortunately, this form of the creature is virtually helpless on dry land

The second form is much more physically dangerous. These are the Remoraxian warriors and are large, powerful humanoids. Their dark, bluish-black hide ripples with muscles. The warriors are usually kept in reserve until the parasitic Remoraxians have done their work and taken control of the key leaders among a

REMORAXIAN			
			
AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	1
SKILLS			
Convince 4, Subterfuge 4; also gains the knowledge and memories of its host			
TRAITS			
Alien			
Alien Appearance			
Environmental (Minor) – Amphibian (Coordination reduced to 1 out of water)			
Networked (Major)			
Possess			
Psychic			
Size – Tiny (Major)			
TECH LEVEL: 6			
STORY POINTS: 1-2			

REMORAXIAN WARRIOR			
			
AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	5
SKILLS			
Athletics 4, Fighting 3, Survival 4, Technology 1, Transport 2			
TRAITS			
Alien			
Alien Appearance			
Environmental (Minor) – Amphibian			
Natural Weapon (Minor) – Claws: Strength +2 damage			
Networked (Major)			
Tough			
TECH LEVEL: 6			
STORY POINTS: 2-4			

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

target population. They will most likely be encountered in the Remoraxian base or mother ship, and are deployed to protect the Remoraxian Prime against intruders. The warriors are famous for their loyalty and ferocity.

The third type of Remoraxian is the Remoraxian Prime. These are the leaders and each has a mental link to all Remoraxians in their genetic clan. Remoraxian Primes are large, bloated creatures with only a pair of squid-like tentacles for limbs. They are capable of only limited movement, particularly out of water.

Remoraxians have an affinity with aquatic life, even that of Earth. From their point of view, mankind is squandering the resources of the planet. Once the Earth has been flooded and mankind wiped out, it will take the Remoraxians a century or so to be able to clean up the mess left behind. The Remoraxian Prime claims that the water denizens of Earth have been waiting for the opportunity

to have some sort of revenge and are happy to assist the invasion. The Doctor and the Brigadier witnessed this first hand, when they came under attack by a giant squid and a sperm whale.

SPERM WHALE

Attributes: Strength 18, Coordination 3, Awareness 4

Skills: Athletics 3, Fighting 3, Survival 3

Traits: Armour (5 points), Amphibious (Coordination reduced to 0 on land), Gulp! (By spending 2 Story Points, a successful Fighting roll swallows an Average sized target whole, automatically killing the target if the whale wishes), Size – Huge (Major)



REMORAXIAN PRIME



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Environmental (Minor) – Amphibian
Networked (Major)
Size – Huge (Minor)
Slow (Minor)

TECH LEVEL: 6

STORY POINTS: 4-6

GIANT SQUID

Attributes: Strength 16, Coordination 4, Awareness 3

Skills: Athletics 4, Fighting 4, Survival 3

Traits: Additional Limbs (tentacles x4), Aquatic (Coordination reduced to 1 on land), Armour (5 points), Natural Weapon (Special: On a successful Strength + Athletics roll, tentacles can grab an opponent and automatically deliver Strength damage on each subsequent Round), Size – Huge (Major)



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

UGRAKKS (TV Action – *The Ugrakks*)

The planet of the Ugrakks is hardly a paradise and offers only primitive life support, enough for humans to survive but not exactly pleasant. In place of plant life, it is a world of lichen and fungus forests, but there is also animal life of sorts. The Doctor arrived here after his TARDIS was drawn to the planet, the unintentional result of an experiment according to Fabus, the Ugrakk the Doctor encountered during his exploration of the place.

Ugrakks are ugly creatures by human standards. They are humanoid, but with rough blue skin. Their heads are completely alien, having a tall domed cranium, bulbous cheeks, a pair of short tusks and, between them, what can only be described as a thin tentacle resembling a miniature elephant's trunk. The toes of their flipper-like feet and their fingertips end in splayed pads like those of a frog. Were it not for their tall craniums, Ugrakks would be considered short. As it is, their beady red eyes are on a level with an average human's chest. Ugrakks tend to dress in tunics or robes with high semi-circular collars.

Despite their appearance as having evolved from animals, Ugrakks are fungus creatures and they have an affinity with the strange lichen and fungal growths of their world. By the powers of their minds, Ugrakks can control the movements of the "vegetation" of their forests, which they term "fungoids". As many of these fungi are carnivorous, it can prove extremely dangerous for a fugitive from the Ugrakks to hide among them.

The city of the Ugrakks is itself an enormous fungus, like an elaborate puffball grown to gigantic proportions. Ugrakks enter and exit their city via its various openings which lead down to the digestive system deep within. They use transparent globes to travel beyond the city and these provide protection when entering the fungus and its digestive tracts. These flying globes are small enough for a single occupant only, and the Ugrakks can manifest them and dispel them seemingly at will.

Although the Ugrakks are masters of their fungal world, their powers are weakening as the fungoids themselves are growing weaker. The Ugrakks' enemies are the zama flies (see A28). These giant wasp-like insects, far larger than a human, eat only fungus and are therefore the natural predators of the Ugrakks, their city and servants.

The Ugrakk leader, Demur, is searching for a means for his people to leave their world and find another. However, Ugrakks do not ask for assistance, they demand it! Demur has taken a human explorer, Professor Lammers (see A28), prisoner and is using him to try to come up with a means of escape. But a TARDIS would offer a convenient way of getting off the planet – and the entirety of time and space for his people to enslave!

UGRAKK



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

SKILLS
Convince 1, Fighting 1, Marksman 2, Science 3, Subterfuge 3, Technology 3

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Special – Animate Fungi: Ugrakks can animate and control creatures of fungus, lichen and mould over a range equal to Resolve x three metres
Unattractive

TECH LEVEL: 4

STORY POINTS: 3-5

UGRAKK FLYING GLOBE

Armour: 2 **Hit Capacity:** 4 **Speed:** 2
Traits: Flight (Minor), Travel
Story Points: 2

TYPICAL FUNGUS CREATURE

Attributes: Strength 5, Coordination 2, Awareness 1
Skills: Fighting 2
Traits: Additional Limbs (Tentacles), Fear Factor 1, Size – Huge (Minor), Slow (Major: Immobile)

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ZERONS (TV Action – Zeron Invasion)

Zerons are a race of strange insectoid alien invaders. Their ovoid heads are dominated by a pair of large bulbous eyes and connected by a short, thin neck to their segmented bodies. But unlike Earth insects, a Zeron has only two thin arms and two legs. Zerons are not built for fighting and so they use others to carry out their invasions for them.

The Zerons launched their invasion of Earth by bombarding the planet with a beam of intense radiation that neutralised the minds of almost the entire population. Those affected were reduced to walking around as though in a trance and merely repeating the pattern of their actions of the day before. The Zeron plan was to use the radiation to remove all resistance to their take-over of Earth. By increasing the bombardment, they could control the actions of their slave army and use them to subdue anyone who managed to resist the radiation.

The Doctor's Time Lord brain, being superior to that of humans, was unaffected by the radiation, though he found the sensation of it uncomfortable. He also encountered a young American tourist named Nick Willard (see A27), who had spent the night of the bombardment in the London Underground and it seems that the intervening earth, stone and concrete provided Nick with enough protection to leave him unaffected. Nick's cousin Jed (see A27) later fell under the control of the Zerons, but his mind was freed after he received a massive electric shock (and by a miracle, survived!).

The Zerons' spaceship was an enormous craft twice the size of St Paul's Cathedral and travelled at the speed of light within the boundaries of our solar system. The Doctor defeated the Zerons by setting up a force barrier that deflected the radiation back to their ship, which had the effect of miniaturising it and beaming it to another galaxy. But the Zerons are still out there, plotting their revenge!

