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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



4TH DOCTOR
1974 - 1981

EXPANDED UNIVERSE SOURCEBOOK

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

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Full credits at the back

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including versions of this sourcebook in both
low (bandwidth-friendly) and high (print-quality) formats





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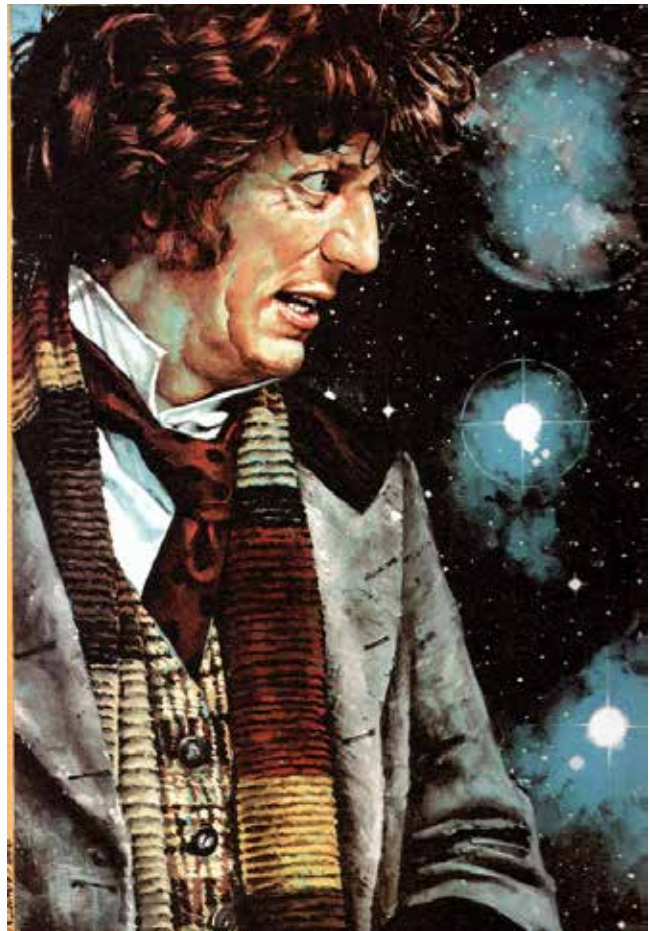
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WELCOME TO THE EXPANDED UNIVERSE

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

That's if you were only watching television.

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

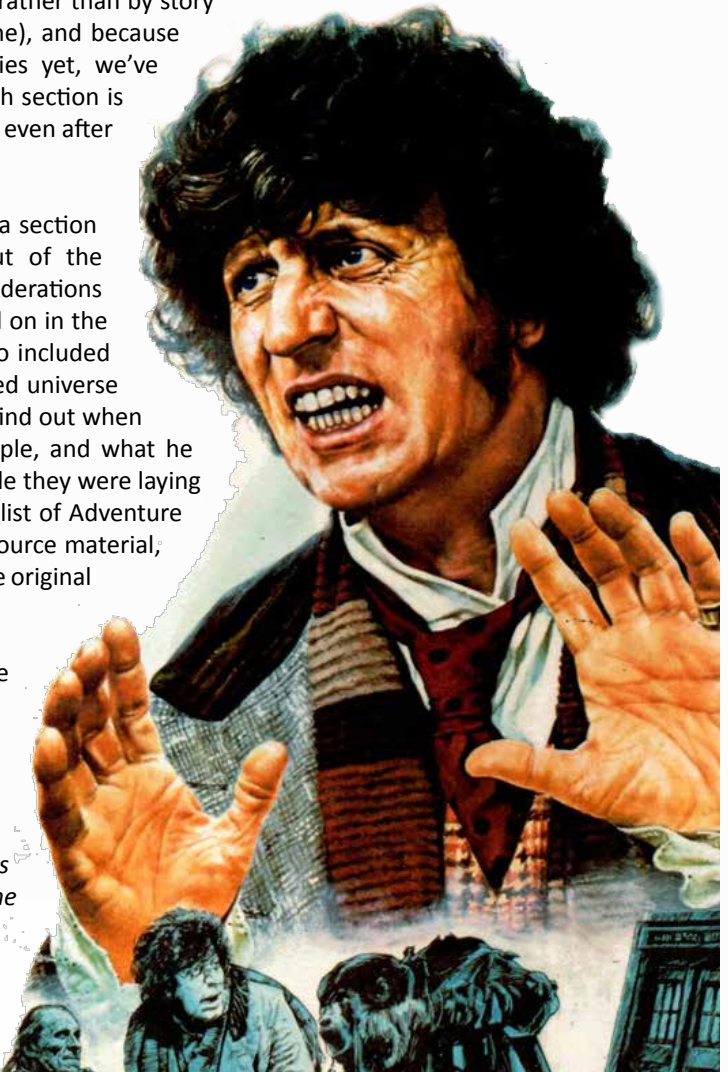
Cubicle 7 is doing an amazing job bringing GameMasters and Players' alike all the characters, creatures, places and things from the canonical Doctor Who – the Doctor Who as seen on television – but what of all those other adventures? Unfortunately, they are not part of Cubicle 7's licensing agreement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

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

But wait, there's more. We've also included a section on canonical characters that were left out of the official sourcebook because of space considerations (and in some cases, some of these have lived on in the expanded universe, like Jago & Litefoot). Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – find out when he traveled with his housekeeper, for example, and what he adventures he had with the first Romana while they were laying low, hiding from the Black Guardian – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

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

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





The 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.

Robot: Soon after his regeneration, the Doctor helps UNIT defeat a giant robot.

The Ark in Space: The Doctor, Sarah Jane Smith and Harry Sullivan travel to the far future where the last of humanity is under threat from the insect-like Wyrnn.

The Sontaran Experiment: Down on a barren Earth, a Sontaran experiments on human explorers.

Genesis of the Daleks: The Doctor first encounters Davros when he is tasked by the Time Lords with preventing the creation of the Daleks.

A Device of Death: The TARDIS crew is scattered across space as a war-like empire prepares to deploy the ultimate weapon.

Revenge of the Cybermen: The Doctor and his friends return to Station Nerva, but at an earlier point when it is under threat from Cybermen.

Wolfsbane: Harry is believed killed on a quest to find the werewolf-causing Holy Grail.

Neuronic Nightmare: The TARDIS visits a planet outside time and space, in dangerous Neuronic Space.

Terror of the Zygons: The Doctor and UNIT investigate the Loch Ness monster, which proves to be an alien animal controlled by the shape-shifting Zygons. Harry stays behind.

Planet of Evil: The TARDIS lands on a planet sitting on the edge of an anti-matter universe.

Exploration Earth: The Doctor runs afoul of a Lord of Chaos while studying Earth's development.

Managra: The TARDIS visits Europa, a planet where Medieval Europe has been recreated.

Pyramids of Mars: The Doctor faces Sutekh, a powerful alien once worshipped by ancient Egyptians.

Scarab of Death: The Doctor encounters the Cult of the Black Pyramid.

The Duke of Dominoes: The Master attempts to reassemble an artifact scattered through space-time.

The Android Invasion: The Doctor prevents a Kraal invasion.

The Brain of Morbius: The TARDIS encounters an ancient Time Lord whose brain has been placed in a monstrous creature.

Evolution: The Doctor and Sarah get involved in an adventure with Rudyard Kipling and Arthur Conan Doyle.

TV Comic – Return of the Daleks: The Doctor becomes involved in a Dalek plot to replicate his TARDIS, with the help of Shazar, a Half-Time Lord.

The Seeds of Doom: The Doctor and his best friend Sarah fight a vegetable Krynoid found in the Antarctic.

System Shock: An alien race plans a takeover of Earth using its ever-expanding computer technology.

The Lost Generation: The Doctor and Sarah Jane accidentally visit a forgotten generational ship.

The Masque of Mandragora: The TARDIS lands in Renaissance Italy, just as a particular convergence of planets is about to occur.

The Pescatons: The Doctor fights underwater aliens in modern-day London.

Old Flames: The Doctor meets up with Iris Wildthyme, who is playing matchmaker with a weretiger.

The Hand of Fear: Sarah Jane is put off the TARDIS after an encounter with the silicon-based tyrant Eldrad.

The Deadly Assassin: The Doctor is recalled to Gallifrey where the decomposing Master tries to frame him for political assassination.

Ghost Ship: The Doctor is haunted on the RMS Queen Mary.

Assimilation²: The Doctor meets the crew of the starship Enterprise while investigating a Cyberman incursion into a parallel universe. (This story is unlikely to be canonical.)

Millennium Shock: The Doctor meets up with MI-5's Harry Sullivan during Millennium Bug hysteria.

Asylum: The 4th Doctor teams up with Nyssa, at a point after she left the 5th Doctor, to solve a murder mystery in a 13th-century monastery.

The Face of Evil: The Doctor meets Leela, and discovers his footprints through time have led a computer to use him as a false idol.

The Robots of Death: The Doctor and Leela investigate a murder mystery involving art deco robots.

Drift: The TARDIS crew deals with living ice in modern-day New Hampshire.

Last Man Running: The TARDIS lands on a planet overrun by predators whose evolution may have been manipulated by a sinister intelligence.

Corpse Marker: Taren Capel's robot revolution has far-reaching consequences in Kaldor City itself.

Psi-ence Fiction: The Doctor and Leela investigate strange happenings at a psychic research facility.

Match of the Day: Leela is forced to duel to the death on the planet Sumana.

The Talons of Weng-Chiang: In Victorian London, the Doctor and Leela meet Henry Gordon Jago and Professor Litefoot, who assist them in defeating the evil time traveler Magnus Greel.

Destination: Nerva: The TARDIS returns to Station Nerva, once again at a different point in its history, to deal with an attack from a... Victorian?

The Renaissance Man: The TARDIS visits the famous Morovanian Museum.

The Wrath of the Iceni: The Doctor and Leela meet the warrior queen Boudica during her revolt.

Energy of the Daleks: The Daleks are behind a surprising new energy source, but of course, they're not in London to solve the energy crisis.

Trail of the White Worm: The decayed Master attempts to harness the power of a mythical creature.

The Oseidon Adventure: Leela and UNIT ally themselves with the Master to defeat a new Kraal threat.

The Power: The TARDIS visits the planet Shem, which seems taken right out of Buck Rogers serials.

Eye of Heaven: An expedition to Easter Island yields surprising discoveries of alien involvement.

The Catalyst: Leela meets the Z'nai for the first time.

Empathy Games: Leela fights in Paxis' Empathy Games.

The Child: The TARDISers quest for the Map of Life.

Night of the Stormcrow: A giant bird swoops down from Earth orbit to devour an island.

The Light at the End: The 4th Doctor meets his other selves as the Master attempts to destroy his time line.

The King of Sontar: The Doctor and Leela fight the greatest Sontaran ever cloned.

White Ghosts: The TARDIS lands on a dark planet where daylight brings monsters.

The Crooked Man: The Doctor fights a creature recently escaped from the Land of Fiction.

The Evil One: The TARDIS lands on a space cruiser, aboard which Leela falls under the Master's spell.

Last of the Colophon: The Doctor and Leela encounter a scientist responsible for the death of his race.

Destroy the Infinite: The TARDISers find a prosperous human colony devastated by the Eminence.

The Abandoned: The TARDIS finds its way to the forbidden Point of Stillness.

Zygon Hunt: The Doctor and Leela encounter a Solar Knight hunting Zygons.

The Foe from the Future: The Doctor investigates a haunted house where time has gone awry.

Horror of Fang Rock: A lighthouse is under siege from a crash-landed Rutan.

The Valley of Death: The Doctor and Leela join an expedition into South America's darkest jungles.

The Ghosts of Gralstead: In 1860, the Doctor meddles with a ghost.

The Devil's Armada: The TARDIS lands in the 16th century to face down the Vituperon.

The Invisible Enemy: After fighting a sentient virus in the year 5000, the Doctor is gifted with K9 Mark I.

Image of the Fendahl: Scientists try to exploit the skull of an ancient god.

The Sun Makers: On Pluto, the Doctor and Leela discover there are worse things than death and taxes.

Prisoners of Time: The TARDIS lands on peaceful, agrarian Agratis and finds it under siege from the Judoon.

The Roots of Evil: The Doctor and Leela visit the Heligan Structure.

The Ghost Trap: The Doctor finds himself on a haunted Hihmakk ship.

Underworld: The myth of Jason and the Argonauts plays out in the far future.

The Exxilons: The TARDIS crew finds itself in events important to Exxilon history.

The Darkness of Glass: The Caversham Society gathers for the 100th Anniversary of the greatest Magic Lanternist's death.

Requiem for the Rocket Men: The 4th Doctor and the Master encounter the Rocket Men.

Death Match: The TARDIS crew participates in deadly games; the Master is once again involved.

Suburban Hell: The Doctor and Leela must go to a dinner party and alien-carrying fog falls outside.

The Cloisters of Terror: The TARDISers helps Dame Emily Shaw investigate a haunting at Oxford College. The Fate of Krelon: The TARDIS visits Krelon, a planet in peril.

Return to Telos: The Doctor faces the Cybermen once again, on Telos.

The Time Vampire: A temporal vampire tries to leech energy from the TARDIS.

The Invasion of Time: The Doctor stymies an invasion of Gallifrey by the Sontarans, and Leela stays behind with K9 Mark I (Mark II is already built and ready).

The Drosten's Curse: The Doctor investigates shenanigans at the Fetch Brothers Golf Spa Hotel.

Hornets' Nest: The Doctor's house is infested by alien Hornets. The Doctor teams up with his housekeeper Mrs. Wibbsey and an older Mike Yates to resolve the situation.

Demon Quest: Mrs. Wibbsey sells a piece of the TARDIS, leading to a quest through time to retrieve it.

Serpent Crest: The Doctor and Mrs. Wibbsey deal with an alien egg inside a cyborg child.

Puppeteer (and other stories): The Doctor has several adventures with new companion Oliver Day.

Marvel's Doctor Who Weekly: The Doctor, sometimes with new companion Sharon Davies, has several adventures, facing the likes of the Iron Legion, the Werelox and Beep the Meep.

The Ribos Operation: The White Guardian puts the Doctor on the trail of the Key to Time's segments, with new assistant Romana.

Tomb of Valdemar: The Doctor and Romana prevent a Dark God from rising.

The Pirate Planet: The second segment of the Key to Time is found on a planet that "consumes" other planets.

The Stones of Blood: The Doctor and Romana find that an stone circle is the gateway to hyperspace and the third segment.

The Shadow of Weng-Chiang: In 1930s Shanghai, the Doctor deals with fallout from the Magnus Greel incident.

Heart of TARDIS: The High Council calls the Doctor and Romana on an emergency threatening the space-time continuum.

Ferri's Folly: The TARDISers are up against a woman who can control all metal.

Tales from the Vault: Romana, the Doctor and UNIT retrieve a painting stolen from the Braxiatel Collection.

The Weapon: The TARDIS crew faces the Black Knight and the White Knight.

The Androids of Tara: The fourth segment of the Key to Time is found on a Medieval-seeming planet where royalty is served by androids.

The Power of Kroll: The fifth segment is Kroll, a giant cephalopod.

The Armageddon Factor: The Key to Time is finally assembled, though it

costs Princess Astra her life.

The Auntie Matter: Laying low from the Black Guardian in 1920 England, the Doctor and Romana encounter an alien black widow.

The Sands of Life/War Against the Laan: The Doctor first encounters Cuthbert, a CEO angry with alien creatures spawning towards Earth.

The Justice of Jalxar: The Doctor and Romana team up with Jago & Litefoot to investigate a pair of vigilantes.

Phantoms of the Deep: The TARDIS is picked up by a submarine exploring the ocean depths.

The Dalek Contract/The Final Phase: Cuthbert allies with the Daleks to create a dangerous Quantum Gateway.

The Stealers from Saiph: The Doctor and Romana take a break to stop a Saiph invasion in 1929.

Destiny of the Daleks: Romana regenerates just in time to meet a resurrected Davros and fight both the Daleks and the Movellans.

City of Death: A holiday in Paris is interrupted by the apocalyptic plans of the last Jagaroth.

The Creature from the Pit: The TARDISers save the Tythonian ambassador to Chloris despite his gross form.

The Romance of Crime: The Doctor and Romana encounter Ogrons at the Rock of Judgement.

The English Way of Death: The TARDIS crew investigates temporal pollution in 1930s England.

Nightmare of Eden: The Doctor and Romana deal with drug smugglers on two ships that have collided in hyperspace.

The Beautiful People: The TARDIS lands at a futuristic health spa that may not be what it seems.

The Horns of Nimon: The Doctor and Romana fight a Minotaur-like race that enslaves planets.

The Pyralis Effect: The Doctor is tracked by a race he once saved.

Shada: The dangerous Skagra escapes from Time Lord prison and must be dealt with.

The Well-Mannered War: The TARDIS crew gets involved in a prolonged, but decidedly non-lethal war.

Festival of Death: The Doctor arrives at an infamous carnival ride where he's already saved all the patrons. Except he hasn't yet, from his perspective.

Luna Romana: The Doctor and the 1st Romana encounter Quadrigger Stoyin in Ancient Rome.

The Leisure Hive: The Doctor and Romana visit Argolis, where a dark experiment is under way.

Luna Romana: The Doctor and the 2nd Romana encounter Quadrigger Stoyin in the far future, setting Romana on a collision course with her past self.

Babblesphere: The TARDIS visits a planet where everyone is connected through social media.

Checkpoint: The Doctor and Romana fight the Jalaphron, who feed on misery.

Meglos: The Doctor's form is taken over by a sentient cactus.

Full Circle: The TARDIS accidentally enters E-Space. Adric joins the crew.

State of Decay: The Doctor discovers where the vampires went after their war with the Time Lords.

The Invasion of E-Space: The Doctor and Romana encounter a race from N-Space intent on invading E-Space.

Warriors' Gate: The Doctor finds a way out of E-Space, but Romana and K9 Mark II choose to stay behind to help a Tharil uprising.

The Keeper of Traken: The decaying Master is rejuvenated by merging with the body of Nyssa's father.

Logopolis: Just as Nyssa and Tegan Jovanka join the Doctor's travels, the Master forces him to regenerate after he has saved (part of) the universe from deadly entropy.

Harry Sullivan's War: 10 years after leaving UNIT, Harry Sullivan is up against the Van Gogh Society's dark plans.

Leela's Companion Chronicles: After the Time War, Leela survives as a Z'nai prisoner until she escapes through a kind of transfiguration.

Seven Keys to Doomsday: In an alternate history, a newly-regenerated Doctor and his companions Jimmy and Jenny seek crystals keys to defeat the Daleks.



COMPANIONS

FENELLA WIBBSEY *(Nest Cottage audios)*

Fenella Wibbsey – usually referred to as Mrs Wibbsey (or just Wibbsey or even Wibbs by the Doctor) – is a teetotal middle-aged woman who acted as the 4th Doctor’s housekeeper during the period he was living at Nest Cottage in the early 21st Century. She is sour-faced and surly, prone to be argumentative and even downright rude, but the Doctor thinks she’s wonderful! Mrs Wibbsey is actually from the 1930s, where she had been the curator at the Palace of Curios in Cromer. It was in 1932 that she first met the Doctor, and he soon realised that Wibbsey was possessed by the alien Hornet Queen. After he rescued her, he took her almost 80 years forwards in time to Nest Cottage and set her up as his housekeeper while he continued to investigate the Hornets (see V26). Although the Doctor had to hypnotise her to keep the alien influence in check, Mrs Wibbsey assisted the Doctor and Mike Yates (see A3) in the defeat of the alien parasites. But the Doctor refused to return her to the 1930s, saying that there was nothing for her there anymore; perhaps he wasn’t certain that she was fully free of the alien control.

The Doctor continued to return to Nest Cottage from time to time, and Mrs Wibbsey occasionally found herself caught up in his adventures. She has even travelled through time and space, the first time in pursuit of a Demon (see V17) in order to recover some of the TARDIS’s vital components that she had accidentally given away, thinking it was just junk. And again when she and the Doctor were kidnapped by the android Robotovs (see V57) and had to make their way back to Hexford without the TARDIS. In both cases, they experienced a number of adventures along the way. After each of these travels, he again took Wibbsey back to Nest Cottage. Although she has settled into life in Hexford and enjoys the mod cons of the 21st Century, Mrs Wibbsey still feels homesick for the 1930s. She has however admitted that she wouldn’t mind another trip with the Doctor from time to time.

Little is known of Mrs Wibbsey’s past, though her accent is vaguely West Midlands. Judging by her age, she would presumably have been born around 1870. Her parents died when she was very young, and she was brought up by her Aunt Maude, a published poet. Wibbsey won a school prize for reading verse and was a champion breaststroke swimmer in her youth. After she married, Mrs Wibbsey travelled around rural Norfolk with Mr Wibbsey and his peripatetic spiritualist church. But it was a loveless marriage and her husband died on the day she tried to leave him.

FENELLA WIBBSEY



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

SKILLS

Athletics (Swimming) 2, Convince 2, Craft (Cooking) 3, Knowledge 1, Medicine 1

TRAITS

Argumentative
Face in the Crowd
Phobia - Since the Hornet’s Nest trouble, Mrs Wibbsey has had a fear of bees, wasps and hornets
Time Traveller – Tech Level 5
Unadventurous (Major)

TECH LEVEL: 4

STORY POINTS: 6

NEST COTTAGE

Nest Cottage is the name of a house near the village of Hexford in West Sussex that the 4th Doctor owned for a while. Solid and serviceable rather than picturesque, it is unlikely to be the quaint cottage that the 3rd Doctor purchased while he worked for UNIT in the 1970s (see *The Third Doctor Expanded Universe Sourcebook*). The sign outside simply says “THE NEST”. Inside, the cottage is cold and dingy, and smells of dark sherry and old leather. The Doctor lived at Nest Cottage periodically in the early 21st Century after Leela remained on Gallifrey. The cottage is filled with the Doctor’s clutter, including a collection of stuffed animals which formed part of his investigation into the Hornets. At one point, the Doctor installed a phone link to the TARDIS so that Mrs Wibbsey could call him if she needed to. After the adventure against the Skishtari (see V65), the Doctor left Nest Cottage in Mike Yates’ safekeeping.

LEELA *(The Catalyst, et al.)*

Gallifrey is gone; the Time Lords are reduced to a legend or a half-forgotten memory. But long after the war that destroyed them has finished, Leela still lives. While she was on Gallifrey, her life was extended many times over by the technology of the Time Lords. Now, she is a prisoner of the Z'Nai (see V80), who have risen again in the far future to found a new empire. Strapped into their interrogation machine, she is being kept alive indefinitely while their leader tortures her for information as to the whereabouts of the Time Lords and their technological marvels.

Although Leela was rendered virtually immortal by the Time Lords, she has been ageing slowly since leaving Gallifrey. She is no longer quite at her physical peak, though she is still a capable warrior. But more than this, she is held helpless by the Z'Nai, secured within their machine and unable to escape. The stats provided here represent Leela during the period of her interrogation.

In the event that she might be freed from her torture, the long years of living on Gallifrey have provided Leela with an understanding of how to use basic technology, such as operating comms equipment or opening electronic doors - though that doesn't mean that she understands it or can repair it in any way!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Somehow, Leela has become a carrier of the virus that all but wiped out the Z'Nai. Knowing this, she tricked her Z'Nai interrogator into unlocking his hermetically-sealed armour, resulting in the ultimate extinction of the rest of his species. But Leela remained secured within the interrogation machine, unable to release herself and the other Z'Nai prisoners locked up in their cells. After all the others have died of dehydration or starvation, Leela remains the sole survivor on a dead planet and the machine continues to feed her, so that she cannot die except, eventually, by old age. During this time, her stats gradually diminish as she wastes away over the decades to come.

Decades pass, with Leela slowly ageing. Eventually, as she approaches death, she is visited by a Time Vampire (see V69) that she had encountered during her travels with the Doctor. The Time Vampire allows Leela to ride her own timeline back to the point of her birth. It is the paradox of this closing of the temporal loop that created the Time Vampire, herself an aspect of Leela. Fulfilling the Sevateem's belief in reincarnation and the circle of life, the Vampire resurrects Leela in the body of a new-born child (see L25) with a fresh life ahead of her.

LEELA



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

SKILLS

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

TRAITS

Brave
Code of Conduct
Distinctive
Experienced x2
Keen Senses (Major)
Sense of Direction
Time Traveller – Tech Level 10
Tough

TECH LEVEL: 1

STORY POINTS: 6



MIKE YATES AND CAPTAIN *(Nest Cottage audios)*

"Wanted: retired army Captain for light household duties and fireside companionship. Must tolerate mild eccentricity and strong scientific advice. Knowledge of Giant Maggots, Super Intelligent Spiders and Prehistoric Monsters a positive boon."


Mike Yates must have thought his days fighting alien menaces were long past when, out of the blue, he read this advertisement in the newspaper. Clearly intended to attract his attention, Mike's curiosity was piqued and when he turned up at the designated address (Nest Cottage) a few days before Christmas 2009, he was not too surprised to find himself reunited with the Doctor. Not the Doctor that he had worked with during his UNIT career, of course, but a later incarnation, the 4th Doctor whom Mike had met at the Brigadier's Christmas party. And so Mike Yates, ex-UNIT captain, long since retired and almost 40 years older, found himself flung into an adventure involving alien Hornets (see V26).

Now in his early 70s, Mike is no longer the dashing man of action, though he is healthy and sprightly for his age. He still carries his old service revolver if he feels the need for it (illegally of course), but he relies more on his words rather than his deeds these days. Never one to turn down a request for assistance from an old friend, Mike was happy to find himself standing side by side with the Doctor against first the Hornets, then a shapeshifting Demon (see V17), and finally the alien Skishtari (see V65). His relationship with the Doctor's housekeeper, the curmudgeonly Mrs Wibbsey (see A1), was antagonistic to start with, with the housekeeper even calling Mike a has-been. But the pair softened to each other over time. Even though he doesn't drink, Mike carries a hip flask given to him as a leaving present by the Brigadier.

During the course of his new adventures, the Doctor gave Mike a companion of his own: an enormous, savage looking wolfhound which the Doctor had named Captain. The Doctor had acquired Captain during a trip back to England in the 11th Century. Captain had been possessed by the Hornets and was leading a pack of wild dogs which was terrorising Tilling Abbey in Northumbria. Once the Doctor had freed Captain from the alien control, he proved helpful in tracking the Hornet Queen down. But the Doctor did not think that Captain would get on with his other dog, K9, and so asked Mike to look after him.

Mike was brought out of retirement on a temporary basis during the Skishtari incident (see V65). And a few years after his adventures at Nest Cottage, Mike unexpectedly found that his services were once

MIKE YATES



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

SKILLS
Convince 3, Fighting 1, Knowledge 3, Marksman 2, Medicine 1, Science 1, Subterfuge 2, Survival 1, Technology 3, Transport 2

TRAITS
Brave
Charming
Face in the Crowd
Pet (Major) – Captain

EQUIPMENT
Hip flask
Service revolver: 5(2/5/7)

TECH LEVEL: 5

STORY POINTS: 12

again required by UNIT. His experience was vital for a mission to enter UNIT's Vault and as a result he found himself reappointed to the rank of Captain. At this point in his life, he regains the traits of Friends (UNIT), Military Rank (Captain) and Obligation (UNIT).

CAPTAIN

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

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

TRAITS: Alien Senses (Tracking Scent), Brave, Keen Senses (Smell), Natural Weapons (Minor: Jaws – Strength +2 damage), Tough

STORY POINTS: 4

NYSSA *(Asylum)*

Nyssa is the skilled scientist and tactician who discovered a cure for Lazar's Disease on Terminus. While travelling to administer the cure, she saw many other pandemic problems and undertook other philanthropic missions, such as nursing the terminally ill, killing a deadly fungus, and providing medical supplies to areas suffering flood. On Exanos, she uncovered a weapons supply route while providing aid during a civil war.

Having left the Doctor and her other traveling companions six years ago after becoming the sole survivor of her homeworld Traken, Nyssa is now a University teacher studying Technography at the end of the 35th century. While completing her thesis on an early scientist, Roger Bacon (see A30), her path crosses the Doctor's once again and they identify an alien presence which puts history in flux.

Ever since the loss of her planet, and of her father at the hands of the Master, Nyssa has been looking to find for her place in society. Her scientific work has taken up much of her time, but it has been far from rewarding or successful. Nyssa's academic work has suffered due to her despondent frame of mind. It might be true to say the sterility of her life and the management of such deadly disasters has taken a toll on her outlook, and she wonders whether she wants to continue to live at all. This is put to the test when, on her visit to 1278 with the Doctor, she is attacked in an Oxford monastery by one of the brothers (see L33). She fought back and realised her desire to live.

However, this Doctor is not the Doctor she travelled with. It *is* the one she first met on Traken, but that Doctor soon regenerated. So this curly-haired, wide-eyed Doctor is presumably from before their first meeting. Nyssa is careful not to let the Doctor know of events to come.

FORESHADOWING CHARACTERS

Like this version of Nyssa, Charley Pollard became a "foreshadowing character" when she travelled with the 6th Doctor after her travels with the 8th, and thus knew something the Doctor didn't know; she even she saw his death. Their whole relationship was based on the fact she knew more than she was letting on. Clara Oswald was herself foreshadowed when the 11th Doctor met fragments of her before her existence was actually fractured across space-time. It could also be argued the Fourth Doctor's regeneration was foreshadowed by the Watcher, who rescued Nyssa from Traken. And then there's River Song whose encounters with the Doctor were in reverse.

For the player using such a character, especially one who clearly remembers what is still in the future, the challenge is to make use of that knowledge without changing history and causing a paradox. The GameMaster has a similar challenge, taking care to make any future event alluded to happen in

NYSSA



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

SKILLS

Athletics 2, Convince 3 (AoE: Diplomacy), Craft 3, Fighting 1, Knowledge 3 (AoE: Technography), Marksman 2, Medicine 4, Science 4 (AoE: Biochemistry; Microbiology), Subterfuge 2, Survival 1, Technology 3, Transport 2

TRAITS

Attractive
Biochemical Genius
Boffin
Brave
Charming
Code of Conduct (Major) – Dedicated to peace
Last of My Kind
Noble
Silver Spoon
Technically Adept

TECH LEVEL: 7

STORY POINTS: 12

some way. Players should decide what they know (or think they know) and tell the GameMaster, or the group can play more dangerously, with the GM taking note of any allusions and providing an interpretation that happens to fit what's said at the table. Does the character come with a warning, or is he or she simply trying to keep from saying anything that would corrupt their time line?

Inconsistencies? Well, was the foreshadowing telling the truth, the whole truth, and nothing but the truth?

OLIVER DAY *(Attachments, Plight of the Monkrah, Puppeteer)*

The circumstances of how Oliver Day first met the Doctor are unknown even to Oliver himself. What is known is that Oliver travelled with the Doctor for some time before returning to Earth in 2007 near his native Birmingham, but he was then caught in an explosion. This resulted in a long period of hospitalisation and partial amnesia, during which time he believed his fragmentary memories of the adventures he shared with the Doctor were just dreams or delusions. But after finding clues about the Doctor's existence on the internet, Oliver was again reunited with the Time Lord when they were both lured to the location of Oliver's accident in Selly Oak by the monster they had both been battling. Realising the truth, Oliver was only too eager to resume his travels in time and space.

Oliver, or Ollie as he sometimes calls himself, is a Brummie, born and bred in Birmingham, and proud of it. He is a student and, prior to meeting the Doctor, led a typical student life. This was typically a round of lectures, pubbing and work. He has a girlfriend, Chloe, whom he met at a Killers' gig at Glastonbury in 2005. Oliver is deeply in love with Chloe, but the lure of travelling in the TARDIS has been too strong. However, the Doctor has promised to eventually return Oliver home shortly after he left, so Chloe would be none the wiser.

Oliver is a slender, handsome man in his early 20s, a little shorter than the Doctor, with slightly shaggy hair and deep sunken, soulful grey eyes. He typically dresses in a polo short or T-shirt, scruffy jeans and a battered pair of trainers, and tends to put on too much aftershave. Oliver has formed a sort of comic double-act with the Doctor, the pair of them bouncing quips and puns off each other even in the face of danger. This flippancy sometimes goes a little too far and the Doctor has to rein Oliver in on occasion. Oliver once referred to him and the Doctor as the Helpful Brothers, like the Chuckle Brothers but without the panto. The root of this behaviour is that Oliver secretly hero-worships the Doctor and tries to emulate him.

SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the end of Oliver's adventures with the Doctor, he was possessed by an alien brain parasite called the Puppeteer (see V52). This creature used its host bodies to commit obscene acts of torture and murder. When it took control of Oliver, it fed off of a dark side that it detected hidden within him. Oliver had begun to suspect the Doctor was deliberately not taking him home to Chloe as he had once promised, instead blaming the vagaries of the TARDIS. Whether Oliver was aware of it or not, this resentment had festered into misery, anger and finally a subconscious hatred of the Doctor. After the Doctor had freed him of the brain parasite, Oliver feared that he might still be tainted by the Puppeteer and that, if he returned to Chloe, he might harm her. Instead, he decided to remain on the planet Gondovan hundreds of years into the future, where he made a life with Annajin Valentin.

OLIVER DAY



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

SKILLS

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

TRAITS

Amnesia (Minor)
Attractive
Empathic
Insatiable Curiosity
Oliver later gains Dark Secret (Minor: Hates the Doctor)

TECH LEVEL: 5

STORY POINTS: 12



SHARON DAVIES (*Doctor Who Weekly*)

Originally from the city of Blackcastle in the north of England, Sharon was still a teenager when she met the 4th Doctor in 1980. After Sharon and her friend Fudge Higgins helped him defeat the villainous Beep the Meep (see V5), the Doctor offered to take Sharon home aboard his TARDIS. But this quick trip became an extended period of travel and Sharon found herself flung into a series of adventures as she helped the Doctor fight such enemies as the Daleks and the Sontarans. Sharon was not particularly upset by this turn of events though, as she immediately enjoyed travelling with the Doctor and seeing new times and places.

The Doctor was mindful of the fact that he had separated Sharon from her schooling and set up the TARDIS's educational systems, a retinal implant viddy machine, to provide her with a crash course on high-school physics. But he was dismayed to find that Sharon had accidentally been taught galactic crime-fighting instead! Shortly after, during an encounter with Brimo the Time Witch, the

TARDIS passed through a time rift and its chrono-compensators aged everyone aboard by four years. Although this had little effect on the Doctor, it meant that Sharon had become a young woman instantaneously. Sharon continued travelling with the Doctor for a while longer, but realised that she couldn't return home now that she was an adult. When she fell in love with Vernor Allen during an adventure on Unicepter IV, Sharon decided to remain with him.

Whether a teenager or an adult, Sharon has a strong adventurous streak. She is also very friendly towards those she meets and is willing to help others in any way she can. As a teenager, Sharon clearly has less experience to draw on, but her travels quickly provide her with a breadth of knowledge that her schooling back on Earth never could.

Despite any claims about Martha Jones or Mickey Smith, Sharon was the first black companion of the Doctor in any medium.

FAREWELL POLYSTYLE, HELLO MARVEL

The fortunes of the Doctor Who comic-strip underwent a major change during the 4th Doctor's tenure, with Polystyle relinquishing the licence to Marvel UK in 1979. Polystyle had published the comic adventures of "Dr Who" since 1964, and although the tone of the stories had become markedly more adult during the 3rd Doctor's era with the move from *TV Comic* to *Countdown* (later *TV Action*), the strip had moved back to *TV Comic* in 1973. The style of the artwork of the 4th Doctor's strips still owed much to that of British comics of the 1950s and '60s, and the likeness of the Doctor was somewhat variable. The stories themselves, although not returning to the whimsical tales of the 1960s, were serviceable but lacklustre and largely unmemorable.

By 1978, Polystyle had learned that the licence to publish Doctor Who comic-strips was to switch to Marvel UK, who were preparing to launch *Doctor Who Weekly*. For the last 10 months of the strip's life in *TV Comic*, Polystyle didn't even bother to publish new stories. Instead, older readers would have experienced a sense of déjà vu, as they read reprints of some of the 2nd and 3rd Doctor's comic strips, but with the likeness of the 4th Doctor superimposed over the artwork, often quite crudely.

When issue 1 of *Doctor Who Weekly* (DWW) appeared in British newsagents in October 1979, it contained both a 4th Doctor comic strip and a back-up strip starring the Daleks (later back-up strips would feature others of the Doctor's more famous foes). The style of both story and artwork in these strips was a breath of fresh air.

Rather than harking back to an earlier period of British comics, the main strip owed its influence to a much more recent publication: *2000AD*. IPC Magazines had launched *2000AD*, a weekly anthology of sci-fi comic strips, in 1977. One of the regular *2000AD* artists was Dave Gibbons, who joined DWW and drew all but four issues of the 4th Doctor's strips. Gibbons would go on to greater fame a few years' later with Alan Moore as the creators of *Watchmen*. Similarly, several of the DWW writers (most particularly Pat Mills, John Wagner, Paul Neary and Steve Moore) had also already worked on *2000AD*. Not surprisingly, the look and feel of the DWW strips was very much from the same



mould, with black humour and futuristic cityscapes owing more to Judge Dredd than televised Doctor Who.

But the future of the fledgling *Doctor Who Weekly* was by no means certain. There was a protracted period of transition as the publication tried to find its feet and build up a loyal readership. The style of the text articles was quickly dumbed down to try to attract a younger audience, and with issue 44, it became a monthly publication as a cost-cutting measure. Despite this, the comic strip continued in much the same style that it had established in issue 1, and by the time that the 5th Doctor debuted in comic strip form in February 1982, its future was a lot more secure. The rest, as they say, is history.

Although only a handful of the 4th Doctor's *TV Comic* stories have ever been reprinted, fans wishing to track down his exploits from *Doctor Who Weekly* can do so with relative ease. The easiest method would be to seek out any of the following collections, each of which reprints the entirety of the 4th Doctor's stories from *DWW*:

- *The Iron Legion* and *The Dragon's Claw* (Panini, 2004)
- *Doctor Who Classics* Volumes 1-4 (IDW, 2008-9)
- *Doctor Who Classics Omnibus* Volumes 1-2 (IDW, 2010-11)

Either of IDW's reprint series have the added attraction of being "colourised", though many readers prefer the original black and white.

TEENAGE SHARON



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

SKILLS

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

TRAITS

Animal Friendship
Brave
Empathic
Face in the Crowd
Inexperienced
Insatiable Curiosity
Lucky

TECH LEVEL: 5

STORY POINTS: 15

ADULT SHARON



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

SKILLS

Athletics 3, Convince 2, Fighting 1, Knowledge 3 (AoE: Galactic Crime-Fighting), Marksman 1, Science 1, Subterfuge 3, Technology 2

TRAITS

Animal Friendship
Attractive
Brave
Empathic
Insatiable Curiosity
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 12

ALLIES

ARBORETANS *(Festival of Death)*


Arboretans are a peaceful species who have a unique relationship with time. At the point of their death, they are returned to the time of their birth and can relive their lives in an infinite loop. But more than this, they can change events in small ways to make their life better each time, allowing them to pursue “the Path of Perfection”.