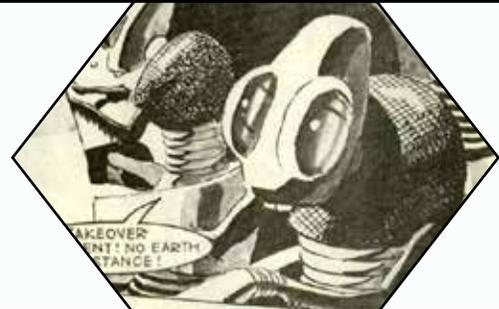
Adventure Seed: Revenge of the Zerons

En route back to the solar system after their defeat by the Doctor, the Zerons have picked up some allies in the form of a battalion of Sontarans. Enforced allies, of course, as the Sontarans are under the influence of the Zerons' mind control ray. When our heroes arrive on Earth, they find it in the thrall of an invading army. Not only do they need to find a way to repel the Sontarans, but they also need to uncover the real villains and turn the tables on them before mankind is enslaved forever!

ZERON MIND CONTROL RAY [Special Gadget]

Traits: Hypnosis (Major), Area Effect (Special: Planet-wide), Restrictions – Cannot penetrate deep underground; major shock (e.g. electrical) provides +4 bonus to break free
Cost: 6 points

The mind control beam is assumed to have the equivalent of Presence 5 and Convince 5.

ZERON

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Tough

TECH LEVEL: 6

STORY POINTS: 3-5

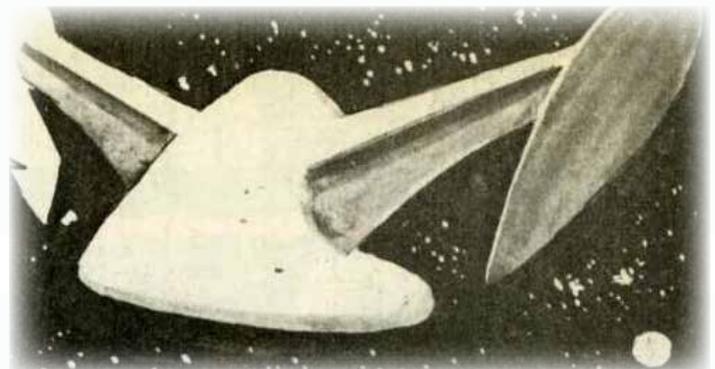
ZERON SPACESHIP

Armour: 8 **Hit Capacity:** 20 **Speed:** 5*

Traits: Flight, Scan, Transmit, Travel

Story Points: 5

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.



LOCATIONS IN SPACE AND TIME

THE ALLINGHAM CLINIC *(The Rise of the New Humans)*



The Allingham Clinic is located miles from anywhere in the middle of Dartmoor. It is a prestigious private medical facility housed in the beautiful and historic Allingham House, a Grade 1 listed property dating from 1811. A tour of the public areas of the clinic is more like a wander round a National Trust stately home than a hospital, with its wood-panelled walls, expensive works of art and genuine antique (but seemingly brand new) suits of armour.

The clinic's brochure boasts of facilities at the cutting edge of technology and that it caters for private patients who benefit from its exclusive, confidential healthcare. Behind the scenes, it is much more modern than its 19th Century facade. Much of the equipment looks to be far beyond Earth technology. In fact, an attentive observer may spot that the patent notices on some of the equipment are dated centuries into the future.

The head of the clinic is the mysterious Chief Administrator. But its public face is its senior surgeon, Dr Kurdi. Kurdi is a driven woman who doesn't let little things like medical ethics get in the way of her research. She is working on a way to make the human body resilient to extreme injury and disease. Her research has already produced a number of test subjects whose bodies try to evolve to avoid or heal damage that would kill a normal human. The process is currently unreliable, and some subjects have died as their bodies cannot adapt fast enough. For example, a man who jumped from a tall building showed evidence of evolving both wings and a hardened epidermis to survive the impact. But neither were sufficient to prevent his death. Still, Dr Kurdi believes her research will result in the rebirth of the human race and the dawn of the New Humans (see V54)!

The locks on the outside of the doors to the patients' rooms and on the inside of the doors to the operating theatre are evidence that the work of the clinic is not

exactly legal, let alone ethical. Why would they need to prevent the patients from escaping? Or hire orderlies who are more like thugs than healthcare professionals?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secretive Chief Administrator is none other than the Doctor's old adversary, the Meddling Monk, this time in the fifth incarnation. The Doctor had previously encountered this version when the Monk was posing as Constable Pavo (see *The Second Doctor Expanded Universe 2017 Addendum*). These days, he no longer calls himself the Monk ("Honestly, you put on a cassock a couple of times and you get typecast!"); he is simply the Chief Administrator. He claims to be here only to save lives that most other facilities would have given up on. He cannot just stand by and watch people die while he has access to techniques from centuries into the future. Of course he is making money from the clinic, but then he has expenses to pay, doesn't he?

Dr Kurdi is aware that the Chief Administrator is from the future, but she wants to achieve a genuine breakthrough by developing new techniques not reliant on future knowledge. And she will be shocked if she learns the Monk is intending to sell the results to the highest bidder!

DR. KURDI			
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	2
SKILLS			
Convince 2, Knowledge 2, Medicine 5 (AoE: Surgery), Science 3, Subterfuge 1, Technology 3, Transport 2			
TRAITS			
Arrogant			
Bio-chemical Genius			
Obsession (Major) – Medical breakthrough			
TECH LEVEL: 5			
STORY POINTS: 4			



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK


BRAMFIELD NEW TOWN *(The Hidden Realm)*

Until the 1950s, Bramfield New Town was a tiny little village in the English countryside not far from Luton. But by the 1970s, a scheme to develop it has transformed Bramfield into a small town. Sadly, the development hasn't improved Bramfield's appearance and it is now a nondescript commuter town of modern concrete buildings, housing estates and a grid-like maze of roads.

There's nothing particularly unusual about Bramfield, except that over the past sixty years a number of people have gone missing from the town. Usually they have been travellers passing through or visitors from other towns, and in most cases, they turn up again after a few days with no memory of where they have been or what has happened to them. UNIT has a file on these disappearances in the records that Liz Shaw pulled together, but there has not yet been an investigation.

The older residents of Bramfield still remember some of the local landmarks as "the Witchings", places that were considered to be bewitched. Bramfield Abbey, Knacker's Pond, Gill's Wood, Three Giants' Hill, the Bramfield Stone and the Yeoman's Tree next to the river, all of them equidistant from Bedford Square in the centre of town. Several of these landmarks are associated with the disappearances, though there is little out of the ordinary to be found there. Other than the odd behaviour of the magpies that tend to gather at these places.

When he arrived in Bramfield New Town, the Doctor used his quantum field manipulator (*see G12*) to detect several dimensional anomalies in the area. These fluctuations in the quantum field are strongest near the town's outskirts, like the surface tension at the edge of a pool of water.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The disappearances and the dimensional anomalies are of course connected. They are both caused by the activities of Overseer Zim (*see V55*), an Acridian who has set up base in a dimensional pocket that exists in the spaces between atoms and which overlays Bramfield. The magpies in the woods on the town's outskirts, always in flocks of seven, are sophisticated robots controlled by

Zim. They can open a dimensional portal into and out of his realm by flying in a circular pattern, creating a vortex to swallow willing and unwilling visitors.

Bedford Square at the epicentre of the six landmarks is mainly shops and public conveniences nowadays. But there is also an old six-sided bandstand that has been there for donkey's years. Zim has connected the bandstand to a trans-spatial induction cable, enabling it to generate a quantum field that envelops the whole town and is anchored at the six landmarks like the skin of an umbrella. All seven points are talking to each other in an exchange between the dimensions as they maintain Zim's quantum field.