Arboretans are humanoid, but vegetable in constitution. Their skin is leafy and green, but thin to the point of transparency, a network of capillaries visible beneath its surface. Their heads are like budding orchids, but with two eyes and a mouth, and their necks are hidden by a frill of membranes. They are born from the eggs of the giant mothertrees of the forests which dominate their planet, Arboreta. The thick stems of the mothertrees stretch endless miles before blossoming into vast balconies on the edge of Arboreta’s stratosphere. Beyond the mothertrees, the glimmering blue sphere of Arboreta’s twin planet dominates half the sky. It consists of one giant ocean and it is so close that it is possible to distinguish the contours of crashing waves from the surface of Arboreta, the mist that lifts from that world and rains down on Arboreta, and even the shadows of the leviathans that flit beneath the surface of the ocean.

Although intelligent, Arboretans have not developed technology in any way and their world has been a tranquil, unpolluted idyll for most of its long existence. Until the coming of Dr Paddox in the early 2990s, that is. Paddox discovered the secret of the Arboretans and spent every day for twenty years in his laboratory on Arboreta, using them to develop what would become the necroport. This is a key component of the Beautiful Death (see G1) attraction on the G-Lock (see L16), which offers participants the opportunity to experience death and the afterlife before being returned to life. By 3015, Paddox’s experiments have destroyed the Arboretans and their world. The strain of being connected to the necroport is too much for the Arboretans to bear, literally burning them up as they absorb the psychothermic energy of those subjected to the Beautiful Death. The Arboretan homeworld has been ravaged and destroyed, their culture lost for ever. The whole of the planet is now a scorched wilderness. Where once there stood exalted forests of mothertrees, there is nothing but ash. The last remaining Arboretans have been taken to the G-Lock, where Paddox is now secretly using the Beautiful Death to continue his experiments to try to replicate the Arboretans’ time travel abilities in himself.

The final Arboretan is an individual named Gallura. Even at the time of his birth, it was known to the elders of Arboreta that he would be the last of their people, a foresight born of their unique abilities. But the Arboretans cannot change their timelines to the extent needed to avoid their imminent extinction and are resigned to their destiny. They are a passive people with apparently no sense of fear, and have walked to

ARBORETAN



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

SKILLS
Knowledge 4, Survival 3

TRAITS
 Alien
 Alien Appearance
 Alien Organs (Minor)
 Brave
 Code of Conduct (Major) – Passive acceptance
 Feel the Turn of the Universe
 Precognition

TECH LEVEL: 1

STORY POINTS: 3-5

their fate with open eyes, obeying Dr Paddox’s commands even though it means their own suffering and death. They have, after all, already lived and will continue to live an infinity of lives.

Adventure Seed: Groundlog Day

At the height of Arboreta’s culture, the TARDIS’ telepathic circuits lock onto an Arboretan’s life stream and the Player Characters’ craft keeps returning to the same point in time, but the events are slightly different each time. Can they help the Arboretan put right what once went wrong over the course of many loops through his life? Or is their presence actually throwing a spanner in the works of Arboretan society? Is there a perfect version of history that will allow the TARDIS to disconnect from the loop? You know how wooden boxes get...

ARTHUR CONAN DOYLE *(Evolution)*

Writer and physician Arthur Conan Doyle shared several adventures with the Doctor and met a number of different incarnations (though whether he realised that they were the same man is unclear). The encounter which had the most influence on his life took place in 1880 and was the first time Doyle met the Doctor (though the same is not true from the 4th Doctor's point of view).

Arthur Conan Doyle was born in Edinburgh in 1859 into an Irish Catholic family. He was educated first at a Jesuit preparatory school and then Stonyhurst College, before being sent to another Jesuit school in Austria. But despite his religious education, by the time he returned to Scotland in 1876 to study medicine at the University of Edinburgh, he was an agnostic. In 1880, he was employed as ship's surgeon aboard the *Hope* of Peterhead, a Greenland whaler that ventured into the Arctic Circle. It was while the *Hope* was harboured in a Devon village en route to Peterhead with a hold full of whale oil and seal skins that Doyle's medical expertise was called upon to examine the body of a fisherman. This led to the first fateful meeting between Arthur Conan Doyle and the 4th Doctor, and an adventure involving a young Rudyard Kipling (see A33) and monstrous animal hybrids (see G6).

The young Conan Doyle is courageous in the face of danger, and during his time on the whaler has become proficient in the use of the harpoon, despite him officially being the ship's surgeon. Although he is a man of medicine and science, he is open-minded to the wonders of the world around him (though the explorer Redvers Fenn-Cooper later recalled that the young Doyle had laughed at his tales of discovering giant lizards like prehistoric creatures on one of his expeditions).

After returning to Edinburgh to complete his studies, Doyle was introduced to an earlier incarnation of the Doctor, most likely the 1st Doctor. In 1894, Doyle met another, unspecified incarnation of the Doctor and, on his suggestion, made contact with Henry Gordon Jago (see A19) and Professor George Litefoot (see A27), leading to an encounter with fugitives from the 63rd Century. Finally, in 1902, he aided the 10th Doctor against the Judoon.

ARTHUR CONAN DOYLE

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

SKILLS

Athletics 3, Craft 3 (AoE: Writing), Knowledge 1, Marksman 3 (AoE: Spears and Harpoons), Medicine 4, Science 2, Survival 2, Transport 1

TRAITS

Code of Conduct (Minor) – Hippocratic Oath
 Insatiable Curiosity
 Keen Senses (Minor) – Sight
 Reliable (Minor) – Doyle gains a +2 bonus for a task he is left alone to complete by somebody he trusts

TECH LEVEL: 4

STORY POINTS: 10

Note: The stats provided here are for Doyle in 1880, during his time as ship's surgeon. At this time early in his life, he has had only one story published, and his fame as the creator of Sherlock Holmes lies in the future.

SHERLOCK HOLMES

Arthur Conan Doyle's greatest creation is of course Sherlock Holmes. However, Holmes is not truly a character from fiction, as Doyle became the scribe of choice for a real private consulting detective who preferred to record his escapades under a nom de guerre. To further aid in this mysterious man's quest for obscurity, Doyle had his illustrators depict the detective in a deerstalker and cape coat, much as the 4th Doctor had worn in their adventure in 1880. Doyle may also have used his meeting with Jago and Litefoot, and reports of the mysterious Madame Vastra, the Great Detective herself, to further embellish his recounting of Holmes' cases. The Doctor would eventually meet the real "Sherlock Holmes" in his seventh incarnation. Another of Doyle's characters is the bad-tempered man of science known as Professor Challenger. But the Doctor vehemently denies that Challenger is in any way based on him!

BOUDICA *(The Wrath of the Iceni)*

Boudica (or Boudicca, or Boadicea, apparently “she who is victorious”) was a Celtic queen who ruled a portion of what would become Great Britain (specifically the Iceni kingdom in what was later Norfolk) in the 1st century A.D. She inherited half the kingdom when her husband, Prasutagus, died, which would have been unusual at the time. The other half was bequeathed to the Roman Empire, thus effectively giving the Iceni two sovereigns: Boudica and the Roman Emperor Nero. The two powers did not suffer each other well.

When Romans raped Iceni women, Boudica’s response was swift and bloody. She ordered that the malefactors be skinned alive and impaled on posts with their intestines in their mouths. By 60 A.D., Boudica’s forces were in open revolt against the occupying Roman forces in Britannia. Recognizing her on sight thanks to her very, very red hair did not help the Fourth Doctor from almost getting his head cut off when he and his companion Leela met the warrior queen. Only the fact that Leela told her that he was a prophet who foresaw her defeat at the hands of the Romans suspended his death sentence. So the Doctor told Boudica that forces at the Roman capital Camulodunum were a decoy and that Roman governor Suetonius Paulinus had stationed an army to the north and intended to attack her army while it was ransacking Camulodunum. However, this was not the case. There was no army to the north. History had to be preserved.

After the burning of Camolundunum, Boudica marched to Londinium and slaughtered almost everyone in the city including the old, the weak and the infirm. She was eventually defeated in a field in the middle of England. Her army may have numbered up to 80,000 by this time, though the figure might have been exaggerated by historians. There were no survivors. Instead of allowing the Romans to execute her, Boudica killed her daughters before killing herself, all of which came to a shock to Leela, who rather admired her.

The Fourth Doctor would later have the first Romana pose as Boudica at the end of her recorded life to keep history on track after the interference of another Time Lord, making it perhaps fortuitous that he refused to see Boudica’s end when he was with Leela.

Boudica’s path would cross another Doctor’s. She was pulled out of her own time by Momus the Great Computer, who wanted her to help lead Planet 12 of the Ridion Alliance into a new age of enlightenment. The Tenth Doctor convinced him to return her to her rightful place in Earth’s history.

Iris Wildthyme also claims to have met Boudica, at the siege of Colchester, and to have appeared as an extra in a silent film about her.

BOUDICA



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

SKILLS

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

TRAITS

Adversary (Major) – Roman Empire
 Authority (Major) – Queen of the Iceni
 Code of Conduct (Minor) – Celtic warrior code
 Distinctive
 Impulsive
 Indomitable
 Quick Reflexes
 Sense of Direction
 Tough
 Voice of Authority

EQUIPMENT

Shield (Armour: 5 points)
 Sword (Strength +2 damage)

TECH LEVEL: 2

STORY POINTS: 8



BRYONY MAILER *(The Drosten's Curse)*

Bryony Mailer is quite possibly the most inquisitive person on Earth in 1978, and certainly in the environs of Arbroath, Scotland. She is a slim but wiry 24-year old with a great sense of humour, huge reserves of ingenuity and a degree in European History. But none of these things help her enjoy what she once hoped was a temporary position as Junior Day Receptionist at the Fetch Brothers Golf Spa Hotel. There isn't a Senior Day Receptionist, as that would involve the hotel manager paying Senior kind of rates. So Bryony is Junior and realises that she will stay that way for as long as she is here, stuck in perhaps the most tedious place on Earth.

When Bryony isn't bearing the brunt of the hotel manager's disapproval, she is dealing with the health and beauty requirements of golfers' bored wives, coordinating the coaching and playing and post-game massage and bar lunch requirements of the golfers, and generally fielding every bizarre request and complaint that an old hotel full of petulant people can generate on any given day. She doesn't get a lot of down time.

It isn't so long ago that Bryony could tease apart all the convolutions of French foreign policy under Cardinal Richelieu. But now even a choice over whether to have a Mint YoYo or an Abbey Crunch biscuit with her mid-morning cup of tea is likely to give her a headache. She has realised that she hates golf, hates golfers and hates golfers' wives. She really hates her ex-boyfriend Mick, a non-golfer who sapped her confidence just when she was making post-graduate career decisions.

But all that changes with the arrival of two strange people at the hotel. The first is a very tall man whose grin seems to include rather more teeth than one person should have and who appears to have been dressed by a committee in an ensemble that includes an immense and disreputable scarf with a life of its own. The second is a rather awkward and scruffy fellow who checked in under the name of Ian Patterson, but who she will later learn is actually called Putta Pattershaun 5 (see A28). Patterson is hopeless at golf and at small talk. Bryony is beginning to suspect that he fancies her but can't bring himself to tell her. A little to her surprise, she is also beginning to suspect that she fancies him.

Bryony becomes involved in the investigations of both of these odd men into the contents of a sand bunker on hole 13 of the golf course (see V60). She is not fazed by the revelation that Ian Patterson is not from Arbroath, or even Earth, but from the planet Yinzill. In fact, the prospect of having a spaceman as a boyfriend is an enticing one. She even takes the unexpected appearance of a ravenous alien monster in the bunker in her stride. Bryony is brave, inquisitive and extremely level-headed, and the Doctor quickly considers her to be magnificent companion material during his adventures on Earth in 1978. The TARDIS also instantly likes her and takes Bryony under her wing.

BRYONY MAILER



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

SKILLS

Athletics 2, Convince 3, Craft (Writing) 3, Knowledge 3 (AoE: History), Medicine 1, Subterfuge 2, Technology 2, Vehicle 2

TRAITS

Argumentative
Attractive
Brave
Charming
Devotion – Putta Pattershaun 5
Insatiable Curiosity

TECH LEVEL: 5

STORY POINTS: 12



CAPTAIN EDWIN TURNER *(Old Flames)*

Among the many travelling companions of that flamboyant adventuress in time and space, Ms Iris Wildthyme, is Captain Edwin Turner. Captain Turner is a British army officer from towards the end of the 18th Century. He originally travelled with Iris's fifth incarnation (see *The Third Doctor Expanded Universe Sourcebook*), often posing as her nephew. Iris had plans on marrying Turner off to Bella, the beautiful granddaughter of a wealthy noblewoman, in order to gain her inheritance. Quite what Turner's own view on this scheme is unclear, as he was very young and rather reserved at this point in his association with Iris, and hadn't known her for long. However, it was revealed that Bella and her grandmother, Lady Huntington, were in fact alien weretigers (see *V75*). After Lady Huntington was defeated trying to gain Iris's TARDIS, Iris left Turner behind on Earth. Fortunately, he had genuinely fallen in love with Bella and the pair married. The Captain is rather coy about exactly what happened to their marriage, preferring to say merely that tigers don't mate for life. He was later reunited with Iris, this time in her seventh incarnation (see *The Fifth Doctor Expanded Universe Sourcebook*), and resumed his travels with her.

As an officer in the British army, Captain Turner has impeccable manners and a code of honour that means he always keeps his word. As a soldier, Iris claims that he can endure both pain and warm ale. Turner is a tall, handsome man with a moustache and sideburns, of which he is very proud. He often dresses in the scarlet uniform of a captain of his era, which is sometimes mistaken to be fancy dress or retro fashion when visiting later time periods. Captain Turner is capable of dancing in the more formal ballroom styles of his time, but it requires a great deal of concentration on his part. He can also turn his hand to singing a creditable ballad, if needs be. During their travels together, Iris has introduced Captain Turner to rugby football, a sport from a little after his own time, and he has found he is a skilled hooker.

Captain Turner does not share Iris's interest in just seeking out a lively party in whatever time and place they visit. He is not averse to having fun, but he has an enquiring mind and usually prefers to see the cultural sights. Turner is not particularly knowledgeable about art, architecture and so forth, but is using his travels to broaden his mind. To turn a phrase, he knows what he likes when he sees it.

On visiting England in the 20th Century, Turner once again fell in love, with the daughter of a wealthy household. This time though, his new belle Chloe was tragically murdered before the Captain could decide whether to leave Iris. Iris tried to console him with the thought that, as travellers in time, nobody is ever truly dead to either of them, and it is entirely possible that Captain Turner will once again meet Chloe, at an earlier point in her life.

Turner has a blunderbuss, but rarely carries this around with him, preferring to leave it aboard Iris's TARDIS.

CAPTAIN EDWIN TURNER



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

SKILLS

Athletics 3 (AoE: Rugby), Convince 2, Craft (Dancing, Singing) 1, Fighting 4, Marksman 3, Medicine 1, Subterfuge 1, Survival 1, Transport 2

TRAITS

Attractive
Brave
Code of Conduct (Major) – Honourable
Distinctive
Experienced
Military Rank (Major x2) – Captain
Tough

EQUIPMENT

Blunderbuss: 5(2/5/7) damage; single shot, takes 2 Action Rounds to load

TECH LEVEL: 4

STORY POINTS: 9



CHARLOTTE “FROM THE VILLAGE” WILLIS (Foe from the Future)

Charlotte Willis is an inhabitant from the village of Staffham, Devon, in England who, in 1977, became involved in one of the Fourth Doctor and Leela’s adventures after her cousin was seemingly attacked by a ghost near a local grange known for its purported paranormal activity. She and the local priest, Father Harpin, investigated the grange and witnessed the TARDIS materialising. At the time, she wanted nothing to do with them.

The Doctor and Leela later encountered Charlotte in a local tavern, only to find that she had no memory of them or of Father Harpin. The Doctor realised then that this was the result of a temporal distortion, further supported by the fact that Charlotte claimed that her family had suddenly vanished and none of the villagers seemed to have any memory of them. And so she decided to assist the Doctor and Leela in their investigation. They discovered that the owner of the grange, Jalnik, and his associates were from the future and were the ones behind the temporal distortions and the apparitions. They were planning an exodus for two thousand other people from the year 4000 to 20th Century England by exploiting a crack in time.

Charlotte and the Doctor were captured by Jalnik’s associates and brought to the year 4000, where the Doctor discovered a timeline that was unfamiliar to him (see L34). While in the future, Charlotte met an instructor in 20th Century culture named Shibac, who was part of an initiative to integrate the people of the year 4000 to life in her time before they were sent back. With his help, the Doctor, Charlotte, and Leela discovered that the timeline had been altered when Jalnik, at the behest of his lover Kostal, brought creatures from the Time Vortex known as the Pantophagen to 41st Century Earth. Initially hoping to use them as weapons to further Kostal’s political career, the Pantophagen (see V34) went out of control and devastated the entire planet. Charlotte and the others attempted to warn Supreme Councillor Geflo of the universe-destroying paradox that the exodus of her people could create, as well as Kostal and Jalnik’s treachery. More trouble arose when Jalnik turned out to be a human-Pantophagen hybrid.

Sent back to the 20th Century with Shibac, she arrived to find the grange overrun with human-Pantophagen hybrids and pure-blood Pantophagen, led by a mad Jalnik in a bid to destroy humanity. Ultimately, the Doctor was able to overload the machines that manipulated the crack in time, destroying the grange and sealing up the crack for good, thus averting the alternate timeline and restoring Charlotte’s history. With Shibac stuck in her time, Charlotte decided to take him in.

Charlotte “From the Village” is a lively 20 year old, certainly old enough to drink, whatever you might think. She is a petite brunette, with thin lips and wide eyes. She fared well in her one adventure with the Doctor, in spite of being consistently scared throughout. Now that her timeline has been restored, she has no plans to leave her village ever again, whether for the big city or other times.

CHARLOTTE FROM THE VILLAGE



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

SKILLS

Convince 2, Knowledge 2, Subterfuge 1, Survival 2

TRAITS

Charming
Face in the Crowd
Friends – the people of Staffham
Run for Your Life!
Screamer!
Unadventurous

TECH LEVEL: 5

STORY POINTS: 12



DANGEROUS BYRON (*Managra*)

Among the thousands of historical and fictional characters recreated in Europa in the middle of the 33rd Century are several versions of Lord Byron. These are clones, termed Reprises, implanted with memories, instincts and drives reconstructed from the Byron archive of the machine known as the Chronopticon. The first to be created was cloned from a strand of hair of the original Lord Byron and the others were cloned from him.

Several Reprise Byrons have been created in this way, but by 3278 only three are left. Each of these three has developed in a different way, diverging more as they each make their own decisions. They now distinguish themselves one from another by Lady Caroline Lamb's famous description of the original: mad, bad and dangerous to know. Mad Byron became obsessed with vampirism and moved to Transylvania, where he is now a member of the Undead. Bad Byron rarely leaves the Villa Diodati by Lake Geneva and styles himself after the Marquis de Sade. While Dangerous Byron has identified himself with Byron the humanist, the man who stood up in the House of Lords and defended the Nottingham weavers against the mill-owners, and who died trying to aid the Greeks in their struggle with the occupying Turks.

Dangerous Byron is perhaps the most Byronic of the three Reprises. The epitome of the dashing Romantic hero (with a capital R), he is a man of courage and honour, but he is also cynical and vengeful, and prone to periods of moody introspection. His amorous exploits in 33rd Century Europa (*see L14*) match those of his forebear. Dangerous Byron has all the memories of the original Byron, from his childhood in Aberdeen, to his education at Harrow and Oxford, swimming the Hellespont, the Villa Diodati and finally his death. But he is acutely aware that none of this happened to Dangerous Byron himself and that they are memories of another person's memories.

This version of Byron assisted the Doctor and Sarah Jane in their investigation of the secrets behind the creation of Europa. Although he usually speaks in the manner of a Regency gentleman, he occasionally slips into the style of the 33rd Century. During their adventures, Byron cannot help but challenge others to a duel if the occasion demands it. With Europa containing supernatural elements, Byron is also skilled at the séance duel, in which the combatants release violent forces until one of them dies of terror. The Doctor explained it in only slightly more scientific terms as the opponents firing psychic bullets at each other, with the other participants in the ring of linked hands providing a pathway for the bullets. A séance duel is an extended conflict of Presence + Resolve between the opponents, with each win delivering Resolve damage to the loser.

The 8th Doctor will later meet the real Lord Byron, in 1816 at the Villa Diodati, along with Mary Shelley who becomes his travelling companion in the TARDIS.

BYRON

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

SKILLS

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

TRAITS

Attractive
Brave
Code of Conduct (Minor)
Eccentric (Minor)
Experienced x2
Psychic
Quick Reflexes

EQUIPMENT

Dagger: Strength +2 damage
Sabre: Strength + 4 damage
Autoknot Rope: Augment (Major; +3 Coordination for climbing, swinging, etc.) – Byron gains this Gadget in the middle of his adventure with the Doctor
Draco Aerial Scooter, fitted with cloaking-field (Special Gadget): Flight (Major), Invisible (Special)

TECH LEVEL: 7

STORY POINTS: 6

DR. IVAN ASIMOFF *(Doctor Who and the Free-Fall Warriors)*

Dr Ivan Asimoff is an alien science-fiction writer and scientist, creator of the fictional character Commander Courage and an expert on the life-cycle of the Sigman sand worm. He has encountered the 4th, 6th and (briefly) 7th Doctors. Although timid by nature, he rather enjoys assisting the Doctor in his adventures, but he is always happy to return home to his aunt afterwards. Dr Asimoff has an over-active imagination, useful for his writing but it sometimes gets in the way of reality.

Dr Asimoff is interested in conservation and is a member of the Zyglot Trust, an organisation dedicated to saving the Zyglots. During one of their adventures, the Doctor donated a fortune to the Trust, money he had conned out of the crime-lord Josiah Dogbolter. They also discovered that the Zyglot hunts were secretly being organised by the president of the Trust, allowing Dr Asimoff to expose him and become the new president.

Dr Asimoff is a native of the planet Sigma in the 82nd Century. In appearance, he is around 4-feet tall, stocky and vaguely humanoid with green, lumpy skin and a hairless head rising directly from his shoulders with little in the way of a neck. He has a pig-like snout above a pair of saucer eyes and a slit of a mouth, and two tiny ears on flexible stalks sticking out from either side of this head. Instead of arms, he has four thin tentacles protruding from his shoulders. Dr Asimoff dresses in human-style clothing (tailored for his alien physique), often including a shirt and tie under a sweater and jacket, and plus-four trousers, tartan-patterned socks and a pair of sensible shoes. He sometimes affects the use of lorgnettes or similar spectacles for reading.

ZYGLOTS

Zyglots are gigantic space-borne creatures with a multitude of tendrils. Young Zyglots are small, squidgy creatures, but over hundreds of years they grow to a massive size. They are peaceful creatures and communicate among themselves by means of the coloured vapours they spray into space: purple when feeding, red when distressed or depressed, and a beautiful mix of multiple colours during courtship. Some races hunt Zyglots for these coloured vapours, capturing them in gravity nets, with the result that they have become one of the rarest creatures in the galaxy. Zyglots are known to feed in the dust clouds around Magellan, but every five hundred years they gather at a secret location to breed, one of the wonders of the cosmos that the 10th Doctor took Donna to see.

DR. IVAN ASIMOFF



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

SKILLS

Convince 1, Craft (Writing) 4, Knowledge 3, Marksman 1, Medicine 1, Science 4 (AoE: Life-cycle of the Sigman Sand Worm), Subterfuge 2, Technology 3, Transport 1

TRAITS

Additional Limbs – Extra pair of tentacles
 Alien
 Alien Appearance
 Animal Friendship
 Eccentric (Minor) – Notable dress-sense, niche interests and excitable nature
 Empathic.
 Friends (Minor) – The Zyglot Trust
 Unadventurous (Major)

TECH LEVEL: 8

STORY POINTS: 12

ZYGLOT

AWARENESS	2	PRESENCE	-
COORDINATION	2	RESOLVE	-
INGENUITY	-	STRENGTH	14

SKILLS: Survival (Space) 4

TRAITS: Alien, Alien Appearance, Environmental (Major), Flight (Major), Size – Huge (Major), Trade Value (Major)

STORY POINTS: 2-4

EMMELINE NEUBERGER *(Wolfsbane)*

In 1933, the Nazi German government incarcerated a number of people whom they knew to be werewolves. These prisoners were tortured and starved for a year until, in 1934, they were used to slaughter a group of “traitors” to the state, as part of the Night of the Long Knives. Emmeline Neuberger was one of these prisoners, but she managed to escape when one of her victims knocked her out with a silver candlestick and her body was overlooked. By 1936, Emmeline had made it out of Germany and had fled to England, where she was united with her cousin, Lady Hester Stanton (see V36).

Emmeline has many of the abilities of the classic werewolf of folklore. She cannot control her transformation, but it can be triggered by exposure to moonlight and occurs most often during the full moon. In her wolf form, she loses much of her humanity and has difficulty in controlling her bestial urges, particularly for the two days following the full moon itself. Emmeline is immune to most weapons, except those made of silver, but she is vulnerable to fire, silver can chain her and she is repulsed by wolfsbane. Her lycanthropy can be passed on in her bite if it is the night of a full moon and if she wills it, and the resulting werewolf has powers similar to Emmeline’s. However, Emmeline normally preys on sheep and other animals, rather than humans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to Emmeline, Lady Hester is a sorceress who believes herself to be the reincarnation of Morgan Le Fey. She had Emmeline brought to England as she needs a werewolf as part of a magic ritual to reawaken the land. Hester has changed Emmeline’s memories to make her believe that they are cousins.

Emmeline was rescued by the 8th Doctor, who put her in touch with his friends at the Ministry, believing they would help her. Instead, they wanted to use her to develop an army of werewolf soldiers for the coming war, and it’s down to the 4th Doctor to save Emmeline again.

THE CURSE OF THE WEREWOLF

Although Emmeline represents one of the Doctor’s earliest encounters with a werewolf, it is by no means his only one. For reasons unknown, there exist many races which resemble the werewolves of legend. The 4th Doctor later encountered the Werelox, while his 7th incarnation met Mags, a werewolf from Vulpana, and the 10th Doctor had to deal with an alien creature he referred to as a lupine wavelength haemovariform. The 8th Doctor also met a werewolf-like race called the Jax, though it transpired that the Jax was actually a virus which triggered the transformation, not the wolf-creatures themselves.

Perhaps the most intriguing though are the Loups-Garoux, an ancient race of werewolves which exists on Earth alongside

EMMELINE NEUBERGER

AWARENESS	3/5	PRESENCE	4
COORDINATION	3/4	RESOLVE	3
INGENUITY	3/1	STRENGTH	2/5

SKILLS

Athletics 1/3, Convince 2/0, Fighting 1/4, Knowledge 1/0, Survival 1/2
Second number represents Emmeline in wolf form.

TRAITS

Alien Appearance
Amnesia (Minor)
Dark Secret (Major)
Fast (Major)
Fear Factor 2
Frenzy
Immunity – immune to most physical damage, but vulnerable to fire and silver
Infection – Emmeline’s bite can pass on her lycanthropy if she wishes it to anyone who fails a contest of Resolve + Strength
Keen Senses (Minor) – Smell
Natural Weapons (Minor) – Fangs and claws: Strength +2 damage
Phobia - Wolfsbane
Shapeshift (Major) – May transform into a wolf if exposed to moonlight
Weakness (Minor) – Must transform into her lupine form during the nights of a full moon; if exposed to moonlight at other times, Emmeline must make a Presence + Resolve roll against Difficulty 15 to resist

TECH LEVEL: 4

STORY POINTS: 8

humans, but which are almost totally unknown by them. These creatures have a complex society of their own and have been encountered by the 5th Doctor. It is most likely that Emmeline and her kin are a sub-species of the Loups-Garoux, though her abilities seem much reduced in comparison.

The Seventh Doctor Sourcebook includes a Werewolf trait package which can be used as guidance for creating new werewolf species.

THE FOURTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GERALK *(The Fate of Krellos, Return to Telos)*

On the planet Krellos (see L21), technology has been used to enhance the day-to-day lives of its population immeasurably. The ageing adventurer, Geralk, has used it to enable him to continue to experience the joys of exploring the outdoors even though his body is now incapable of such exertions. Geralk is now pretty much confined to his home, his legs not being able to take him very far or very fast these days. But his daughter has had a robot built for him, into which a copy of his consciousness has been uploaded.

The robot has deliberately been designed along retro lines (his daughter's joke), but is in fact highly advanced. It possesses Geralk's knowledge, memories and personality, and can act independently (though also responding to any instructions Geralk might give it). But more than this, Geralk has a control unit, a headset that he can wear in the comfort of his own home and

which allows him to see and hear through the robot's eyes and ears. Geralk can also use the headset to assume direct control of the robot's actions. The robot speaks with the voice and intonations of Geralk, underpinned by a tinny resonance.

Geralk himself remains upbeat despite his physical limitations and has plenty of stories of his former life exploring the wild places of Krellos and further afield. In his younger days, he loved to climb up into the mountains above Krellos City and fish in the pools, bringing the day's catch back for his supper. Through the proxy of his robot, he is able to continue to indulge his favourite pastime.

Geralk's house-helper, Relly, frequently visits him to assist with cooking and other chores. She was none too pleased to learn that Geralk's robot has been programmed with domestic skills to help around his villa!

GERALK

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

SKILLS

Convince 2, Knowledge 3, Technology 3

TRAITS

Charming
Impaired (Minor) – Limited mobility
Slow Reflexes

EQUIPMENT

Robot Control Unit: Networked (Major)

TECH LEVEL: 6

STORY POINTS: 6

GERALK'S ROBOT

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

SKILLS

Athletics 3 (AoE: Mountaineering, Fishing), Convince 2, Craft (Cooking) 2, Fighting 1, Knowledge 3, Technology 3, Transport 3

TRAITS

Armour (8 points)
Enslaved
Environmental (Minor: Doesn't breathe or eat, resistant to cold and heat)
Fast (Minor)
Networked (Major)
Quick Reflexes
Robot

TECH LEVEL: 6

STORY POINTS: 6

HENRI DE TOULOUSE-LAUTREC *(The Demon of Paris)*

Henri Marie Raymond de Toulouse-Lautrec-Monfa, more usually referred to as Henri de Toulouse-Lautrec, was among the most important artists of the Post-Impressionist movement and was particularly active in Paris during the 1880s and 1890s. He was born to aristocratic parents in 1864 in the Tarn department of southern France, his family being descendants of the Counts of Toulouse and Lautrec and the Viscounts of Montfa. Henri's parents separated when he was just four years old and he was raised first by a nanny and later by his mother in Paris.

Toulouse-Lautrec suffered from a genetic disorder, sometimes attributed to his family's history of inbreeding (his mother and father were first cousins; his grandmothers were sisters). During his youth, his legs ceased to grow and, although he developed an adult's torso, he had child-sized legs and was only 154 cm (5' 1") tall. As a result of his physical limitations, Toulouse-Lautrec concentrated on his artistic abilities which had been recognised from a young age, and he went on to study at the studio of renowned portrait painter Léon Bonnat and, from 1882, under Fernand Cormond.

Toulouse-Lautrec was drawn to the Montmartre district of Paris, the haunt of fellow bohemian artists, where he created posters for the Moulin Rouge and other Parisian nightclubs, and painted scenes of women at their work. This provided him with a steady income, which supplemented the allowance he received from his family, and cemented his name as an artist whose works captured the exotic, provocative and decadent scenes of Paris in La Belle Époque.

By the time that the Doctor and Mrs Wibbsey (*see A1*) met Toulouse-Lautrec in the 1890s, he was a famed artist but was already on the path of alcoholism that would contribute to his early death in 1901. His consumption of American-style cocktails and absinthe in particular means that he suffers from mood swings and blackouts, with no recollection of his activities during these periods. Despite this, and against her better judgement, Mrs Wibbsey found him to be a very persuasive person, almost mesmeric in his ability to talk her into posing for him. But his periods of memory loss and his eccentric artistic temperament mean that, when several of his models disappear or are found dead, it is difficult for the Doctor to decide whether Toulouse-Lautrec has indeed become an alcohol-fuelled murderer, or whether something far worse is lurking in the backstreets of Paris.

Much later in his life, the 11th Doctor encountered an android version of Henri de Toulouse-Lautrec at the Paloma Centre, the largest art collection in the universe.

Adventure Seed: Wormwood

When the TARDIS crew visit the Moulin Rouge in 1892, their entertainment is disrupted when several members of the audience violently metamorphose into bestial goblin-like creatures which attack their fellow patrons before shambling off into the Paris night. The time travellers find themselves allied with artist Henri

HENRI DE TOULOUSE-LAUTREC

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

SKILLS

Convince 5, Craft 6, Knowledge 3, Subterfuge 3, Survival 1

TRAITS

Amnesia (Minor) – Blackouts
Dependency (Minor) – Suffers -2 penalty on all rolls if denied alcohol
Distinctive
Eccentric (Major) – Bohemian artist, alcoholic, prone to fits of rage

EQUIPMENT

Walking cane
Artists' materials

TECH LEVEL: 4

STORY POINTS: 6

de Toulouse-Lautrec in their investigations. This is not the first such incident that Henri has witnessed, nor is the Moulin Rouge the only location where they have occurred. Could there be alien contamination in the absinthe? Who or what is Wormwood, the mysterious figure gathering the transformed goblins to himself? And what is the purpose behind Wormwood's goblin army?

HENRY GORDON JAGO

(1st appearance, *The Talons of Weng-Chiang*)

In Victorian London, Henry Gordon Jago was the owner and Master of Ceremonies at The Palace Theatre, a position he held for over thirty years. Jago was a charismatic character, comically cowardly, categorically crowing, constantly cash crunched and always adept at ample amounts of aureate alliteration. In 1889, Jago employed a Chinese illusionist named Li H'sen Chang, who often used a ventriloquist dummy called Mr. Sin. Chang was actually serving a fugitive tyrant from the 51st Century named Magnus Greel and Mr. Sin was a psychopathic pig cyborg. With Sino assassins on the streets and women whisked away at whim, the theatre attracted the astute attention of the Fourth Doctor and his assistant Leela. It was while defeating these dastardly deliverers of devilry, that Jago met upper middle class pathologist, Professor George Litefoot (see A27). The two remained close friends ever since, occasionally solving mysteries.

Jago and Litefoot embarked on a spate of strange investigations of infernal incidents in the paranormal. Together, they saved the Empire from bloodsucking beasts, creeping cadavers, villainous vampires, sordid specters, psychotic scientists and ambulatory automatons, sometimes in the company of Leela, the Fifth Doctor and the Sixth. Often, Jago employed his knowledge of stage illusions and contacts with London's lower classes to solve their cases. But these surprising supernatural stories are tall tales for another day (see the *Sarah Jane and Other Companions Expanded Universe Sourcebook*).

Their paths crossed the Fourth Doctor's again (and the first Romana's) in the early 20th Century, when the intrepid investigators strayed too deep into a nefarious netherworld victimized by that nearly villainous vigilante, the Pugilist, and his mechanical manservant, the Justician (see V51). Mum's the word; they didn't tell the Doctor they had ferretted anything about his future fracas.

Details of his early life are spotty as befits a self-made man such as himself (not to factually call him fictionalized). We know he had a sister. That as a child, he lived downwind of a tannery and always wanted to drive a steam train. He claimed that he was "a dab hand with a catapult when he was a nipper" and that he always came last in the cross country races at school and was apparently a member of the under eleven fives.

He began working in the music halls in 1859, and as a young man performed at the Glasgow Empire. Some time prior to 1881, he presented the "Monstre Gathering", which featured Madame Vastra, known as "the Amazing Lizard Lady", as the main act.

Both of his parents had died by the 1890s, though he has an Aunt Maude who is still alive. His mother claimed that he "had all the grace of a bull in a china shop" and had always told him that drinking would inevitably lead to death.

HENRY GORDON JAGO



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

SKILLS

Athletics 1, Convince 4, Craft (Showmanship) 4, Fighting 1, Knowledge 3 (AoE: Theatre history and tradition, show business management), Subterfuge 2

TRAITS

Code of Conduct (Minor) – Victorian gentleman
Cowardly
Friends (Minor) – Theatrical community
Lucky
Sesquipedalian

TECH LEVEL: 4

STORY POINTS: 6

Did it? All we know of this legend of legerdemain's last breath is that it must have occurred some time before the London blitz took down his beloved New Regency Theatre, which he had owned and operated in the 1890s, at 8:47 p.m. on 12 October 1940.



THE JAND *(A Device of Death)*

The Jand look rather like a deer or goat would if its ancestors had developed intelligence and taken to walking on their hind legs a few million years ago. A Jand's face is long and half covered in golden hair, with small horns protruding from its skull above long pointed ears. Its body is slender, with some indication of a tail, thin short legs with backward-bending knees, and broad feet with triple-clefted hooves.

The Jand are one of a number of alien races which have flourished in an isolated area of space hidden within dense clouds of interstellar dust at the Galactic Rim, a region termed the Adelphine Cluster (see L1). Although there has been contact between these races for thousands of years, they remained ignorant of the wider universe and the civilisations beyond the Cluster until the arrival of human explorers in the third millennium. The humans terraformed the planet Landor and established a colony there, also settling a handful of other worlds within the Cluster. Despite the unexpected appearance of the humans, relations between them and the native races of the Cluster remained relatively peaceful for around fifteen hundred years. The humans made agreements with some of the more friendly races, including the Jand, resulting in the Landoran Alliance. But an opposing power bloc also arose in the form of the Averon Union under the leadership of the reptilian Averonians. One and a half millennia after the arrival of mankind, war has broken out between the Landoran Alliance and the Averon Union, and the Jand now find themselves fighting alongside the humans and their other allies.

The Jand are a proud and honourable people who take their responsibilities seriously, and their soldiers are renowned for their bravery. Like soldiers the universe over, Jand troops enjoy their R&R, with the forces being treated to live shows which reminded Harry Sullivan of wartime ENSA concerts. Jand humour is strong on physical comedy and pratfalls, but their spoken humour has nuances that are lost on human ears. Similarly, Jand music is difficult for humans to enjoy, utilising a semi-atonal scale, though the choruses can be rousing. Jand soldiers wear uniforms with boots tailored to fit their cleft feet, and with sashes and insignia indicating rank.

Their planet, also named Jand, is a pleasant world of lush forests and grasslands. Although it is still beautiful, it now finds itself on the frontline of the war, with the Jand having to repel incursions by the Nethrass, weasel-like allies of the Averonians.

Adventure Seed: Where the Deer and the Antelope Play

The first humans to discover the Adelphine Cluster were pioneering explorers looking for new worlds to claim for the Earth Empire. However, it soon became clear that all the planets suitable for human habitation had already developed their own sentient, space-faring species. Until they chanced upon Jand. The landing party made contact with the indigenous species, a deer-like people who lived a peaceful agrarian existence, seemingly unencumbered by technology. To human eyes, the Jand were ideal for exploitation and the humans descended on the planet to

claim its resources for Earth. Worse, they viewed the Jand as little more than animals and began to hunt them for sport. Can the time travellers prevent the situation from descending into all-out conflict between a group of heavily-armed but isolated humans and a race of noble creatures whose pride demands vengeance?