Since his arrival in the town, Overseer Zim has influenced the development of Bramfield in order to provide more victims for his schemes. In addition to the magpies, Zim has a degree of mind control over some of the locals, enabling him to use them as his eyes and ears around the town.

ROBOT MAGPIE

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

SKILLS

Athletics 3, Fighting 2, Subterfuge 3, Survival 3

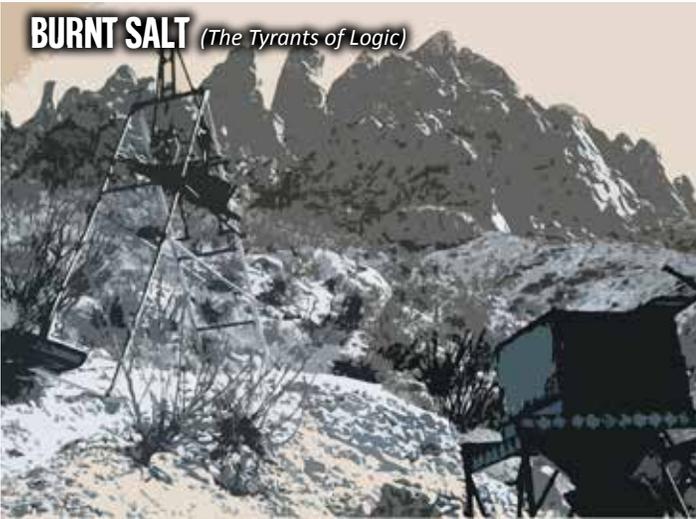
TRAITS

Flight (Major)
Robot
Size – Tiny (Major)
Vortex

TECH LEVEL: N/A

STORY POINTS: 2

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

BURNT SALT (*The Tyrants of Logic*)

For much of the 23rd Century, the planet of Burnt Salt was a prosperous mining colony. Duralinium, lucanol, skope. The mining companies couldn't gouge the stuff out of the ground fast enough. So much so that one of Burnt Salt's four moons was broken up in a deal over mining rights.

But then the Cyber-War happened. The Cyber-ships targeted Burnt Salt and rounded up the populace for mass-conversion. Technically, the Alliance won the war, but you wouldn't know that if you visited Burnt Salt twenty years later. The automated equipment in the former mining hub of Port Anvil has just been abandoned and left to rust. A faded sign still declares "BURNT SALT AGGREGATE CORP".

In 2284, Burnt Salt is a ghost planet with only a handful of inhabitants who managed to escape cyber-conversion. Gusta Pardo runs the only bar in Port Anvil, assisted by her barman Chad Caramel, a literal one-man band whose cybernetic implants enable him to mimic pianos, guitars and any number of other instruments. But they haven't had a customer in over a year and are reliant on the sporadic supply ships to survive. Maybe they should have shut the bar when the mines died, when the damage teams left, when they re-routed the Burnt Salt Fly-Past. But Gusta keeps thinking business will pick up.

Further south, Professor Marian Schaeffer operates the Bernard Schaeffer Project hidden behind a holographic barrier. Marian's husband Bernard was a famous naturalist who used to present 3D wildlife documentaries, but he has been dead for over a decade. Marian trained as a surgeon but worked as her husband's assistant on his shows. She has continued his research on the Lemurii, a species of primate apparently native to Burnt Salt's forests.

The Lemurii (singular: Lemuria) are bipedal lemur-like creatures with expressive eyes, beautiful fur and long tails. They walk upright in a sort of bouncing jog and are extremely graceful. Back at Port Anvil, Gusta calls them "hungry ghosts", as in the winter they head down from the mountains to forage, often breaking into her supplies and even joyriding on her and Chad's bikes. Gusta

considers them to be vermin, despite their obvious intelligence.

The night air is full of the plaintive calls of the Lemurii and they communicate with each other in a squeaking, chattering language. Marian has even been able to teach them a few words of English and one, Skippa, is proficient enough to hold a conversation. In fact, Skippa has learned how to use basic equipment such as communicators. As Jo discovered, Lemurii are partly psychic, and one seems to learn a lot more from them than is actually spoken, by a form of empathic telepathy. What is not generally known is that the Lemurii, who are all female, are a clone species created by Marian as part of her research.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Marian Schaeffer's husband, Bernard, is not dead. Towards the end of the Cyber-War, he was discovered half-converted at the heart of a damaged processing ship. Marian found him and brought him back to Burnt Salt, keeping him alive in secret at the Project. She has worked for years on a means to reverse Bernard's conversion and believes she may have come up with an antidote by reverse engineering Cyber-smoke (see G11).

Now Marian wants her revenge. She has managed to acquire a salvaged Cyber-Leveller (see V47), an advanced and mobile Cyber-Planner, and she has paid for it to be shipped to Burnt Salt in cold storage. Marian knows that it will act as a lure for the Cybermen, who are desperate to regroup and will view recovering the Leveller as a priority. Marian wants the Cybermen on Burnt Salt so she can exact her revenge!

LEMURIA

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

Skills: Athletics 4, Fighting 2, Marksman 2, Subterfuge 3, Survival 4, Transport 1

Traits: Alien, Alien Appearance, Climbing (Minor), Empathic, Impulsive, Psychic, Telepathy

Tech Level: 1

Story Points: 1-2

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

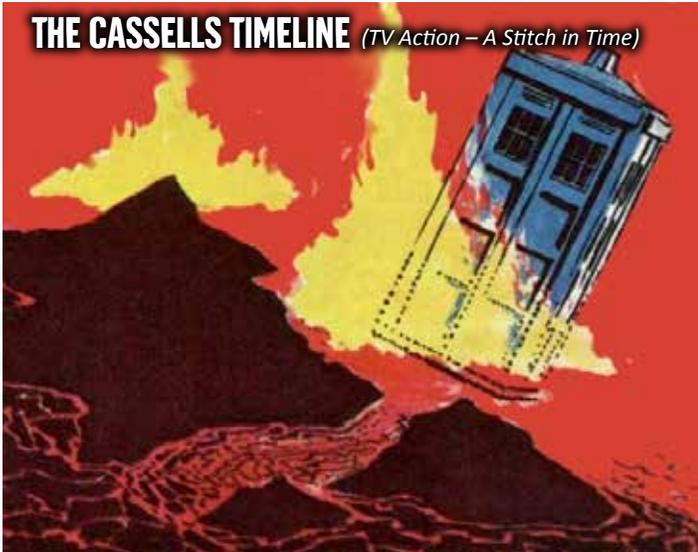
CLIMATE: Temperate

SATELLITES: 3 (used to be 4)

SENTIENT SPECIES: Humans, Lemurii

TECHNOLOGY LEVEL: 6 (humans), 1 (Lemurii)

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE CASSELLS TIMELINE *(TV Action – A Stitch in Time)*

When the Doctor tried an emergency manoeuvre to avoid the explosion of an entire galaxy which was going supernova, the TARDIS materialised on the Earth of the year 5000 in an alternative timeline. In this possible future, the Earth has been reduced to a vast desert as a result of the Great Global War. Radiation has triggered mutations among the animal life, producing such quirks of nature as six-legged camels and a new branch of humanity, the savage Mutes.

The last of the true humans, the so-called Norms, are considered freaks and have been driven to the edge of extinction by the barbaric Mutes. The few Norms that survive are reduced to living underground in the last stronghold of human civilisation, the remains of the British Library now buried in the sand. The Norms emerge only to scavenge for food in the desert above and are on constant guard against roaming Mutes. The entrance to their lair is kept sealed. It is only opened in response to a cry of “Admission Free!” and is quickly closed again by the command “Closed at Six O’Clock!”. The British Library’s entrance plaque and the books in the Reading Room are all that remains of the old world.