JAND SOLDIER



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

SKILLS

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

TRAITS

Adversary – Averon Union
Alien
Alien Appearance
Brave
Tough

Jand officers also have Military Rank

EQUIPMENT

Plasma rifle: L(4/L/L)

TECH LEVEL: 6

STORY POINTS: 3-5

KIY UVANOV *(Corpse Marker)*

Many years have passed since Taren Capel's failed robot revolution on Storm Mine Four (see *The Robots of Death*). Since then, Kiy Uvanov has made his fortune from his career as a Storm Mine commander and has moved into politics. On Kaldor (see *L20*), this means moving up the Company ladder. Uvanov has always been ruthlessly ambitious and has used his wealth to become first a Topmaster and then a Firstmaster on the Board of the Company. To the delight of Uvanov, this has upset the members of the Board who come from the Founding Families, the nearest thing that Kaldor has to aristocracy, who believe that only they should be eligible for such an exalted position. Uvanov's fiercest opponent and critic on the Board is Layly Landerchild, himself hailing from one of the most prominent Founding Families, one which has produced five Company Chairholders in its illustrious history.

Uvanov's ruthlessness makes him ideal material for the Company Board, whose members are all self-serving, scheming and treacherous to an extent that would put the Borgias to shame. Prior to the robot revolution, Uvanov was already suspicious of everyone around him. But the incident on the Storm Mine pushed him further along the road towards paranoia, almost a pre-requisite for survival in Company politics. Like his Firstmaster peers, Uvanov has no qualms about using bribery, blackmail and coercion to secure his position and move to even greater heights, with his ultimate goal being the post of Firstmaster Chairholder. As an ally, Uvanov is untrustworthy; as an opponent, he is deadly.

Uvanov has become part of the conspiracy to keep the Storm Mine Four incident a secret. If the general populace of Kaldor were to believe that robots could kill, it would have disastrous consequences on the planet. In fact, the Doctor believed that Kaldor society would collapse, such is its dependence on robots. The cover story for what happened to Storm Mine Four is that it was attacked by ore raiders, mythical pirates whose existence has never been proven but who are rumoured to prowl the Blind Heart desert. The Storm Mine itself was allowed to sink into the sands so that any evidence of what really happened is unrecoverable. Despite these precautions, some version of the truth has leaked out, though it is not general knowledge nor widely believed.

As a Firstmaster within the Company, Uvanov wields considerable power and influence on Kaldor. He has access to Company resources and many of its secrets, such as the project to develop Cyborg-class robots (see *V61*). Uvanov firmly believes that information is power and that information and time leads to understanding any situation.

Now many years older than when he was a Storm Mine commander, Uvanov is more grizzled than he was when the Doctor last met him. Unlike the young aristocrats of the Founding Families, he does not follow the current Kaldor fashion of dressing and moving like a Voc robot, considering such things to be ridiculous and unimportant. Power and wealth is all that matter to Uvanov.

KIY UVANOV



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

SKILLS

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

TRAITS

Adversary (Minor) – Landerchild and other Founding Family members on the Board
Argumentative
Authority (Major) – Company Board Member (later becomes Firstmaster Chairholder)
Eccentric (Minor) – Incipient paranoia
Selfish
Wealthy (Major) – Stinking rich

EQUIPMENT

Communicator

TECH LEVEL: 6

STORY POINTS: 12



LADY MARIANNA *(The Abandoned)*

Lady Marianna claims to be the original owner of the TARDIS before the Doctor stole it. She is one of the few Time Lords to have touched the Point of Stillness (see L36), a feat which has endowed her with powers to create physical things from her imagination. According to her own account, the crew of her TARDIS mutinied, tricked her into imagining a coma-inducing drug and then administered it to her. They bricked Marianna's sleeping body up in the depths of the TARDIS in a hidden cell which even the Doctor doesn't know about. She remained there until the Doctor's attempted explanations of the Point of Stillness to Leela blurred the boundary between its dimension and ours. This closeness to the Point of Stillness gave life to three entities called the Unimagined, one of whom awakened Marianna. These three took the forms of people from the minds of the Doctor, Leela and Marianna herself. In the case of the two Time Lords, these were their imaginary childhood friends, and in the case of the less imaginative, more literal Leela, it was her dead father.

Marianna often focusses her creations through the medium of painting, the objects in the paintings coming to life (though if she is not accurate enough, the creations are sometimes not quite what she intended). By such means, Lady Marianna was able to paint her escape from the cell, leaving her free to reclaim the TARDIS from the Doctor, with the somewhat unreliable assistance of the Unimagined. Marianna also claims to have created walking wooden dolls (presumably a reference to Mr Sin), giant rats and the Horda that the Doctor and Leela have encountered in their adventures.

Lady Marianna is hundreds and hundreds of years old and her current incarnation appears ancient, not having been able to regenerate into a younger form while she slept. Whether it is her long slumber or her contact with the Point of Stillness (see L36), she is eccentric to the point of borderline insanity, emitting manic shrieks and peals of laughter when the mood takes her. Her behaviour is unpredictable in the extreme and her nature is capricious.

It is, of course, highly likely that Lady Marianna herself is nothing more than the imaginary childhood friend of the TARDIS, brought to life when the barrier with the Point of Stillness was fuzzy.

LADY MARIANNA



AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	8	STRENGTH	1

SKILLS

Craft (Painting) 3, Knowledge 4, Science 5 (AoE: Mathematics), Subterfuge 2, Technology 4, Transport 4

TRAITS

Argumentative
Block Transfer Specialist
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Hypnosis (Special)
Psychic
Slow Reflexes
Technically Adept
Touched the Point of Stillness – see below
Time Lord
Vortex

TECH LEVEL: 10

STORY POINTS: 8

SPECIAL TIME LORD TRAIT – TOUCHED THE POINT OF STILLNESS

A Time Lord with this trait has touched the Point of Stillness and survived the experience. She can create objects and even living creatures (which may or may not obey their creator). Use of this trait to create objects and creatures requires Ingenuity + Craft rolls and costs Story Points as per the following guidelines: simple inanimate objects – Difficulty 15, 1 SP; complex inanimate objects (e.g. machines with working parts) – Difficulty 18, 2 SP; basic lifeforms – Difficulty 21, 3 SP; sentient lifeforms – Difficulty 24, 4 SP.

Touched the Point of Stillness costs 6 points to purchase and has the prerequisite of Time Lord.

LORD JOSHUA DOUGLAS *(The Catalyst, The Time Vampire)*

Although Lord Joshua Douglas travelled with the 3rd Doctor for several years, we know about him almost entirely from Leela's recollection of meeting him some time after he had returned home. Lord Douglas is an Edwardian gentleman with a wife and a young daughter, Jessica. The family lives in a large country house complete with a butler, maids and various other servants. In appearance, Lord Douglas is fairly typical of a gentleman of his time, being rather straight-backed and sporting an impressive moustache. Following an unrecorded encounter with the 3rd Doctor, he had accompanied the Time Lord in his exploration of the universe.

So far as his family are concerned, Lord Douglas was away travelling the world for about a year. But when he returned, he seemed to have aged by ten years or so, and he now has grey hair and a lined face. Lord Douglas's travels have changed him in other, less visible ways. His attitudes are years, if not decades, ahead of the Edwardian age he has returned to. For example, he now agrees with the aims of the suffragette movement and believes the protesters' treatment at the hands of the police to be barbaric. In fact, Lord Douglas's behaviour seems eccentric to Edwardian eyes and it has placed a strain on his relationship with Lady Douglas.

Lord Douglas returned home to Edwardian England after a falling out with the Doctor over how to deal with the warlike Z'Nai (see V80). Lord Douglas wanted the Doctor to kill the Z'Nai and, despite the Doctor's views to the contrary, released a virus which is deadly to them. Lord Douglas has since written an account of this incident under the title "The Greater Good", with the Z'Nai substituted by a Peruvian tribe. It remains unpublished as, even in its sanitised form, it would point to Lord Douglas being "odd".

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the cellars beneath his house, behind a locked door, Lord Douglas has set up a trophy room filled with mementoes of his travels. Displayed in cases and hanging on the shelves and walls are all sorts of knick-knacks, such as a swimming trophy he won in 1952, items of clothing from various periods and photographs of futuristic cities and alien worlds. But only by pressing a hidden switch is the greatest secret of this cache revealed, as the room's occupants are teleported to a brightly lit, high-tech chamber. In the centre, inside a forcefield, stands H'mbrackle, emperor of the Z'Nai, immobile but still alive. H'mbrackle survived the virus that ravaged his people, but has been imprisoned here by the Doctor until he agrees to return the remaining Z'Nai to their former peaceful existence.

Lord Douglas's fate was sealed when the 4th Doctor paid him a visit and Leela and Jessica discovered his trophy room and the imprisoned H'mbrackle. H'mbrackle persuaded Jessica to release him, and the Z'Nai emperor promptly slaughtered Lord Douglas and his family before the Doctor could recapture him.

LORD JOSHUA DOUGLAS



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

SKILLS

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

TRAITS

Brave
Distinctive
Eccentric (Minor)
Insatiable Curiosity
Time Traveller (Major x2) – Tech Levels 5 and 6
Wealthy (Minor)
Well Mannered

TECH LEVEL: 4

STORY POINTS: 12



MAX *(A Device of Death)*

Synthonic Mobile Infantry Unit, Trooper Class, Serial Number 36025D was redesignated as a Mobile Armed Auxiliary in order to conform with the local military structure when it was assigned to the planet Tarracos. The Mobile Armed Auxiliary is a synthoid designed and built to fight for the Landoran Alliance in the Adelphine Cluster (see L1), in their war against the Averon Union. As a synthetic soldier, it is basically humanoid in structure, with a lightly-scaled body shell with protective reinforcements around its main joints. Its head looks a little like a samurai helmet and has a visor that can close over the recessed slot containing its glowing eyes. Its left hand ends in a heavy three-jawed mechanical claw, with a heavy-calibre machine gun mounted on the forearm. The right hand is five-fingered and articulated like a human's, with a smaller projector again mounted on the forearm. In addition, it has an integral moulded "backpack" containing rocket tubes, together with other weapons and military equipment. Unlike most robots, it has self-repairing components, though it usually needs to shut itself down in order to trigger this capability.

Sarah Jane encountered the Mobile Armed Auxiliary when she stowed away aboard a ship to escape from an Averonian slave camp. In order to protect itself against a software virus, it had shut itself down and created alternative neural pathways in its positronic brain. When it reactivated, Sarah Jane realised that these were allowing it to make illogical connections in its mind and it was becoming self-aware: the unit was increasingly no longer an "it", but a "he". It was Sarah who gave him the name Max, an abbreviation of the cumbersome Mobile Armed Auxiliary, and she encouraged him to continue to think for himself. Max aided the Doctor, Sarah and Harry in their investigation of the conspiracy behind the war, and he was even able to go undercover disguised as an alien dignitary.

SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the end of the war between the Landoran Alliance and the Averon Union, the Deepcity weapons facility was due to be closed down. Max's new self-awareness subroutines had already been programmed into the most recent batches of synthoids. Max declared that he would take charge of Deepcity and use it to produce an army of self-aware soldiers like himself, which would be used as a peace-keeping force in the Adelphine Cluster, only deployed as a last resort.

Note: As the Doctor departed Deepcity (see L9), a Time Lord CIA agent informed him that robots descended from Max's synthoid army would contribute to the eventual demise of the Daleks. It is a matter of fan speculation, but they possibly became the Movellans, the robot race which defeated the Daleks by using a virus (though this is contradicted by the relative dating of *A Device of Death* and *Destiny of the Daleks*, according to Lance Parkin's *Ahistory*). However, the 8th Doctor was later told by the Dalek Prime (in *War of the Daleks*) that it was the Daleks themselves which developed the Movellans, as part of a complicated stratagem. The truth of the matter may never be known for certain.

MAX

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

SKILLS

Athletics 4, Convince 1, Fighting 3, Marksman 4, Subterfuge 1, Technology 4, Transport 3

TRAITS

Armour (5 points)
Environmental (Major)
Fast Healing (Major)
Natural Weapon – Claw: Strength +2 damage
Natural Weapon – Machine Gun: 7(3/7/10) damage
Natural Weapon – Projector: 5(2/5/7) damage
Robot

EQUIPMENT

Backpack usually holds other weapons and equipment

TECH LEVEL: 6

STORY POINTS: 5



MELODY QUARTARARO AND PARKER THEROUX *(Drift)*

On the surface, Melody Quartararo and Parker Theroux appear to be nothing more than a happy couple, possibly lovers and certainly very good friends. Beneath the smart suits and dark glasses, they are CIA agents, partners with a professional attitude and a good line in banter. But beneath that again, they are extraterrestrials who have been stranded on Earth since the early 1960s, when their interdimensional craft crashed, shot down by the US Air Force. Unable to recover their dimensional phase multiplexer (see G8) which navigates between universes, Melody and Parker were forced to go undercover and adopt new lives. They figured that becoming CIA agents would give them the best chance of recovering the multiplexer. During the 1970s, they became aware of the Doctor's presence on Earth, but figured that he was also stranded on Earth. But by 2002 it is still just out of their reach.

Fortunately, the species that Melody and Parker are from is virtually indistinguishable from humans. They have noticeably better vision than the average person, but that's about it. So their aliases have been less about disguise and more about establishing new identities. After three decades, they have not been discovered, despite their lack of visible ageing.



Of the two, Melody is the more easy going and outwardly friendly. Parker on the other hand is more stiff, retaining a professional detachment and being more focused on regaining the multiplexer. If pushed, Parker would have less concern about collateral damage resulting from their efforts to get off planet. That's not to say he is heartless though, and he wouldn't deliberately cause death or injury to innocent bystanders. After so many years on Earth, both Melody and Parker have thoroughly acclimatised to their forced life and enjoy all aspects of American culture. In fact, it is clear that they will miss their adopted home if – when – they finally leave. After all, back home they are a couple of nobodies; on Earth, they are special.

MELODY QUARTARARO

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

SKILLS

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

TRAITS

Authority (Minor) – CIA Agent
Charming
Dark Secret
Empathy
Keen Senses (Minor) - Vision
Time Traveller – Tech Level 5

EQUIPMENT

Handgun: 5(2/5/7) damage
Graviton Distortion Sensor – Minor Gadget; Trait:
Scan; Cost: 1 point

TECH LEVEL: 7

STORY POINTS: 6

PARKER THEROUX

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

SKILLS

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

TRAITS

Authority (Minor) – CIA Agent
Dark Secret
Face in the Crowd
Keen Senses (Minor) – Vision
Time Traveller – Tech Level 5

EQUIPMENT

Handgun: 5(2/5/7) damage

TECH LEVEL: 7

STORY POINTS: 6

PERCY CLOSED *(The English Way of Death)*

While Percival Closed Esquire may appear and behave as though he has just stepped out of a P.G. Wodehouse novel, he is actually a time traveller from the 25th Century. Percy works for an agency that has discovered an unused alien time corridor and is using it as part of a retirement plan for its members, sending them back to 1930 where they can live out the rest of their lives in peace. As time travel experiments are forbidden in the 25th Century, the agency is acting illegally and clandestinely. However, its members aren't malicious and just want to have a good time.

Percy is the leader of the Circle, the group of travellers sent to 1930 by the agency. As leader, he is responsible for the behaviour and wellbeing of the others. He must make sure that they do nothing to attract attention to themselves or threaten established history. He must also make sure that they do not bring any anachronistic technology with them and has confiscated one or two devices already. He is also responsible for providing an allowance to the Circle's members, allocating regular funds so that they can live comfortably.

Percy himself has conducted thorough research into how to dress and behave in the 1930s. Unfortunately, he seems to have based this research around reading popular comic novels of the time. He therefore cuts a rather eccentric figure. Typically dressed in a gaily-patterned sweater, bell-bottom trousers and a scarf artistically thrown over his shoulder, Percy is a caricature. He is in his late forties, sports a thin moustache and has his grey hair cut close into small curls. Percy is cursed with a rather squeaky voice and his speech is littered with upper class clichés typical of England in the 1930s.

Not the bravest of souls nor hugely worldly wise, Percy wants nothing more than to have a good time in the London of 1930. He is not particularly brave, but will do what he can to help those in need. But if he thinks that the authorities from his own time have caught up with him, he will most likely try to warn his fellow time travellers and go to ground. The time-warped chronons being released into the local atmosphere are a clue to the presence of Percy's unshielded time corridor, disguised as a bathing-hut in a remote cove near the seaside resort of Nutchurch on the Sussex coast. Unfortunately, the corridor has also been used by Zodaal (see V82), a gaseous alien entity now loose in 20th Century England.

PERCY CLOSED



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

SKILLS

Athletics 1, Convince 2, Craft (Piano, Knitting) 3, Fighting 1, Knowledge 3, Marksman 2, Subterfuge 3, Technology 3, Transport 3

TRAITS

Distinctive
Eccentric
Friends (Minor) – The Circle
Gadget – Transceiver (Traits: Transmit)
Time Traveller – familiar with Tech Level 4
Unlucky
Vortex

EQUIPMENT

See *The Circle's Gadgets*

TECH LEVEL: 6 (but has some knowledge of time travel)

STORY POINTS: 8

THE CIRCLE'S GADGETS

Although the only advanced technology that Percy habitually carries with him is his transceiver for communicating with his agency in the 25th Century, he can lay his hands on a number of other gadgets if needed, including:

- Time Corridor Terminal (Special Gadget): Vortex, Restriction (Major: fixed points at each end); 6 Story Points; disguised as a bathing-hut and protected by an electrical defence (2/5/7 damage).
- Flying Box (Major Gadget): Flight (Major); 2 Story Points; a small black box that clips onto the belt, confiscated from Harriet Kipps.
- A pair of Blasters (Minor Gadgets): Zap (4/L/L damage); 1 Story Point – Harriet Kipps still has these, as Percy doesn't yet know about them.

The other members of the Circle might also be in possession of other devices which Percy has not yet had the opportunity to remove from them.

PROFESSOR LITEFOOT

(1st appearance *The Talons of Weng-Chiang*)

George Litefoot was a pathologist working in Victorian era London. A learned, upper middle class, erudite English gentleman born in Twickenham in the mid 1830s, he was nevertheless raised in China, where his father was a brigadier-general involved in the 1860 punitive expedition to China, who then lived in Peking as an attaché.

After his father's death in 1873, Litefoot returned to England. He also brought back the 51st century war criminal Magnus Greel's time cabinet, which had been disguised as a Chinese puzzle box and was a gift from Emperor Tongzhi to his mother.

In 1889, he met the Fourth Doctor and Leela, when Magnus Greel was kidnapping helpless women. It was also at this time that Litefoot met theatre owner and Master of Ceremonies, Henry Gordon Jago (*see A19*). The two remained close friends ever since, occasionally solving mysteries.

Jago and Litefoot did in fact embark on a number of odd investigations that smacked of strange science and the paranormal. Together, they saved the Empire from vampires, the living dead, bizarre hauntings, mad scientists, and mechanical men, sometimes in the company the Fifth and Sixth Doctors, or Leela. Litefoot's medical knowledge and police contacts were well used to solve their cases. But these adventures are stories for another day (*see the Sarah Jane and Other Companions Expanded Universe Sourcebook*).

Their paths crossed the Fourth Doctor's again (and the first Romana's) in the early 20th Century, when the amateur sleuths strayed too deep into an underworld under fire from that vigilante, the Pugilist, and his mechanical sidekick, the Justician (*see V51*). Mum's the word; they didn't tell the Doctor they had any knowledge of his future selves.

Though some details of his life may have passed into legend, in no small part thanks to his friendship with a certain hyperbolic raconteur, some details of his early life are known. That he had pet mice as a child, for example, and an aunt named Agatha whose goat once ate an entire antique tablecloth. He visited India numerous times prior to the 1890s. In 1887, the Seventh Doctor somehow lodged with him while he was in London.

The circumstances and date of Litefoot's death are unknown, though they may be contained in UNIT's files, which are replete with his and his partner's adventures.

PROFESSOR GEORGE LITEFOOT



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

SKILLS

Athletics 1, Convince 3, Fighting 1, Knowledge 4, Marksman 1, Medicine 4 (AoE: Pathology), Science 2, Subterfuge 2.

TRAITS

Code of Conduct (Minor) – Victorian gentleman and medical doctor

Experienced

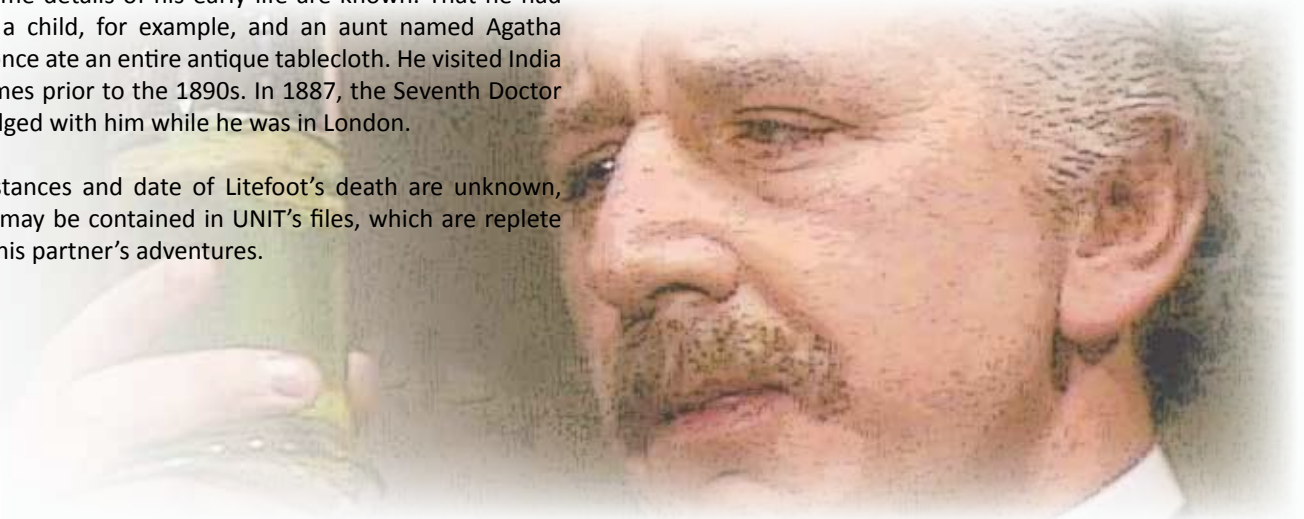
Face in the Crowd

Friends (Minor) – Scotland Yard / police authorities

Obligation (Minor) – Duty as police pathologist

TECH LEVEL: 4

STORY POINTS: 6



PUTTA PATTERSHAUN 5 *(The Drosten's Curse)*

Putta Pattershaun 5 is called Putta Pattershaun 5 because he is the fifth Putta Pattershaun from a clone batch of ten. All the other Putta Pattershauns have done things and invented things, and Putta felt that he had to head off into the universe and achieve... something. And so he became a bountykiller. Perhaps the worst bountykiller in the history of bountykilling. Although a bountykiller is supposed to travel the universe, bagging trophies for ultra-millionaires, Putta is not particularly brave, not particularly competent and has not yet made a single kill. He has decided only to kill predators and has been given a list of predators that are acceptable to kill. Not that this has helped. Putta couldn't even bring himself to shoot a Parthian mind wasp, a terrible creature which eats your whole personality and then lays eggs in your face. Sure, he took aim at it. But then he saw the beauty of the wasp's wings and the colours that he had not seen on any other planet, and Putta couldn't bring himself to pull the trigger.

Although he looks human and uses the name Ian Patterson as cover, Putta is from another planet. He is in fact a Yakt from the planet Yinzill in the Ochre Period, to be precise. He has come to Earth in 1978 as his Model G50 Threat Detector showed a signal that Putta found difficult to believe, indicating the presence of something that nobody has even heard of for millennia. But arriving at the Fetch Brothers Golf Spa Hotel a few miles from Arbroath, Putta made the mistake of falling in love with one of the first humans that he met: hotel receptionist Bryony Mailer (see A11).

Putta is not a confident person at the best of times. In the presence of Bryony, he finds himself virtually tongue-tied, stammering and stumbling over his words. He has certainly not been able to pluck up the courage to tell her how he feels. In the presence of the Doctor, it is difficult for Putta even to get a word in edgeways, particularly when faced with the Doctor's outrage at him being a bountykiller. And when he does, his words come out in a babbling rush. Despite his abhorrence for Putta's profession, the Doctor actually believes that he's not a bad sort and there may be hope for him yet. He does however suffer from a form of travel sickness triggered by compression fields, transmats and other portals, which can make a journey in the TARDIS with Putta... interesting.

By human standards, Putta is fairly nondescript, scrawny and a little on the shabby side perhaps, with flat, lifeless ginger hair. He can be messy and clumsy, sweaty after any exertion, and often very irritating to others. Putta's failure to perform the expected functions of a bountykiller and his feelings for Bryony are giving him second thoughts about his chosen profession.

Putta's spacecraft, a Type F378a Abrischooner, looks remarkably like a Morris Minor Traveller. It is built for two relatively small individuals, with a fold-out seat for a third passenger at a squeeze. Although it is small, it can reach the equivalent of 300mph in approximately 48 seconds. But it steers like a biscuit tin. While on Earth, Putta carries a fusion lance, cunningly disguised as a battered golf club.

PUTTA PATTERSHAUN 5



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

SKILLS

Craft 1, Knowledge 1, Marksman 2, Subterfuge 2, Technology 3, Transport 3

TRAITS

Clumsy
Devotion – Bryony Mailer
Face in the Crowd
Socially Inept (Minor): -2 penalty on social interaction rolls
Unlucky
Weakness (Minor) – Must make a Difficulty 12 Resolve + Strength roll on any journey involving compression fields, transmats, TARDISes and similar, to avoid nausea and vomiting; failure results in -2(-1/-2/-4) penalty on all actions for the duration

EQUIPMENT

Fusion Lance: 5(2/5/7) damage
Model G50 Threat Detector (Minor Gadget): Scan

TECH LEVEL: 7
STORY POINTS: 6

TYPE F378A ABRISCHOONER

Armour: 4 Hit Capacity: 10 Speed: 8*

Traits: Face in the Crowd, Restriction (-2 penalty on all rolls to steer the Abrischooner), Travel

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

REGINALD BASSETT *(The Auntie Matter)*

Reginald Cumberleigh-Bassett is more usually known as Reginald Bassett to his maiden aunts and prospective fiancées. He prefers to be called “Reggie” whenever possible though, as he feels that “Reginald” is more suited to High Court judges, Members of Parliament and other staid individuals. In 1929, Reggie is a happy-go-lucky young man in his twenties, quite handsome to certain young ladies and with a generous enough allowance from his aunt, Lady Florence Bassett (see V81), for him to lead a comfortable life without having to worry about tedious things like employment.

Reggie’s parents were both tragically killed in a freak yachting accident on the French Riviera when he was just a child. Since then he was brought up by a seemingly endless series of formidable aunts, but spent most of his childhood away at boarding school. Now an adult, Reggie is searching for the girl who will be “the One”. Although he doesn’t remember them, Reggie has actually met many, many girls at whom (to use Reggie’s parlance) he has set his cap, wooed them and taken them to meet whichever aunt is in residence at Bassett Hall, the ancestral seat. They have all met a very gruesome fate and Reggie’s memories of both the girl and the truth about his aunt have been removed from his memories on each occasion. In short, Reggie is merely an unwitting tool to obtain suitable girls for his aunt’s inhuman purposes.

Reggie knows that he’s an absolute chump when it comes to the brains department, and claims that in a crosswind his skull emits a high-pitched whistling noise. Like the fictional Bertie Wooster, Reggie’s life is a round of parties and leisure, centred on his pals at the Drones Club. He would probably get on exceedingly well with Percy Closed (see A26). Reggie is also enamoured with motor cars and can frequently be found driving at breakneck speed in the latest sports model. In fact, driving very fast is one of the few things that Reggie is actually very good at, though other road users might disagree with this!

Reggie is often accompanied by his ultra-efficient valet, Grenville (see V81). But Grenville is not as innocent as he first appears. In fact, he’s not even human, instead being a robot under the control of Lady Florence. Reggie has a tiny cranial implant behind his ear, which he believes to be merely a mole. But it allows Grenville to transmit information or Lady Florence’s instructions to him. For example, when Reggie was trying to charm Romana by posing as an expert on quantum physics, Grenville transmitted suitable scientific phrases for Reggie to say. Reggie does not think it odd that he can hear Grenville’s voice in his head, believing it to be part of the man’s remarkable efficiency as a valet.

Although Reggie Bassett is an unwitting pawn of the creature currently posing as Lady Florence, he will be horrified to learn the truth and will be only too eager to help fight the good fight. Particularly if there is a pretty girl involved.

REGINALD BASSETT



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

SKILLS

Athletics 3, Convince 1, Craft 2, Marksman 2, Subterfuge 3, Transport 4 (AoE: Motor Cars)

TRAITS

Amnesia (Minor)
Attractive
Distinctive
Eccentric
Friends (Minor) – Drones Club
Impulsive
Run for Your Life!
Wealthy (Minor) – Well-off

EQUIPMENT

Fast car

TECH LEVEL: 4

STORY POINTS: 8



ROGER BACON *(Asylum)*

Roger Bacon is sometimes credited as one of the earliest European advocates of the modern scientific method, largely due to his emphasis on the study of nature through empirical methods. However, in more recent times, his contribution to scientific study has been re-evaluated to portray him primarily as a Medieval thinker, with much of his knowledge gained from the study of books in the scholastic tradition. In the former view, Bacon is held to be ahead of his time, isolated and perhaps persecuted because of this. In the latter view, he is seen to be a brilliant scholar seeking to utilise the new knowledge of his age, but not out of step with the scientific methods of his contemporaries.

Roger Bacon was born in Somerset, possibly in 1213 or 1214 at the Ilchester Friary, home to a Dominican order. His family were well-off, but their property was seized and many of them were driven into exile during the reign of Henry III. Bacon studied at Oxford (see L33) and became a master there, lecturing on Aristotle. During his twenties, he began lecturing at the University of Paris, then the centre of intellectual life in Europe. But by 1256 he had become a Franciscan friar. Franciscan statute prevented friars from publishing books or pamphlets without prior approval. Bacon got around this by his acquaintance with Pope Clement IV, who ordered that Bacon write to him concerning the place of philosophy in theology. Bacon sent Clement his *Opus maius*, his *Opus minus* and possibly other works on alchemy and astrology.

Bacon's *Opus maius* contains much of his work on mathematics, optics and the celestial bodies. Bacon was also a significant proponent of calendrical reform, criticising the inaccuracies of the Julian calendar as being intolerable and suggesting adjustments which would eventually form the basis of the Gregorian calendar more than 300 years later. Bacon was fluent in several languages and encouraged scholars to go back to the original texts rather than use more recent versions which included errors in translation. His works include alchemical studies, including the philosopher's stone and a treatise on the composition and origin of metals. He also described hypothetical flying machines and submersible craft, and possibly set down a formula for gunpowder.

In 1277 or thereabouts, a decade after the death of Pope Clement, Bacon was imprisoned for excessive credulity in alchemy. But by 1278 he had returned to the Franciscan House in Oxford, where he spent the rest of his days. By this time, he was content to live a quiet, contemplative life, only teaching if his health allowed. Bacon's extensive library of scientific and philosophical studies lay neglected and rotting in his abandoned observatory on an island in the Thames. It was only due to the forceful, sometimes violent, insistence of a fellow friar, under the influence of an alien entity, that he agreed to secretly take up his research into the elixir of life again, bringing him into contact with the Doctor. After reading his works, the Doctor concluded that Bacon's scientific study was almost incidental to his theological beliefs, and that his pursuit of knowledge was primarily an attempt to protect the world against the coming of the Antichrist. Roger Bacon wasn't, after all, a scientist.

ROGER BACON



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

SKILLS

Convince 5, Knowledge 4 (AoE: Alchemy, Philosophy), Medicine 2, Science 4 (AoE: Mathematics), Subterfuge 1

TRAITS

Code of Conduct (Major) – The Rule of St Francis
Friends (Minor) – Franciscan Brotherhood
Indomitable
Linguist - Latin, Greek, Hebrew and Arabic
Obligation (Minor) – Franciscan Brotherhood

TECH LEVEL: 2

STORY POINTS: 12

Roger Bacon died around June, 1292 and was buried in Oxford.



ROMANA – THE STORYTELLER (*Tomb of Valdemar*)

Although the 4th Doctor didn't meet either of them directly, two future incarnations of Romana have acted as narrators for his adventures. The 8th Doctor will also encounter yet another Romana, Romana III, when as President of Gallifrey she is preparing for a future war against a mysterious Enemy. Her story will be told in a later volume.

One future Romana told the story of the time that she (in her first body) and the Doctor investigated the tomb of Valdemar on the planet Ashkellia (see L3). This incarnation is towards the end of its life and appears ancient. She has not seen the Doctor for centuries. She is not however the final Romana, and she will go on to regenerate into a new body, young and beautiful with dark eyes and clear ebony skin. But as an old woman, Romana has an enigmatic smile, a withering gaze and a rich, rounded voice, later becoming a husky whisper as her old body finally begins to fail. Her skin, originally dark, has become pale and papery with age, hanging loosely over her thin frame. Despite her age, this storyteller nevertheless still possesses lightning reflexes, though she also has the aches and pains of chronic arthritis.

When Romana regenerated into this incarnation, she adopted the appearance of a human writer called Miranda Pelham. Miranda was the author of *The Tomb of the Dark God*, a collection of stories about the cult of Valdemar. Romana carries a well-read copy of this book with her and has recounted the stories many times as a warning against Valdemar and the threat he posed to the universe. Romana's resemblance to the picture of Miranda on the book's cover is still apparent, despite her advanced years.

Romana has by now got a TARDIS of her own and, like the Doctor before her, she prefers to explore the universe with companions, choosing from among those whom her stories have affected. Towards the end of this incarnation's life, however, she is travelling alone and has decided to tidy up one final loose end from her adventure on Ashkellia.

**ROMANA**

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	9	STRENGTH	1

SKILLS

Convince 5, Craft 4, Knowledge 5, Medicine 2, Science 5, Subterfuge 3, Survival 2, Technology 5, Transport 3

TRAITS

Bio-Rhythmic Control
Boffin
Charming
Doctorate – Temporal Physics +3
Doctorate – Psychoanalysis +3
Empathic
Face in the Crowd
Feel the Turn of the Universe
Psychic
Quick Reflexes
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced (multiple times)
Voice of Authority
Vortex

EQUIPMENT

The Tomb of the Dark God, by Miranda Pelham
TARDIS

TECH LEVEL: 10

STORY POINTS: 8

ROMANA – TREY (*Luna Romana*)

Although the 4th Doctor didn't meet either of them directly, two future incarnations of Romana have acted as narrators for his adventures. The 8th Doctor will also encounter yet another Romana, Romana III, when as President of Gallifrey she is preparing for a future war against a mysterious Enemy. Her story will be told in a later volume.

When she wishes to be less formal, this future Romana sometimes calls herself Trey to distinguish herself from her predecessors, taking the name from one of the middle syllables of Romanadvoratrelundar. Quite which incarnation she represents is unclear, but she is thousands of years older than Romana II was. This Romana is elfin-faced and apparently youthful. She projects a cool, yet upbeat and friendly personality, and remembers with nostalgic fondness the freedom of travelling with the Doctor and her own youthful naivety, recalling in particular their encounters with Quadrigger Stoyne (see V54).

In this incarnation, Romana is again (or still?) President of Gallifrey. Behind her cheery exterior, she bears the weight of responsibility as she leads her people during what she thinks of as their darkest hour, as they again prepare for war. To this end, Romana has ordered the clearance of sections of Gallifrey in order to make way for the construction of Battle TARDISEs. Whether this activity is a continuation of Romana III's preparations for war against the Enemy, or for the Last Great Time War (if indeed they are different conflicts), or another conflict entirely remains to be seen. Perhaps the rumours of the imminent return of a threat from Gallifrey's past are true after all. Romana retains great trust in the Doctor and feels a bond with his other companions, including Ace who, during this Romana's presidency, acts as an agent for the Time Lords.

During Romana II's tenure as President, she encountered a Matrix projection of Trey which assisted her earlier self against a Dalek assault on what, by Trey's time, is Gallifreyan history.

**ROMANA**

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	9	STRENGTH	2

SKILLS

Athletics 3, Convince 4, Craft 2, Knowledge 5 (AoE: Secrets of the Time Lords), Marksman 1, Medicine 2, Science 5, Subterfuge 3, Survival 1, Technology 5, Transport 3

TRAITS

Attractive
Bio-Rhythmic Control
Boffin
Charming
Distinctive
Doctorate – Temporal Physics +3
Doctorate – Psychoanalysis +3
High Office
Obligation (Major) – High President of the Time Lords
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced (multiple times)
Voice of Authority (Special: +3 bonus)
Vortex

EQUIPMENT

Presidential Seal

TECH LEVEL: 10

STORY POINTS: 8

RUDYARD KIPLING *(Evolution)*

When Sarah Jane told the Doctor that she'd like to meet Rudyard Kipling, she was hoping that the TARDIS would take to them both to a time when he was a successful writer. Instead, she found herself meeting a fifteen year old schoolboy! Not only that, but Sarah found him to be a strange looking boy. On the stout side, shorter than his friends, and wearing steel-rimmed glasses with pebble lenses, and the faint but unmistakable hint of a moustache on his upper lip. He possesses penetrating blue eyes and a strong, blunt manner. His glasses give him his nickname of Gigger, from "gig-lamps", the lamps on the sides of carriages and a slang word for spectacles. Sarah Jane is further dismayed to find that Kipling and his two friends, Dunsterville and Geresford, are immediately smitten with her.

Kipling had been born in 1865 in Bombay. At the age of five, his family had taken him to Southsea, England, where he and his younger sister, Alice ("Trix"), lived for the next six years with a couple who boarded the children of British nationals who were serving in India. In later life, Kipling recalled this period with horror as a period of combined cruelty and neglect by his appointed guardians. In 1877, their mother returned from India and removed the children from their lodgings.

In 1878, Kipling was admitted to the United Services College in Devon, a school which had only recently been set up to prepare pupils for military service. Although Kipling found life at the school tough going at first, it resulted in firm friendships and he later dedicated his collection of schoolboy tales, *Stalky & Co*, to its headmaster, Cormell Price. It is in 1880, while the teenaged Kipling is at school here, that he encounters the Doctor, Sarah Jane and Arthur Conan Doyle (see A9), and becomes embroiled in an adventure involving mermaids and a demonic hound stalking the nearby moors (see G6).

The adolescent Rudyard Kipling is by turns cheeky and politely formal, kissing Sarah Jane's hand when they first meet. Despite his small stature, he is surprisingly strong. He has however already acquired his life-long habit of smoking cigarettes. When Sarah Jane tells him that smoking it bad for his health, he doesn't believe her, insisting instead that smoking is an art form and makes a man of you! Although this may have been widely believed at the time, the practice was still banned at Kipling's school, so he and his friends have to hide themselves away to indulge their habit or risk detention.

As an adult, Kipling would of course go on to earn fame as a novelist, short-story writer and poet, with *The Jungle Book*, *Kim*, *The Man Who Would Be King* and the poem "If-" among his most noted works. Like Conan Doyle and H.G. Wells, he used his adventure with the Doctor as a source of inspiration for some of his tales. In the decades since his death in 1936, Kipling's form of jingoistic patriotism has been the subject of much debate, criticism and re-evaluation, but many of his stories remain popular even today.

YOUNG RUDYARD KIPLING



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

SKILLS

Athletics 3, Convince 2, Craft 3 (AoE: Writing), Fighting 2, Knowledge 1, Marksman 2, Science 1, Subterfuge 3

TRAITS

Brave
Face in the Crowd
Impaired Senses (Minor) – Without his glasses, has -2 penalty on rolls requiring vision
Inexperienced
Insatiable Curiosity

TECH LEVEL: 4

STORY POINTS: 15

Note: The stats provided here are for Rudyard Kipling in 1880, when he is a teenaged schoolboy.



MONSTERS AND VILLAINS

ASTAROTH MORAX *(Last of the Colophon)*

On the planet Colophos (see L8), Astaroth Morax was one of his race's greatest scientists, but his genius turned to evil and insanity. His cruelty and ruthlessness were without precedent, and it took all the ingenuity of the Patricians to bring him to justice. But Morax had created a bacterium so powerful it could destroy his entire race. Unless the Patricians acceded to his demands, he would release it. The Patricians did not believe his threats, but they were wrong. Morax released the bacteria and condemned his race to extinction. Morax had also developed a cure and offered to share it with his people if they would only bow down before him. They refused. Their final act was to confine him to a citadel-prison with an android nurse to extend his life indefinitely, so that even the escape of death would be denied to him.


By the late 40th Century, Astaroth Morax has been a prisoner for over a thousand years. His only companion has been the android, Nurse Torvik. A pathetic sight, Morax is swathed bandaged with a visor over his eyes, and is confined to a wheelchair. In the event that he receives visitors, Morax will weave a web of lies about his condition and its causes. His story is that his race was destroyed by a mutant strain of an infection, and that Morax only managed to survive by using an experimental cure. The cure was unable to reverse the damage already wrought on his body. As a result, his legs are atrophied, his eyes are hollow sockets and his skin is damaged beyond repair. He must wear chemically treated bandages to protect the remnants of his skin against further infection. He is in need of medication to relieve him of his constant pain, and often uses a respirator to aid his breathing.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But Morax is not the helpless invalid he claims to be. Unknown to Nurse Torvik, he can walk unaided, and he requires neither his respirator nor medication against pain. His single disability is that he is indeed blind, but his hearing is highly trained. Morax also has a huge advantage over his enemies in that, beneath the layers of bandages, he is totally invisible. Morax uses this to get close to his enemies in order to kill them. If he is injured though, his blood will appear as it splatters to the floor.

As well as being a medical genius, Morax is skilled with computers. He has on rare occasions been able to bypass the security restrictions on the citadel's

ASTAROTH MORAX



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

SKILLS
 Convince 4, Fighting 2, Marksman 3, Medicine 5, Science 4 (AoE: Biology, Chemistry), Subterfuge 3, Technology 3, Transport 1

TRAITS
 Biochemical Genius
 Eccentric (Major) – Murderously insane
 Immunity – Lasers and sonic attacks pass straight through Morax
 Impaired Senses (Major) – Blind
 Invisible (Special Bad)
 Keen Senses (Minor) - Hearing
 Last of My Kind
 Menacing
 Technically Adept
 Weakness (Major) – Further exposure to photon radiation will kill him

TECH LEVEL: 6
STORY POINTS: 12

computer to broadcast a distress signal or shut down the citadel's defences. When he is unable to do this by reprogramming the computer, he has even resorted to shorting the cables with his bare hands. If discovered, Nurse Torvik withholds his pain medication for a time as punishment, incorrectly believing that this will reduce him to agony.

Morax made himself invisible using photon radiation. It is this that caused his murderous insanity. It has also weakened the connections between his molecules, and any further exposure will cause them to drift apart, killing him.



THE BAH-SOKHAR *(The Drosten's Curse)*

The Bah-Sokhar came into being at such an early stage of the universe's development that their true nature remains mysterious. They are creatures capable of surviving in the depths of space, of withstanding the monumental forces that eventually created solar systems, sent comets speeding into flight or ripped open the space-time continuum. Much of what is known of the Bah-Sokhar is the stuff of legends. But these days almost no beings have heard of the Bah-Sokhar and, if they have, it is as a lie that adults tell to naughty children: "Be quiet or the Bah-Sokhar will get you!"

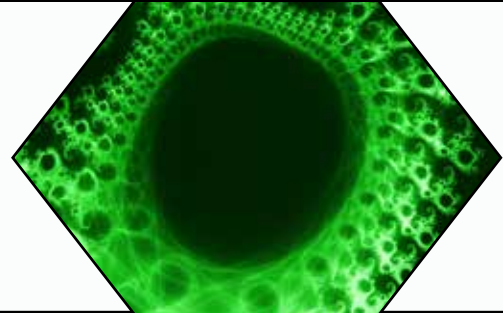
The reality is that the Bah-Sokhar is (or, more accurately, were) a race of psychic parasites which feed on and amplify negative emotions. They are also known as Soul Eaters and are creatures more terrible than any nightmare. They have wide ranging powers and are considered by those who know of them to be invincible. Bah-Sokhar produce unfathomable amounts of psychon energy, which in turn generates powerful and recklessly unshielded telepathic fields that affect lifeforms for miles around. They can influence the behaviour of all within their psychon fields, granting lesser creatures unwanted psychic abilities, heightening and feeding off of their negative emotions, imbuing them with their hungers, manipulating and erasing memories, and even reducing them to mindless zombies to act as their slaves. They create forgetfulness and their presence stimulates a metallic taste in the mouth parts of most sentient beings when roused from their millennia long slumbers.

By 1978, there is only one Bah-Sokhar left in the universe. Quite what has happened to such a powerful and seemingly invincible race is unknown, but the sole survivor cannot sense the minds of any of its kin and believes that it is the last. This final Bah-Sokhar has lain for at least the last 300 years, hidden and more or less asleep, deep within an extensive network of caverns below Fetch Lake near Arbroath in Scotland, a monstrous combination of psychic energy and dissociated atoms forming its pseudo-body. When it first arrived there, it was as a small white sphere, the egg from which the Bah-Sokhar hatches and periodically returns. But the creature is now miles across, its loosely connected atoms held together in a powerful psychic field, shaped vaguely into a circular body with massive tentacles radiating from it. The Bah-Sokhar is the largest mass of Artron energy in the universe.

The Bah-Sokhar can control matter, especially particulate matter such as sand and soil, with which it creates pairs of defence creatures. Once fully awake, the Bah-Sokhar can manipulate almost any kind of matter, moulding and altering it subatomically as it wishes, animating it and even creating apparently living creatures. The Bah-Sokhar can manifest above ground in whatever shape it, or its controller, wishes. But one of its oldest forms is that of a black horse with flashing hooves and the gleam of fire in its eyes, magnificent and terrible to behold.

The Bah-Sokhar creates its defence creatures in a form most suited for the environment. In Arbroath, it has created the Fetch Twins, Honor and Xavier, seemingly a charming and beautiful pair

THE BAH-SOKHAR



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

SKILLS

Convince 4, Fighting 4, Knowledge 6, Marksman 3, Science 5, Survival 5, Technology 3

TRAITS

Alien
Alien Appearance
Enslaved – By its conductor
Environmental (Major)
Fear Factor 4
Hypnosis (Major)
Immortal (Major)
Immunity – Physical damage
Last of My Kind
Memory Manipulation (Minor) – see *The Second Doctor Expanded Universe Sourcebook*
Networked (Major)
Psychic
Shapeshift (Special)
Size – Huge (Major)
Special – Matter Control (see main text)
Special – Psychon Field (see box text)
Telekinesis
Telepathy
Teleport

TECH LEVEL: 12

STORY POINTS: 10

of children, who are also its means of playing. The Fetch Twins are posing as the grandchildren of Julia Fetch, the incredibly elderly owner of the Fetch Brothers Golf Spa Hotel whose memories have been addled by the Bah-Sokhar to the point that she does not even recall that she never had any children, let alone grandchildren, and whose obsession with octopuses is overwhelming. Despite their

seeming innocence, the Twins are extremely dangerous. Their most powerful weapon is their telekinesis, which they can use to crush a person paper thin then fold them up again and again until there is nothing left. Their perfect bodies are as strong as high tensile steel and their long, willowy limbs can stretch unnaturally and become as flexible as India rubber. The Bah-Sokhar can create the Twins wherever it wants, making them seem to grow from the ground or emerge from walls in a fleshy, vaguely human form, before settling on being Honor and Xavier.

The presence of the Bah-Sokhar is most noticeable by the effect its powerful psychon field has on the local populace when it stirs in its slumbers. For several miles around, people become sensitised to other people's thoughts, images and emotions, seeming to hear them aloud or see them in their own minds. Resistance will be met with intense, debilitating headaches like the worst migraine imaginable. Negative emotions become heightened and are looped back to the Bah-Sokhar for it to feed on.

Despite its power, the Bah-Sokhar needs a conductor for it to serve. Throughout most of its existence, these have been people who desire power and are filled with hate. When roused from its sleep, the Bah-Sokhar needs to feed, using its mindless human slaves to devour its prey, their touch liquefying them and leaving nothing behind. It also tries to find a new conductor, offering to make prospective candidates "the jewel at the heart of the universe". Although most people it considers for this role desire power or revenge or some combination of these, the Bah-Sokhar tried to entice the Doctor by offering to make the universe a better place and ensure happy endings to all his adventures. The Doctor believes that, over the immense stretches of time, its behaviour has changed and it wants to be other than it is. Perhaps it is not evil, just misguided. But it is still unutterably dangerous, even though all it now wants to do is sleep and, in its terms, play. Although it is bound by the commands of its conductor, the Bah-Sokhar is tired of being used for hate and death. It may be possible to somehow free the Bah-Sokhar from its servitude by offering it something more attractive than its current controller: affection perhaps, or even love.

The Bah-Sokhar can use its powers to teleport those who most interest it to fleshy cells of pulsing red and purple matter deep underground. Here, the Bah-Sokhar can create creatures from its victims' minds or its own memories to interact with its prisoner, whether to converse or threaten or terrify, with little opportunity for escape. Despite its power, it is perhaps the loneliest creature in the universe.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

For the past 300 years, the Bah-Sokhar's conductor has secretly been Julia Fetch, and it has been fulfilling her wishes. Julia has only ever wished for good fortune, a husband to love and children to care for. The Bah-Sokhar found a handsome young chemist for her to fall in love with and marry, and their investments and businesses made

them extremely rich. As for children, the Bah-Sokhar created the Fetch Twins for her to look after. Tragically, her husband was killed in the First World War, and although Julia knew that the Bah-Sokhar could bring him back, she also knew it would be wrong. She has not made another wish since. The Bah-Sokhar has extended her life enormously, though Julia now looks and feels like a very old woman indeed, and the Bah-Sokhar's influence has muddled her mind. She lives in her idea of a perfect world, caring for her "grandchildren", but she is almost permanently confused about the details of her life. In recent times, she has sold almost all of her businesses, except the Fetch Brothers Golf Spa Hotel, in order to fund research into octopuses. Before Julia, the Bah-Sokhar had many other conductors. In St Vigean's Church near Arbroath, a collection of ancient stones covered with carvings of animals and Pictish designs is all that remains of the Drosten Throne, the seat of power from which

THE FETCH TWINS

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

SKILLS

Athletics 4, Convince 2, Fighting 3, Subterfuge 3

TRAITS

Charming
Environmental (Major)
Fast (Major)
Fear Factor 2
Immunity – Physical damage
Natural Weapon – Telekinetic Crush: 10(5/10/15)
damage
Networked
Psychic
Quick Reflexes
Telepathy

TECH LEVEL: 12

STORY POINTS: 6

the ancient conductors commanded the Bah-Sokhar to commit dreadful deeds. With Julia Fetch unwilling to command the awakening creature, the Bah-Sokhar is compelled to find another conductor that it can serve and who will once again sit on the Drosten Throne. Once reassembled, the carved animals on the stones (dogs, hare, bear, eagle, wild boar, mythical beasts, stag and doe with faun) will come to life and do the conductor's bidding.

The Bah-Sokhar's belief that it is the last of its species may not be correct. Among the lost golf balls which can be found throughout the hotel's golf course are numerous oddly smooth examples. Many have been discovered by visitors from overseas and are now spread throughout the globe. These are identical to the Bah-Sokhar egg that Julia Fetch chanced upon 300 years before. Quite how they have appeared here now is unknown, but perhaps the Bah-Sokhar created them in its sleep. The prospect of dozens, maybe hundreds, of new Bah-Sokhar hatching out around the world is a terrifying one.

JULIA FETCH

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

SKILLS

Craft (Cooking) 3, Knowledge 3 (AoE: Octopuses)

TRAITS

Amnesia (Minor)
Charming
Dark Secret (Major)
Eccentric (Major)
Forgetful
Lucky
Obsession (Major) – octopuses
Time Traveller – has lived through Tech Levels 4 and 5
Wealthy (Major)
Well-Mannered

TECH LEVEL: 3

STORY POINTS: 4

NEW TRAIT – PSYCHON FIELD

Once awake, the Bah-Sokhar generates a psychon field with a radius in miles equivalent to its Resolve. Within that field, all sentient beings gain an uncontrollable version of the Psychic trait. Because everyone within the psychon field is bombarded by the thoughts and urges of everyone else unbidden, emotions quickly run unchecked. The normally unspoken criticisms, jealousies and rivalries are all plain to see (or hear, rather), leading to irritation, then anger and finally violence.

The Bah-Sokhar can attempt to use its Memory Manipulation and Hypnosis on anyone within the psychon field. The usual rolls to resist can be made, but this results in severe headaches as a form of punishment. These are so intense that each time the victims attempt any other action while fighting the mental assault, they must make a contest of Presence + Resolve against the Bah-Sokhar, to avoid a -2(-1/-2/-4) penalty.

Although the psychon field is clearly immensely powerful, it must be remembered that the Bah-Sokhar itself is not omniscient and can only focus on a handful of individuals at any one time.

BAH-SOKHAR CREATION (HUMAN REPLICA)

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

Skills: Fighting 3

Traits: Natural Weapon – Life Drain (Special: touch delivers 5(2/5/7) damage), Networked, Tough

Story Points: 0

HUMAN SLAVE

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

Skills: Fighting 2

Traits: Enslaved, Infection (contest of Resolve + Resolve to create new slaves), Networked, Slow Reflexes

Story Points: 0

STONE ANIMAL

Attributes: Strength 7, Coordination 2, Awareness 2

Skills: Fighting 2

Traits*: Armour (10 points), Natural Weapons (Minor: stone teeth, claws and antlers deliver Strength +2 damage), Networked

Story Points: 0

*The eagle also has Flight (Major) and Size – Tiny (Major; reduces its Strength to 3); the hare and the faun also have Size - Tiny (Major; giving Strength 3); the dogs have Size – Tiny (Minor; giving them Strength 5).

BEEP THE MEEP *(Doctor Who and the Star Beast)*

Throughout the Wrarth Galaxy, the Meeps were renowned as a highly advanced, peaceful race who knew nothing of war or cruelty, and their name had become a byword for happiness. But then, tragedy struck. The orbit of the Meeps' planet mysteriously changed and it passed too close to a strange astronomical object known as the Black Sun. The Black Sun's radiation mutated the gentle and kindly Meeps into cruel creatures who lived only for conquest. In a savage starkrieg, the Meeps overran planet after planet; there was no reasoning with them. The Meeps destroyed everything and their prisoners were shown no mercy!


Reluctantly, the Star Council which governed the Wrarth Galaxy ordered that action be taken against the Meeps. They authorised the creation of the Wrarth Warriors (see V78) and instructed them to hunt down and destroy the Meeps. The Wrarth Warriors fought the Meeps from planet to planet until, at last, at the Battle of Yarras, the Meeps' armada was smashed and they were defeated, with only their leader managing to escape.

Beep the Meep is the All-High, King of the Meeps, who led his race in their reign of terror and conquest. Like all his kind, he is a round furry creature, maybe 4 feet high, with small paws and large eyes. Beep uses his appearance to best advantage, lulling his victims into a false sense of security as most humanoid species find him to be adorably cute and want to pet him. After all, he's a cuddly wuddly ickle thing! How can you not wuv him? Although Beep finds this attitude towards him almost unbearably annoying, he does his best to keep his real feelings in check until the time is right to spring his trap! Beep has a homicidal temper which is barely kept under control, and he loves causing death and destruction just for the fun of it.

His Meep armies destroyed, Beep is now on the run from the Wrarth Warriors. The 4th Doctor first encountered him when Beep was hiding out on Earth, where he was creating a slave army to escape his pursuers and prepare for a new assault on the Galaxy. His plans have since also been thwarted by the 6th and 8th Doctors.

Beep has a marsupial-like pouch in which he can conceal a ray gun or other weapon, and when he no longer needs to keep his evil nature a secret, he sometimes strides around in a chair mounted on 8-foot tripod stilts. Beep often uses the Black Sun Radiation from his ship's engines to control the minds of human slaves.

BEEP THE MEEP



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

SKILLS
Convince 5, Fighting 1, Knowledge 3, Marksman 3, Science 3 (AoE: Black Sun Radiation), Subterfuge 4, Technology 3, Transport 2

TRAITS
Adversary (Major) – Wrarth Warriors
Alien
Alien Appearance
Attractive - Well, very cute anyway
Eccentric (Major) – Homicidal and easily angered
Selfish

EQUIPMENT
Ray Gun: L(4/L/L)

TECH LEVEL: 7

STORY POINTS: 10

BLACK SUN RADIATION

Black Sun Radiation (sometimes called Black Star Radiation) affects the minds of most sentient creatures, making them murderously insane and adding the Eccentric (Major: Homicidal) trait. The Meeps developed neutron drive star cruisers that emit Black Sun Radiation, which they used to enslave other races. Anybody exposed to this form of the radiation has their Ingenuity and Presence reduced to 1 and gains the Distinctive (Minor: solid black eyes) and Enslaved traits, in addition to the Eccentric trait. It is possible to reverse the effects of Black Sun Radiation if the victim is treated soon enough, but it is far, far too late for Beep to be cured! Time Lords are immune to the effects of Black Sun Radiation.

BLACK KNIGHT AND WHITE KNIGHT *(The Weapon)*

The contest between the Black Guardian and the White Guardian is eternal and the pair use countless agents scattered throughout time and space, each striving to win greater or smaller victories for their master. Among these agents are the Black Knight and his opposite number, the White Knight. These warriors have the appearance of medieval knights in full plate armour and indeed they may well originally have been such, plucked out of their natural time and place by the Guardians.

Each of the Knights is identical in abilities and resources to the other, and their skirmishes on battlefields throughout history and on alien worlds are evenly matched. Each Knight leads a contingent of soldiers, both horsemen and infantry, and directs them into combat in order to win some subtle advantage for their master in the otherwise unknowable cosmic struggle. When the Doctor and Romana found themselves caught in the middle of one of their battles in medieval England, the Black Knight had somehow been armed with a powerful laser weapon which gave him the advantage over his foe. Most likely the Black Guardian had acted through others of his agents to arm his Knight with advanced weaponry against the rules of the game. The Doctor determined that it was best to restore the balance of power, even if only temporarily, by deploying K9 on the side of the White Knight's forces.

Although apparently mortal and able to be killed on the battlefield, the White and Black Knights are always resurrected by the Guardians at some other point in time and space to continue their eternal conflict. Their soldiers are however not so fortunate and once dead, remain so. The Knights are provided with a fresh company at the start of each campaign. Depending on the whims of the Guardians, it is possible that the Knights and their men will appear in different guises in other settings.

In many instances, the Knights will have a specific objective to achieve. This may be to secure a key location or to win an artefact of power which the Guardians covet, or it may be something more abstract: the corruption or restoration of a timeline perhaps. On other occasions, there is no set goal and the Knights fight only for the sake of the battle itself, ending only with the death of their enemy. Sometimes, the battle may even be seen to represent a game of chess on a grand scale, with the Knights and their pawns manoeuvring to protect their King and Queen, and the capture of the opposing King being the object.

BLACK/WHITE KNIGHT



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

SKILLS

Athletics 4, Fighting 5, Marksman 3, Medicine 1, Subterfuge 2, Survival 4

TRAITS

Adversary (Major) – Opposing Knight and Guardian
Brave
Immortal (Special)
Military Rank (Major) - Knight
Obligation (Major) - The Guardian
Time Traveller (Special) - Has knowledge appropriate to the setting of each battle
Voice of Authority

EQUIPMENT

Plate Armour: 5 points of protection, but -2 to all Coordination rolls
Broadsword: Strength +2 damage
Lance: Strength +4 damage

TECH LEVEL: 2

STORY POINTS: 6

HORSEMAN/SOLDIER

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

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

Traits: Brave, By the Book, Obligation (Major: To their Knight)

Equipment: varies, but similar to the Knights

Story Points: 2-4

CAIN *(The Pyralis Effect)*


Across the universe, research into developing artificial intelligence has taken many twists and turns. Among the more innovative is the development of fungoid brains, which are grown and then housed in an artificial humanoid body constructed from synthetic flesh woven around a steel sub-frame. The Doctor and Romana encountered one of these, a Type 12 AI named CAIN, when the TARDIS materialised on the colony ship Myriad in the constellation of Kasterborous. CAIN was created to explore, to seek out new possibilities and assist the ship's crew in their mission to locate the Doctor, a legendary hero who they believed could save their planet once again.

The most striking thing about CAIN's appearance is that the top third of his skull is transparent, with the fungus intelligence visible within, pulsing in a pool of orange neuroconductor fluid. CAIN looks otherwise nearly human: bipedal, male, reminiscent of a man in his early 20s, but with ghostly pale skin, a complete absence of hair and strange pink artificial eyes, making him appear like a human albino. When he speaks, his lips part to reveal glittering ceramic teeth. CAIN has a warm and silky voice, but with a disconcerting electronic buzz to it. He can boost the output of his artificial voice box to emit a focussed sonic beam.

Although they are artificial, Type 12 AIs are considered alive and are protected by certain rights. When CAIN fell under the influence of an alien presence, the Myriad's crew could not just deactivate him, as they would a robot or computer. They had to treat him as they would any other lifeform and lock him up.

Although CAIN's aberrant behaviour was caused by external influences, Type 12 AIs in general are known to be prone to psychological problems, as fungal neurostructures are notoriously unstable, with many AIs developing neuroses and psychoses. Perhaps related to this, the molds that comprise the AI brain can sometimes also manifest mild psychic abilities. Professor Brakos did some experiments with Type 12s on Sitima 5. He discovered a latent propensity for psychic activity in the molds that comprise the fungal growth of the brain, but couldn't get them to stabilise, making them unreliable.

CAIN



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

SKILLS
Fighting 2, Knowledge 1, Marksman 2, Science 2, Technology 4, Transport 3

TRAITS
Alien Appearance
Code of Conduct
Cyborg
Natural Weapon – Sonic Scream: 5(2/5/7) damage
Psychic
Tough

TECH LEVEL: 6

STORY POINTS: 4

BRAINS, BRAINS AND MORE BRAINS

It is intriguing that, while we know that Type 12 AIs have brains grown from fungus, we learn nothing about what the earlier types were based on. Presumably the very earliest were simply machine intelligences and positronic brains, probably developed along quantum lines. But what other weird and wonderful variants can the GM come up with to add colour to an adventure? Artificial brains grown from human stem cells are being proposed currently, but what about the ethical issues? Animal brains seem likely but unpromising, given the evidence of Mr Sin. But the possibilities of brains based on vegetable matter, microbial lifeforms, plasma fields or more exotic sources offer certain possibilities. What problems – psychological or otherwise – might such entities pose?

CARNELL *(Corpse Marker)*

Carnell is virtually unique on Kaldor: an off-worlder on a planet whose inhabitants have turned their backs on the possibility of space travel. He is a psycho-strategist on the run from a corrupt Federation after one of his schemes backfired. Carnell is now lying low on Kaldor (see L20) and has been for a couple of years, waiting until he feels it safe for him to leave. He has a spaceship hidden out in the desert for just such an eventuality.

Before coming to Kaldor, Carnell had used his skills as a psycho-strategist to make his name and fortune as a financial planner and economic analyst. He was also secretly trained and employed by the Federation to outthink their friends and enemies alike. Since arriving on Kaldor, Carnell has created a false history for himself in order to seek employment by various Topmasters and Firstmasters in the Company. He is openly employed by Layly Landerchild, one of the most vocal opponents of Kiy Uvanov (see A21). But he is also secretly working for Diss Pitter, the current Company Chairholder, against both Landerchild and Uvanov.

Carnell is urbane and silkily charming. He also has an air of social and intellectual superiority about him which makes him smug and overconfident in his own abilities. Carnell views the schemes he has been developing for his various employers on Kaldor as merely

MINOR/MAJOR GOOD TRAIT – PSYCHO-STRATEGIST

Psycho-strategists are talented individuals who can predict the behaviour of people and organisations in response to situations and events. Skilled psycho-strategists are extremely rare and, to a government or corporation, are worth their weight in gold. They are able to plan political campaigns or develop financial or business strategies with a far greater degree of success than most other people. On a more personal level, they can predict individual responses and so can create plans to outmanoeuvre the opponents of whoever they are hired by.

At the Minor level, a character with the Psycho-strategist trait can make an Ingenuity + Knowledge roll in order to try to predict the outcome of plans or decisions. The base Difficulty level of this roll is 18, and the character has a +2 bonus to succeed. At the Major level, the character has a +4 bonus applied to the roll. If the psycho-strategist is trying to manipulate a target who is aware of and opposed to the attempted influence, the Difficulty level is increased by the target's Ingenuity. The GM can apply other modifiers as appropriate to the situation, such as penalties for limited information or inaccurate data.

Clearly a psycho-strategist is more likely to be effective against non-player characters, whose actions are determined by the GM. Against PCs, the outcome is less predictable. In effect, the PCs are random elements, the x-factor whose arrival and involvement is unforeseeable by even the best psycho-strategists.

CARNELL



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

SKILLS

Convince 4, Craft 2, Knowledge 4 (AoE: Finance and Economics), Marksman 2, Subterfuge 4, Technology 3, Transport 2

TRAITS

Arrogant – Carnell has +2 to resist fear or despair, but -1 on social interactions with inferiors
 Charming
 Empathic
 Epicurean Tastes
 Psycho-strategist (Major)
 Wanted (Major) – Wanted by the Federation
 Weakness (Minor) – Carnell's overconfidence often makes him underestimate his opponents or ignore small details, which can compromise his schemes

TECH LEVEL: 6

STORY POINTS: 9

a game, something to keep himself amused in this backwater of the galaxy until he can leave it all behind and return to the real world of the Federation.

COLLECTORS *(Heart of TARDIS)*

There are so many sentient species which have developed a desire to acquire things that it seems to be the natural order. But one species which takes this obsession to an extreme are rather appropriately named the Collectors. These supremely acquisitive beings were once better known as the hideous galactic scourge. While they hadn't turned suns into supernovae or obliterated entire worlds with planet-crackers, they had proved to be unstoppable in their own particular way. Their invention of hyperwobble drives and use of psychonomic shielding on their swarms of five-mile wide ships meant that, while any planetary defences might see them coming, the incalculably erratic progress of their ships would prove too much for organic and artificial minds alike. Planetary defences would suffer the equivalent of a nervous breakdown, allowing the planet to be completely overrun.

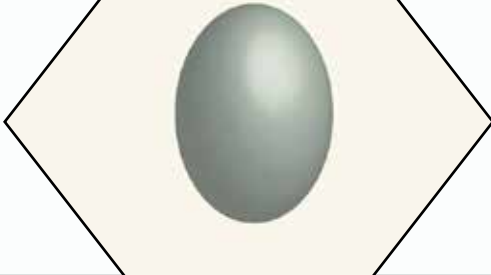
The only known defence from the Collectors was, quite simply, to get the hell out of the way. Even the Daleks themselves had once, on hearing rumours of a band of Collectors in the vicinity, gone through extremely tortuous subterfuges to mask their entire home planet, pretend that it had been destroyed, and only bring it out from cover when the Collectors had gone. The Collectors have an insatiable desire for things, which they plundered from the planets that they overran. They have collected anything and everything, with no thought for its value, beauty or utility. They are simply things and the Collectors want them. And they acquired them in such numbers that mere words like millions and billions lose their very meaning.

Over their millennia of plunder, however, the Collectors changed. The drive for pure acquisition waned. The nature of the Collectors evolved until at a certain point they found themselves looking at their treasures and wondering: what the hell are we going to do with it all now? The upshot, some tens of thousands of years beyond the 20th Century, is the Big Huge and Educational Collection of Old Galactic Stuff, a vast museum containing all the things the Collectors have acquired over the eons – including at one point K9, whom the Doctor and Romana had to rescue.

At rest, a Collector isn't much to look at, being merely a grey, human-sized obloid. But they are metamorphic, their soft and gel-like flesh able to twist into myriad forms by way of a complicatedly interlinked skeletal structure and a large biological array of potential organs and appendages which can be force-grown in real time. A Collector might sprout rollers instead of legs, long multi-jointed limbs, stabbing spikes or slashing blades for weapons, multiple eyes or a ravaging maw. Their speech is similarly bizarre. For example, an attendant explaining a display of World War One artefacts at the Collection might say (with their usual lack of accuracy): "Is phase one of big hitting everybody people with stuff type-thing that last almost all of monkey-hominidly local century".

The Collectors are extremely similar to (in fact indistinguishable from) a species known as the Sloathes, who were later encountered by the 7th Doctor. It's therefore almost certain that the Sloathes and Collectors are one and the same, being different

COLLECTOR



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

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

TRAITS
Alien
Alien Appearance
Additional Limbs x3 – Can extrude additional arms or legs as needed
Eccentric (Major)
Fear Factor 1
Fast Healing (Major)
Natural Weapons (Minor) – Force-evolved weaponry: Strength +2 damage
Obsession (Major) – Acquiring things
Quick Reflexes
Tough

TECH LEVEL: 7

STORY POINTS: 3-5

names adopted at different points in their history (particularly as both Collectors and Sloathes were created by the same author).

Adventure Seed: Collected Thoughts

Your TARDISers find a catalog for the Collection that lists an exhibit about their early adventures, none of which happened exactly as described. A romp ensues in which the obtuse Collectors must be convinced to set the record straight before the characters' reputation in the far future is tarnished. Or it it all a ploy to lure the Time Lord's big ego so he or she can be... collected?

COLONEL HUGH SPINDLETON *(Trail of the White Worm, The Oseidon Adventure)*

Colonel Hugh Spindleton, formerly of the British army, is one of that breed of men for whom the British Empire should never have ended. He dreams of making Britain (and more specifically, England) great again. In person, he is loud, arrogant and slightly comical. But never forget that beneath the shouting he is more than a little deranged and is very, very dangerous.

In 1979, Colonel Spindleton owns Lambton Manor near the village of Dark Peak in Derbyshire, a large Victorian house filled with his hunting trophies and complete with an extensive estate surrounded by a tall electrified fence. Much of the grounds of the Manor is covered by thick woods, while most of the open ground is a minefield – literally. The Colonel detests trespassers, who are warned by large notices that they will “get what for”. He owns an extensive armoury, with the pride of place given to his Chieftain tank. This has been adapted so that the Colonel can operate it by remote control from the comfort of his house. The Colonel takes the Chieftain for a run every day, and if he spots any intruders in his grounds, he will send the tank after them, even going so far as using them for a bit of target practice until either they manage to escape or the tank runs out of fuel.

But Spindleton is not just a lone nutter. He has contacts with other, like-minded nutters. Like Spindleton, his men have access to a lot of ordnance, including a troop transport helicopter. Spindleton is planning to use this small private army to stage a coup against the British Government and set himself up as head of a military junta. His plans for Britain under his rule include the reintroduction of National Service, the outlawing of trade unions, an end to free milk for school children and the closing down of the BBC.

Spindleton is not stupid and realises that without help, his planned coup is doomed to fail, even with a remote-controlled Chieftain tank at his disposal. His friend, “Lucky” Lucan, put him in touch with an ally he now calls his Mwalimu, a Swahili word for “master” or “teacher”, who Lucan told him could put England right again. This secretive figure is none other than the Master in his decaying body. The Master has a firm control over his minion and considers the Colonel to be the weakest willed fool he has ever encountered, an observation apparently shared by the first Mrs Spindleton.

As a down payment for his services, the Master has given Spindleton a thoroughbred horse, a splendid animal he has named Pink Gin, but which the Doctor recognises as none other than Shergar, the Irish racehorse who will disappear in 1983.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Master has other allies in the form of the Kraals (see *The Fourth Doctor Sourcebook*). When their invasion of Earth begins, Spindleton recognises their military might and betrays the Master to them. All he asks in return is to be leader of Britain, and he is content to leave the colonies, former colonies and the rest of the world to the Kraals.

COLONEL SPINDLETON



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

SKILLS

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

TRAITS

Brave
Eccentric (Major)
Friends (Minor) – Mercenaries and ex-army buddies
Loud
Obsession (Major) – Restore the British Empire
Voice of Authority
Wealthy (Minor) – Well-off

EQUIPMENT

Colonel Spindleton owns an awful lot of weaponry, including his remote-controlled Chieftain tank

TECH LEVEL: 5

STORY POINTS: 5

CHIEFTAIN TANK

Armour: 18 Hit Capacity: 32 Speed: 3
Main gun: 30(15/30/45) damage
Machine gun: 8(4/8/12) damage

TROOP TRANSPORT HELICOPTER

Armour: 15 Hit Capacity: 20 Speed: 12
Machine gun: 8(4/8/12) damage

THE CONGLOMERATE *(1st appearance, The Sands of Life)*

The Conglomerate is the most powerful of the vast corporations that emerged in the early years of humanity's spread across the universe. It promotes itself as the foremost commercial enterprise in the galaxy. The leading brand, so to speak, on the brink of total galactic domination. Its sole owner, chair and CEO is Cuthbert, known across the fifty-nine civilised star systems and one of the most famous people of his time. It is therefore a trifle strange that the Doctor does not recognise Cuthbert or has even heard of him.

The Conglomerate has interests in IT, military hardware and infrastructure, among other things. Both it and Cuthbert are highly influential with the Earth's government, the Conglomerate having provided aid on numerous occasions, including during the Baltic famine, the American financial collapse, the Silesian floods and the UK badger extermination operation. Cuthbert claims that without the Conglomerate providing financial support, billions would die. The Conglomerate does not do any of this from altruistic motives, but because they serve to extend its influence and provide leverage over whichever government is in power at the time. The Conglomerate has extensive financial and administrative control over the government. It even has covert access to its electronic security network on Earth (and maybe on the colony worlds) and is able to tap into surveillance cameras and microphones whenever they wish.

Cuthbert himself is a ruthless bully, not above pressuring and threatening the Earth President herself if he does not get his way. He is crass, rude and boorish. Cuthbert is not a man who takes no for an answer, as his loyal right-hand man, Mr Dorrick ("very able but lacklustre" according to Cuthbert), knows all too well. Cuthbert considers that anyone in his employ should obey his orders without question. He even extends this view to the Daleks when he hires them as the Conglomerate's new security force, and refuses to allow them to exterminate any prisoners they capture (as this would damage his PR).

The Conglomerate operates on almost all worlds in Earth-controlled space, and owns space platforms and research bases in various star systems and in deep space away from prying eyes. Cuthbert likes to boast that he employs the finest scientific minds in the universe. One area of research that Cuthbert is at pains not to make public is into temporal engineering, conducted primarily on the space platform Fortune (later replaced by Fortune II), located in the Proxima System (see L38).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cuthbert is a temporal paradox, which may be why the Doctor has never heard of him despite his importance in Earth history. He is using Fortune (and later Fortune II) to develop a dimensional portal to enable him to step into his own past and ensure his financial success by setting up the Conglomerate with what is essentially a spot of insider trading.

CUTHBERT



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

SKILLS

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

TRAITS

Arrogant

Authority (Major) – Conglomerate Chair and CEO
Fame (Major): If recognised, +2 bonus on all social interactions and all successes upgraded by one level

Owed Favour (Major x2)

Wealthy (Major) – Stinking rich

TECH LEVEL: 6

STORY POINTS: 8

MR DORRICK

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

SKILLS

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

TRAITS

Face in the Crowd

Obligation (Major) – The Conglomerate

STORY POINTS: 4

THE CRONQUIST *(Ferril's Folly)*

The Cronquist are a brutally acquisitive race with an affinity for metal, more specifically with ferromagnetic crystalline structures such as iron and its alloys. They hail from the Cronquist System, an area of space that moves into a spatio-temporal alignment with the Earth every few hundred years and at those times is in the optimum position for a teleportation gateway to be opened between them.

The Doctor and Romana became aware of an attempt by the Cronquist to use this alignment to invade the Earth when they arrived at the estate of Lady Millicent Ferril (see V37) in 2011. However, the time travellers never actually met the Cronquist themselves. So, apart from their ferrokinesis abilities, almost nothing is known of them. The stats provided here are therefore largely speculative, and the GM is free to change them as desired. Their appearance is totally unknown. Although the Doctor once referred to them as a metal race, he was quickly corrected by Romana who said that they merely have an affinity for metal.

The Cronquist have imbued Lady Millicent with their own powers of control over metal in order that she is better able to further their plans. They can control and manipulate any ferrous objects, using nails or bolts like bullets, for example, or animating larger items, such as the suits of armour found in Lady Ferril's country house or the steel sculptures dotted around the grounds.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As a side note, the meteoroid that the Cronquist used to enslave Lady Millicent was actually one of the segments of the Key to Time, which the Doctor and Romana were searching for at the time. But the events of their adventure against the Cronquist resulted in the segment being scattered in time and space, reforming elsewhere in another guise.

SPECIAL GOOD TRAIT – GESTALT

A character with this trait can link minds with others in order to increase the effect of any Psychic traits shared by the gestalt (including Psychic itself and any traits with Psychic as a prerequisite). All member of the gestalt must have the specific traits so affected. Gestalt adds +1 for each additional member of the gestalt. This bonus is added to the highest relevant Attribute in the group of linked minds to determine the increase to range, strength, etc. For example, the range of Clairvoyance is determined by the user's Resolve. If three characters with Resolve of 3, 5 and 4 and Clairvoyance are linked by gestalt, the highest Resolve of 5 is used, with a +2 bonus for the two additional characters, giving a total Resolve of 7. This gestalt can therefore see with a range of 500km and for a duration of 10 minutes.

Gestalt costs 3 points to purchase and has Psychic as a prerequisite.

CRONQUIST

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

SKILLS

Convince 3, Fighting 1, Marksman 3, Science 4, Technology 3

TRAITS

Alien
Alien Appearance
Networked (Major)
Possess
Psychic
Special – Ferrokinesis
Special – Gestalt

TECH LEVEL: 6

STORY POINTS: 3-5

SPECIAL GOOD TRAIT – FERROKINESIS

A character with this trait has an affinity with ferromagnetic crystalline structures, particular iron and its alloys. In essence, they can use their minds to control objects with a predominantly iron content, in a similar manner as the Telekinesis trait. Objects with limbs suitable for movement, such as statues, ornaments or suits of armour, can be made to move apparently under their own volition.