The Mutes look human, but they have superhuman strength. As their name suggests, they are mute and communicate by gestures. Mutes are savages and have little technology. They live in small tribes and are constantly at war with one another and with the Norms. Mute warriors tend to carry spears and small round shields. They use the six-legged camels as steeds and some tribes have airships (which the Norms call “drifters”), from which they drop large rocks to bombard their enemies below. Quite how they have come by airship technology is unknown, as it seems unlikely that the Mutes are able to construct them themselves. The larger tribes live in stone castles and patrol large areas.

At the time of the Doctor’s arrival on this Earth, the Norms are dying out, but the Mutes are thriving. The Norms know of the Doctor from the books in the Reading Room, and believe he can use his TARDIS to go back in time and prevent this future from happening. One of the more prominent Norms is Brod, a pathetic-looking man dressed only in rags. But Brod is brave enough to

volunteer to travel with the Doctor to help him bring an end to this timeline.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As the Norms know from their books, this dead-end future was caused by the discoveries of an American scientist called Professor Theodore Cassells. In 1873, he published accounts of his biological experiments, and from his work evolved the Great Global War which devastated the planet. Cassells’ laboratory is located near the harbour in New York. He is a stubborn man, but if he could be shown the future his discoveries bring about, perhaps he could be persuaded from publishing them – in which eventuality Brod and anyone else from that timeline will simply fade away.

BROD

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

SKILLS

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

TRAITS

Brave
Inexperienced x2
Technically Inept

TECH LEVEL: 1

STORY POINTS: 18

MUTE RACE PACKAGE

Cost: 0 points

Attributes: Ingenuity -1 (-1), Strength +3 (3)

Traits: Mute (-1), Technically Inept (-1)

DRIFTER (MUTE AIRSHIP)

Armour: 5 **Hit Capacity:** 20 **Speed:** 3

Traits: Travel.

Story Points: 1

MUTANT CAMEL

Attributes: Strength 8, Coordination 3, Awareness 4

Skills: Athletics 3, Fighting 2, Survival 4

Traits: Additional Limbs (Legs), Environmental (Minor: Can survive for extended periods without water), Tough

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DUNSTANTON LAKE (*Prisoners of the Lake*)

Dunstanton Lake is one of the largest inland bodies of water in Britain. It's been thousands of years since the area has been dry land, but despite that an archaeological expedition has discovered an intact stone building half submerged in the mud of the lake bed. In the 1970s, the Archaeotech Dive Centre, funded by an international group of several governments, has been constructed over the deepest part of the lake and is connected to the shore by a custom-built walkway. It is a low building, but inside the unassuming exterior the main area is like the mission control for a space shot.

The team of archaeologists working here have recovered some amazing artefacts over the past few weeks, like nothing that's ever been found before. But the submerged building threatens to overturn the conventional theories of the prehistory of Britain. The team is installing a diving lift, a sealed chamber that can be lowered to the lake floor and allows for rapid descent without the need for diving suits. From there, an airtight flexible tunnel will link the lift to an airlock cubicle being assembled around the door of the building. Initial investigations indicate that the building is sealed watertight.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Once the entrance to the building has been opened, the air inside is found to still be breathable. Oddly, there is no need for light as the pale stone itself seems to glow with a natural phosphorescence (though the Doctor will recognise the rock to be permeated with veins of vintaric crystals, a common form of lighting among space faring species). The stone walls interfere with radio signals, causing a communications blackout for those inside. The doors slide open at the slightest touch. The whole place is actually a spaceship made of a composite material heavy

in quartz and bound in resin. The material is incredibly strong and the ship survived its prehistoric crash landing intact.

In separate areas of the main chamber can be found two statues, humanoid and eight feet tall. They are blocky, as if made of a child's building bricks. These are actually stone robots, their energy reserves all but exhausted. Each may reactivate sporadically to speak to intruders in deep, rumbling voices as they assimilate the local language. The robots have a high iron content and are programmed magnetically. They may be able to shift their intelligence to anything else that stores information magnetically, such as the computer tape common in the '70s.

The robots are advocates of the Federal Jurisdiction, and their ship was carrying a consignment of Dastron leaders (*see V48*) to be tried for war crimes. One advocate is the Prosecutor and one the Defender. Even though thousands of years have passed, their prisoners are still alive aboard the ship, held in suspended animation in caskets. The advocates' programming will compel them to carry out their last orders: the Prosecutor to ensure that the Dastrons remain imprisoned; the Defender to try to release them, by any means possible now that a trial is not a realistic option. The revival key, a metal sphere that controls the suspended animation mechanism, was thrown from the ship when it crashed and has already been recovered by the archaeologists.

JURISDICTIONARY ADVOCATE

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	8

SKILLS

Convince 3, Fighting 4, Knowledge 4 (AoE: Law), Technology 3, Transport 2

TRAITS

Armour (10 points)

By the Book

Fear Factor 1

Possess (Special) – Can gain control of devices programmed by magnetic tape or similar Robot

Slow (Minor)

Weakness (Special) – Low Power: Until fully recharged, the Advocate must make a Difficulty 18 Resolve + Strength roll each Round of activity or its power reserves fail for 1D6 x 5 minutes

TECH LEVEL: 6

STORY POINTS: 4

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EPHROS *(The Transcendence of Ephros)*

The Doctor described Ephros as a lush, verdant paradise and one of the most beautiful planets in the Universe. But he was disappointed to discover that it was nothing of the sort, when the TARDIS materialised there in the late 26th Century. The whole place was baking hot, and the terrain was just miles and miles of rocks, mountains and sand. The only animal life seemed to be a species of lizard creatures the size of a car. They are thick-skinned and carnivorous, but like most animals, are afraid of loud noise (other than the sound of their victim's screams!).

It seems that a few years ago, the planet life started dying out and the planet's core temperature started rising. There was a colony from Slumber here at the time, farmers mostly, and when their crops failed, they upped and left, leaving the place empty. Mother Finsey (see V53), the spiritual leader of the Followers of Sortan, put in a colonisation claim and got the planet for a song. Since then, the Followers have been gathering here, but the place has been getting hotter and hotter, and the terrain has become more and more inhospitable.

The Followers of Sortan, numbering almost a thousand men, women and children, now live in a large camp taking up an entire valley on Ephros. They are here for the Transcendence, when the planet will explode and they will all ascend beyond the flesh to a new level of existence.

The only other people here are the employees of Galactux Power Inc. They have predicted the destruction of the planet and are here to take commercial advantage of it. Galactux is aware that the changes happening to Ephros have no natural explanation. Geological samples taken now don't match with tests done back when the planet was colonised. Different minerals have appeared, though not man-made ones. There are also strange readings from beneath the planet's surface, as though there is something massive moving around. But Galactux don't want to look too

deep into that. After all, it would spoil the biggest payday they've ever had. So they put it all down to the increase in planetary temperatures and just carry on.

Galactux are planning to capture the energy released by the explosion of Ephros and sell it on. They believe they'll get more money in a single day than most planetary federations. Galactux have enclosed the entire planet inside an extraction sphere, a shell of heat-resistant duralinium several kilometres thick and studded with influx vents to capture the energy of the explosion. This has plunged the planet's surface into a perpetual night, lit only by the pattern of lights in the metal roof above them, a grid of straight lines which will be fully illuminated in the immediate build-up to the explosion.

The only way in or out of Ephros is via transmat beam to the Galactux control centre embedded within the extraction shield. The executive in charge of the project is Galactux's Chief Operations Officer, a thoroughly unpleasant man by the name of Karswell. He is a slave-driver and a bully, and like most of his type, he does a lot of shouting. Having spent the past two years bringing the corporation's plan to fruition, he doesn't intend to let anything get in his way now. Karswell is monitoring the Followers of Sortan closely, but he can't do anything to move them on, as they have settlement rights. He doesn't care about their impending doom when Ephros explodes so long as he continues to believe that the planetary destruction is natural and unavoidable. If shown evidence to the contrary, then even Karswell won't let a thousand innocents die – even if it costs him and his staff their pensions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The destruction of Ephros is far from being a natural event. And Mother Finsey isn't the harmless spiritual leader that everyone believes her to be.