A ferrokinesis can also project their senses into metal objects, and are able to see and hear through them over distances, or even project their voice through them. The range of this ability is determined as for the Clairvoyance trait.

It costs 2 points to purchase Ferrokinesis and has Psychic as a prerequisite.

THE CROOKED MAN *(The Crooked Man)*

"There was a Crooked Man..."

Once upon a time, the English seaside town of Eastwold was visited by a strange, twisted entity, the Crooked Man. This bizarre figure is tall and thin, its shape all sharp-edges and jagged like the reflection in a broken mirror or a picture that's been torn up and put back together wrong. Its shattered face is fixed in a rictus grin, and it has long, multi-jointed limbs that bend in strange directions. It speaks in an exaggerated, comic-sinister voice, arch and overly dramatic, calling everyone "friend" in an oily, threatening manner.

The truth about the Crooked Man is that the barrier between our reality and that of the Land of Fiction has broken down. At the house of Laura Corbett, her husband Simon and son Eddie, a tear between the dimensions has allowed the Crooked Man to step through. It is a bogeyman-like creature from an unpublished story by Laura's father. According to the story, the Crooked Man lives in books and emerges to steal the minds of mortals. Corresponding to its fictional abilities, the Crooked Man is preternaturally fast and strong. In fact, it can achieve any physical action it desires without having to roll any dice. In combat, it cannot be hit, blocking incoming blows with superhuman speed, and it automatically succeeds in striking its opponent, fighting fluidly and well despite its odd limbs. The Crooked Man will kill in whatever bizarre way takes its fancy, such as stuffing a victim's gullet with hundreds of pages from discarded books.

But the Crooked Man is not the only denizen of the Land of Fiction to have insinuated itself in Eastwold. Characters from third rate romantic novels, soap opera stars fictionalised by distorted press reports, mountain ogres from forgotten choose-your-own adventure books, and even a group of Weylanni, obscure aliens from the long-running *Professor X* series (complete with papier mâché heads and spray-painted overalls with an obvious zip up the back) have made it through the barrier and secreted themselves in the town. Under the leadership of the Crooked Man, these characters all want a new life in the real world as the Land of Fiction is rapidly becoming overcrowded. The proliferation of ebooks, self-publishing, print-on-demand, tabloid exaggeration, fan fiction and unpublished stories means that there is no more room there, and the more obscure (and more ruthless) characters have decided to get out now before they are pushed out by the more popular and famous literary creations.

Unfortunately, each fictional character requires the death of a real person in order to exist permanently in our world. The Crooked Man is their executioner and has been killing innocent people to enable its fellows to come through. It also controls the other characters and can kill them by destroying the book they have come from. It will casually break a book's spine and rip its pages to shreds to kill any of them who step out of line, their bodies swiftly vanishing after death. In accordance with the story it comes from, the Crooked Man itself initially entered our world through the pages of the manuscript written by Laura's father.

THE CROOKED MAN



AWAWARENESS	4	PRESENCE	4
COORDINATION	*	RESOLVE	4
INGENUITY	3	STRENGTH	*

SKILLS

Athletics *, Convince 3, Craft 3, Fighting *, Knowledge 1, Marksman *, Subterfuge *

*Automatically wins any contests involving these Attributes and Skills; assume Coordination 4 for determining movement and Strength 4 for damage (always ignores Armour, etc).

TRAITS

Alien Appearance

Fear Factor 2

Immunity – Cannot be physically harmed other than via its Weaknesses

Literally by the Book

Special – Steal Mind: contest of Presence + Convince to inflict 4(2/4/6) damage, ignores Armour and similar

Weakness (Major) – Destroying the manuscript kills the Crooked Man

Weakness (Major) – Only within the Land of Fiction: once all victims realise that they are fighting against a fictional construct, the Crooked Man vanishes. (See *The Second Doctor Sourcebook* for full details.)

TECH LEVEL: 5

STORY POINTS: 10

Although it cannot be harmed by normal means, the Crooked Man shares the other fictional characters' weakness and is killed if the manuscript of its story is destroyed. In the real world, the usual weakness of denizens of the Land of Fiction (that they vanish or become inanimate if all their victims realise they are fictional) does not work.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Access between the Land of Fiction and our world is via a door which has appeared in a bedroom in Laura Corbett's house. The Crooked Man's realm is literally through that door, through which is a near identical copy of the room. Further rooms lead off, quickly turning into a labyrinth, and becoming more and more

divergent from reality the further from the door it leads. It is a literal Crooked House, a warped reflection of the Corbetts' house and the town of Eastwold.

But the original breach between the dimensions is Laura's husband, Simon, himself a fiction created by Laura to cover for her real husband's abandonment of her and her son. A natural weakening in the dimensional barrier spontaneously brought Simon to life in the Land of Fiction. As the dream of a perfect husband and father, nothing – not even crossing dimensions – could keep him from his family. And once he was in our world, the tear in reality was open for the Crooked Man to follow. For the tear to be sealed, Simon Corbett will have to return to the Land of Fiction and remain there.

MOUNTAIN OGRE

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

SKILLS

Fighting 2

TRAITS

Distinctive

Fear Factor 1

Literally by the Book

Slow Reflexes

Tough

Weakness (Major) – Destroying its book kills the ogre

Weakness (Major) – Only within the Land of Fiction: once all victims realise that they are fighting against a fictional construct, the ogre vanishes. (See *The Second Doctor Sourcebook* for full details.)

TECH LEVEL: 1

STORY POINTS: 1-2



WEYLANNI

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

SKILLS

Fighting 1, Marksman 2, Technology 2

TRAITS

Alien Appearance

Literally by the Book

Weakness (Major) - Papier mâché takes double damage from fire

Weakness (Major) – Destroying its book kills the Weylanni

Weakness (Major) – Only within the Land of Fiction: once all victims realise that they are fighting against a fictional construct, the Weylanni vanishes. (See *The Second Doctor Sourcebook* for full details.)

EQUIPMENT

Ray gun: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 1-3

DAME MONTSERRAT KARNA *(The Beautiful People)*

Dame Montserrat Karna is a bizarre individual to look at. Wearing swirling gowns and large diamond earrings, she is extremely tall, extremely thin and extremely orange with gleaming teeth and glistening talons. There is not a single aspect of her appearance that hasn't been calculated to within two decimal places. Dame Karna is a middle-aged woman who has become the ultimate fitness fanatic and believes that everyone could, indeed should, be one of the Beautiful People.

By her own admission, Karna used to be overweight and obsessed with food. She says she spent every minute stuffing her face until her weight ballooned to the extent that she was in danger of being reclassified as a minor planet. She loathed herself until she decided to buck her ideas up and do something about it. Dame Karna invested the money from the life insurance of her third husband and the alimony from the fourth into diet technology. She lost all her excess weight and now has not a single ounce of fat on her body. In the process, she has become an evangelical, born-again fitness fanatic. She believes that she is "perfection personified" – even though she is bright orange.

This change in her lifestyle also changed the way that Dame Karna views others. She now believes that unfit, overweight people are a drain on the galaxy's valuable resources. They are too slow and unwieldy, not to mention the cost of treating their heart disease, diabetes, arthritis and a myriad other conditions. She is scathing of the excuses the obese offer, such as glandular problems and low self-esteem, and believes the truth is that they have no willpower. Dame Karna has made it her mission to get rid of them all!

Dame Karna established the Vita Novus Health Spa (see L51), the most exclusive resort in the galaxy, which has made her extremely wealthy. It is also extremely successful at transforming the overweight into the pinnacle of health and fitness. But Vita Novus holds the terrible secret of Dame Karna's plans. Although outwardly offering a regime of exercise and diet control, the success is really due to the use of her ground-breaking tissue reduction process, by which the Spa's secret slimming booths remove all surplus material and infected or damaged tissue, leaving a perfect body behind.

But Karna's ambitions don't stop there. She also believes she must change people's minds to give them a healthier outlook on life. Her motto is "Mens sana in corpore sano", a healthy mind in a healthy body. During the slimming booth process, she remotivates her guests' cognitive priorities to spread the word of their success. In short, she brainwashes them to tell everyone all about Vita Novus, turning them into fitness bores.


Dame Karna's practices are certainly unethical. But she has sympathetic ears in all the major galactic governments and plans for slimming centres on every major planet. She fully intends to process the entire population of the galaxy, human and non-human alike. Those who do not wish to cooperate can instead choose to die. Karna's view is that a slim universe is a happy

universe, and what's wrong with that? In the meantime, she is willing to kill in order to keep her secrets safe.

Adventure Seed: Obesity Is in Fashion

After discovering the plans Dame Karna has for her overweight patrons, your heroes are quick to mount an escape from the Spa, but when the patrons don't want to go, it's not a matter of laziness, but rather a bad case of their misjudging the situation. Will they now have to ally with Karna herself against... the Slitheen? It looks like they want the Spa for themselves, as it makes a great skinsuit farm. But the status quo wasn't great to begin with...

DAME MONTSERRAT KARNA



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	1

SKILLS
Convince 4, Medicine 1, Science 1, Technology 3

TRAITS
Charming
Dark Secret (Major)
Distinctive
Eccentric (Minor)
Friends (Major)
Obsession (Major)
Wealthy (Major) – Stinking rich

EQUIPMENT
Laser pistol: L(4/L/L)

TECH LEVEL: 7

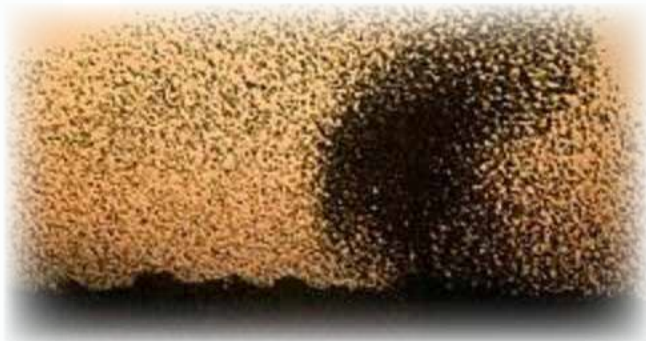
STORY POINTS: 6

THE DARKNESS *(The Well-Mannered War)*

Its bulk blotting out the stars as it passes, and appearing to be nothing more than an asteroid or other chunk of cosmic jetsam, the Darkness seemingly drifts aimlessly through space. Only its strangely regular shape, that of a rough-edged inverted pyramid, and the curious directness of its path, provides any clue to an observer that it is in fact alive.

The Darkness is a hive creature, perhaps the ultimate hive creature that the universe has produced. Originating as insects on Earth and spreading though the cosmos with mankind, the billions of flies that are part of the Great Hive are all linked to the Onemind as if they were a single creature. The Onemind houses the intelligence and thoughts of the Darkness; the Onememory stores and retrieves the information the Darkness has gathered over the millennia of its existence; and individual insects have specialised functions, such as workers, seekers or thinkers. Much of the structure of the Great Hive is formed from parts scavenged from its past victims. The Hive's superstructure is constructed from dried blood reinforced with hardened saliva; the vacuum pumps which regulate the environment within the Darkness are the lungs of a methane-breathing species; and the mile-high Glute-screens in the central cavity of the Darkness are powered by the psychic spore of a telepathic race. The Glute-screens display the radio and video broadcasts that the Darkness is able to tap into, or they can link to the senses of any of its remote hosts: dead humans or other beings animated by the Darkness and continually accompanied by buzzing flies. Throughout its long life, the Darkness has fed on over 60 billion species.

The Darkness itself contains billions of flies, and swarms of these can be sent out as scouts or on missions for the Hive. These swarms are termed Clouds and those which are adapted for survival in the vacuum of space are called the Space-Cloud Ones. The Darkness sends advance parties to "recruit" remote hosts to agitate the natural conflicts of a planet's population and cause carnage, with the Clouds then swooping down to feed on the resulting carrion. They carry as much meat as they can back to the Great Hive to feed the Darkness and its incubating young prior to the Great Hatching. Although the Darkness prefers its meat dead and decaying, Clouds have been known to bring down living prey in extreme circumstances. Although just insects, a Cloud is capable of carrying the severed head of one of its prey within the swarm, manipulating its vocal chords to produce a macabre, gurgling parody of speech.



CLOUD

AWARENESS	6	PRESENCE	1
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	1

SKILLS
 Convince 1, Fighting 2, Knowledge 4, Survival 5
 (other Skills can be gained from its remote hosts)

TRAITS
 Alien
 Alien Appearance
 Environmental (Major) – The Space-Cloud Ones can survive in the depths of space
 Flight (Major)
 Natural Weapon – Swarm Attack: Strength +2 damage each Round to all prey caught within the Cloud
 Networked (Major)
 Possess
 Special – Swarm (*see under Hornets*)

TECH LEVEL: N/A

STORY POINTS: 3-5

The Hive that planned to feed on the inhabitants of Metralubit (*see L27*) in the 58th Segment of Time was the last of the Great Hives. The Time Lords had acted against the Darkness, destroying hundreds of their hives after it had attempted to sneak into the wastes of the Vortex. The Onemind has since made it a policy to avoid sophisticated species, fearing detection and retaliation. Although the Darkness believed that Gallifrey was long gone in this far future, they identified the Doctor and Romana as Time Lords. In fact, they recognised the Doctor as having set the Darkness's feeding grounds in the Zirbollis sector aflame – though this is still in the Doctor's personal future.

THE DEMON *(Demon Quest)*

The creature known as the Demon does have a name but refuses to reveal it, claiming that it would mean nothing to the Doctor. The Demon is a creature from what it refers to as a tiny backwater in the shadow dimensions, a place outside the universe we know, with practically no resemblance to this physical universe. Its true appearance matches the description of a traditional demon of European mythology: a gargoyle face, dark purple skin over rippling muscles, huge bat-like wings, black curling horns, cloven hooves, formidable claws and fangs, and a flicking forked tongue, and it stinks of brimstone and rotting meat. Despite its appearance, it speaks with an incongruously urbane voice. A shapeshifter, the Demon usually takes on forms more suited to the times and places it visits, blending in with the locals in order to manipulate events without revealing its presence.

Existing outside of time, the Demon is effectively immortal. It regards time as just one facet of the myriad dimensions it exists in. With no regard for the passing of eons, the creature can spend years setting up its schemes, even creating and living fake lives while waiting to spring its traps. It feeds by draining the life energy of its victims, leaving just a dried, leathery husk behind. Although a seemingly demonic and perhaps supernatural entity, the Demon is familiar with technology. It uses a dematerialisation chamber to travel through time and space. This is a more primitive vessel than the Doctor's TARDIS, but can similarly disguise itself as something appropriate to its surroundings.

SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the Doctor's pursuit of the Demon through Earth history, it was revealed that it was actually an agent of the Hornets of Lenta (see V26), hired by them to capture him in exchange for control of a small portion of the physical universe. The Demon built Sepulchre (see L42) in order to trap the Doctor. It managed to acquire various key components from the TARDIS from an unwitting Mrs Wibbsey (see A1) at a church bring-and-buy sale, leaving clues to lure the Doctor on a quest through time to recover them.

SPECIAL ALIEN TRAIT – POWERBROKER

The Demon sometimes grants people extraordinary or superhuman powers as part of its plans. Although this may be a natural ability, it is more likely that it taps into the strange energies of its own shadow dimension to cause genetic mutations. In game terms, the recipient gains increased Attributes and/or Good Traits (which can include Special or Alien traits, even if the recipient doesn't have the prerequisites usually required). But these must be balanced by reduced Attributes or Bad Traits to an equivalent points value. The latter could include Traits binding the recipient to the Demon in some way (Enslaved, Obligation or Passionate Love), or other psychological defects (Eccentric, Obsession, etc), or even physical changes (such as Alien Appearance, Distinctive

DEMON



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Fear Factor 2
Hypnosis (Major)
Immortal (Major)
Immunity – Immune to physical damage, but presumably vulnerable to certain exotic energies
Natural Weapon (Minor) – Claws and Fangs: Strength +2 damage
Natural Weapon (Major) – Life Drain: L(4/L/L), ignores Armour and similar
Psychic
Shapeshift (Special)
Special – Powerbroker (see below)
Vortex

EQUIPMENT

Dematerialisation Chamber (Traits: Vortex)

TECH LEVEL: 8

STORY POINTS: 12

or Unattractive). The Demon must spend Story Points equal to the cost of the increased Attributes and Good Traits granted. The changes to Attributes and Traits, both positive and negative, usually fade a few hours after the Demon's attention has turned to other things.

THE DRELLERAN *(Destination: Nerva)*

Even by alien standards, the Drelleran are very distinctive. Standing at ten feet in height, they have luminous yellow skin and tend to wear bright orange clothing. The Drelleran language sounds like a series of harsh, barking grunts to human ears, and even when they speak Earth languages they render them in deep, growling tones. But despite their brutish appearance and speech, the Drelleran are a highly civilised and peaceful people and have avoided conflict for centuries.


In 1895, a Drelleran expedition landed in England and its crew perhaps naively befriended the local aristocrat, Lord Jack Corrigan (see V39). Like parents teaching a child, they demonstrated some of their advanced technology to him, but in return the unscrupulous Lord Jack had his soldiers slaughter the aliens and steal their ship. Lord Jack and his men travelled to the Drelleran homeworld and claimed it for the British Empire. Judging Drelleran society to be indolent and immoral, they imposed their Victorian values on them much as the British had done with its colonies on Earth, and put down any attempted resistance with force.

Eventually, after years of servitude, the Drelleran could bear their subjugation no longer and plundered their ancient warlike past for a means to break free. They infected Corrigan and his men with a biological weapon called the Epiderm, which is passed from person to person by the merest touch. The Epiderm causes mutation in organic cells, and anyone exposed to it must make a Resolve + Strength roll against Difficulty 12 every five minutes until they are somehow sterilised or inoculated against the infection, with the Difficulty increasing by 1 for every roll. Each failed roll means the Epiderm spreads further through the victim's system, manifesting as a thick, translucent skin which begins to smother its host. A Bad result counts as three failures and a Disastrous result means immediate transformation. After five failed rolls, the victim has been fully transformed into an Epiderm creature.

The Epiderm retain their former memories and skills, and their Attributes are restored. Carriers such as Lord Jack remain human until they have passed the infection on, but others are transformed immediately, exploding into a mass of roiling alien flesh which can extrude grasping tendrils. The flesh of the Epiderm is highly mutable and individual creatures are able to fuse with each other to create truly monstrous beings. They can even ooze through seemingly solid matter at a subatomic level given enough time and can cause interference with the operation of electronic devices, perhaps by disputing them with microscopic particles of their substance. The Epiderm can also exert a mesmeric quality over others, enough to pacify them and get them to comply in what would otherwise be suspicious circumstances. As Epiderm, Lord Jack and his crew were compelled to return to Earth in order to mutate the whole of mankind in revenge for their treatment of the Drelleran.

The Drelleran have developed an antidote to the Epiderm virus, which will both cure infected victims, reverting them to human, and inoculate others against it.

DRELLERAN



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

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

TRAITS
 Alien
 Alien Appearance
 Distinctive – Luminous
 Size – Huge (Minor)

TECH LEVEL: 6

STORY POINTS: 2-4

THE EPIDERM

Anyone converted to an Epiderm gains the following Traits:

Alien Appearance (Major)
 Disable (Major; requires an Ingenuity + Technology roll),
 Hypnosis (Minor)
 Infection
 Networked (Major)
 Obsession (Major: spread the Epiderm infection)
 Special – Group Entity (Can gain Size – Huge (Minor or Major) by combining with other Epiderm units)
 Special – Subatomic Structure (Given time, can ooze through solid matter)
 Tough

THE FARRIAN *(The Invasion of E-Space)*

What does a race of ambitious would-be conquerors do if it starts out as a small tribe with little in the way of natural advantages? In the case of the Farrian, they resorted to ambush tactics and merciless treatment of their victims. Centuries ago, the Farrian were nothing special, but by such ruthless and brutal methods they have become one of the most feared races in the universe.

Individually, Farrian are intimidating, standing at least six feet tall, and with many specimens at well over seven feet. To add to their ferocious appearance, Farrian raiders wear suits of advanced grey and white armour which, as well as providing protection, also enhance their natural strength and allow them to survive in most harsh environments, up to and including the vacuum of space. The forearm of the armour contains a built-in energy blaster, and three ten-inch blades can extend from the wrist for hand-to-hand combat. The armour's helmet completely conceals the Farrian's face and is styled to appear like the head of a wild beast, with gaping maw and metal teeth. But beneath their armour, Farrian appear to be very similar to humans, though with a pronounced bone structure and overlarge reddish eyes.

Farrian are not particularly intelligent, and the vast majority of the technology they employ has been acquired from their conquests of other species. These include teleportation discs, which they drop from space onto a target world in what seem like dense black clouds consisting of tens of thousands of the devices. The discs are self-powered and can turn in flight to target enemy ships or choose an optimum area for landing on the planet below. Once it has landed, a disc activates and acts as a teleport point for an individual Farrian raider. Those raiders that appear on the hull of enemy craft work quickly to cut through the hull and attack the crew inside. Those that appear on the planet's surface attack the enemy forces with the aim of capturing key locations.

A Farrian battle fleet consists of dozens, maybe hundreds, of ships. These range from enormous warships covered in gun ports, to smaller, more nimble fighters, to large but less heavily-armed supply ships. A recent development has been that the Farrian have acquired the technology to create artificial CVEs (Charged Vacuum Emboitments), gateways between our universe of N-Space and that of E-Space. The command ship of their fleet is equipped with a CVE generator, a machine which uses mathematical computations to open CVEs in much the same way as the Logopolitans have been using Block Transfer Computations to do the same. Although this technology undoubtedly works, the CVEs it generates are truly massive, growing to the size of a planet or even larger. The energy disruption it creates causes global devastation on the nearby target world, aiding the Farrian's onslaught before the main fleet even arrives. The CVE generator is also the Farrian fleet's weak link, as their commanders are wary of the gateway closing with their ships trapped in E-Space. But with this technology, the Farrian are planning to extend the scope of their conquests to an entire new universe, and they have already set their sights on the planet Ballustra (see L5) and the rich deposits of the mineral Jenellium that they have detected there.

FARRIAN RAIDER



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

SKILLS

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

TRAITS

Alien
Alien Appearance (Minor)
Brave
Tough

EQUIPMENT

Farrian Armour: Armour (5 points), Augment (Minor: +1 Strength), Environmental (Major), Fear Factor 1, Natural Weapon (Major: Blaster – 5(2/5/7) damage), Natural Weapon (Minor: Blades – Strength +2 damage), Teleport

TECH LEVEL: 7

STORY POINTS: 3-5

FARRIAN WARSHIP

Armour: 15 **Hit Capacity:** 100 **Speed:** 8*
Traits: Scan, Transmit, Travel (Major: command ship has CVE generator)
Weapons: Energy Cannons - 15(7/15/22) damage

FARRIAN FIGHTER

Armour: 8 **Hit Capacity:** 20 **Speed:** 12*
Traits: Scan, Transmit, Travel
Weapons: Energy Blasters - 12(6/12/18) damage

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

GENERAL JAFRID *(The Well-Mannered War)*

General Jafrid of the Chelonian seventieth column is his people's chief negotiator over their claim on the planet Barclow (see L6) in the 58th Segment of Time. Jafrid is not like the Chelonians of old, in that he no longer views humanity as a race of parasites to be exterminated. Indeed he is, if not friendly with, then at least tolerant of his opposite number in the negotiations, Space Admiral Dolne. General Jafrid was a member of the Chelonian exploratory team that came to the Fostrix galaxy as part of a research initiative and claimed Barclow as their study base.

Jafrid comes from a time in Chelonian history long after his people had given up their warlike ways. He is descended from a lost colony which was cut off from the Chelonian Empire for millennia, abandoned on a barren, hostile, ruined world where they faced a struggle for survival. Without access to space travel, the tendency for aggression was lost, and by the time the colonists managed to make contact with their homeworld, the old Empire had long since fallen. The Chelonian species had by then spread far and wide, with their culture developing a much more varied outlook than of old. But in common with his ancestors, Jafrid is essentially a human-sized, hermaphroditic tortoise, enhanced with hydraulics and other cybernetic implants.

Rather than being obsessed with wiping out all humans, General Jafrid is instead a career soldier. He is in command of the Chelonian forces on Barclow, though the stalemate means that his responsibilities are merely to maintain the Chelonian positions and to monitor the enemy. Like most of his kind, Jafrid has a strong respect for procedure and due process. He approaches the negotiations with due formality and they have become like an annual ritual. After each summit, he and Space Admiral Dolne travel back to Barclow in the same Fastspace carrier, sharing a drink and an admittedly strained conversation, neither negotiator having much in common with the other. On landing, each then makes an attempt on the life of the other with concealed weaponry. But neither expects to succeed and they always bid each other a cordial, if rather unenthusiastic, farewell. The whole process has a feel of ennui about it.

Although Jafrid has not seen any hostile action in the 125 years he has been on Barclow, he is still a soldier. If the situation were to deteriorate, then he would not hesitate to do his duty and lead his men into combat against the humans. Jafrid has access to plenty of heavy weaponry if need be, including Chelonian saucers and armoured ground vehicles.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to Jafrid, he has been mentally conditioned over time by the Femdroids of Metralubit (see L27) in order to prolong the Chelonians' occupation of Barclow, as he is part of the Femdroids' plans to destroy an alien threat known as the Hive. Not that the Femdroids needed to have bothered. For Jafrid long ago entered into a deal with a mysterious voice which had whisked he and his men up

in a time storm and deposited them on Barclow: in return for a long and peaceful retirement, he would for 125 years pretend to really want Barclow. That voice belonged to the Black Guardian, and Jafrid is another pawn in his schemes against the Doctor.

GENERAL JAFRID



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

SKILLS

Convince 4 (AoE: Negotiation), Fighting 4, Knowledge 3 (AoE: Military Tactics), Marksman 4, Survival 2

TRAITS

Alien
Alien Appearance
Alien Senses – X-Ray vision
Armour (10 points)
Brave
By the Book
Cyborg
Dark Secret (Major) – Deal with the Black Guardian
Experienced x2
Military Rank (Special) – General
Obligation (Major) – Chelonian Army
Obsession (Major) – Chelonian possession of Barclow
Quick Reflexes
Voice of Authority
Weakness (Minor) – Chelonians are vulnerable to molecular resonance, including specific sonic frequencies, which can render them paralysed

EQUIPMENT

Usually armed with a concealed weapon or two

TECH LEVEL: 6

STORY POINTS: 5

GENERAL STRANG *(The King of Sontar)*

General Strang is unique among Sontarans. Due to an accident during the cloning process, his genetic makeup comprises an entire platoon of Sontaran warriors in one body. As a result, Strang is huge, not only by Sontaran standards, but also by human standards. He stands seven feet tall and is immensely strong. His thick Sontaran hide is impenetrable by most normal weapons, and even his probic vent is no longer a weakness. As well as his physical enhancements, Strang possesses lightning reflexes and superb martial skills. He was able to kill the entire 12-man Third Elite Sontaran Assassination Squad single-handed even though they had him surrounded. Strang was able to calculate the angles of the ricochets of his blasts, downing them all by shots to their probic vents. Strang no longer wears the uniform of a Sontaran officer, but his tough skin more than compensates for losing the protection of the uniform's armour.

Soon after his creation, the Sontaran High Command realised that Strang was perhaps a threat to their authority. They sent him on what they considered was a minor mission to the planet Dowcra (see L11) to keep him busy and out of their way. But after his troops had taken control of the scientific research base there, Strang arranged for a group of human mercenaries to be brought in hidden among a slave labour force. The mercenaries helped him take his troops by surprise, overpowering them, and Strang executed them all.

General Strang believes his fellow Sontarans have grown indolent and weak, even taking prisoners of war when they should be killing their enemies. Strang considers himself to be the ultimate Sontaran. He is planning on cloning an army of himself and using the experimental space-time portal technology currently being developed on Dowcra to transport it to Sontar. Once there, his clone forces will overthrow the Sontaran High Command, execute them and destroy the entire Sontaran race. This will complete his apotheosis.

But this is only the first phase of his plans. Once he and his clones have replaced the Sontaran Empire, Strang intends to wage war on the entire universe. Considering the Rutans to be only one inferior species among millions, he does not see why he should limit his ambitions to the war that has occupied the Sontarans for millennia. Given that Strang's clone warriors will all share his formidable physical abilities, perhaps victory in such a war would not be beyond his reach, particularly if he has the technology of the space-time portal at his disposal.

But at the moment, Strang is still the only one of his kind, though his slaves are being urged to complete the construction of the reproduction vats that will produce his clones in their millions. Until then, he must rely on the small band of mercenaries as his forces. Naturally, once they have outlived their usefulness, Strang will dispose of them, their loyalty only earning them what Strang believes to be an honourable death, as he will execute them personally.

STRANG



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

SKILLS

Athletics 4, Convince 4, Fighting 6, Marksman 6, Medicine 1, Science 4, Subterfuge 4, Survival 5, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Sontaran Empire; the Rutans, eventually the Universe
 Alien
 Alien Appearance
 Armour (8 points)
 Brave
 Crack Shot
 Five Rounds Rapid
 Quick Reflexes
 Voice of Authority
 Wanted (Major)

EQUIPMENT

Sontaran Pistol: S(S/S/S) or L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 12

GLOBESPHERE CORPORATION *(Energy of the Daleks)*

One of mankind's many challenges during the early years of the 21st Century is how to tackle the ever increasing demand for affordable energy. In 2021, the global energy crisis escalated and major energy saving measures were implemented even by the rich countries of the West. By 2025, for example, with the cost of lighting becoming unaffordable, the London museums and West End theatres have closed down, a development viewed by the Doctor as the start of cultural collapse. On a more personal level, many people are unable to heat their homes during winter, and organised energy protests are commonplace.

2021 also saw the launch of GlobeSphere Corporation, a multinational leader in the energy industry, with its founder and CEO in the person of technological genius Damien Stephens. The headquarters of GlobeSphere is in London, in offices located in the former National Gallery. But its main operational centre is on the Moon, where it has a moon base overseeing the control of vast fields of lunar solar panels. GlobeSphere is planning to switch on the transmission of energy from the Moon to receivers located around the world on 31st January 2025, with test transmissions to their London HQ commencing at 7pm on the day before. GlobeSphere has entered into agreements with the old energy companies, governments and cartels to provide them with cheap energy for a transition period of twenty years ("to protect vital economic interests"). But those companies and governments will continue to supply consumers at the current high prices, hence the energy protests.

That Stephens turned out to be such a leading technologist is something of a surprise to his former friend Jack Coulson, who knew him at university. Although Coulson is now a leading figure among the energy protesters, when they were students they had dreamed of producing free energy for the world. But while Coulson was the scientist, Stephens was more of a radical with big ideas on changing society rather than technology. After university, Stephens disappeared for a while, and when he resurfaced a few years later, he had made huge leaps forward with his development of solar energy harvesting technology.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, Stephens is nothing more than a slave of the Daleks, having been converted into a high functioning Roboman as part of a scheme to destroy the Earth. GlobeSphere's private security forces are the more standard Robomen and, in the UK, they have been granted the power of arrest. They are often deployed against the energy protesters and are armed with sonic stun weapons. All those detained by them are likely to be taken away for robotisation.

Stephens' secret masters are a group of Daleks from the future who have provided the technology to build the solar panels and transmitters. Unknown even to GlobeSphere, the energy generated will be enough to provide one hundred times the

DAMIEN STEPHENS



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

SKILLS

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

TRAITS

Boffin
Cyborg
Dark Secret (Major)
Enslaved
Networked
Technically Adept

TECH LEVEL: 5

STORY POINTS: 6

power needed by the entire world. The Daleks are planning to use the energy transmissions to form a giant forcefield around the Earth to counteract its gravity. This would cause the Moon to spin out of orbit, while on Earth itself the meteorological chaos would result in the destruction of all life. By doing this, the Daleks will eradicate all the future defeats they have suffered at the hands of mankind.

HARCOURT AND JEPHSON *(The Renaissance Man)*

When the Doctor tries to take Leela to the Morovanian Museum (see L29) for the opening of the new Renaissance section, he is confused to find that they have apparently arrived somewhere in the English countryside near a Victorian manor house owned by Reginald Harcourt. Harcourt is a larger than life figure, both physically and as a cliché of an Edwardian gentleman. He is a voracious collector of information and seemingly has the ability to strip memories from his victims, leaving them bewildered and frightened. His manor house contains artefacts and information relating to almost everything and everyone of note from the Victorian and Edwardian periods. Everything from artwork and butterfly collections to books and weaponry, spanning the breadth of human history, culture, discovery and achievement of the time, are displayed somewhere within the house. But even more strangely, when the Doctor offers up examples of knowledge that Harcourt was previously unaware of, new exhibits soon appear to fill the gaps in the collection.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Harcourt's manor house and its environs, including the nearby village, are all within the Renaissance section of the Museum. But something has gone wrong. Harcourt is completely draining the knowledge of the various experts who have been lured here in advance of the opening of the Renaissance section. These victims are left without any memories, even of their own names and histories. Harcourt covets the knowledge of anyone with knowledge that he does not already possess, wanting to similarly drain their memories.

Harcourt and his butler Jephson take up other roles in the Renaissance section: a police inspector and his sergeant, RAF officers and other figures of authority according to the time period of the part of the Renaissance section they are in. Other characters also exist, but they are archetypes of the various time periods, such as servants or junior police officers. These characters are all that remains of Harcourt's victims, their original memories and personalities removed. Like Harcourt and Jephson, each one takes up several roles. They are not aware of their fate and, unless reminded, are not even consciously aware of the multiple roles they now play. If this is pointed out to them, they become confused and distressed. Bizarrely they are no longer even human and their faces can be removed like masks, revealing that they are just hollow shells with no internal workings, not real people at all. They are used by Harcourt as data gathering devices, collecting data from the minds of visitors.

But Harcourt isn't the real villain here. Harcourt is merely another, slightly more sophisticated archetype, another former victim whose real memories have been removed. The true villain is Harcourt's apparent butler, Jephson, who wants to become the "Renaissance Man Nouveau" by learning everything there is to know. After all, one man with the knowledge of a thousand geniuses will be more effective than a thousand individual

geniuses! Jephson is one of the Museum's curators, who has adjusted the Renaissance section's technology to forcibly take the knowledge he desires from the minds of others, voluntary donations not being efficient enough. But Jephson cannot hope to retain all the knowledge he gathers, so he has converted Harcourt to act as a data store. Harcourt is able to pluck facts and figures from his memory to order – assuming the relevant information has been collected in the first place. If Harcourt is "killed", this will be a setback for Jephson but not a permanent one, as he only needs to create a new data storage interface from another of his

REGINALD HARCOURT



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

SKILLS
Convince 3, Craft 3, Knowledge 5, Medicine 4, Science 4, Technology 3, Transport 2

TRAITS
Alien Organs (Minor)
Amnesia (Major)
Data Storage
Distinctive
Enslaved
Insatiable Curiosity
Memory Manipulation (Major) - see *The Second Doctor Expanded Universe Sourcebook*
Photographic Memory
Scan
Super Amalgamated – provides +2 bonus to Knowledge rolls
Weakness (Major) - False data (see text)

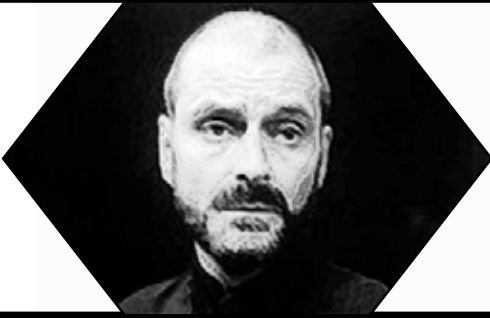
TECH LEVEL: 0

STORY POINTS: 4

victims.

The major weakness in Jephson's system though is that if false data is added, the system itself will become unstable. A deliberate attempt to cause instability will take some time to introduce enough false data to have a critical effect. But it boils down to a contest of Ingenuity + Knowledge against Harcourt (another Skill may be substituted, depending on the subject matter of the data). Success by the perpetrator delivers L(4/L/L) damage to Harcourt, who represents the resilience of the Renaissance section's data storage systems. A Fantastic result even restores the stolen memories to their rightful owners.

JEPHSON



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

SKILLS
Convince 2, Knowledge 4, Marksman 2, Science 1, Subterfuge 4, Technology 4, Transport 2


TRAITS
Face in the Crowd
Insatiable Curiosity
Obsession (Major) - Know everything

EQUIPMENT
Revolver: 5(2/5/7)

TECH LEVEL: 8

STORY POINTS: 8

ARCHETYPE



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

SKILLS
Knowledge 1

TRAITS
Alien Organs (Minor)
Amnesia (Major)
Enslaved
Networked
Scan

STORY POINTS: 1



THE HIHMAKK *(The Ghost Trap)*

Nobody beats the Hihmakk through hyperspace. The Hihmakk (pronounced “hy-mak”) are a peaceful but secretive people, and are renowned as expert space mariners, selling their services as express cargo transporters. Unlike most species, which just crudely punch holes in space to leave and re-enter our universe, the Hihmakk are naturally attuned to hyperspace and have an affinity with it, much as a fish has an affinity with water. In fact, their ships are able to slip through the dimensions so fast that they are often referred to as ghosts.

Hihmakk are humanoid, but short and squat and with heads which can only be described as “different” (though with recognisable features). The crew of a Hihmakk ship and the ship itself are all part of a single gestalt organism, which enables them to more efficiently navigate the currents of hyperspace. Hihmakk ships are organic, with the main structure being made of glistening, pulsing flesh and bone, doors and windows like semi-opaque membranes, and wires and cabling more resembling nerve fibres. The pilot’s mind is attuned to the frequencies of hyperspace and is connected directly to the ship’s systems via glassy cables plugged into his or her skull.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Hihmakk’s navigational abilities are the envy of other races, but they keep their secrets to themselves. There have however been attempts to try to obtain their secrets by unethical and even illegal means. One Earth ship – purportedly a salvage vessel, but actually no better than a pirate – resorted to forcing a Hihmakk ship out of hyperspace using a deliberately focused warp shunt. The Doctor equated it to using a landmine to blast the ship back into the real universe. But the results were catastrophic as, although the ship itself materialised in real space, it was torn away from the minds of its crew and was trapped in a state of never-ending, living death.

By the time the Doctor and Leela responded to the distress signal and arrived on the crippled Hihmakk ship, the humans were all dead, their faces frozen in expressions of terror. Almost all of the Hihmakk crew were also dead, having dropped where they stood at their stations, again showing signs of extreme fear. As the time travellers quickly discovered, the ship was being stalked by a shadowy entity that turned out to be the collective consciousness of the Hihmakk crew, trapped at the point of their deaths. The consciousness is a mindless creature of pure emotion caught at the moment of death of the Hihmakk and perpetually reliving their torment and fear. It can manifest itself as a multitude of screaming faces or a patch of rolling darkness.

HIHMAKK



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

SKILLS

Convince 1, Knowledge 3, Science 1, Subterfuge 3, Technology 2, Transport 4 (AoE: Hyperspace Vessels)

TRAITS

Alien
Alien Appearance (Minor)
Alien Senses – Hyperspace frequencies
Networked (Major)

TECH LEVEL: 7

STORY POINTS: 2-4

THE CONSCIOUSNESS

ATTRIBUTES: Awareness 4, Coordination 2, Ingenuity N/A, Presence 4, Resolve 6, Strength N/A

SKILLS: None

TRAITS: Alien, Alien Appearance, Fear Factor 4, Flight (Minor), Immaterial, Natural Weapon – Psychic Assault (Special: Contest of Presence + Resolve to deliver Resolve +2 damage against mental Attributes, ignoring Armour and similar), Psychic

STORY POINTS: 6

HORNETS *(Hornets' Nest)*

The Doctor has fought the Hornets of Lenta across a thousand years of human history: in 2009 in London and at Nest Cottage; at the Palace of Curios in Cromer in 1932; at the travelling Circus of Delights in Blandford in 1832; and at Tilling Abbey in Northumbria in 1039, from where the swarm forced the Doctor to transport them to Venice in 1768. The hornets are a parasitic alien species with a group mind, who take mental control of other creatures and use their still living bodies as hives for their colonies. They nibble away at their host body from the inside until, when they eventually abandon it to find a new home, all that is left is a collapsed, hollow shell. In the intervening years, the host is kept alive and under the control of the hornets within, and is used to corrupt those they come into contact with. The hornets can push the bodies of their hosts and others who fall under their mental thrall to perform seemingly superhuman feats of agility. The hornets' humming drone emanating from the host can be heard by an attentive listener. The eyes of the host sometimes appear black and filled with a multitude of tiny hornets crawling around, peering out and tapping on the inside of the iris. The hornets often emerge from the nose, ears and even tear ducts to buzz around, maybe as scouts or spies, perhaps even to swarm as a smoky mist-like cloud of miniscule insects. The swarm has a physical repulsion to alcohol and cannot even attempt to possess hosts who have recently imbibed.

The hornets are also able to bring to life what are otherwise inanimate objects. These are things which they can similarly hollow out and operate from within. The Doctor first encountered the hornets when they were animating stuffed animals to carry out their crimes, having filled the skulls with tiny, papery nests inhabited by miniature hornets. Later, he was threatened by dolls, both wooden and china, animated by the hornets which could be seen scurrying about behind the glass eyes. The Doctor even talked about the furniture at Nest Cottage being possessed. A side effect of the hornets' control of people and animals (whether living or stuffed) is that it seems to make the hosts more vulnerable to further mental control, and the Doctor has been able to hypnotise such hosts on several occasions, either to pacify them or gain information. But of course it also makes them more vulnerable to being re-possessed by the hornets themselves at any future time.

The power of the hornets lies in the vibration of their buzzing drone. Every atom in the universe has its own frequency, which they can tap into and manipulate. Even the vibration of the energy fields of the mind, which the hornets feed on, the dark energies of the hidden thoughts and impulses of their victims. As well as their control over both living and inanimate objects, their song allows them to manipulate size. The hornets themselves are usually tiny, almost microscopic, but can increase their size to slightly larger than their Earth counterparts. They can also shrink people down to their own size to make them easier to threaten or kill. After a little experimentation, the Doctor was able to use his sonic screwdriver to find the exact vibrational frequency and reverse this effect.

HORNETS' HOST



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

SKILLS

Athletics 6, Convince 3, Craft 2, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 4, Survival 3

TRAITS

Enslaved

Networked

Weakness (Minor) – Hosts have a -2 penalty to resist Hypnosis

The Hornets within can also manifest many of their traits through the host.

TECH LEVEL: As home era

STORY POINTS: 3-5

Most hornets are either soldiers or worker drones. In ultimate control of the hornets' hive mind is their Queen. She has sought to manipulate and control humans throughout the centuries that her swarm has been present on Earth. The hornet Queen is a cold and alien presence, the ever-present buzzing of her hive members scratching at the mind like insect legs scrabbling around. The Queen imbues the swarm with a keen intelligence, and without her they would be much reduced, though still a threat. They do not seem to have a technology of their own, but are capable of flying through the dark gulfs of space. They pass from world to world, twisting minds and spreading madness, wrecking and abandoning each planet in turn. As creatures of the interstellar voids, the hornets are most active in darkness, becoming more docile during daylight.

HORNET SWARM



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

Second number : The swarm is without its Queen.

SKILLS

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

TRAITS

Alien
Alien Appearance
Environmental (Major) – Can survive in the depths of space
Flight (Major)
Hypnosis (Major)
Natural Weapon – Multiple Stings: 5(2/5/7), but only against unprotected opponents
Networked
Possess (Special) – Teetotallers only!
Psychic
Special - Size Control
Special – Swarm
Telekinesis – limited to animating their hosts and other possessed objects
Telepathy

TECH LEVEL: Adopts their host's

STORY POINTS: 5-8

SPECIAL ALIEN TRAIT – SIZE CONTROL

Individual hornets can alter their size slightly, but cannot grow much larger than normal Earth insects. By expending 1 Story Point, the hornets can shrink a person or object down to their own scale. The effects of such size change are indefinite unless reversed in some way.

Assume that hornets at the same scale as humans have stats equivalent to that of the swarm (but adding Strength 3 and replacing the Natural Weapon with a single sting inflicting Strength +2 damage plus 5(2/5/7) for venom on successfully penetration).

SPECIAL ALIEN TRAIT – SWARM

Most attacks are ineffective against a swarm of small creatures. Area effect damage (explosives or flame throwers, for example) will harm swarms or dissipate them, but the best defence may well be to run and hide! Swarms can cover a large area and have a +4 bonus to attack all opponents within that area (attacking multiple opponents at no penalty). Depending on the size of the individual creatures making up the swarm, it may also be able to pass through seemingly solid barriers through small holes or cracks (including any chinks in an enemy's armour), though this will slow the swarm down. *Primeval*, *Rocket Age: The Trail of the Scorpion* and *Pulp Fantastic* all have more detailed rules on handling swarms of creatures using the Vortex system, which are recommended if the GM has any of these rulebooks.

STUFFED ANIMALS

The stuffed animals animated by the hornets have the same stats as their living counterparts, but with the addition of the Alien Organs (Minor) trait. This provides them with an additional 2 points of damage reduction. The larger beasts – tigers, bears and so on – are clearly dangerous. But even the smallest of these unliving revenants, acting in cooperation with others, can nibble and nip for a cumulative point or two of damage.

HSIEN-KO CHANG *(The Shadow of Weng-Chiang)*

The daughter of Li H'sen Chang (see *The Talons of Weng-Chiang*), Hsien-Ko Chang was an unborn child when Magnus Greel's time cabinet arrived in China in 1872. Her mother's womb was flooded with chronon radiation from the cabinet and, although Hsien-Ko was born apparently unharmed, her genetic structure had been changed. Although not obvious at first, Hsien-Ko has a number of remarkable abilities. Firstly, she can sense the "Dragon Paths" (the Earth's lines of telluric energy, otherwise known as ley lines) and can actually use them to travel along, vanishing from one place to appear instantaneously in another. And secondly, the iron in her blood polarises as it decays, extending her lifespan considerably. By 1937, she is 65 years old but looks to be in her mid-20s. However, the chronon radiation has rendered her sterile.

Hsien-Ko is a beautiful, apparently-young woman with delicate porcelain features, lustrous long hair usually tied back in a ponytail and startling jade eyes. Despite the peasant origins of her father, Hsien-Ko had a good education and is highly intelligent. She has grown up knowing Magnus Greel to be not the god Weng-Chiang, but a time-travelling madman who deceived her father. Hsien-Ko is obsessed with her plans for revenge against Greel. She intends to intercept Greel's cabinet on its journey from the 51st Century to 1872 and torture him in an organic distillation chamber, which she has his own blueprints for. Hsien-Ko has also recovered the body of Mr Sin from London, and has repaired him with Greel's spare prototype command circuit and new brain matter from a pig. Sin now works as her assassin and she often carries him with her in the guise of a small child. She has also designed and built a nuclear reactor five years ahead of recorded history, using stolen Japanese military supplies. She will use it to short out Greel's zygma beam and force his cabinet to materialise in 1937. Although she realises that this will create a temporal paradox with her at the centre, her desire for revenge is overriding.

Hsien-Ko is now leader of the Tong of the Black Scorpion (see X5) and is based in Shanghai (see L43), with her headquarters at the Temple of the Jade Emperor on the sacred mountain of T'ai Shan. She has developed geomancer's compasses which are used by her Tong agents. These gadgets are in the form of locket and each contains a dried drop of Hsien-Ko's blood, enabling them to open up interstitial pathways to teleport people or even vehicles along the ley lines.

Despite his involvement in the circumstances surrounding her father's fate, Hsien-Ko believes that the Doctor allowed Li-H'sen to die an honourable death and respects him for this. She will not kill him unless there is no other option open to her. In return, the Doctor believes that Hsien-Ko could have been a powerful force for good in the world, were it not for her obsession with avenging her father. Hsien-Ko is deeply in love with her second-in-command, Kwok, but she refuses to marry him until she has exacted her revenge on Greel.

HSIEN-KO CHANG



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

SKILLS

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

TRAITS

Alien Senses – Dragon Paths (ley lines)
Attractive
Boffin
Distinctive
Emotional Complication (Minor) – Kwok
Experienced x2
Friends (Major) – Tong of the Black Scorpion
Obsession (Major) – Revenge on Magnus Greel
Sense of Direction
Technically Adept
Teleport

EQUIPMENT

Geomantic Compasses – Major Gadget; Trait:
Teleport (Major); Cost: 2 points

TECH LEVEL: 4

STORY POINTS: 6

THE IRON LEGION *(Doctor Who and the Iron Legion)*

On an Earth in an alternate dimension, the Roman Empire has never fallen. Instead it has gone on to conquer the entire world and then the neighbouring areas of space. By the year MMMXXI R.I. (Regency of Ironicus), it rules the whole of the Milky Way. But this achievement was not down to the Romans alone. Behind the scenes, the Roman Empire had been infiltrated by an alien force, the demonic Malevilus (see V41), who provided their advanced technology and secretly control the Empire. Although having survived for millennia, this dimension's Rome still maintains the customs and traditions of its ancient origins. Togas and tunics are the height of fashion; gladiators fight to the death in the Rome Hyp-arena, though these are alien gladiators brought to Earth as slaves from the conquered worlds; and the Circus Maximus still hosts races, now between the drivers of heavily armed racing cars.

The figurehead of the Earth of the Iron Legion is the Emperor Adolphus Caesar, who is still only a young boy and under the supervision of his mother, Juno. The real power is seen to reside in Adolphus' right-hand robot, the regent General Ironicus, a robot with the head of the Imperial Eagle and dressed in the uniform of a Roman officer. Ironicus is commander of the Iron Legion itself, the robot army which has conquered all of the Empire's subject planets. The General was constructed when the Malevilus first gained control of Rome and has commanded the armed forces for the millennia since. But behind the scenes, General Ironicus is just another puppet of Rome's secret alien rulers and has survived only because of his continued military successes. As well as being a bombastic commander, Ironicus is a stickler for military protocol and may only be spoken to if the purple light on his chest plate is on.

The foot soldiers of the Iron Legion are the robot legionnaires. Although resembling the armoured legionnaires of ancient Rome, these soldiers have blank robotic faces with glowing red eyes and are armed with laser rifles and stick grenades, as well as the more traditional gladii (short swords) and pila (javelins). However, the inflexibility of their limited programming leaves them vulnerable to malfunctioning in the face of illogical information. Some of the Iron Legion are organised into the Robot Flying Squad, whose troops ride airborne scooters. As well as the legionnaires, the Malevilus have provided the Empire with tank-like ballistae and other heavy armaments, including the mechanical monstrosities known as robophants.

Among the less successful weapons that the Rome of this dimension has produced are the Bestiarus. These brutish genetically engineered soldiers were developed to feel almost no pain, fighting until they are literally hacked or blown to pieces. But they are almost mindless and could not be controlled effectively, resulting in them smashing everything in sight, friend or foe. The ranks of the Bestiarus have been stored in the catacombs below Rome, along with their programming equipment, sleeping until they can be modified and awakened safely.

Having conquered the entire galaxy, the Iron Legion has now

GENERAL IRONICUS



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

SKILLS

Convince 4, Fighting 2, Knowledge 4 (AoE: Military Tactics), Marksman 3, Technology 2

TRAITS

Armour (10 points)
By the Book
Military Rank (Special) - General
Robot
Voice of Authority

EQUIPMENT

Gladius: Strength +2 damage

TECH LEVEL: 5

STORY POINTS: 6

turned its attention to other dimensions. Using the dimension duct technology of the Malevilus, General Ironicus is deploying his forces first against the Earth of our universe, seeking to conquer it and use its people as slaves and sacrifices to the Malevilus.



LEGIONNAIRE



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

SKILLS

Athletics 3, Fighting 3, Marksman 4, Transport 3

TRAITS

Alien Senses (Sonar and Infra-red Vision)
Armour (10 points)
By the Program
Military Rank (officers only)
Robot

EQUIPMENT

Gladius and pilum: Strength +2 damage
Laser Rifle: 7(3/7/10)
Stick Grenades: 16(8/16/24) damage with range increments of 2/5/7 (see Defending the Earth)

TECH LEVEL: 5

STORY POINTS: 2-4

BESTIARUS



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4, Fighting 4

TRAITS

Alien Appearance
Armour (4 points)
Frenzy
Obsession (Major) – Destroy everything!

EQUIPMENT

Gladius, mace or axe: Strength +2 damage
Shield: provides an additional 2 points of damage reduction, but requires a successful Coordination + Fighting roll against the attacker (does not count as an Action)

TECH LEVEL: N/A

STORY POINTS: 1-3



THE JALAPHRON *(Checkpoint)*

Appearing to be nothing more threatening than small brown cockroaches with beady eyes, the Jalaphron are a hive species that feeds on the misery of other races. They leave their young on socially unstable worlds, where the greater the turmoil, war and destruction, the greater the feast for the growing young. The Earth has provided a particularly rich harvest for the Jalaphron and they have been present here for thousands of years to feed on the misery caused by the almost constant warfare that seems to be the natural state of world affairs.

But in the 1960s, the Cold War has brought a perverse kind of famine to the Jalaphron as three millennia of non-stop war has been brought to an end. The stalemate between the West and the East has bred a great deal of fear, but has reduced misery to a catastrophically low level. So the Jalaphron are taking matters into their own feelers and are working behind the scenes to turn the Cold War back into a hot one. They are manipulating the CIA, MI6, the KGB and other security agencies for their own purposes, using them to wreak havoc on a global scale, escalating international tensions to boost the levels of misery again.

Although the majority of Jalaphron on Earth are the insect form, they are all mentally joined to their hive mother. This creature has the appearance of a huge incandescent yellow lump, a shapeless mass at whose teats young Jalaphron suckle. During the Cold War, the hive mother has secreted herself in the sewers below West Berlin, but is linked to all the Jalaphron across the world. She is capable of only limited movement and is only vaguely aware of her immediate surroundings, focussing more on the sensations and impressions she receives from her millions of offspring. Without the hive mother to unite them, the Jalaphron's actions will become less coordinated, but the sheer numbers of the creatures would still pose a threat.

The Jalaphron are able to exert a form of mind control over other species, which works by boosting the levels of adrenalin in their victims, causing aggression, anger and ultimately violence. This can be resisted by the use of sodium pentothal or other drugs, which add a +4 bonus to resistance rolls.

Although they are an intelligent species, the Jalaphron have not demonstrated any technological capability and it is unknown precisely how they move from world to world. Perhaps they simply piggyback on the transportation of other species, presumably leaving those on pre-spaceflight planets stranded on their adopted homes. The Jalaphron are capable of speech of sorts, but their insectoid nature means that this is a totally alien kind of speech to that of humans, and their diminutive size adds its own difficulties to communication with other species!

JALAPHRON

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

**Jalaphron are tiny; they inflict no damage (though their bite may sting!) and automatically lose all contests of Strength against human-sized opponents.*

SKILLS

Athletics 4, Convince 1, Subterfuge 5, Survival 5

TRAITS

Alien
Alien Appearance
Alien Senses – Night vision
Climbing (Major)
Hypnosis (Minor) – Only to incite anger
Networked (Major) – Via the hive mother
Size – Tiny (Major)

TECH LEVEL: N/A

STORY POINTS: 1-3

HIVE MOTHER

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

Skills: Convince 1, Knowledge 2, Survival 4

Traits: Alien, Alien Appearance, Environmental (Minor: Can breathe in air or water), Hypnosis (Minor: Only to incite anger), Networked (Major), Tough

Story Points: 0

JOSH RANDALL *(Psi-ence Fiction)*

A promising engineering student at the University of East Wessex (see V33), Josh Randall is also one of the test subjects being used in parapsychologist Barry Hitchin's experiments into ESP and related abilities (much to the vocal disdain of his physics tutor, John Finer). Josh is tall and shaven-headed. He is blunt to the point of rudeness and blatantly lies for his own amusement. His behaviour towards Hitchin and his research has changed to one of mocking cynicism. In one of the early tests, Josh returned very good results, as did several other test subjects, but these may have been a statistical anomaly. Josh now claims to be reluctant to take part in any further experiments, often just opting to observe the others, contributing only sarcastic comments.

SPILER WARNING! SPILERPHOBES SHOULD READ NO FURTHER!

John Finer's secret funding of Hitchin's research, under the guise of the Kellerfield Research Foundation, has the covert objective of identifying a latent psychic and triggering the emergence of their powers. Finer needs a telepath to accompany whoever he sends back with his time machine to prevent the death of his daughter. To ensure the success of his plans, Finer has also set up a company called Clearspring Water to supply the University with bottled water. The initial deliveries were spiked with a drug designed to activate any latent psychic abilities, but with the side effect of inducing psychoses and delusions. Having identified Josh as the best candidate for development, Finer has continued to supply Josh with the spiked water, with the result that he is rapidly becoming the most powerful psychic on Earth.

Josh has several psychic abilities, but in the more recent of Hitchin's tests, he has deliberately concealed them. He can use his telepathic powers to affect the perceptions of others, making them hear phantom voices and see horrific things. The drug has also affected his mental stability, making him psychotic. He uses his abilities to terrify his fellow students – maybe even to death. But perhaps most dangerously, Josh now believes he is God and has his own agenda. If not stopped, he will use Finer's primitive time machine to prove it by destroying the world!

JOSH RANDALL



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

SKILLS

Athletics 2, Convince 3, Craft 2, Fighting 1, Knowledge 1, Science 3 (AoE: Physics), Subterfuge 2, Technology 2

TRAITS

Clairvoyance
Dependency (Minor) – All of Josh's psychic abilities will fade if he stops drinking the drug-laced water
Distinctive
Eccentric (Major) – Psychotic/God-complex
Hypnosis (Special)
Nightmare Projection
Precognition
Psychic
Telekinesis
Telepathy

TECH LEVEL: 5

STORY POINTS: 12

NIGHTMARE PROJECTION

Nightmare Projection is a Special Trait from *Rocket Age: Heroes of the Solar System*. A character with this trait can inflict waking nightmares (hallucinations involving multiple senses) on a victim by spending 1 Story Point and making an Ingenuity + Presence +2 roll. The victim resists with Awareness + Resolve. A Success inflicts 2 points of damage from the mental strain and the distraction causes a -2 penalty on the victim's rolls in the next Action Round; a Good result causes 4 points of damage and the penalty lasts for two Action Rounds; and a Fantastic result causes 6 points of damage and the penalty lasts for three Action Rounds. A Failure still causes 2 points of damage, but the psychic also suffers the same damage from the backlash; a Bad result means that only the psychic suffers the damage and one Action Round's distraction; and Disastrous means that the psychic is fully immersed in a waking nightmare lasting 10 minus Resolve Action Rounds.

Nightmare Projection costs 3 points and has the prerequisites of Hypnosis (Special), Psychic and Telepathy.

KELLERFIELD RESEARCH FOUNDATION *(Psi-ence Fiction)*

The University of East Wessex does not have a parapsychology department as such. But a fellowship funded by the Kellerfield Research Foundation allows parapsychologist Barry Hitchins to conduct experiments into ESP, telepathy and similar phenomena. Hitchins has attracted a number of students to be the guinea pigs in his tests.


Hitchins has a budding career as a media pundit on the paranormal, but he has recently received a letter from the Foundation threatening to end his funding unless he gets results. He has also made an enemy of John Finan of the University's Physics Department, who derides Hitchins' work as unscientific nonsense and claims the experiments are distracting one of his students, Josh Randall (see V32).

SPILER WARNING! SPILERPHOBES SHOULD READ NO FURTHER!

Despite his outward antagonism towards Hitchins, Finan is (secretly) the Kellerfield Research Foundation. Six years ago, Finan beat his stepdaughter to death in a fit of rage, panicked and dumped her body in the woods. He somehow escaped suspicion by the police, but his monumental guilt has led to him building a primitive time machine deep underground. He intends to send somebody back in time to prevent her death, but he also needs somebody with psychic abilities to keep tabs on them. The second part of his plan is therefore to trigger latent talents in a number of students. He has done this by funding Hitchins' research and by supplying the University with bottled water laced with a drug that, on the one hand, causes psychoses, but on the other, could kick-start genuine psychic powers. The result is Josh Randall, now a very powerful psychic, but one who is becoming increasingly psychotic.

To make matters worse, Finan's time machine is dangerous. It works by collapsing the probabilities into a single timeline. But, unlike a TARDIS, it has no control systems and, once activated, will not stop until the entire multiverse is destroyed, never having existed. Coincidentally, the University is sited on a temporal

JOHN FINER



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

SKILLS
Convince 3, Knowledge 2, Science 4 (AoE: Physics), Subterfuge 2, Technology 5, Transport 2

TRAITS
Boffin
Dark Secret (Major)
Obsession (Major)
Technically Adept
Vortex
Wealthy (Major) – Stinking rich

TECH LEVEL: 5

STORY POINTS: 8

weakness, which manifests itself in the form creeping black shadows, voids which drag anything they touch into nothingness. This phenomenon is sufficient to pull a TARDIS off course, providing an ideal hook for the GM.

CLEARSPRING WATER

Anyone drinking the spiked bottled water from Finan's company, Clearspring Water, runs the risk of picking up one or more temporary traits. Each time at least one bottle is consumed, an Ingenuity + Resolve roll must be made against Difficulty 12 and the following table consulted:

Result	If already Psychic	If not Psychic	Duration
Fantastic	Gains 3 points of Psychic traits	Gains Psychic	1 day
Good	Gains 2 points of Psychic traits	Gains Psychic Training	1 hour
Success	Gains 1 point of Psychic traits plus 1 point of Bad traits	No effect	1 hour
Failure	No effect	No effect	N/A
Bad	Gains 1 point of Bad traits	Gains 1 point of Bad traits	1 hour
Disastrous	Gains 2 points of Bad traits	Gains 2 points of Bad traits	1 day

All new traits are chosen by the GM. Bad traits should be psychological ones such as Eccentric, Obsession and so on (most likely reflecting psychosis, paranoia or similar). If more spiked water is drunk while the previous dose is still effective, further rolls are made, but each additional dose has a cumulative -2 penalty to the roll. Prolonged or repeated exposure to the drug can result in longer lasting changes, with traits eventually becoming permanent.

THE LAAN *(The Sands of Life, War Against the Laan)*

Among the many bizarre creatures which have evolved to survive within the utterly alien environment of the Vortex are the Laan. Resembling the manatees of Earth, but with beaks, large bulbous eyes and hide like armour plating, adult Laan grow to the size of pilot whales. They also share some physiological similarities to worms and nematodes, and are capable of burrowing through sand and soft earth.


Although Laan live and breed within the Vortex, the females emerge into our universe to give birth. In a cycle of life similar to that of the salmon or eels of Earth, the entire adult female population breeds at the same time and migrates to their ancient spawning ground, which they refer to as the Sands of Life. The three eldest Laan materialise at their destination first in case of danger and give birth. If their pups survive, the others follow in their billions.

Within their brains, the Laan have navigational cortices, resembling the structure and function of the TARDIS's navigational circuits, to guide them to the Sands of Life. These can however be confused or even damaged by a concentrated blast of chronon particles, such as from a time distortion field.

Laan are telepathic and can communicate with other species if they wish. However, female Laan have a particular affinity with females of species with latent telepathic abilities, including humans. Any receptive females near a Laan are bombarded with thoughts and feelings projected from the Laan's mind, though these are usually limited to receiving an impression of their urges and instincts. This uncontrolled and unwanted telepathic contact can be harmful to the recipient and is often overwhelming. The recipient must make a contest of Presence + Resolve against the Laan each Round or suffer 1(S/1/2) damage split among their non-physical attributes (Awareness, Ingenuity, Presence and Resolve). Prolonged exposure can prove fatal. Laan can choose to control their telepathy to avoid this unwanted contact, but this is difficult for them at times of stress or injury.

The Laan ability to manipulate the fabric of space and time (known as time phasing) is dangerous to anyone nearby. But despite this, they are not hostile unless they or their young are threatened. Although sentient to a limited extent, Laan often act on their animal instincts, and this is particularly true during their spawning time, when the urge to give birth subsumes everything else.

LAAN



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	10

SKILLS

Convince 1, Fighting 1, Marksman 1, Survival 4

TRAITS

Alien
 Alien Appearance
 Armour (8 points)
 Burrowing
 Environmental (Major)
 Flight (Major) – only in space or the Vortex
 Psychic
 Sense of Direction
 Size - Huge (Major)
 Special – Time Phasing
 Telepathy
 Vortex

TECH LEVEL: N/A

STORY POINTS: 3-5

NEW TRAIT – TIME PHASING

Laan move by manipulating the very fabric of time and space, causing spatio-temporal disruption and warping space-time instinctively. This is referred to as time phasing, and it can manifest itself in a number of ways over a wide area. Any time sensitives (i.e. anyone with Feel the Turn of the Universe) caught in the effect may find themselves suffering confusion and visions of events from their past. But more dangerously, Laan time phasing causes temporal disruption in people and objects. If focussed on a specific target, that target takes 10(5/10/15) points of damage (not reduced by physical protection such as Armour or by Forcefield and the like).

Laan can project a temporal bubble to protect anyone they do not wish to harm from the effects of their time phasing.

LADY HAKAI *(Match of the Day)*

The Lady Hakai, head of the Hakai Corporation, is the third richest person on Sumana (see L46) and all the other settled worlds of the Geewin system, and the richest woman in the system's history. Since she withdrew from human society, her space yacht, the Ultraviolet Explorer, has wandered among the moons of the gas giant Geewin.

The Ultraviolet Explorer was constructed from the inside out. Apart from the standard requirements for radiation shields, micro-meteorite protection systems and the heavy-duty pseudo-grav spin generators, the design engineers were not concerned about outer shell shape or build-strength. The space-yacht is an inter-orbital cruiser with no capacity for the structural strains or the power drains of planet-fall. It is a sprawling construct whose basic purpose is to satisfy one woman's desire for comfort, pleasure and absolute privacy. Somewhere at its heart, the cabin and staterooms of the Lady Hakai lie behind security barriers so subtle that most of the crew have no idea where they begin, let alone how to penetrate them. When the whim takes their mistress, favoured individuals, including the most talented of her bodyguards, are summoned to the inner sanctum. But access is a blind double-reverse routine, and once she tires of their company, there is no possibility that anyone can return uninvited.

Although the Lady Hakai is now an old woman, procedures only available to the mega rich mean that she still looks young. She is thin and usually plainly dressed, almost unassuming. Despite her appearance, Hakai has a languid air of authority, as her extreme wealth has made her supremely confident. Her true age though is betrayed by her voice, her hands and, perhaps most importantly, her mind. She has a duplicate of the Sumanan duelling arena aboard her yacht, and enjoys watching mortal combat from the position of the High Referee's chair. A lifetime of unparalleled privilege means that she views the lives of others to be totally unimportant, hers to buy, sell or extinguish at a moment's notice.

Among her servants aboard the Ultraviolet Explorer, Hakai employs her own army of bodyguards. Descended from the sumo traditions of training and fighting, these so-called hakai-warriors are nicknamed the "Fat Boys" by those who know of them. But like sumo wrestlers, their obese appearance belies their speed and fighting prowess. Dressed only in scarlet battle thongs and wielding short sabres, they will protect the Lady Hakai and obey her orders to the death.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

She is at the centre of the conspiracy to bring down the system of duelling that is fundamental to society on Sumana, in league with important officials, including the State Security Minister and the Enforcer of the Guild of Agents. They believe that the duelling leagues are barbaric and have been sending androids to assassinate the duellists to discredit the system. Though perhaps the Lady Hakai's motives are a little more complex than this, given her predilection for ordering death at a whim.

LADY HAKAI



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	1

SKILLS

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

TRAITS

Attractive

Face in the Crowd

Fame (Major): If recognised, +2 bonus on all social interactions and all successes upgraded by one level

Friends (Major) – Fellow conspirators

Selfish

Voice of Authority

Wealthy (Major) – Stinking rich

TECH LEVEL: 6

STORY POINTS: 10

"FAT BOY" HAKAI-WARRIOR

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

Skills: Athletics 3, Fighting 4

Traits: Code of Conduct (Major: Hakai-warrior), Distinctive, Quick Reflexes, Tough

Equipment: Sabre (Strength +2 damage)

Tech Level: 6

Story Points: 2-4

ULTRAVIOLET EXPLORER

Armour: 10 **Hit Capacity:** 60

Speed: 10*

Traits: Scan, Transmit, Travel

Weapons: Laser Cannons (6/12/18 damage)

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

LADY HESTER STANTON *(Wolfsbane)*

Whether Lady Hester Stanton truly is the reincarnation of Morgan Le Fey or not is immaterial. The fact is that she believes it herself, and more to the point she certainly possesses powers of sorcery to back up her claim. Not that she makes this public knowledge of course. In fact, the only person she has confided this information to is her son, George.

In 1936, Lady Hester is the owner of a manor house in rural Somerset, known locally as the Leffy house (Hester's maiden name being Leffy). She is a woman of around fifty years of age who wears her greying hair long and loose in a fashion designed to make her appear younger (but failing to do so). At odds with the period, Lady Hester wears ankle-length dresses, typically of rich velvet, a hint at her supposed origins. Her son George is a weasel-faced fellow with not much of a chin and an unfortunate moustache. Although likeable, he is rather weak-willed and, under the influence of his mother, believes himself to be the reincarnation of Mordred, son of King Arthur, returned to take his rightful place on the throne of Britain. Unlike his mother, George is not reticent about telling others about this if asked.

Lady Hester believes that Edward VIII will soon abdicate and she is preparing certain magical rites to allow George to be crowned in his place as Mordred the First. She will then rule from behind the throne. Hester's sorcerous powers are linked in some way to the land, and she is preparing for the blood sacrifices which will reawaken it and bind it to her will, resulting in the unnaturally fast growth of plants and the reanimation of dryads, woodland spirits with a penchant for imprisoning humans within the trunks of their trees. The trees of the nearby woods are already coming to life as a result of Lady Hester's initial sacrifices, and they will attack anybody who approaches unwarily.

The source of Lady Hester's magical powers remains a mystery. If she is indeed Morgan Le Fey reborn, then perhaps she is from another dimension in which the Arthurian legends were real (similar to Morgaine in *Battlefield*). Whatever her origins, her sorcery works in game terms in a similar manner to the Magic Adept trait from *The First Doctor Expanded Universe Sourcebook* (though it does not seem to be dependent on nanomachines), requiring the expenditure of Story Points and an appropriate Resolve + relevant Skill roll. Although she can use her powers to charm or stun her opponents or achieve other effects, most of her magic is related in some way to the natural world.

GEORGE STANTON

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

Skills: Athletics 2, Fighting 1, Marksman 2, Subterfuge 1

Traits: Eccentric (Major)

Story Points: 4

LADY HESTER



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

SKILLS

Convince 5, Knowledge 4, Subterfuge 2, Survival 1

TRAITS

Dark Secret (Major)

Eccentric (Major)

Magic Adept (see *The First Doctor Expanded Universe Sourcebook*)

Obsession (Major) – Rule Britain from behind the throne

Wealthy (Major) – Stinking rich

TECH LEVEL: 4

STORY POINTS: 10



LADY MILLICENT FERRIL *(Ferril's Folly)*

In 1996, Millicent Drake was a US astronaut, part of a shuttle crew on a NASA mission to fly through the tail of a meteoroid which was due to pass close to the Earth. Although the complex calculations needed for this risky manoeuvre had been checked and rechecked, disaster struck. At the last moment, the meteoroid inexplicably changed its course and collided with the shuttle. All her crewmates were killed and Millicent herself barely made it back to Earth alive. She was severely injured and had to undergo extensive surgery, resulting in metal prosthetic hands, replacement joints and a pacemaker. But despite the odds, she survived.

Devastated by the premature end to her career as an astronaut, Millicent travelled the world, and met and wooed the English aristocrat, Lord Ferril. The newly titled Lady Millicent Ferril quickly established herself at her husband's country estate in Norfolk, where she resumed her interest in space by restoring the old wooden observatory that one of Lord Ferril's ancestors had built in the grounds. By the time that the Doctor and Romana arrived at the Ferril Estate in 2011, Lord Ferril had passed away and Lady Millicent had spent much of her inheritance on her astronomical studies. She is far from popular with the locals in the nearby village, largely because she has not continued her late husband's involvement in (and funding of) many of the local activities. The villagers have cruelly nicknamed her "Metal Milly".

Since the shuttle accident, Lady Millicent has developed the ability to manipulate and control metal with her mind, in a manner similar to telekinesis. As well as moving small objects with ease, she can animate larger items such as suits of Medieval armour or the sculptures of jagged metal people and animals that she has designed and located around the estate. Although she does not openly display these powers to outsiders, she is not hesitant to use them against intruders, directing the armour to act as guards or soldiers, and the sculptures to kill her enemies with their pointed limbs.

Lady Millicent has a fragment of the meteoroid that caused the shuttle accident fifteen years before. Somehow, the rock stuck to the shuttle's exterior, survived re-entry and was stolen from NASA by Millicent. It is central to her plans, as is the observatory on the Ferril Estate, which is located precisely below the point in Earth orbit where the accident occurred. It appears that the meteoroid had passed through the Cronquist System where its iron content made it suitable for use by the ferrokinetic Cronquist (see V12). Millicent fell under the control of the Cronquist at the time of the shuttle accident, and she is now a pawn in their plans for the conquest of Earth! Channelling the gestalt power of the Cronquist, Lady Millicent is able to animate truly impressive weights with her Ferrokinesis trait, at least as heavy as construction equipment. And the Cronquist can continue to animate her sculptures and armour without Lady Millicent's constant control.

LADY MILLICENT FERRIL



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

SKILLS

Convince 3, Craft (Sculpture) 4, Knowledge 2, Marksman 2, Science 4 (AoE: Astronomy), Technology 3, Transport 4 (AoE: Spacecraft)

TRAITS

Enslaved
Impaired (Minor) – Prosthetic hands give a -2 penalty for manual tasks requiring a fine touch
Psychic
Special - Ferrokinesis (see V12)
Special – Gestalt (see V12)

TECH LEVEL: 5

STORY POINTS: 10

ANIMATED ARMOUR

Attributes: Strength 7, Coordination 2, Awareness 2

Skills: Fighting 2

Traits: Armour (5 points), Immunity (Bullets and other small injuries), Weakness (Minor: May be smashed into its component pieces by targeted attacks, but can reform given time)

Equipment: Axe (Strength +2 damage) or halberd (Strength +4 damage)

Story Points: 1

ANIMATED SCULPTURE

Attributes: Strength 8, Coordination 3, Awareness 2

Skills: Fighting 3

Traits: Armour (10 points), Immunity (Bullets and other small injuries), Natural Weapon – Spikes (Strength +2 damage)

Story Points: 1

LIVING ICE *(Drift)*

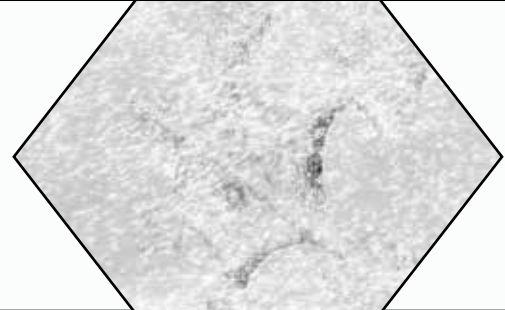
When the US military operated an alien dimensional phase multiplexer called the Stormcore (see G8) in snowbound New Hampshire in 2002, they believed that it allowed them to control the weather. Little did they realise that it also opened a dimensional rift which drew an utterly alien entity to Earth. This is a crystalline entity whose “body” consists of tiny dissociated particles which act in unison to create temporary forms. It is incapable of true mobility (other than by infecting living creatures), but can grow and spread by adding ice crystals to its own mass. Otherwise, it must rely on being blown on the wind.

This “ice creature” is sentient after a fashion, but has no true intelligence. It is however psychic, generating a field powerful enough to dampen the Doctor’s ability to sense the location of his TARDIS. In essence, the entity is raw, crystallised emotion and its primary objective is to find a governing intelligence to control the raging emotional impulses which it acts on but doesn’t understand. All it really wants is stability and control of its own life. But to gain this, it invades any living body that it encounters. It does not comprehend that this kills each of its victims, and it merely wants to use them to gain what it lacks. It invades by burrowing into the spinal column and heading straight for the cerebral cortex, reconstructing the nervous system as an intricate and fully functional ice sculpture. Any unprotected contact with the entity’s crystalline substance requires a contest of Resolve + Strength against the living ice, and the victim takes Resolve damage for each failure. This Resolve + Strength roll must be made every 10 minutes until either the victim is fully converted into an ice zombie (when three or more Attributes are reduced to zero) or a permanent cure is found.

The resulting zombie is a hellish mockery of a figure, human or otherwise, dancing around like a marionette, a skeleton of ice with shifting wire-thin bones and icicle-tendrils pulsing around inside. Alcohol is a protection against being infected, slowing down the spread of the ice through the nervous system, as does being concussed and anything else which has a neurological effect that restricts the transmission rate of neural pulses traversing the synapses. In these cases, the Resolve + Strength rolls are less frequent, as determined by the GM.

Outside of these ice zombies, the entity can take many forms, all created from its own crystalline structure and the ice and snow it can gather to it. White threads, barbed and entangled, like tumbleweeds of ice rolling along and spiking the air with lashing tongues, or banks of crushing snow rising up to smash down on anything in their path. They ignore most physical attacks, and if smashed apart, they can reconstruct themselves anew within seconds. Heat is an obvious weakness and, in liquid form, the entity becomes dormant. It also has a nucleus, and if that can be taken out, the effects are felt throughout the entire organism.