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Mother Finsey is a disciple of the Master and continues to emulate his achievements even though they parted company years ago. She set up the Followers of Sortan as a fake religion in order to fleece its members of all their wealth. And she has set up the destruction of Ephros purely to dispose of them all now that they are no longer of any use to her.

Years ago, Finsey seeded Ephros with the eggs of Thruixian lava worms. These are a genetically-created species which was wiped out by the Time Lords when the threat they posed to entire worlds became clear. The worms are gigantic creatures that burrow through planets and generate sufficient heat to melt solid rock. They were created to counter the cooling of the planet Thruix. But the project was a disaster. The worms heated up the planet all right, but when the next generation hatched a critical reaction was achieved and Thruix exploded.



THRUIXIAN LAVA WORM

Attributes: Strength 12, Coordination 2, Awareness 2

Skills: Athletics 1, Fighting 2, Survival 4

Traits: Armour (5 points), Burrowing, Fear Factor 2, Environmental (Minor: Heat and fire), Natural Weapon (Minor: Heat – Strength +2 damage), Size – Huge (Major), Special – Wall of Heat (melts rock and causes 10 points of damage to everything within 5 metres)

EPHROS LIZARD-THING

Attributes: Strength 8, Coordination 2, Awareness 3

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

Traits: Fear Factor 1, Natural Weapon (Minor: Teeth - Strength +2 damage), Size – Huge (Minor), Tough

Mother Finsey has introduced the worms to Ephros so that precisely the same result will happen here. She is even agitating the worms to speed up the process by broadcasting a specific frequency through the ground. Of course, Finsey intends to get off-planet by the time it explodes, probably by stealing a Galactux ship. But she won't be able to resist showing her true colours and gloating about her achievement first!

HARSWELL



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

SKILLS

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

TRAITS

Argumentative
Authority (Minor)
Loud
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: None

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

FAR *(The Conquest of Far)*

When the pioneers of Earth's Empire first discovered the planet, they named it Far as it's far away from anywhere else. When the Doctor was last here, he was able to help with the design of a hyperspace gateway. Apparently, he gave the inventor quite a few tips – but he didn't take any of the credit, of course!

The Hyper Gateway is one of the human race's greatest achievements, built to make travel around Earth's great empire more convenient, and bringing relief to many starving outer colonies. It's a sort of "super-booster" for space travel. Jo described it as looking like a sort of gigantic magnifying glass but without the glass, and it's big enough to accommodate the largest space liners. Gate-keepers monitored all ships travelling through the Gateway and maintained the systems.

But when the Doctor and Jo arrived here by accident, it has been a long time since the Gateway was last used. It's still in working order, but the Earth Alliance is in the middle of one of its wars against the Daleks and Far was invaded two years previously. The planetary defence fleet was wiped out in the first attack and there has been no help from the Earth Alliance. Far is now an occupied world. Many of its buildings are boarded up and some are completely demolished. Bomb craters make getting around difficult in this war-torn landscape.

The whole place has the oppressive air of a death camp, and the truth is that Far has been reduced to one. The population has been enslaved, with many Farians being put to work refuelling the Daleks' saucers. But the mutagenic effect of the radioactive fuel is killing them. The mutations include reduced intelligence and memory loss. In the final stages, the slaves are little more than bestial, vicious creatures living in the sewer system. The Daleks could automate the refuelling process of course, but they seem to enjoy the sadistic use of slaves in this way.

There is a resistance movement on Far, one split into cells so that no one member can give away too much information if they are interrogated. The resistance is cut off from outside help. They have a transmitter but aren't use it to contact the Earth Alliance in case the Daleks are monitoring for broadcasts.

The Daleks have installed some impressive planetary defences on Far in the form of devastating weapons emplacements. The world is also protected by a secret super-weapon. The Daleks have developed a robotisation ray (see *G12*) capable of taking control of an entire army. Unless the transmitter is knocked out immediately, any invaders will be instantly turned into Robomen by the ray.

The final secret of Far is that a massive Dalek army is waiting here. A million Daleks are held in stasis in a secure subterranean silo. Unlike the frozen Dalek army on Spirodon (see *Planet of the Daleks*), the ones on Far can be revived quickly the moment an Alliance force tries to retake the planet.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

GADGETS AND ARTEFACTS



CYBER-SMOKE *(The Tyrants of Logic)*

During the Cyber-War, the forces of the Alliance created the Glitter Gun to defeat the Cybermen (see *Revenge of the Cybermen*). But in the years after the War, when the defeated Cyber-forces were skulking in the dark corners of the galaxy, the Cybermen took the technology of the Glitter Gun and adapted it for their own ends. They developed a weapon which Earth forces have come to call Cyber-smoke or Cyber-fog.

Cyber-smoke is a cloud of intelligent particles. Once breathed in and absorbed into the bloodstream, the particles start priming the body for Cyber-conversion like a cybernetic virus beating down the body's defences. As the Cyber-smoke does its work, the victim starts to become more logical and their emotions are suppressed as the particles take over the brain's neural functions. Once complete, the victim lapses into a coma while it waits to be recovered for processing. If conversion doesn't take place in time, the victim burns up from the inside, their body glowing hotly until death takes them.

In game terms, Cyber-smoke acts in a similar manner to Infection. Anyone exposed to Cyber-smoke must make a Resolve + Strength roll against Difficulty 15 to avoid breathing it in. Those who fail must make further Resolve + Strength rolls at the same Difficulty every 15 minutes. Each failure means that the character takes 1 point of damage from Ingenuity, Presence or Resolve. Once any two of these are reduced to zero, the victim falls into a coma. But they continue to make Resolve + Strength rolls every 15 minutes with damage now being applied to any Attribute until either they are subjected to cyber-conversion or they die.

On *Burnt Salt* (see *L31*), Professor Marian Schaeffer has developed a solution of Cyber-smoke particles for direct injection into the bloodstream, in which case the initial Difficulty roll is increased to 21. Marian has also reverse engineered Cyber-smoke to create an antidote to the Cyber-conversion process. Any Cyberman exposed to the antidote particles will take Lethal damage (unaffected by their Armour) as it destroys their cybernetic components.

CYBER-SMOKE [Major Gadget]

Traits: Infection

Cost: 2 points

EXCAV SUIT *(Prisoners of the Lake)*

In the 1970s, an EXCAV suit was a state-of-the-art piece of kit, though in modern times it's a museum piece. The Doctor and Jo encountered one being used by an archaeological expedition investigating Dunstanton Lake (see *L33*).

Basically, EXCAV is an advanced atmospheric diving suit (ADS), an armoured suit designed to maintain an interior pressure of one atmosphere despite exterior pressures. It's very useful for spending long periods at depths deeper than most divers can sustain. It is also computerised and automated, though it normally requires a human occupant to operate it. The whole thing is robust and sealed tight once the helmet is on.

EXCAV can go deeper than regular divers and also remain submerged for significantly longer, at least 10 hours (though the exact time depends on the exertion of the operator). The suit is able to ascend through the water at a much faster rate than divers, as the operator is unaffected by the bends. By jettisoning ballast, an ascent rate of thirty metres per minute can be achieved. Descent though is much slower, a mere ten metres per minute.

At Dunstanton Lake, EXCAV was being used to excavate through the mud and silt of the lake bed, hence its name. But it's actually rather more versatile than that. The suit can be equipped with a variety of tools and attachments depending on the task in hand. Drills, welding equipment and other accessories can be fitted into sockets in the suit's arms. The EXCAV's gears and servos also enhance the operator's strength, mimicking and amplifying normal movement. The suit has a radio link for communication with the surface or other divers.