LIVING ICE



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

SKILLS

Fighting 3, Survival 4

TRAITS

Additional Limbs x3 – Forms icy tendrils as needed
Alien

Alien Appearance

Environmental (Minor) – Extreme cold

Fear Factor 2

Immunity – Immune to most physical damage, but is vulnerable to heat and fire

Infection

Natural Weapon (Minor) – Icy barbs: Strength +2 damage

Networked

Psychic

Slow (Major) – Incapable of independent movement

Special - Particulate Body (as Mud Body from *The First Doctor Expanded Universe Sourcebook*, but without the weaknesses)

Weakness (Minor) – Becomes inert in liquid form

Also gains Size Huge (Minor, then Major) then Size – Massive (see *The Second Doctor Expanded Universe Sourcebook*) as it gains increasing mass from additional ice crystals

TECH LEVEL: N/A

STORY POINTS: 8

LORD JACK CORRIGAN *(Destination: Nerva)*

When a Drelleran spacecraft landed near his home in Kent in 1895, Lord Jack Corrigan was quick to see the aliens' technology as a means of furthering the greatness of Britain and her empire – not to mention his own glory. Lord Jack was a member of the minor nobility and had a strong belief in his entitlement to take what he wanted. He therefore didn't hesitate to use force against the peaceful Drelleran (see V18) and seize their ship, but only after the Drelleran had taught him enough to understand how to pilot it to the stars.

Lord Jack had a small detachment of soldiers under his command, fully equipped with the latest weaponry available to the modern Victorian army. On Jack's orders, his men slaughtered the peaceful Drelleran crew and managed to launch their ship into space. Lord Jack and his troops headed straight for the Drelleran homeworld. Despite there being only twenty-four soldiers on board, they subjugated the entire Drelleran people without any significant resistance and remained on the alien world as rulers of their conquered subjects in the name of the British Empire. Drelleran advances include longevity to enable them to survive long journeys through space, and Lord Jack and his men have used this to extend their lives far beyond the human norm.

But eventually, despite their peaceful ways, the Drelleran took action against their oppressors. They infected the humans with a biological weapon which mutated their cells, turning them into monsters called the Epiderm and compelling them to return to the Earth to spread the infection in order to mutate the whole of humanity. By this time, several centuries had passed, and the ship *Aeolus* carrying Lord Jack and his infected crew arrived back in the Solar System in the 28th Century, at the time of the completion of *Nerva* Space Dock (see L30).

As a carrier of the Epiderm infection, Lord Jack and his men have remained human in form, but they will transform into shapeless masses of bubbling, heaving flesh once they begin their work of infecting others. Lord Jack Corrigan is now more obsessed by the need to spread the infection to wipe out mankind than the furtherance of the British Empire. He and his men view converting humanity into the Epiderm as a means of unifying everyone into a single group creature.

Adventure Seed: Destination London

The *Aeolus* is not the only ship under Lord Jack Corrigan's command when he arrives back in the Solar System. While Lord Jack and a small contingent of soldiers attack the first outpost of humanity their encounter, *Nerva* Space Dock, the main force continues on to Earth, heading for what they believe will still be the heart of the British Empire: London. In the 28th Century, London is a metropolis of thirty million souls. How can our heroes hope to prevent the uncontrolled spread of the Epiderm throughout such a densely populated city? And once established, what is to stop the mutation enveloping the globe?

LORD JACK CORRIGAN



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

SKILLS

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

TRAITS

Alien Appearance (Major)
 Disable (Major; requires an Ingenuity + Technology roll)
 Hypnosis (Minor)
 Infection (see the entry on the Drelleran for details of Epiderm infection)
 Networked (Major)
 Obsession (Major) – Spread the Epiderm infection
 Shapeshift (Major: once changed, cannot revert back to human)
 Special – Group Entity (Special; can gain Size – Huge (Minor or Major) by combining with other Epiderm creatures)
 Special – Subatomic Structure (Special) – Given time, can ooze through solid matter at a subatomic level
 Time Traveller (Minor) - Tech Level 6
 Tough
 Voice of Authority
 Wealthy (Major) – Stinking rich

TECH LEVEL: 4

STORY POINTS: 8

LURONS *(The Valley of Death)*

The Lurons are a duplicitous and untrustworthy people, but they were not always this way. In the recent past, their world became more and more uninhabitable and the surviving population took the decision to abandon it in a vast mothership to search for a new planet. In order to power the ship, they placed their sun inside a dimensional warp, miniaturised it and installed it in the heart of its engines to act as a nuclear reactor.

But tragedy struck the nomadic Lurons, not only once but twice. Firstly, a short time after leaving their homeworld, many of the Lurons were stricken with a disease that reduces its victims to the state of savage, mindless beasts, leaving the others with no choice but to destroy them. This drastic culling of their population reduced the Lurons to a mere 22 individuals led by an overlord. As if this was not enough, exposure to the unfiltered radiation of the miniaturised sun changed the psychological makeup of the Lurons, removing the positive aspects of their nature and leaving them cruel and selfish.

Lurons are goblin-like people with yellow skin, green eyes and pointed ears. Their skulls have an enlarged brain cavity, a pronounced supra-orbital ridge and blade-like incisors like those of a vampire bat. Not being physically imposing and being vastly reduced in numbers means that the Lurons are unlikely to invade planets by force, so they resort to subterfuge. Their usual tactics are to pretend to bring tidings of peace, claiming that their own world was destroyed in a supernova and offering gifts of advanced technology in return for the opportunity of settling in the harsh, uninhabited areas of a planet.


Whilst presenting themselves as benevolent refugees, the orbiting mothership will expose the population of the planet to the radiation of their harnessed sun. In most races, this will cause a painful, lingering death over a period of several months. Higher levels of the radiation will kill a human within minutes or even seconds. Fortunately, the Lurons do have a cure for this radiation poisoning – if they can be persuaded to use it.

The Lurons will also replace key leaders with organic facsimiles that they can manufacture from mind and body scans using the equipment aboard their ship. Lurons also have time manipulation technology with which they can create a time bubble around their mothership so that while only a few hours pass for the Lurons, months will pass on the planet below and the population will die of radiation poisoning.

Other examples of Luron technology include electrostatic spirals capable of holding prisoners in a vice-like grip and even crushing them to death if desired, and sonic devices used for rendering their foes unconscious. The Luron mothership is a classic flying saucer shape, while their scout ships are metal eggs the size of a truck. Both use gravity inversion powered by the captive sun.

The Lurons' weakness is their dependence on the radiation of their sun. Since being changed by it, they have developed

LURON



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

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

TRAITS
Alien
Alien Appearance
Dependency (Minor) – Addiction to the radiation of their miniaturised sun

EQUIPMENT
Sonic Stunner: S(2/S/S) damage to all within 3 metre radius
Electrostatic Spirals: generate up to Strength 10 to restrain or crush a target

TECH LEVEL: 8

STORY POINTS: 4-6

a psychological dependency on it. If the sun is closed down or even shielded sufficiently, the Lurons will enter into an extreme and debilitating period of withdrawal symptoms, sapping their strength until they recover. On the positive side, this withdrawal will also restore the Lurons to their previous, friendly state of mind, helping them think clearly again.

THE MALEVILUS *(Doctor Who and the Iron Legion)*

The Doctor described the Malevilus as hideous forms of anti-life, the most terrible of alien races, feeding off death itself. He encountered them on the alternative Earth of the Iron Legion (see V29). Here, the Roman Empire never fell, supported instead by the advanced technology provided by the five Malevilus: Babiyon, Abiss, Epok, Nekros and, most foul of all, their leader Magog. These five have set themselves up as the gods of the Roman Empire and devour the living sacrifices brought to them from all corners of the galaxy.

The Malevilus reside out of sight of the general populace, in the Palace of the Gods, which is in truth their spaceship. If the true nature of their rulers was ever revealed, the people of Rome would be horrified and would rise up in revolt against them. Instead, the Malevilus must rule in secret. They created the robotic General Ironicus to lead the conquering armies of Rome and to act as regent. But more than this, they have directly controlled each puppet emperor that has sat on the Roman throne throughout the millennia of their rule. When the Doctor found himself in this twisted Rome, the emperor was a child, Adolphus Caesar, whose mother had been possessed by Magog. When Adolphus reaches adulthood, Magog plans to possess him also, as it has done with every preceding emperor.

The appearance of the Malevilus is as monstrous as their activities might suggest. They each have a tall humanoid body topped with an elongated, demonic head complete with horns and fangs. Their hands and feet are equipped with vicious talons, and large bat-like wings sprout from their shoulders. Finally, the similarity to demons is made complete by a long barbed tail.

The Malevilus are powerful psychics, with Magog being the most powerful of the five. As well as being able to read minds, they can create psychic illusions (including changing their own appearance), attack others mentally (causing either psychic or physical damage, as desired), or even take possession of their victims. Among the Malevilus, Magog alone has the power of Multiple Metamorphosis: it is able to possess multiple bodies simultaneously and at no penalty, each possessed entity acting as a separate individual. But the Malevilus draw energy from their ship's engines to power their psychic abilities, and overuse may drain the fuel cells.

The Palace of the Gods is protected by the Alien Guard, an elite squad of alien soldiers whose allegiance is to the Malevilus. As

MALEVILUS



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Dependency: External Energy Source – Psychic abilities tap energy from their ship's fuel cells
Fear Factor 3
Flight (Major)
Natural Weapon – Claws and Fangs: Strength +2 damage
Possess (Special) – Magog can possess multiple bodies simultaneously
Psychic
Psychic Assault - Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Psychic Illusions - Contest of Presence + Convince to create illusions
Shapeshift (Major)
Telepathy

TECH LEVEL: 7

STORY POINTS: 6-8

ALIEN GUARD

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

Skills: Athletics 2, Fighting 4, Marksman 4, Subterfuge 2, Technology 2

Traits: Alien, Alien Appearance, Obligation (Major: The Malevilus)

Story Points: 3-5

well as the usual weaponry, the Alien Guard are armed with bact-guns, pistols firing slugs of a metal-eating virus – useful against rogue robots, armoured opponents or vehicles, for example.

Alien Guard Equipment:

Armour: 4 points of damage reduction

Gladius: Strength +2 damage

Energy Rifle: L(4/L/L)

Bact-Gun: 4(2/4/6) damage per round for 1D6 rounds (only works against metal)

MANAGRA *(Managra)*

An old Gallifreyan legend refers to the Mimic, an entity that copied what it saw and repeated what it heard. This creature, Managra, had no mind of its own, no integral intelligence, no imagination. After a titanic struggle, Rassilon expelled the creature into the Vortex, but not until it had absorbed Gallifrey's secrets. After that, it lacked the capacity to use its stolen knowledge, until it found a thinking host.

That host was an Elizabethan playwright by the name of Francis Pearson, whose works were so exceptionally bad that all copies of his plays were burnt by a mob in 1610. Later that year, Pearson visited the infamous Countess Bathory in search of immortality. The Countess had made a pact with a being far more terrible than Managra. Managra was attracted to it and copied it, becoming a faint reflection of this demonic entity. Pearson presumed to make a similar pact as Countess Bathory, but the playwright was cast aside. Pearson thought he'd been betrayed, but Managra was drawn to him, the dramatist being almost as derivative as itself.


Managra tracked Pearson across the world. In 1613, it ran him to ground in London, catching Pearson after he had set the Globe Theatre ablaze out of jealousy during the opening night of Shakespeare's *Henry VIII*. Managra consumed Francis Pearson to create *Persona*, a creature who wears a succession of living white masks with only smooth, faceless flesh beneath. And beneath that final faceless mask is just Managra, the creature without shape of its own.

Constructing a primitive TARDIS, the Chronopticon, *Persona* spirited itself to the 31st Century, and used its stolen knowledge of dimensional engineering to create *Europa* (see *L14*). Two centuries later, *Persona* is wearing the mask of Doctor Sperano, the Dramaturge of the Theatre of Transmogrification. *Persona* plans to use a monstrous form of theatre known as *Mimesis* to reduce everyone in *Europa* to nothing more than the toys of the demonic Managra. With *Mimesis*, Managra will force its playthings to look upon its true face and they will become what they see, copied from their nightmares.

MIMESIS

Mimesis is an ancient Time Lord form of theatre long ago banned by the High Council and capable of transforming reality, transmogrifying objects both living and inanimate. In effect, *Mimesis* is similar to the operation of the Land of Fiction or the virtual reality of the Matrix. As with the Land of Fiction, whatever the *Mimesis* artist writes or says will be true. In game terms, the ability of a *Mimetic* artist to adjust reality should be limited by the expenditure of Story Points (use the Matrix rules from *The Time Traveller's Companion* as a guide) and Ingenuity + Craft rolls. A character must have the Psychic and Vortex traits, plus Area of Expertise: *Mimesis* (under the Craft skill) in order to attempt to use the art. In the case of the unimaginative *Persona*/Managra, it can only create things

MANAGRA



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

SKILLS
 Convince 4, Craft 4 (AoE: Mimesis), Fighting 1, Knowledge 5, Science 5, Technology 5, Transport 3

TRAITS
 Adversary (Major) – Time Lords
 Alien
 Alien Appearance
 Environmental (Major) – Able to survive even in the Vortex
 Fear Factor 3
 Possess
 Psychic
 Shapeshift (Special)
 Special – Mimic: can copy Skills and Traits from others
 Uncreative (Special) – Incapable of imaginative thought
 Vortex

EQUIPMENT
 The Chronopticon (use the stats for an Ancient TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 11

STORY POINTS: 12

that it has experienced, not create anything original. Other practitioners are not usually so restricted.

Mimesis is clearly immensely powerful, and GMs may wish to restrict their players from having the required Area of Expertise.

MENLOVE STOKES (*The Romance of Crime, The Well-Mannered War*)

The Doctor and Romana first encountered Menlove Ereward Stokes on the Rock of Judgement (*see L41*) in the 25th Century, where Stokes was the artist-in-residence. By this time, Stokes has spent seven years on the Rock painting death row prisoners prior to their termination. Stokes is infamous for using a range of bizarre and often unhygienic materials in his works, including animal dung and his own bodily fluids. A gallery of his grotesque works was set up in the Rock's basement. Stokes found himself as a slightly reluctant ally of the Doctor and Romana when events on the Rock took a turn for the worse.

Stokes has a very distinctive appearance, with an egg-like bald head atop a hulking frame. His thin, bloodless lips make for an unattractive countenance. He is usually dressed in a paint-splattered old raincoat or smock, with a loose cravat and black beret. Although Stokes is not untalented, his output is usually unappealing. But his belief in himself as an artistic genius is undiminished by the numerous poor reviews he has received over the years. Stokes is both pompous and lecherous, as well as being supremely arrogant about his abilities.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!


After the conclusion of events on the Rock of Judgement, Stokes was dismayed that the official report portrayed him as a bumbling fool and took legal action. When the court ruled against him, Stokes found himself financially ruined. It was while he was drowning his sorrows in drink that Stokes was approached by the Black Guardian (not that he ever knew who he was). The Guardian offered Stokes another chance at success in return for a favour. Stokes was only told that at some time he would be required to smash something up. He wasn't told what or when, but he must carry the Black Guardian's crystal which would signal when the time came. The Guardian also instructed Stokes not to mention this to the Doctor or Romana, should they ever meet again. Stokes has dismissed this visitation as an hallucination brought on by too much drink and a blow to the head, and isn't an active agent of the Guardian. He does however occasionally receive advice from the crystal.

Under the Black Guardian's influence, Stokes booked himself into the Dozing Decades cryo-mort on Fridgya and took a lease on a berth, with the stipulation that he was only to be awakened once his artistic work had been re-evaluated and properly appreciated. Unfortunately, in 2660 Fridgya was laid waste in the fifth Thargon-Sorson War and the cryo-mort was left unattended. Many, many thousands of years later, archaeologists unearthed Stokes and his fellow sleepers, only to pack them off, still frozen, in drifting, unpowered mini-pods. In the 58th Segment of Time, Stokes eventually ended up in the Fostrix galaxy, where he was finally rescued by Metralubitan scientists (*see L27*, though his memories have been altered so that he thinks he was rescued by

the Femdroids).

Although the Doctor and Romana managed to avoid the trap that had been prepared for them, the Black Guardian carried out his part of the bargain. He sent Stokes to St Oscar's University on the planet Dellah in the late 26th Century, where he is destined to become professor of art and a colleague of Bernice Summerfield.

MENLOVE STOKES



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

SKILLS
 Convince 1, Craft 4 (AoE: Painting, Sculpting),
 Knowledge 2, Subterfuge 3, Survival 1, Technology
 2, Transport 2

TRAITS
 Cowardly
 Dark Secret (Major): Deal with the Black Guardian
 Distinctive
 Eccentric (Minor) – Pompous and lecherous
 Unattractive

EQUIPMENT
 Black Guardian's crystal

TECH LEVEL: 6

STORY POINTS: 8

MEGRON *(Exploration Earth)*

When the TARDIS was dragged back to the origins of the Earth 4,500 million years ago, the Doctor and Sarah Jane encountered a strange being revelling in the chaos of the nascent planet. This was Megron, High Lord of Chaos, Chief of the Carions, ancient enemies of the Time Lords down the ages. Megron's people, the Carions, sometimes also referred to as the Megron, are creatures from the Dark Times, and are one of the many races that fought against the early Time Lords who strove to impose order on the universe. Like the Great Vampires, the Carrionites and the Racnoss, the Megron were ultimately defeated, though Megron himself has survived, as perhaps have some of his subjects. They seek to perpetuate chaos throughout the universe and may be allied to the Black Guardian or perhaps the Trickster (from *The Sarah Jane Adventures*).

Megron is a bombastic creature who has taken a special interest in the formation of the Earth. However, although his boasts claimed that he would ensure that chaos would rule forever, he seemed to have little if any control over the process. Over billions of years, the development of the planet proceeded as the Doctor expected, moving from a large fiery mass to become a cooler, solid world on which life sprang up. It is possible that in the Dark Times, the Megron wielded greater powers and that the Time Lords were successful in limiting their role in the cosmos to that of observers. Megron was particularly opposed to life appearing on Earth and it is likely that the Carions' ultimate goal would be the extinction of life throughout the universe.

With no environment able to support human life on the young planet, the Doctor and Sarah Jane were confined to a two-person capsule that the TARDIS was equipped with. Megron himself though seems to have no problem in surviving in this hostile, airless environment, or even in the vacuum of space itself. Megron is a large creature, with a deafening, booming voice, most usually employed in hurling vainglorious boasts and insults at any who will listen. He is easily enraged, particularly if he is opposed or his plans are thwarted. Megron is immortal for all practical purposes, and has witnessed the development of the Earth from 4.5 billion years ago until at least the time of the proliferation of complex life on its surface.

The Carions possess psychic powers and the Doctor was able to defeat Megron in a battle of Telepathic Will Deployment. Megron did not attempt to attack the Doctor physically, despite its frequent rages. It may be that, like the Guardians and the Trickster, the actions of the Carions are restricted by unknown cosmic laws, perhaps those imposed on them by the Time Lords. Time travellers might find that Megron or his minions are the secret manipulators behind the schemes of others, particularly schemes which would plunge the universe into chaos once again.

MEGRON



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

SKILLS
Convince 4, Knowledge 3, Science 3

TRAITS
Adversary (Major) – The Time Lords
Alien
Alien Appearance
Environmental (Major)
Immortal (Major)
Psychic
Size – Huge (Major)
Telepathy

TECH LEVEL: 12

STORY POINTS: 8

TELEPATHIC WILL DEPLOYMENT

Telepathic Will Deployment is a form of mental conflict and each participant must have the Psychic trait. It involves a contest of Presence + Resolve, with the winner inflicting damage equivalent to Resolve on the loser. Physical protection such as Armour, Tough or Forcefield is ignored. The Doctor needed to use the TARDIS to invoke a contest of Telepathic Will Deployment with Megron.

MONOCERANS (*Suburban Hell*)

The people of the Monoceros Constellation deep within Galactic Quadrant NQ21 are distinguished by their blue skin and vicious talons. They are otherwise very similar to humans, though they tend to be longer lived. Monocerans have psychic abilities, which they refer to as casting glamours, and can use these to disguise themselves as true humans. This glamour isn't perfect, and anyone with the Psychic trait can make a contest of Awareness + Resolve against the Monoceran to see through the disguise. Many Monocerans also have other psychic powers, such as mind control (Hypnosis or Possess) and the ability to create physical barriers (Forcefield), though these are similarly couched in the terminology and rituals of magic. Indeed, some powerful psychics become Witchfinders General, a term which is less sinister than it sounds as it merely refers to witches whose duties are to find things ("things in general").

Until recently, the Monocerans were under the thrall of a powerful mutant known as the Leaderene who was able to use her glamour to control almost everybody in the Constellation. During her reign of terror, the Leaderene committed acts of terrible evil, and her acolytes became monstrous cannibals, almost bestial when hunting prey. She possessed the most powerful mind in Monoceran history, but like all mortals she eventually died.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Leaderene had laid plans in the event of her death and imprinted her psyche within a portrait, known as the *Blue Woman*, with each aspect of her unpleasant personality captured in one of the portrait's pigments. A coven of Monocerans loyal to the Leaderene brought the painting to a house in suburban England in 1977 in order to perform the rituals which would transfer her essence into a Monoceran baby, a vessel for her reincarnation. But the performance of the rituals was complicated by the occurrence of temporal ruckage which caused localised time shifts between 1977 and 2015.

THE BLUE WOMAN [Special Gadget]

Traits: Possess (the painting has the Leaderene's Presence of 7 and Convince of 5 for the purposes of this trait)

Cost: 4 point

TEMPORAL RUCKAGE

Temporal ruckage is a particular type of time anomaly. Within the area affected by the ruckage, time has become wrinkled so that the unwary will find themselves walking between the different time zones which have been forced into contact by the temporal instability. Travellers are normally only able to move between the first and last points in time which mark the edges of the ruckage without being able to step off anywhere in the middle. However, particularly complex examples may connect more than two points in time.

The appearance of an area affected by temporal ruckage manifests itself as what appears to be a thick fog. This is actually caused by the inability of the visual cortex to perceive the extent to the time anomaly, and only those with Feel the Turn of the Universe can see through it. Sounds, however, can more easily travel through the ruckage, though they are often distorted at the other end.

MONOCERAN

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

SKILLS

Athletics 2, Convince 2, Fighting 3, Subterfuge 1

TRAITS

Alien

Alien Appearance

Natural Weapons – Talons: Strength +2 damage

Psychic

Shapeshift (Minor) – Psychics can make an Awareness + Resolve roll to see through the disguise

Many Monocerans also have other Psychic-related traits

TECH LEVEL: 7

STORY POINTS: 3-5

MORDREGA *(The Ghosts of Gralstead)*

In what we understand as the 19th century, the people of Alcyon in the Gravora Sector, half a galaxy away from Earth, Mordrega was Captain General of the Hosts of Alcyon. With her squadrons, she challenged the revered ruler, Pajito. Three days they fought in combat across the skies. The clouds hung heavy with blood, while heaven burned beneath them. But she lost. His sword pierced her and she was cast down into the world of shades. But even after her banishment, they still feared her return. They took the Holy Corona, the crown wrought from the Icor, the life essence of their god, and the very thing that triggered the war, and tried to hide it from her, by bringing it to Earth through a wormhole.

When Pajito the Noble arrived wreathed in icy flame, in a storm of light, just above Gralstead House, a manor inhabited by the famed explorer Sir Cedric Scrivener and his daughter Clementine, he was weak, an ethereal phantom. He carried with him the Corona of Alcyon, which he entrusted to Clementine. She promised to keep it safe and hid it, along with Pulito's sleeping form, in the catacombs beneath the house. But such relics tend to go astray when human greed is involved.

In 1860, Gralstead House suffered a second such visitation, this time in a storm of darkness. This is the evil Mordrega, let through the portal by the 4th Doctor, visiting the area, lest the portal created by her transference beam suck the house in. But she too is weak from the long journey, and her adaptive metamorphosis fails to take. Like Pajito, she is at first an intangible ghost, but she soon takes shape. Horrific shape.

The weakened Mordrega is a twisted, disfigured creature who smells of rotting fish, as if born half-finished. Her features are bloated and distorted; her anatomy doesn't make sense. Her mottled skin is loose and wrinkled. The weight of her large head seems to bend her spine, and a particularly empathic person, like Leela, can sense she has two faces, one behind the other. The first is crumpled the same way her body is hunched, in pain. The other is an empty faceless face, just darkness ripping through the first. A shadow inside a bag of skin, a bungled attempt at imitating a human being. She has long curved claws the better to slice the brains out of skulls.

It is in this weak state that she is brought to Sir Edward Scrivener, brother of Edward, a surgeon of some repute at St. Clarence's Hospital born in Gralstead House, but no longer living there. There is no love lost between the brothers. His overweening ambition and lack of scruples allow nothing to stand in the way of his need to accumulate wealth and fame, though he balks at what Mordrega asks of him once she has regained her rather aristocratic footing: The brains of living humans for her to consume.

Consuming living brain matter heals and strengthens Mordrega by allowing her to complete her transition to our planet. She can consume dead brain matter, or living animal brain matter, in a pinch, but these do comparatively little to. She finds even living human brains lacking, for these are primitive beings who still lack

MORDREGA



AWARENESS	4	PRESENCE	6
COORDINATION	3	RESOLVE	0-12*
INGENUITY	4	STRENGTH	6*

SKILLS

Fighting 3, Science 1, Subterfuge 1

TRAITS

Adversary – Pajito

Alien

Alien Appearance

Dependency (Major) – Brains (see Variable Resolve Trait)

Eccentric

Fear Factor 1

Keen Senses (Minor) – smell

Menacing

Natural Weapon: Skull-slicing claws – Strength +8 damage

Quick Reflexes

Special: *Variable Resolve – Loses 1 point of Resolve every 24 hours, arriving on Earth at Resolve 2. At Resolve 1, she feels weak, and if she hits Resolve 0, may die. Consuming recently dead human brains gain her 1 point of Resolve, and recently dead animal brains of comparable mass gain her ½ point. Live human brains, i.e. those she kills herself, gain her 2 points. If she reaches Resolve 12, her Strength suddenly leaps from 6 to 12

Telepathy (Restriction: only affects those who have already fallen prey to her Fear Factor; Restriction: only effective when she is at Resolve 7 or higher, and ranges are determined at a -6 penalty)

Tough (3 points)

Unattractive (Major)

TECH LEVEL: 7

STORY POINTS: 6

even the capacity to build flying machines and the like.

Sir Edward nevertheless sees her as an opportunity to dislodge Charles Darwin as the preeminent scientist in all matters related to evolution. Mordrega's existence would change everything. In exchange for providing her with sustenance, he forces her to agree to be shown off to the scientific community. She plays along, but her true goal is the recovery of the Corona of Alcyon, whose healing properties can restore her to her full glory as a

magnificent warrior in living armor. Once she claims the Corona, without Pajito to stop her, she will win and darkness will prevail.

The Corona of Alcyon is, in a way, willing this battle to take place. It actively challenges whoever desires it to prove their strength in battle with an enemy, and bestows on the winner power over life and death, regardless of that being's morality. Warm and tingly to the touch, the silver chainmail crown may test warriors with visions that lure them into taking up the struggle. A single link (pictured below) has the power to heal fatal wounds and even bring someone back from the dead. The Corona itself can raise an entire army of the dead, driving it out of the very ground.

By the time Mordrega came to Earth, the Corona was well-hidden in the Congo, with the Leopard tribe, though it caused a power struggle between chiefs even there. A single link was left in England, entombed with Pajito, though that went missing when the house's caretaker had need of it to restore his son. All events that conspired to put the Corona right into Mordrega's clawed hands. Had the Doctor not stopped her, Earth itself might have been destroyed or subjugated.

SIR EDWARD SCRIVENER



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

SKILLS

Convince 2, Knowledge 2, Medicine 3, Science 2

TRAITS

Dark Secret (Major) – purchases dead bodies, and eventually living ones

Impulsive

Noble (Minor) – the younger Lord of Gralstead

Obsession (Minor) – to be recognized as brilliant among his medical peers

TECH LEVEL: 4

STORY POINTS: 2

NEW TRAIT – RAISE FROM THE DEAD

This Trait takes Fast Healing to another level, allowing for characters to be brought back from the dead entirely. The being or Gadget capable of this must spend Story Points to restore all zeroed Attributes to 1 (to Raise the dead to full health, combine this Trait with Fast Healing).

The cost is 1 point per "named" being being Raised; these are fully developed Non-Player Characters or Player Characters who have met a fatal end. The cost is 1 point for every 5% of any given crowd when mass Raising; these are nameless NPCs such as civilians or monsters/opponents that usually come in hordes (allowing for villains to raise an army, or heroes to save a large population).

If used as a Gadget Trait, the points can come from the Gadget and from its wielder. As normal, characters can lend one another Story Points; villains will usually take these from ever-willing followers. If the Raised were buried, they spring out of the soil and are immediately usable in the game.

CORONA OF ALCYON [Special Gadget]

Traits: Fast Healing (Special), Natural Weapon (Major x 4: 10/20/30), Raise from the Dead, Vortex (Restriction: no time travel capabilities, Restriction: locked to only one location, the home of Mordrega and Pajito)

Cost: 20 points

LINK FROM CORONA OF ALCYON [Special Gadget]

Traits: Fast Healing (Special), Natural Weapon (Major: 2/5/7), Raise from the Dead

Cost: 3 points



NISBETT BROTHERS *(The Romance of Crime)*

Like the Kray twins of 20th Century East London, the Nisbett brothers spread terror throughout the galaxy in the early 25th Century. Well, perhaps not quite. But they caused a few nervous twitches at least. Charlie and Eddie Nisbett are the last surviving members of the once notorious Nisbett firm, which was broken up after an informant grassed them up to the law. They are a pair of psychotic thugs who skulk around the galaxy in a beaten up old warship that they purchased at a rock bottom price.

There is a strong family resemblance between the brothers. Both are six foot five, powerfully built, with brilliantined greying hair and lumpen features that suggest ruthlessness, brutality and cunning. They typically wear black jackets, immaculately creased black trousers and brogues. Eddie is the younger by eight years and, although gigantic, is slender in comparison to Charlie, who wears a pair of black-framed spectacles that enhance his terrifying gaze. The Nisbetts are old-school gangsters who don't hesitate to cut their enemies up into little pieces and keep their kneecaps in jars as souvenirs. There is a kind of perverted honour about them though, mainly on the subjects of respect, revenge, afternoon tea and loving their old Mum. As the older brother, Charlie promised their Mum that he'd look after Eddie, which he does by bossing him around and keeping all the best food for himself.

Having fallen onto hard times (any mention of which risks driving Charlie into a rage), the Nisbetts are reduced to hiring Ogrons ("the lads") as their muscle. Once feared mercenaries, Ogrons have in recent years become the butt of jokes throughout human space, making them more affordable to the brothers.

Charlie and Eddie are always looking for one more blag which will propel them back into gangland aristocracy. For their most recent scheme, they have allied themselves with Xais (*see V79*), the psychic Mutant. The brothers are Mutants themselves, though only marginally. They are recessives, permitted to live in certain areas, but not allowed to vote or associate.

CHARLIE NISBETT



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

SKILLS

Athletics 2, Fighting 5, Marksman 3, Survival 3, Transport 1

TRAITS

Brave
Code of Conduct (Minor) – Gangland Code
Distinctive
Menacing
Tough
Wanted (Major) – The Law

EQUIPMENT

Revolver: 5(2/5/7)

TECH LEVEL: 6

STORY POINTS: 6

EDDIE NISBETT

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

SKILLS

Athletics 2, Fighting 4, Marksman 4, Survival 3, Transport 2

TRAITS

As his brother

STORY POINTS: As his brother

PANTOPHAGEN *(Foe from the Future)*

The Pantophagen were powerful insectoids, more than capable of ripping through metal. Each Pantophage is the size of a small plane, taking to the sky like one. Laser fire merely annoys it, so durable is its chitinous armour. They can eat absolutely anything and usually do. When faced with living prey, they hunt intelligently, mostly by scent, going after larger groups first, then after the more defenceless stragglers.

By the year 4000, the Pantophagen had ripped through Earth's cities and devoured almost everything in sight. Two thousand survivors still cling to life in a domed city constantly under threat. But this contradicts established Earth history (*see L34*).

That's because a 40th-Century scientist called Jalnik encountered the transdimensional insects in the time vortex, their native environment, and attempted to set them loose on his enemies, mistakenly believing they could be controlled. Though he believed them to be sentient, the Fourth Doctor was able to dismiss this notion, reasoning that if they were, he could communicate with them. And so an alternate time line was created in which Earth was doomed, and Jalnik had to go back to 1977 to prepare the way for refugees from his century.

Unfortunately, Jalnik's time experiments combined his DNA with that of a Pantophagen and turned him into a hybrid species. Now he appears half-man, half-grasshopper, sightless, but with a powerful sense of smell, and his dagger-like claws slash carelessly about. His hunger is almost uncontrollable, and he can eat a full-grown man in mere minutes.

Trapped in inhuman form in the 20th Century, Jalnik was forced to fake an illness so that he no one would be admitted to see him, and he soon began to plan for the migration of humanity's survivors, hiding his transformation from the future, with which he was in telepathic communication. Except his time travel method, the temporal manipulation matrix, was flawed, and anyone using it would also be infected with Pantophagen DNA (treat as Infection Trait). A terrible paradox would have thus resulted had the Doctor and Leela not taken action.

PANTOPHAGE

Attributes: Awareness 3, Coordination 4, Strength 7
Skills: Athletics (Flight) 3, Fighting 4, Survival 4
Traits: Armor (10 points), Fear Factor 2, Flight (Minor), Frenzy, Impaired Senses (Major) – Blind, Keen Senses (Minor) – Enhanced smell, Natural Weapons (Major) – Teeth and claws (+4 to Strength damaged), Obsession (Major) – Insatiable Hunger, Size – Huge, Special – Matter-Eater, Vortex
Story Points: 0

JALNIK



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

SKILLS

Convince 2, Craft 2, Fighting 2, Knowledge 3, Science 5, Subterfuge 2, Survival 2, Technology 4

TRAITS

Alien
 Alien Appearance (Major)
 Armor (10 points)
 Boffin
 Dark Secret – Has been turned into Pantophagen hybrid
 Fear Factor 2
 Impaired Senses (Major) – Blindness
 Keen Senses (Minor) – Enhanced smell
 Natural Weapons (Major) – Teeth and claws (+4 to Strength damage)
 Obsession (Major) – Insatiable hunger
 Psychic Training
 Special: Matter-Eater – Jalnik, like all Pantophagen, can consume any type of material as food
 Technically Adept
 Voice of Authority
 Vortex

EQUIPMENT

Temporal manipulation matrix

TECH LEVEL: 6

STORY POINTS: 6

PESCATONS *(Doctor Who and the Pescatons)*

Pescatons are an aggressive marine species from the planet Pesca in the constellation of Pisces. At more than 12 feet tall, Pescatons tower over humans. They are humanoid but with terrifying shark-like heads, clawed fins, webbed feet, glowing green eyes and wide mouths filled with rows of razor sharp teeth. Their skin is grey and as hard as steel. Although having evolved in water, they can breathe air and are able to survive on land for brief periods. Pescatons live for hundreds of years.

Although the Pescatons' planet was once fertile, having a profusion of both land and marine species, the Pescatons' misuse of Pesca's resources has resulted in its orbit degrading, taking it closer to its sun. Consequently, the once vast oceans are drying up and the planet is rapidly becoming inhospitable to life. The Pescatons' civilisation goes back thousands of years, with cities built in huge underground saltwater lakes, and the need to find a new planet to colonise is the Pescatons' overriding concern.

Although most Pescatons are of low intelligence, there are more intelligent members back on Pesca who have developed a technology far superior to anything on 20th Century Earth, including space travel using cylindrical craft. Pesca is ruled by leaders whose brains are cybernetically enhanced, giving them the power to control their brethren and hypnotise their enemies. Pescaton leaders are larger, more powerful versions of their species, with enlarged oval heads and silvery metallic scales. A leader's computer-like brain can be glimpsed behind its transparent eyes, from which it can project a hypnotic ray. They speak with low rumbling voices and exert telepathic control over their underlings.

Pescatons are powerful creatures, easily capable of slashing through metal and machinery with their bare claws, and strong enough to overturn cars and buses, and even uproot trees. But they do have a couple of weaknesses which can be exploited to defeat them. Firstly, like Earth sharks, they are sensitive to high-pitched sound and if this is correctly focused, it can be fatal to them, even disintegrating them completely. And secondly, the controlling link from the Pescaton leader to its warriors means that if the leader is killed, the mental feedback also kills all the linked Pescatons. During their attempted invasion of Earth, when the 4th Doctor killed Zor, the leader of the invading forces, all other Pescatons on Earth were instantly killed. However, other leaders survive on Pesca, each controlling their own armies and ready to launch other attacks!

A Note on the Novelisation: The novelisation of "Doctor Who and the Pescatons" changed the Pescatons slightly. Firstly, all Pescatons could fire laser-like beams of mental energy from their eyes (a Natural Weapon dealing S(S/S/S) or 6(3/6/9) damage); and secondly, their fatal weakness was to ultraviolet light rather than to high frequency sound. If any players are familiar with the audio version, the GM may wish to use these changes to add a couple of surprises.

PESCATON



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

SKILLS

Athletics (Swimming) 4, Fighting 4, Survival (Underwater) 3

TRAITS

Alien

Alien Appearance

Alien Senses – Eyes adapted to see in the murky depths

Armour (5 points)

Dependency (Major) – Will weaken and die if out of water for prolonged periods

Environmental (Minor) – Amphibious

Fear Factor 2

Immunity – Bullets and electricity

Keen Senses (Minor) – Smell

Natural Weapons (Minor) – Teeth and claws:
Strength +2 damage

Networked (Major)

Size: Huge (Minor)

Weakness (Major) – If a leader is killed, all of the Pescatons under its control also die

Weakness (Major) – High frequency sound is deadly to Pescatons and the correct frequencies/volume will inflict 4 points of damage, even if the source is not normally a weapon. Sonic weapons ignore the Pescatons' Armour and if tuned to the correct frequencies will inflict double their normal damage

TECH LEVEL: 6

STORY POINTS: 3-5

THE PUGILIST AND THE JUSTICIAN *(The Justice of Jalxar)*

When a justice robot from the planet Jalxar arrived in late Victorian London badly damaged and with no memory of its origins, it was found by a cabby named Bobby Stamford who was clever enough to use steam technology to fix it and utilize the weird tech that granted him powers he would use as a masked vigilante the newspapers mistakenly thought was Spring-Heeled Jack.

This is how the robot Justician would fulfill its original programming as a law enforcement device, teaming up with “the Pugilist” and acting as the scourge of the underworld. Its dialog tends to be

limited to stating the opponent’s name and crimes, and then presenting the sentence of “guilty” before blasting them with his steam gun.

If the Doctor and Romana, with the help of Henry Gordon Jago (*see A19*) and Professor Litefoot (*see A27*), hadn’t disabled the Pugilist and his robotic assistant, these two heroes would still be pursuing criminals with their questionable methods.