Operating EXCAV takes a bit of getting used to. Out of the water, its bulk and rigidity make it a clumsy piece of equipment, and operators require hours of training to become proficient in using it.

EXCAV SUIT [Major Gadget]

Traits: Armour (5 points), Augment (Major: +3 Strength), Environmental (Minor: Sealed air supply and maintained pressure), Restrictions – Tricky controls (trained operators only), -2 Coordination out of water

Cost: 2 points



THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUANTUM FIELD MANIPULATOR *(The Hidden Realm)*

This small handheld device was built by the Doctor during his time on Earth in the 1970s. At its basic level, and in very general terms, the quantum field manipulator detects anything that “doesn’t belong”. In slightly more specific terms, it scans the local dimensions for any anomalies or fluctuations. The Doctor described dimensional anomalies as being analogous to ripples in a pond caused by a stone or a series of stones thrown in. The manipulator responds to such ripples and registers them as breaches in three-dimensional space.

Phenomena such as dimensional portals, damage to the fabric of space-time and objects slightly out of phase with the physical world can all be detected by the manipulator.

With its dial turned to a higher setting (and the expenditure of a Story Point), the manipulator can also be used to interfere with dimensional anomalies and disrupt whatever is causing them, on a temporary basis at least.

**QUANTUM FIELD MANIPULATOR [Major Gadget]**

Traits: Delete (dimensional anomalies – costs 1 Story Point per use), Scan

Cost: 2 points

ROBOTISATION RAY *(The Conquest of Far)*

The Daleks have long used robotisation techniques to produce Robomen whose brains are slaved to Dalek commands (see *The First Doctor Sourcebook*). The way Robomen think has been changed by Dalek signals broadcast directly into their brains, reducing them to mindless automata. A few become higher functioning Robomen who continue to behave like normal people, and some say that these unfortunates don’t even know that they’ve been robotised until the Daleks take direct control of them.

In the future era of the Earth Alliance, the Daleks created a devastating super-weapon to be used in the event of an attack on the occupied planet Far. They built an enormous robotising transmitter dish on Far, which can be used against any attacking forces and has enough power to enslave an entire army. Anyone who tries to attack Far will become mindless servants of the Daleks. The robotisation ray is ineffective against ships travelling at hyper-speed, but as soon as they come out of hyperspace they can be targeted.

In order to launch a successful assault on Far (see *L36*), the Earth

ROBOTISATION RAY [Special Gadget]

Traits: Area Effect (Major x3), Hypnosis* (Major), Transmit, Huge (Minor Bad)

Cost: 8 points

*For the purposes of Hypnosis, the robotisation ray is assumed to have Presence 5, Convince 5.

Alliance would either need to sabotage the robotisation ray first, or they would need to be able to pinpoint the transmitter dish and knock it out in the first bombardment – and of course rely on the range of the ray being less than the range of the Alliance’s weapons!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor managed to redirect the ray towards a Dalek army. The beam overloaded their positronic brains - which were already full to the brim of Dalek commands – and triggered their self-destruct mechanisms!



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.



CHAPTER 6: EXPANDING THE UNIVERSE

SAM SEELEY



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

Poacher who lived with his wife Meg at Brook Cottage, near Oxley Woods in Epping. In 1970, discovered one of the Nestene meteorites and kept it hidden, thinking he could profit from it, but was forced to tell UNIT its location, after he went to them asking how much it was worth. (Spearhead from Space)

SKILLS

Convince 1, Fighting 1, Marksman 2, Subterfuge 2, Survival 2 (AoE: Poaching)

TRAITS

Impulsive
Selfish

EQUIPMENT

Shotgun: 7(3/7/10) damage

TECH LEVEL: 5

STORY POINTS: 6

PLATOON UNDER LEADER BENTON



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

Non-commissioned officer of the Republican Security Forces at the Eastchester Scientific Labour Camp carrying out Stahlman's project on the parallel Earth which the Doctor visited. Little more than a cruel and ruthless thug, who well deserved being turned into a Primord. (Inferno)

SKILLS

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

TRAITS

Crack Shot
Friends (Major) – Republican Security Forces
Military Rank (Minor) – Under Leader
Obligation (Major) – Republican Security Forces
Screamer!
Tough

EQUIPMENT

Rifle: 5(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 6

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GEORGE BARNHAM



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

George Patrick Barnham was an inmate of Stangmoor Prison. He was the first at the prison to be subjected to the Keller Machine, which extracted all the negative impulses from his brain. Due to this, his presence acted as a dampener on the machine. (The Mind of Evil)

SKILLS

Athletics 2, Fighting 4

TRAITS

Amnesia (Major)

Brave

Distinctive

Eccentric (Major) – Devoid of negative emotions

Psychic Shield (Special) – Protects George from attacks that target emotions by dampening the attacker's attack; if within 15 feet of attacker, will thus also protect others

Tough

Wanted (Minor) – Barnham is currently incarcerated; if he were to escape, a manhunt would ensue

TECH LEVEL: 5

STORY POINTS: 6

SHURA



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

Guerrilla fighter in the human resistance opposing the Daleks in an alternate 22nd-Century Earth. In the group led by Anat who travelled back to the 20th Century to kill Sir Reginald Styles. Sent away to receive new orders from their base, but was attacked and injured by an Ogron. Despite his injuries, made his way to the cellar of Auderly House, intending to use a dalekanium bomb to destroy the World Peace Conference that would be held there. The Doctor convinced him to use the bomb to destroy the Daleks instead. Shura sacrificed his life to prevent his timeline from coming to pass. (Day of the Daleks)

SKILLS

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

TRAITS

Adversary (Major) – Daleks

Brave

Friends (Major) – Human resistance

Obligation (Major) – To prevent his timeline

Single-Minded

Tough

EQUIPMENT

Comm device

Disintegrator gun: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 6

THE THIRD DOCTOR EXPANDED UNIVERSE SOURCEBOOK

COLONEL TRENCHARD



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

George Trenchard was in charge of the prison on Fortress Island where the Master was incarcerated. Was once governor of a British Empire colony. Manipulated by the Master, willingly helped the villain, going so far as to let him steal various pieces of equipment in the name of stopping mysterious “enemy agents” who turned out to be Sea Devils in league with the Master. Was killed fighting them. (The Sea Devils)

SKILLS

Convince 3, Fighting 1, Knowledge 2 (AoE: Prison operations), Marksman 3, Subterfuge 2, Technology 2

TRAITS

Authority – Warden
Brave
Code of Conduct (Major) – Queen and country
Dark Secret (Major) – Is in league with the Master (albeit under the impression he’s working to protect the United Kingdom)

EQUIPMENT

Pistol: 5(3/5/7) damage

TECH LEVEL: 5

STORY POINTS: 6

CLIFF JONES



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

Professor Clifford Jones MBE was a part of the Wholeweal community, in Llanfairfach, Wales. Brilliant biologist and mycologist. Published a paper on DNA synthesis which the Doctor admired for being advanced relative to 20th-Century Earth. Fell in love with and married Jo Grant. (The Green Death)

SKILLS

Athletics 2, Convince 3, Craft 3, Knowledge 4, Medicine 3, Science 4 (AoE: Mycology), Survival 4, Technology 3, Transport 2

TRAITS

Attractive
Bio-Chemical Genius
Brave
Eccentric (Minor) – Gruff hippie genius
Friends (Major) – Wholeweal community
Insatiable Curiosity
Inspiring Love – Jo Grant
Run for Your Life!
Single-Minded

TECH LEVEL: 5

STORY POINTS: 12

OFF-OFF CANON: TV ACTION/COUNTDOWN

DR WHO (TV Action to Countdown, Countdown to TV Action)

Exiled on Earth by his own people, the scientist known as Dr Who lives in a country cottage (see L5) from where he had a number of outlandish adventures, from fighting savage parrots and runaway penguins, to driving a time bulldozer to an alternate future. He of course helped UNIT against alien threats like the Vogans (see V38), Ugrakks (see V59), Daleks and Kleptons (see *First Doctor Expanded Universe Sourcebook*), but his social calendar was quite full as well, often having to choose between invitations from pretty young women, or else spending time on Brigadier Lethbridge-Stewart's yacht on the Caribbean. He owes his fame and notoriety in part thanks to his being invited on various BBC3 programmes as an outer space expert, for he is a scientist!

Dr Who is a tall, lanky dandy with a shock of gray hair, a mighty nose, and a long, pleasant face. He wears a ruffled shirt and a red vest under a dinner jacket and a long, flowing cape. His trousers are a little short for his legs. Motorists sometimes get a glimpse of him driving his yellow roadster Betsy on country lanes, and might even be heard to complain about his breaking the speed limit. Dr Who has a driving license from a hundred different worlds, so we shouldn't worry. While Betsy looks like an Edwardian-era car, it is built from alien technology. Not only is it uncommonly fast, but Dr Who once cannibalized it to build a suspended animation machine. You can't do that with your garden variety vintage roadster!

In addition to his unimpeachable driving skills, Dr Who can also carry a tune with a flute. First and foremost, he is a scientist. He knows science. He cares about science. He inspires others to become scientists. Did we mention science? Yes, science is his greatest passion. And science pretty much lets Dr Who do whatever he wants, whether it's learning to levitate from a book, to "neutralising the neutron flow" of an alien machine to stop an invasion in its tracks. Nothing is beyond science!

Note: While these sourcebooks have treated the Doctor's comic strip adventures as part of his history, anyone reading them will realise his portrayal is often off-model. This entry represents the Third Doctor during his early comics adventures, before writers and artists were familiar with his televised adventures.

ANYTHING'S POSSIBLE – STORY POINT COSTS

1 point	Any legal Area of Expertise, Minor Trait
2 points	Area of Expertise for a Skill rated at less than 2, Major Trait
3 points	Special Trait

Allowed Traits include Good, Special, Alien and Time Lord Traits. Gadget Traits may be added to an existing object; Base Traits to existing bases. Bad, TARDIS and Apocalyptic Traits are not allowed.

DR WHO

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

SKILLS

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

TRAITS

Adversary (Major) – Lots and lots
Boffin
Brave
Charming
Code of Conduct – For Science!
Feel the Turn of the Universe
Hot Shot
Insatiable Curiosity
Neutralise the Polarity – Same as Reverse the Polarity of the Neutron Flow
Resourceful Pockets
Run for Your Life!
Special: Anything's Possible – Once per game session, Dr Who can spend Story points (see sidebar) to gain any Area of Expertise or any Trait for the length of a scene); an in-story reason should be given, though logic need not be strictly applied
Technically Adept
Time Lord (Experienced)
Time Traveller
Vortex

EQUIPMENT

Betsy (see Bessie in *The Third Doctor Sourcebook*)

TECH LEVEL: 10
STORY POINTS: 8

OFF-OFF CANON: THE STAGE PLAYS

THE GREENPEACE DOCTOR *(The Ultimate Adventure)*

At one point in his life, the Doctor travelled with a young nobleman from Revolutionary France named Jason, and a 20th-Century night club singer called Crystal, both of whom were prone to breaking out into song (see *The Sixth Doctor Expanded Sourcebook*). Together, they stopped the Cybermen from kidnapping a U.S. envoy, visited the Bar Galactica (see *The Sixth Doctor Expanded Sourcebook*) where they got the good will of Madame Delilah's all-star mercenaries, and confronted the Dalek Emperor.

What is not well understood is just which Doctor participated in these adventures. Whether the timelines are in flux, or every witness is somehow unreliable on this point, and why, remains a mystery. The Doctor and his companions are variably described, and the adventure normally attributed to either the third or the sixth Doctor. But two accounts (out of dozens) describes neither a clown nor a dandy.

In this retelling, the Doctor presents himself as a tall young man, with dark hair and an infectious smile. He dresses in clothes contemporary to the 1980s: beige trousers and coat, a brown fedora, and a white Greenpeace t-shirt with dolphins swimming on the front. His eloquence and erudition was enough to get the devoted attention of Madame Delilah, though his boyish charm may also have had something to do with it.

As might be expected, this Doctor was more overly conscious of the environment and hated to see its destruction whatever planet he might be visiting. He also seemed to show a particular expertise when it came to his old enemies, the Cybermen. They would not have called meeting him in this particular instance anything close to excellent news.

The so-called "Greenpeace Doctor" may or may not be an alternate universe version of our own's third Doctor, but since the first accounts of Jason and Crystal's TARDIS travels point to the Doctor's third incarnation, he may well be. Eventually, the timeline settled on the sixth Doctor having travelled with the young couple, so could the anomalous incarnation have been created as a transition between the two? Or are these events, like those of *Shada* and *Human Nature*, variously erased and recreated somewhere else along the Doctor's time stream? And if so, is the "Greenpeace Doctor" merely an incarnation we haven't met yet?

The Greenpeace Doctor as a Player Character

The Greenpeace Doctor might offer a far-off regeneration for a player who wants to take on the role of the Doctor, but doesn't want to be burdened with any specific Doctor's continuity. Anyone for giving this incarnation a third representation?

THE GREENPEACE DOCTOR



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

SKILLS

Athletics 3, Convince 3, Craft 1, Fighting 3, Knowledge 4 (AoE: Cybermen), Marksman 2, Medicine 1, Science 5, Subterfuge 2, Survival 1, Technology 4, Transport 3

TRAITS

Adversary (Major) – Cybermen
 Boffin
 Brave
 Charming
 Code of Conduct – Environmental activist
 Distinctive – Unusually massive frame; he's hard to miss
 Feel the Turn of the Universe
 Hot Shot
 Insatiable Curiosity
 Resourceful Pockets
 Reverse the Polarity of the Neutron Flow
 Run for Your Life!
 Technically Adept
 Time Lord (Experienced)
 Time Traveller
 Vortex

EQUIPMENT

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.

Horrors of War [A23]

"Somewhere in this hospital there is a man, or a woman, who has been possessed by the raw energy of time." The year is 1914, and the Great War is just getting started. In a field hospital in Ypres, Belgium, Nurse Annie Grantham receives some visitors: your characters. They are returning to a scenario they encountered before: a version of the First World War where the Archduke Ferdinand wasn't murdered, leading to changes all along the subsequent timeline. They now suspect that someone is at large in 1914, intervening in events with some unknown purpose. What force is causing injured soldiers to disappear into the night? Does the answer to the mystery lie in Sarajevo, six months earlier, at the scene of that assassination attempt? With the help of the TARDIS, they are about to find out.

Gardeners' Worlds [V56]

Strange occurrences plague the village of Colston Burghley – a mediaeval monument has appeared on the village green, postboxes have disappeared... and there's trouble in Meredith Bright's back garden. When the authorities find themselves at a loss, it's down to the TARDISers to get to the root of the trouble...

Prisoners of the Lake [V48, L33, G11]

Your characters are investigating the disappearance of artefacts from an archaeological site deep below Dunstanton Lake, when they discover a mysterious ancient structure buried deep underwater. Chief archaeologist Freda Mattingly ventures inside, and soon realises that her skills do not begin to equip her to deal with what she finds. As an ancient menace begins to stir the PCs must dive down to the lake bed and discover the secrets hidden there. Secrets that could mean the end of all life on Earth...

Storm of the Horofax [A26, V44, V49]

During a North Sea military exercise, the crew of the destroyer HMS Nemesis detect what they suspect is a submarine following them. But it's actually a futuristic

ship with an alien occupant, Arianda. Your characters are called in, but things are already running out of control. The damaged craft is leaking particles and contaminating the Nemesis with time disruption. But that's not the biggest problem. For Arianda is being followed by the warships of the Horofax, who have picked precisely this moment to invade. Soon the destruction of humanity's future will begin.

The Tyrants of Logic [V47, L31, G11]

The TARDIS lands on Port Anvil – a bleak, abandoned mining colony on the remote planet Burnt Salt. A huge armoured crate has recently arrived in the almost derelict Spacehub. No one knows who it's for. No one knows what it contains. Strange creatures lurk around the outskirts, and a rag-tag population of misfits inhabit what is left of the town: a saloon bar owner, a literal one-man band and a hunter of very unusual prey. If they want to survive the night, they're going to have to work together. Because the Cybermen want the contents of the crate. And they will stop at nothing to get hold of it.



The Havoc of Empires [A29, V46]

The TARDISers end up on a futuristic space station in the middle of a diplomatic crisis that might escalate into galactic war. The alien leader of the Chalnoth Hegemony is marrying the human Director of the Teklarn Incorporation, but there are forces that will stop at nothing to disrupt the ceremony. One of the



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time travellers is accused of murder while explosions occur across the station, and it's up to the others to save the day. But then, there's the Eels to consider...

The Rise of the New Humans [V54, L29]

When a man dies after falling from the top floor of a multi-storey car park, the PCs see protuberances on the man's back... As he fell, he tried to grow wings. Looking into the man's past leads them to a remote private hospital where the staff aren't as helpful as they could be, and the Chief Administrator is unavailable to meet with them. Breaking into some restricted wards, they will note the presence of alien and futuristic technology. The whole thing bears the unmistakable hallmarks of a Time Lord's interference. The Monk is back. And this time his meddling may have gone too far.



The Conquest of Far [L36, G12]

Earth Alliance, the future... Fleet commanders receive their orders from the President of Earth. Operation Far is "go". As soon as the planets are suitably aligned, the attack will go ahead. The TARDIS arrives on the planet Far so the crew can attend the grand opening of one of the human race's greatest achievements. A huge Hyper Gateway built to make travel around Earth's great empire more convenient, bringing relief to many starving outer colonies. But they land in the wrong time period, long after the Gateway has been in service, and the Daleks have conquered Far! It's the middle of a war and a deadly game is underway. When everyone has an agenda, betrayal can happen at any time, from

any side. The endgame is approaching and maybe this time no one will survive.

The Transcendence of Ephros [V53, L34]

The TARDIS arrives on the dying planet Ephros, where Galactux Power Inc. is exploiting the world's remaining resources. But something is stirring beneath the surface...

The Hidden Realm [V55, L30, G12]

The PCs journey to Bramfield New Town when a friend's husband vanishes mysteriously. As magpies circle overhead, they discover a terrifying alien plot...

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. See the Third Doctor Expanded Universe Sourcebook for the complete list.

NEW CHARACTER TRAITS

Animate Fungi	V59
Anything's Possible	X9
Breaking and Entering	A25
Dimensional Dissonance	V56
Impoverished	A24
New Human	V54
Time Sensitivity	V44
Wall of Heat	L35



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 55 years of storytelling.

WORDS

Michel M. Albert: General editing, Timeline, Andron, Mar-Kom, Omitted But Not Forgotten, Dr Who, The Greenpeace Doctor, Adventure Seeds, Appendix, additional material.

Peter Gilham: Abraham Lincoln, Annie Grantham, Charlie Fisher, Finney, Major Paul Hardy, Nick Willard & Jed Felix, Professor Lammers, The Teklarn Incorporation, Tom Phipps, Arianda, Callandra, The Chalnoth Hegemony, Cyber-Leveller, Dastrons, The Horofax, Micro Machines, Minoans, Mother Finsey, New Humans, Overseer Zim, Phidians, Remoraxians, Ugrakks, Zeron, The Allingham Clinic, Bramfield New Town, Burnt Salt, The Cassells Timeline, Dunstanton Lake, Ephros, Far, Cyber-Smoke, EXCAV Suit, Quantum Field Manipulator, Robotisation Ray.

ART (contributions)

Michel M. Albert: Cover, compositing, layout, Major Paul Hardy, Collandra, Cyber-Planner, Phidians, Ephros (Karswell), Far, Quantum Field Manipulator, Robotisation Ray.

ART (images used under terms of fair use)

John Canning: Dr Who.

Mike Collins: Remoraxians.

Francesco Francavilla: New Traits.

Gerry Haylock: Finney, Nick Willard & Jed Felix, Professor Lammers, Tom Phipps, Andron (bottom), Mar-Kom, Ugrakks, Zeron, The Cassells Timeline.

Simon Hodges: Arianda, Overseer Zim (bottom), Ephros (lava worm).

Christopher Jones: Indicia, Table of contents, Micro Machines.

Joshua Kubit: Overseer Zim (top).

Frank Langford: Abraham Lincoln, Charlie Fisher.

Harry Lindfield: Andron (top).

PEJ72: The Teklarn Incorporation (Harmony Station).

Ron Smethurst: Minoans.

Corey Spruyt: Ephros.

Tom Webster: The Horofax (bottom), Mother Finsey, Adventure Seeds.

Stephen Zavala: Dastrons.

THE ORIGINAL STORIES BY...

AUDIOS

Horrors of War by Justin Richards

Prisoners of the Lake by Justin Richards

The Havoc of Empires by Andy Lane

The Transcendence of Ephros by Guy Adams

The Hidden Realm by David Llewellyn

The Conquest of Far by Nicholas Briggs

Storm of the Horofax by Andrew Smith

The Rise of the New Humans by Guy Adams

The Tyrants of Logic by Marc Platt

The Other Woman by Philip Lawrence

Gardeners' Worlds by George Mann

SHORT STORIES

Countdown to TV Action by Gary Russell, published in Short Trips and Side-Steps



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Dark Intruders, published in 1973 Doctor Who Annual

COMICS

Backtime by Dick O'Neill and Frank Langford,
published in Countdown #33-39, 1971

The Eternal Present by Dennis Hooper, Harry Lindfield, and Gerry
Haylock, published in Countdown #40-46, 1971-72

The Planet of the Daleks by Dennis Hooper and Gerry Haylock,
published in Countdown #55-62, 1972

A Stitch in Time by Dennis Hooper and Gerry Haylock,
published in TV Comic #63-70, 1972

The Ugrakks by Dennis Hooper and Gerry Haylock,
published in TV Comic #79-88, 1972

The Zeron Invasion by Dennis Hooper and Gerry Haylock,
published in TV Comic #94-100, 1972-73

The Vortex by Dennis Hooper and Gerry Haylock,
published in TV Comic #125-129, 1973

Prisoners of Time #3 by Scott & David Tipton and Mike Collins,
published by IDW, 2013

The Heralds of Destruction by Paul Cornell and Christopher Jones
published by Titan Books, 2016-17

STAGE PLAYS

The Ultimate Adventure by Terrance Dicks

REFERENCE WORKS

*The following reference works were, at times,
invaluable to the makers of this sourcebook.*

IN PRINT

Ahistory, An Unauthorised History of the Doctor
Who Universe by Lance Parkin (Mad Norwegian
Press)

Ahistory [2012-13 Update] by Lance Parkin (Mad
Norwegian Press, Kindle edition only)

The Annual Years by Paul Magrs (Obverse Books)

The Comic Strip Companion: The Unofficial and
Unauthorised Guide to Doctor Who in Comics: 1964-
1979 by Paul Scoones (Telos)

ON THE WEB

Altered Vistas: In the Comics - The Third Doctor
www.alteredvistas.co.uk/html/third_doctor.html

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dwaitas.proboards.com

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www.drwhoguide.com/who.htm

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tardis.wikia.com