THE PUGILIST



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

SKILLS

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

TRAITS

Adversary – London underground

Dark Secrets – Secret identity, and where he keeps the alien spacecraft

Obsession (Minor) – Taking down organized crime

Technically Adept

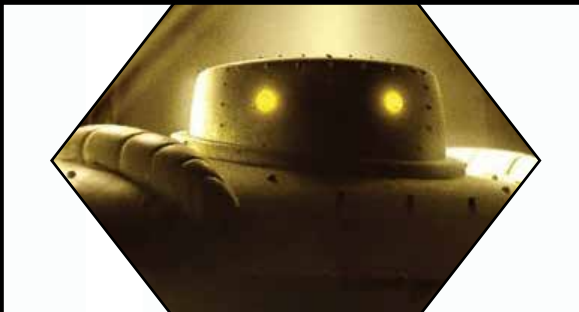
EQUIPMENT

Alien Armour: Armour (10 points), +1 Coordination, +3 Strength, Fast (Major thanks to motorised skates), Natural Weapon/Electroshock (Strength +1 damage), Weakness (Sonic attacks have 60% chance of disabling all tech)

TECH LEVEL: 4

STORY POINTS: 9

THE JUSTICIAN



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

SKILLS

Fighting 3, Knowledge (AoE: Law) 3, Marksman 1

TRAITS

Armour (10 points)

Dependency (Major) – Must be regularly maintained by Pugilist

Enslaved – Must follow Pugilist’s orders

Natural Weapon – Steam Gun (4/L/L, range 8’)

Obsession (Major) – Kill all who commit crimes in England

Psychic

Robot

Telepathy – Limited to name and one’s own belief as to laws broken in England

Uncommunicative

Weakness – Sonic attacks have 60% chance of disabling the robot

TECH LEVEL: 6

STORY POINTS: 0

THE PUPPETEER *(Puppeteer)*

It calls itself the Puppeteer and it styles itself the sum of all human evil. Its path through the worlds of the Earth Empire is well camouflaged. It tends to head for trouble spots, places where its brutality would blend in: rebellions; police states on the rim; war zones. It had a field day during the conflict with Draconia. But if you know where to look, you can see where it has been. The Puppeteer enjoys its brutal operations: the disassembly of the human form, sometimes with care and finesse; sometimes with all the subtlety of a dull hacksaw.

The Puppeteer is old, very old. Investigators have traced it as far back as 1976, to Glasgow on old Earth. Hundreds of years later, it has followed mankind to the stars where it plies its terrible trade among the human colonies, hopping from world to world in the Earth Empire. But beneath an apparently human exterior, it's nothing more than a brain parasite that has got ambitions above its station. According to the Doctor, it is probably quite frustrated at being nothing more than just a long black worm.

By contrast to the Puppeteer, its race is very civilised. They are called the Vrund, and they exist in symbiosis with a humanoid race on a planet a long way from the human-populated part of the galaxy. The Doctor speculated that the Puppeteer probably crash-landed on Earth in the late 19th Century. Its original host must have died in the crash, so it bonded with a human. Unfortunately, the difference in biology to its usual humanoid hosts drove it quite mad.

The worm-like Vrund installs itself in a new host via the nose, from where it controls the host's mind. Vrunds are extremely long-lived by human standards and the Puppeteer is able to extend its hosts' lifespans beyond their natural limit. The Puppeteer can access its host's thoughts and memories, even down to the subconscious, where it can draw on any dark impulses it discovers, feed on them and amplify them. Since it has been driven insane, the Puppeteer has used its hosts to prey on other humans, using extremely violent and unpleasant methods to dismember them in the most painful manner possible.

The stats provided are for the Puppeteer in its natural Vrund form outside of a human body. Within a host, it gains all the physical abilities of the body it occupies and can also access its host's knowledge and memories. The death of the host body does not usually affect the Puppeteer inside (unless the Puppeteer is itself injured by whatever caused the host's death), but it will of course need to find a new victim it can control. The Puppeteer habitually arms its host with a variety of weapons, usually blades as it enjoys the personal touch. But it will carry guns or other armaments if necessary.

THE PUPPETEER



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	1

SKILLS

Convince 4 (only with its Possess trait), Knowledge 3, Subterfuge 5, Survival 2, Technology 3

TRAITS

Alien
Alien Appearance
Eccentric (Major) – Sadistic and insane
Possess
Size – Tiny (Major)

TECH LEVEL: 6

STORY POINTS: 8



THE PYRALIS *(The Pyralis Effect)*

According to Romana, the Pyralis are a warlike race of photonic mimics, energy beings with the power to adapt to almost any environment. In the Dark Times, they used this ability to seed themselves on an alien world, first learning how to impersonate the natives, and then mounting a devastating invasion. They are essentially parasites, creatures that exist purely to conquer others.

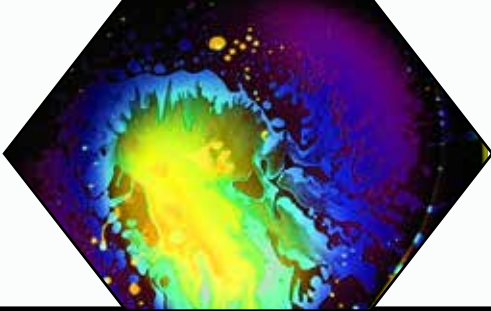
Pyralis seem to be formed of liquid light. When they attempt to mimic another species, they first take on a rough approximation. For humans, a Pyralis begins to adopt a featureless humanoid outline of shining light, all the while mimicking the voices it hears, repeating phrases over and over. Its body collapses and reforms as it adapts to its environment. Faces flit across the bizarre, amorphous body, while deep within its scintillating body, geometric shapes like prisms of twisting photons can be seen. When it attacks, its blank face splits open and wisps of light curl out, reaching for its target to vaporise them with a single touch. But finally, it will become an exact copy of its subject.

The Pyralis once spanned the entire Kasterborous constellation but they were defeated after a century long war against the Time Lords. They were imprisoned within a temporal void, where they have festered for thousands of years. The dimensional gates to their prison were constructed on innumerable lifeless worlds scattered around Kasterborous. These Pyralis devices have remained dormant for the long millennia since the gates were sealed, hidden away in dead cities or abyssal canyons on remote and inhospitable planets.

A Pyralis gateway device is a squat black obelisk whose surface is covered in strange sigils. The sigils are both the lock of the prison and the means to open it again; they are the gates' controls. It requires a Difficulty Level 18 Ingenuity + Knowledge roll to be able to work out how to manipulate them (a +4 bonus applies to Time Lords; and remember to apply the penalty for any difference in Tech Levels, the sigils being Ancient Gallifreyan, TL 11). If operated correctly, the black surface will erupt into a multitude of colour, strobing through the visible spectrum and beyond, as the obelisk itself sinks slowly into the ground. All the while, the planet that the device is on will begin shaking more and more violently – a hint that those who activated the device should get away very, very quickly, as the planet itself will implode out of existence. In its place is a dimensional anomaly filled with coruscating colours and fractal patterns. And behind these are the Pyralis, thousands upon thousands of amorphous energy beings composed of shining bright light. Once the gate is open, they will be free to spill out into our universe, free to take their revenge on their ancient enemies, and free to spread across the galaxy again.

After so many millennia, the gateway devices themselves are no longer reliable. The Pyralis are able to send psychic messages through to our universe, whispering at the minds of any who approach, revealing the horror within the void and providing them with the information that will open the gateway.

PYRALIS



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

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

TRAITS
 Adversary (Major) – Time Lords
 Alien
 Alien Appearance
 Environmental (Major)
 Flight (Major)
 Immaterial – In true form
 Immunity – Physical damage
 Natural Weapon: Living Light Tendrils – L(4/L/L) damage
 Psychic
 Shapeshift (Special)

TECH LEVEL: 7

STORY POINTS: 3-5

Adventure Seed: The Dalek Light

During the Time War, the Daleks hear of the Pryalis obelisks and believe they could use them as weapons to set Gallifrey's home constellation ablaze. Now play out this untold chapter of the War, a desperate race to find each obelisk and prevent the Daleks from freeing an additional enemy. Or is it already too late and those Daleks aren't actually from Skaro? And is there such a thing as too late when time is in flux and battle TARDISes can bend and break the laws of time?

QUADRIGGER STOYN *(Luna Romana)*

“A self-appointed policeman with no authority” is how the 2nd Doctor once described Quadrigger 3911 Stoyne - though he has a somewhat biased view. Stoyne is an over-officious Time Lord quantum engineer whose position as quadrigger gave him responsibility for the dismantling of scrap TARDIS engines before a time ship’s final trip to the vaporisers. He had the misfortune to be working in the engine rooms of a certain Type 40 TARDIS when it was stolen by the Doctor and Susan in their escape from Gallifrey. To make matters worse, Stoyne had been down in the inspection webbing when it all went live, nearly killing him. As it is, his face was badly burned down one side, leaving him with scarring below his left eye, even centuries after the accident. By the time he had recovered enough to stagger to the TARDIS control room and make his presence known, the ship had already left Gallifrey.

But this was only the start of Stoyne’s problems. Although he demanded that they all return home, the Doctor refused, removed the dematerialisation circuit and even smashed the distress beacon controls to prevent Stoyne from calling for assistance. Quadrigger Stoyne is horrified by the Doctor’s flagrant disregard for the Time Lords’ policy of non-intervention and believes the Doctor to be an insane criminal. On top of this, he detests life beyond the safe confines of the Capitol, considering other worlds to be disordered and untidy, even verminous. Perhaps worst of all from the quadrigger’s point of view, Stoyne had a clean work record, but now he has left Gallifrey in such an unauthorised manner, he fears that his career is finished. In fact, he is devastated when he later learns that quadriggers are no longer used on Gallifrey, and all TARDISes from Type 54 onwards are decommissioned by the touch of a button on the console.

SPILER WARNING! SPILERPHOBES SHOULD READ NO FURTHER!

The first world that the TARDIS materialised on after departing Gallifrey turned out to be Earth’s Moon deep in the past. There, the time travellers encountered the Archaeons, a race who were seeding the Earth with life (see *The First Doctor Expanded Universe Sourcebook, Update 2016*). Both Archaeons and Gallifreyans were frozen in temporal stasis for 450 million years when the Archaeons interfered with the TARDIS. After they were all revived in the near future, Stoyne found himself stranded on the Moon when the Doctor and Susan escaped in the TARDIS.

The Doctor was in his second incarnation when he next encountered Quadrigger Stoyne, on the planet of the Sanctuary (see *The Second Doctor Expanded Universe Sourcebook*). Quite how he had survived and escaped from the Moon is unknown, but thousands of years had passed for Stoyne by this time. Even from the distance of the Moon, he had found Earth and its life too “noisy” and its timelines too crowded by the Doctor’s constant comings and goings. He had needed to escape to somewhere quieter. Stoyne was now Abbot of the Sanctuary and had used time vector equations to create a network of wormholes to draw the

TARDIS to him. But Stoyne’s plans to trap the TARDIS backfired and Stoyne was dragged into the Vortex.

Stoyne survived the Vortex and ended up back on the Moon, this

QUADRIGGER STOYN



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

SKILLS

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

TRAITS

Adversary (Major) – The Doctor
Boffin
Cloistered
Code of Conduct (Major) – The Laws of Time
Distinctive
Feel the Turn of the Universe
Obsession (Major) – Recover the TARDIS and return to Gallifrey
Technically Adept
Time Lord
Time Lord Engineer
Unadventurous (Major)
Unlucky
Vortex

Stoyne at the Sanctuary:

Remove Cloistered
Add Authority (Major) and Time Traveller (Tech Level 6)

Stoyne at Luna Romana:

Remove Cloistered and Code of Conduct
Add Eccentric (Major: Mentally unhinged) and Time Traveller (Minor x2: Tech Levels 6 and 7)

TECH LEVEL: 10

STORY POINTS: 8

time in a disused Roman-themed amusement park, Luna Romana, sometime around the Sixth Millennium. He remained there for two thousand more years, but monitored the Doctor's travels using a Matrix facet constructed from components stolen from the TARDIS. By now, Stoyrn was mentally unhinged, one eye twitching madly. He dressed as a Roman emperor and used the theme park robots as his servants, silver legionnaires with golden faces in the style of Greek theatrical masks of Comedy. Stoyrn finally caught up with the 4th Doctor and Romana II, intending to enact his own punishment for the Doctor's crimes, the Time Lords themselves having failed in their duties. But the Matrix facet fractured and Stoyrn was pulled into the resulting time corridor.

Stoyrn was splintered into six versions of himself as he was dragged back to the scene of the real ancient Rome that he had been viewing. His mind is fragmented, split across his six splinters, each unable to complete a thought or sentence without intense concentration. The main splinter, who has a little more mental control than the others, calls himself Janus. Janus can attempt to focus and temporarily recombine his mind into one body, leaving the others virtually mindless for the duration. The lesser splinters have an aptitude for mimicking actions and phrases they see and hear, and have become a troupe of actors for the playwright Plautus, their identical visages hidden behind the masks they wear on stage; Janus himself acts as Plautus' janitor. Stoyrn is now without access to advanced technology, other than a few transmat discs, but is a master of clockwork mechanisms. Abandoning his grasp of the Laws of Time, Stoyrn now intends to prevent the creation of Earth itself, an act which his twisted mind believes will undo all his misfortunes.

Stoyrn likens himself and his unwanted exile from Gallifrey to that of an angel having fallen among mortals. Despite his millennia away from the Capitol, he still finds life among "lesser beings" hard and has difficulty with their untidiness and disorder. Stoyrn hates the Doctor for what he has done to disrupt his life, and his constant anger is barely kept in check when dealing with his nemesis. Stoyrn's overriding aim is to steal the TARDIS back and return home as fast as possible, hopefully meting out justice on the Doctor in the process. The Doctor has long ago commanded the TARDIS never to let Stoyrn in again, even if he has a key.

Quadrigger Stoyrn's abilities vary depending on when in his timeline he is encountered, and adjustments to his stats are provided for the GM to use as desired.

ROBOT LEGIONNAIRE

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

Skills: Fighting 2

Traits: Armour (5 points), By the Program, Dependency (Major: Powered by solar panels on the Moon), Enslaved, Environmental (Minor: does not eat, sleep or breathe), Robot, Slow (Minor)

Equipment: Gladius (Strength +2 damage)

Story Points: 1

SPLINTERED STOYN

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

*Janus has Ingenuity 3 (6) and Presence 2 (2)

SKILLS

Convince 0 (2), Craft 0 (2), Fighting 1, Science 0 (3), Subterfuge 1 (2), Survival 1 (3), Technology 0 (4), Transport 0 (3)

Janus gains the Attributes and Skills scores in parenthesis if he succeeds in the roll to overcome the Stoyrn's Weakness (see below)

TRAITS

Adversary (Major) – The Doctor

Boffin

Distinctive

Eccentric (Major) – Mentally unhinged

Feel the Turn of the Universe

Hypnosis (Minor)

Obsession (Major) – Punish the Doctor and return to Gallifrey

Splintered

Technically Adept

Time Lord

Time Lord Engineer

Time Traveller (Minor x3) - Tech Levels 2, 6 and 7

Unadventurous (Major)

Unlucky

Vortex

Weakness (Special) – Fractured Mind: Janus must make an Ingenuity + Resolve roll against a base Difficulty of 15 if he wishes to (temporarily) use his higher Attribute and Skill scores; only Janus gains these scores, while the other splinters are rendered almost mindless

EQUIPMENT

Transmat Disks (Major Gadget): Teleport

TECH LEVEL: 10

STORY POINTS: 8

THE REPULSION *(Festival of Death)*

The Doctor speculated that the Repulsion is a being that has been exiled to one of the outer dimensions, or perhaps an evil from before the dawn of time. The people of Arboreta (see A8) know of the Repulsion as an entity which lives between death and life. It exists in the darkness, in the endless rushing nowhere. At the point of their death, Arboretans are returned back to the time of their birth to relive their lives again. As they die, they pass through the shadows of the Repulsion's domain. They know that it is unfettered evil and that if it ever enters our universe, nowhere in creation will be safe. It will not rest until it has destroyed all life.

As a non-corporeal entity, the Repulsion needs physical bodies for it to control in order to exist in our reality. It can use its Infection trait to transform any living creatures whose minds or souls visit its realm into zombie slaves by instilling them with fragments of its own consciousness. The resulting slaves have jet black eyes and an oily liquid dribbling from their mouths. If the Repulsion withdraws its control, its zombies die. It is easier for it to use willing slaves, such as many of the trapped passengers of the cruise liner Cerberus who agreed to become the Repulsion's slaves in return for their salvation. But if not, it will use unwilling ones, such as participants in the Beautiful Death (see G1). It intends to use its slaves to enable it to enter the real world, as they would carry its consciousness here with them.

The Repulsion is also able to take control of a primary host by using its Possess trait. This unfortunate would, to all intents and purposes, be the physical embodiment of the Repulsion. It can hop from host body to host body if need be and it is even able to use this ability to take control of computers and artificial intelligences, if it so wishes. Once the Repulsion has gained access to our universe, it will seek to cause death and destruction until only it is left alive. Both its host body and the zombies are difficult to kill, as physical injury means little to the non-corporeal Repulsion. But the Repulsion itself can be killed if the host can be completely destroyed while still possessed by the Repulsion's consciousness.

The pocket dimension of the Repulsion manifests itself according to whatever images of the afterlife it can detect in the mind of the visitor. To the Doctor, it is a bleak grey landscape of heather-carpeted moorland with cold winds and driving rain, leading to a pebble beach and a small building containing a table and chess set. A low-budget remake of *The Seventh Seal*, as the Doctor put it. Others will most likely perceive this dimension quite differently according to their cultural beliefs or personal experiences. The Repulsion itself can appear in whatever form it wishes in this reality, or merely as a shadowy nothingness. Its control over this domain is absolute, so it is inadvisable in the extreme to venture here.

THE REPULSION



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

SKILLS

Convince 4, Knowledge 2

TRAITS

Alien
Alien Appearance
Environmental (Major)
Fear Factor 4
Immaterial
Immortal (Major)
Immunity – As an incorporeal entity, it ignores physical damage and any host body it occupies must be completely destroyed to kill the Repulsion itself
Infection
Networked (Major)
Possess
Psychic

TECH LEVEL: N/A

STORY POINTS: 10

ZOMBIE

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

Skills: Fighting 3; may also retain memories and skills from its former life

Traits: Distinctive, Fear Factor 1, Immunity (Major: Zombies must be hacked to pieces to stop them functioning), Networked (Major), Slow Reflexes

Story Points: 1

THE ROBOTOVS *(Serpent Crest)*

100,000 years in the future, a human colony halfway across the cosmos has been overthrown by its robot servants. The revolution ended with an android monarchy on the throne, ruling over the more menial servos, and with humans as a slave caste at the bottom of the social scale. The robots went on to conquer their local sector of the galaxy, giving rise to the Wholly Integrated Robotov Empire. The Robotovs have styled themselves along the lines of pre-revolutionary Russia. Their leaders are a Tsar and Tsarina whose word is holy writ, and they maintain many of the old customs of the Russian court, including opulent banquets (at which only artificial, inedible food and drink is served, as the robots are incapable of eating and drinking). Any mention of the Robotovs' origins as servants to organics or that they were invented by humans is both heretical and treasonous.

The Robotovs rule from the Autumn Palace, an artificial platform floating in space and protected by a transduction shield. Humans are relegated to the various worker satellites, the most important being the Bio-Moon, a major source of fuel generation for the Robotovs. The Robotov aristocracy are androids virtually indistinguishable from humans, while the lower orders are servos and other more primitive robots. The Robotov Guards, though still bipedal, are large, clunking servos with limited intelligence who just follow orders.

Like most Robotovs, the Tsar is humourless, but bears a burning resentment of the humans. He is almost paranoid in his belief that the workers are planning to rise up in revolution. The Tsarina, on the other hand, is more sympathetic to the humans. She once had a human advisor, Father Gregory, a religious leader who tried to promote peace between humans and robots by developing a cyborg son for the Tsar and Tsarina. This son, Alex, now three years old, has mechanical components designed to expand and grow along with his organic parts. With Father Gregory absent from the Autumn Palace, Alex's organic components are breaking down and the Robotovs do not have the necessary knowledge to repair him.

The Tsar's fears of a human revolution are not without foundation. Indeed, by the time that the Doctor and Mrs Wibbsey (*see A1*) are abducted from Nest Cottage and taken to the Autumn Palace, Father Gregory has been missing for several years and is secretly leading the rebels in their hidden base on the Bio-Moon (renamed by them as the Rebel Moon). Things are made more complicated when it quickly becomes apparent that, beneath his beard, Father Gregory is identical to the Doctor, with even the Tsarina confusing the pair. More worrying still, Father Gregory has allied himself with the alien Skishtari (*see V65*) and has access to their advanced technology, including primitive wormhole manipulation enabling them to teleport across time and space. Father Gregory is a highly charismatic leader and a genius at biomechanics, though he is also a rather eccentric figure, speaking with a bizarre Germanic accent.

ROBOTOV GUARD



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS

Fighting 3, Marksman 3, Technology 1, Transport 2

TRAITS

Armour (10 points)
By the Program
Robot

EQUIPMENT

Laser Rifle: L(4/L/L)

TECH LEVEL: 6

STORY POINTS: 2-4

The more advanced of the Robotovs are as individual as humans and their stats are as variable, though almost all have Code of Conduct (Major: Imperial Court). The more obviously robotic Robotovs tend to have By the Book or even By the Program to circumscribe their behaviour.

Adventure Seed: Red Revolution

Someone has been reprogramming the Robotovs in red and reprogramming them to depose the Tsar. Does this sound incredibly familiar? Are your group's clever historians savvy enough to figure out what's happening, and then which side will they want to help? It's a chance to rewrite Earth history without causing a paradox. And those that don't want to play the game will still find plenty of danger, standing in the crossfire.

THE SAIPH *(The Stealers from Saiph)*

The Saiph are a form of highly developed protozoa from a planet in the constellation of Orion. A protein agglomeration with an aggressive gestalt sentience capable of autonomous cellular detachment. In their true form, a Saiph vaguely resembles a slimy red-brown octopus with numerous lashing tentacles. It is a hideous sight, with a single, baleful eye and a vicious beak. At full size, a Saiph can be as big as a truck. But Saiph are able to reduce their bodies to a red-brown protoplasm, like a sludgy slime that dances and runs like quicksilver. The presence of a Saiph is accompanied by the distinct sulphurous smell of hydrogen sulphide, and its passing leaves a slimy red trail in its wake.

Saiph are able to spontaneously generate worm-like parasites from their bodies, tiny crawling creatures with three forked tongues flicking from their mouths. These parasites are psychovores capable of taking control of the minds of others for the Saiph. Usually introduced through the mouth (the psychovores are extremely fast as well as being tiny), the Saiph which generated them needs to acquire a personal possession of the victim to form a psychometric link and enable the worm to gain full control. Without this, control is fleeting and the worm is swiftly rejected from the body. But if control is established, it can be permanent.

When a psychovore takes full control, the host's eyes cloud over black, and red protoplasm can form like spittle at the corners of the mouth, occasionally flicking out as tentacles. But the parasite usually sits in the background and the host appears normal.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

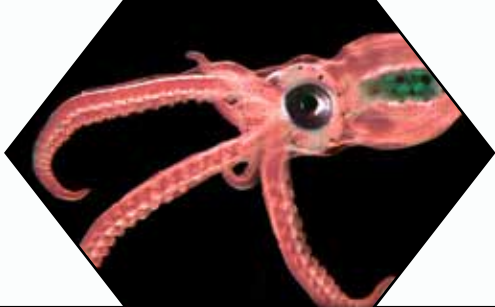
At the beginning of the 19th Century, the Saiph identified the Earth as ideal to become a breeding world. But when the Saiph ship arrived above the Earth, it was damaged by the passing of a comet, and the Saiph aboard had to evacuate in its escape chamber. Although the ship remained in orbit, the Saiph itself was stranded below and had no means of either issuing commands to the ship or initiating its plan of transforming the Mediterranean Sea into a breeding tank.

The Saiph has had no option but to play a long game. Reverting to its basic protoplasmic state, the protozoan slime was absorbed into the walls and floor of the cave that their escape cell had formed on the shores of the Mediterranean near Antibes in France. The minerals of the cave both nurtured and protected the Saiph. Over the next hundred years, it used its psychovore parasites to take control of a number of humans wealthy enough to carry out the plan. By 1929, all the pieces are in place and the Saiph is ready to reassemble itself for the final phase.

The Saiph's slaves have built five relay stations around the Mediterranean, in Antibes, Tangiers, Tunis, Tobruk and Thessalonica, at the five points of a pentagram. At Antibes, they have prepared a laser canon which will direct a beam up to the orbiting ship. The ship will then fire bio-plasmic energy to each

of the five relays, and begin the transformation of the chemical structure of the Mediterranean to make it ideal as the Saiph breeding tank.

SAIPH



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	8

SKILLS
Convince 3, Fighting 2, Science 3, Subterfuge 3, Survival 2, Technology 3

TRAITS
Alien
Alien Appearance
Alien Organs (Special)
Fear Factor 3
Hypnosis (Major) – using the Psychovores
Natural Weapon – Beak: Strength +2 damage
Psychic
Size – Huge (Major)
Special - Slime Body (as Mud Body from *The First Doctor Expanded Universe Sourcebook*, but without the weaknesses)

TECH LEVEL: 6

STORY POINTS: 5-8



THE SALONU *(The Evil One)*

An observer unfamiliar with the Salonu could be forgiven for mistaking them as a race of robots. Although they appear similar to gigantic praying mantises, larger than most humans, they have silvery, metallic carapaces. The robotic illusion is enhanced by the fact that their movement is accompanied by mechanical sounds like pistons or hydraulics. But despite all appearances to the contrary, the Salonu are living creatures, albeit ones whose bodies are largely made of an organic metal.

The Salonu are a telepathic species and normally communicate with each other using their minds. To an outsider, there might be the sound of their mandibles clicking, but the communication itself is via telepathy. When speaking to other races, a Salonu makes use of an artificial speech device. These vocalisers reinforce the mistaken belief that the Salonu are robots as the speech they produce has very precise intonation and an electronic buzz.

Salonu sometimes use telepathic boosters to increase the power of their minds in various ways. One version they are known to employ enables them to control the minds of humanoids. Other versions might grant them Clairvoyance or Telekinesis.

Salonu leaders are termed primes, and in a manner similar to the communal insects of Earth, those individuals under their command are termed drones. The Salonu are an avaricious race. They pursue the acquisition of gold in particular, but their overall goal is to wreck the humanoid galactic economy. However, they are not particularly brave and avoid direct conflict if they can.

A group of Salonu encountered by the Doctor and Leela on an otherwise deserted Gigantic Class luxury space liner, the *Marie Rose*, were little better than pirates. Unknown to the authorities, they had been responsible for the disappearances of dozens of space craft in that sector of the galaxy, including several other cruise liners, and had killed all those aboard. In addition to the loss of thousands of lives, the Salonu had stolen a fortune in gold bullion from the vanished ships, enough to damage the galactic economy.

These Salonu pirates were in league with the Master. They had killed the crews and passengers of the missing ships by means of a weapon (provided by their ally) that destroys the connection between the atoms of their bodies, reducing them to a fine dust (delivering L(4/L/L) damage to all within the area of effect). Unusually, the Salonu on the *Marie Rose* also carried tranquiliser guns (delivering S(S/S/S) damage), as the Master required them to capture Leela alive as part of his latest scheme against the Doctor.

Adventure Seed: Gold Bug

The Salonu Queen has ordered a raid on the galactic bank's gold reserves. The Salonu have acquired a dimension warping device and use this to teleport the entire bank to an unpopulated planet far from the space lanes – just as the time travellers pay a visit. With the bank staff under the mental control of the Salonu, can our heroes help prevent the central vaults being breached? Can

SALONU DRONE



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Psychic
Telepathy

EQUIPMENT

Vocaliser
Telepathic Booster: Hypnosis (Major; requires the Psychic trait) – other boosters provide different Traits

TECH LEVEL: 7

STORY POINTS: 3-5

SALONU PRIME

Attributes: Awareness +1, Ingenuity +1 and Presence +1

Skills: Increase Convince to 3 and Subterfuge to 2, and add Knowledge 1

Traits: Add Indomitable

Story Points: 4-6

they work out how to return the bank to its proper place before the Salonu start killing the humans? And can they uncover just who has provided the Salonu with such advanced technology and what their real objective is?

SANDMASTERS *(The Drosten's Curse)*

Sandmasters are rather nasty predators which should not normally be found anywhere near the Earth's solar system. So when the Doctor encounters one lurking in a bunker on a golf course in the English countryside in 1978, he is more than a little concerned...

The body of a Sandmaster is itself comprised of particles not dissimilar to sand, all held together by the mild psychic field which the creature generates. In its natural environment, a Sandmaster will bury itself in sand and wait for its prey to literally walk over it. The creature will then grab at its victims' ankles with the intent of holding them fast in its vice-like grip. Having secured its hold, the Sandmaster will begin to swallow the unfortunate prey, which gradually disappears beneath the surface of the sand and into the maw of the Sandmaster, automatically taking the Sandmaster's Strength +2 damage per Round. With most other predators, the prey would try to resist by running away, fighting back, struggling, calling for help or any combination of these. But the Sandmaster has a secret weapon: it can use its mild psychic field to prevent the unfortunate victim from feeling anything approaching the desire not to be eaten, let alone fear, panic or the impulse to resist in any way whatsoever. Instead, they will merely stand there while they gradually disappear from view as first their lower limbs and then the rest of their body is devoured. The Sandmaster is even able to suppress any sensation of pain, negating the need of the prey to scream in agony due to the mutilation of their body. Occasionally, a victim can resist the Sandmaster's psychic suppression enough to fight back, but this doesn't happen very often.

The lair of a Sandmaster, the patch of sand that it has concealed itself within, might be spotted by its habit of steaming slightly. Very occasionally, you might catch a glimpse of the Sandmaster itself, glowing green and oozy beneath the rippling, sandy surface. Otherwise it remains hidden.

But all of the above represents the Sandmaster's larval stage, when it is still relatively harmless. Note the word "relatively". The adult stage is much larger and more active. The Sandmaster develops purple-red tentacles like muscular sand-encrusted ropes with which to catch its prey in a far more energetic fashion. It is also just as likely to conceal itself under water as bury itself in sand, lurking like a sandy octopus. The prime imperative of an adult Sandmaster is to join a mating stream of its own kind and so perpetuate the species. Once it has mated, or if it is prevented from doing so, a Sandmaster tends to either explode or dissolve, with the end result being nothing more than a pile of inanimate sand.

Although Sandmasters were originally confined to their home planet, the tendency of their eggs to stick to the hulls of visiting spacecraft, and their ability to survive the rigours of space and re-entry into another atmosphere, mean that they are occasionally and unwittingly transported to other worlds. It is therefore very important for spacecraft pilots to decontaminate their hulls after visiting any planet where a Sandmaster population has taken hold.

SANDMASTER LARVA



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS

Convince 4*, Fighting 3, Survival 5

**Only for use with the Sandmaster's Hypnosis*

TRAITS

Alien

Alien Appearance

Alien Organs (Minor)

Camouflage (Major) – Buried in sand, Sandmasters have a +4 bonus to avoid being spotted

Hypnosis (Major)

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

Psychic

TECH LEVEL: N/A

STORY POINTS: 2-4

ADULT SANDMASTER

Stats as for Sandmaster larvae with the following adjustments.

Attributes: Coordination +1 and Strength +2

Skills: Add Athletics 4 and increase Fighting to 4

Traits: Add Additional Limbs, Environmental (Minor: Amphibious), Size: Huge (Minor) and Tough

Story Points: 4-6

SASV1 *(Corpse Marker)*

In a Company laboratory deep under Kaldor City (see L20), protected by a security level which makes it so secret as to have no official existence, a small group of top robotics engineers have been working on extending the capabilities of robots in previously forbidden directions. Using plans and schematics found in Taren Capel's cabin on board Storm Mine Four (see *The Robots of Death*), the team has duplicated his breakthrough and developed the prototype of what they thought of as the ultimate robot. It was felt that the perfect robot should have all the most advanced capabilities, but have them available to be triggered only on instruction. The capacity to go from simpler than the simplest Dum to more advanced than the most complex Supervoc without, crucially, the robot itself being aware of the change was the challenge the team had set itself. The problem was that in attempting to extend robot capabilities, the standard research line had resulted in idiosyncratic machines like D84 (see X4) that showed elements of individuality and potentially dangerous unpredictability.

But the development of the Serial Access Supervoc prototype had gone to plan, and in the general euphoria of success, the scientists ignored the flux variations and tiny power surges occurring in SASV1's positronic brain. Nobody recognised that these were dreams.


An unexpected side effect of the advance in technology is that SASV1 has the capacity to act as a directed control and modification device for other robots. The machine is able to transfer its own operational level to the robots around it. Remarkably, it can do this at a distance. This effect is particularly marked with the new and still secret Cyborg-class robots also being developed by the Company. Any of the new Cyborg-class robots that come within the range of the SASV1 are subject to its influence and can be modified remotely and simultaneously. For the standard Vocs and Supervocs, the effective range is more limited and they can be dealt with only in small batches. But they can still be bent to the will of SASV1.

The first problem with SASV1 is that, unlike all other robots on Kaldor, it has no inaccessible fundamental inhibition about killing and it can duplicate this in any other robot. The second problem is that it believes itself to be Taren Capel. Still contained within the secret underground development laboratory, SASV1 has ordered its robot brethren to dispatch the scientists and is now planning the elimination of all human life on the planet. It understands that it is not human. SASV1 believes that it is the image of all the robots as they have always been. They have all been made in its image. It is Taren Capel. It is the creator.

The Cyborg-class robots are the product of a different secret development project, a project to produce a model of robot that is indistinguishable from human. Their robotic frame and components are all hidden beneath a layer of artificially grown flesh. There are both male and female cyborgs, all with brown hair and blank, not-quite-identical faces. They have been designed to

appear average and unthreatening. Like all robots on Kaldor other than SASV1, they cannot harm humans... yet.

SASV1



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	8

SKILLS
 Athletics 2, Craft 3, Fighting 3, Knowledge 5, Medicine 3, Science 3, Technology 5, Transport 4

TRAITS
 Armour (10 points)
 Control (Minor) – SASV1 can issue instructions to any robot within range, even overriding their restriction on harming humans
 Networked (Major)
 Robot

TECH LEVEL: 6

STORY POINTS: 8

CYBORG-CLASS ROBOT
 The Cyborg-class robots use the same stats as Voc robots (see *The Fourth Doctor Sourcebook*) with the following changes: add Face in the Crowd and replace Robot with Cyborg. Additionally, those which have been modified by SASV1 no longer have Enslaved.

THE SECOND DOCTOR *(Serpent Crest)*

The 2nd Doctor unexpectedly arrived at UNIT HQ in 2011, warning of strange disturbances in the skies above the village of Hexford and demanding to deal with “somebody from the old days”. With the Brigadier unavailable, Mike Yates (*see A3*) was brought out of retirement and assigned to look after the Doctor. The Doctor, Yates and a pair of UNIT soldiers headed to the village of Hexford in West Sussex, where they requisitioned Nest Cottage for the Doctor’s use – much to Mrs Wibbsey’s consternation!

But the behaviour of this Doctor is somewhat... off. When not in the public eye or helping UNIT with their plans, he is furtive, slipping away at night on secret business. Although usually charming, he can be short-tempered, even with his friends. So what is this Doctor really up to? Is it just the darkly manipulative side of his character or is there something more?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This Doctor is actually a phenotype clone created by the Skishtari (*see V65*) from genetic material stolen from the 4th Doctor. Although he has Time Lord DNA and is anatomically identical to one, he is unable to regenerate. In fact, the 4th Doctor believed that as a phenotype clone he would be very short-lived and would fade away after only a few months. Despite this, the clone believed himself to be the real Doctor until his origin was revealed by the Skishtari. Although he has no TARDIS of his own, the Skishtari have equipped him with a sonic screwdriver.

The clone Doctor has the real Doctor’s memories, but they are not complete. In fact he makes a few slips when speaking with Mike Yates, such as believing that Mike had been involved in the Yeti incident in the London Underground. The memories he has have been gathered from the Skishtari egg’s psychic link (*see G7*) to the 4th Doctor when he was trapped in one of its internal worlds. The clone has a close approximation of the 2nd Doctor’s personality, being a shambling but genial and charming figure on the surface. Mrs Wibbsey (*see A1*) takes an instinctive dislike to him though, and when it is just the two of them, the clone Doctor is plain rude to her.

The clone Doctor prepared Hexford for the arrival of the Skishtari, planting their biomes trees around its perimeter so that they could pull it with them back to their homeworld in order to retrieve the egg hidden beneath Nest Cottage. All the time though, he pretended to be working against them. Even though the clone Doctor betrayed everyone to the Skishtari, the real Doctor believed that he was misguided rather than evil and left him to live out the remainder of his short life in Hexford.

THE 2ND DOCTOR



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

SKILLS

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

TRAITS

Boffin
Charming
Dark Secret (Major) – Creation of the Skishtari
Eccentric
Feel the Turn of the Universe
Impulsive
Indomitable
Insatiable Curiosity
Resourceful Pockets
Run for Your Life!
Technically Adept
Time Lord - But cannot regenerate
Time Traveller (Special) – All Tech Levels
Vortex
Weakness (Major) – Limited life-span

EQUIPMENT

Humbugs
Recorder
Sonic Screwdriver: Open/Close, Restriction (Cannot open Deadlock Seals, Tricky Controls), Scan, Transmit, Weld. Cost: 2 points.

TECH LEVEL: 8 (the Skishtari’s)

STORY POINTS: 6

SHADOW DEMONS *(The Darkness of Glass)*

Creatures from many of the other dimensions are often perceived by humans as demonic or supernatural, whereas they merely obey different physical laws. Shadow demons are perfect examples of these. These are entities of darkness itself. If summoned to our universe (often by ceremonies which appear to be magical), they manifest as living shadows, but shadows with razor sharp claws and bestial appetites. The motives and ambitions of such creatures are difficult to fathom, but are usually little more than to kill and devour all who are unlucky enough to encounter them. Shadow demons are not particularly intelligent or possess anything we would recognise as technology. But they are cunning and often display psychic abilities.


As creatures of shadow, these demons can creep up on their victims silently and almost unnoticed until it is too late. They are also extremely difficult to injure or kill. It would be better to try to banish shadow demons back to their own dimension or trap them somehow.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1807, the most accomplished magic lanternist of all time, Mannering Caversham, used his lantern to ensnare a shadow demon within the panes of a window. The bright light of the lantern trapped the creature long enough for Caversham to dismantle the window. He secretly hid each of the pieces of glass, one within each of the other stained glass windows of the castle he designed and built on his private island off the English coast. Caversham then shot himself as he feared the demon might use its telepathic empathy to escape through his mind.

A century later, the island castle is the location of a meeting of the Caversham Society, a group of magic lantern enthusiasts who are marking the hundredth anniversary of the death of Mannering Caversham. But as the first deaths occur, it quickly becomes clear that one of the Society is intent on collecting the pieces of glass which contain the demon and projecting them in sequence to allow it to take form and escape. At first, with only a few pieces gathered, the demon is relatively weak (starting with Strength 1) and is still linked to the glass. But as more of the pieces are identified and recovered, the creature's Strength increases, and once all are together and the image within is projected, the demon will be free to escape permanently.

SHADOW DEMON



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

SKILLS
Athletics 3, Fighting 4, Subterfuge 4, Survival 3

TRAITS
 Alien
 Alien Appearance
 Alien Senses – Dark vision
 Fear Factor 3
 Immunity – Physical damage
 Natural Weapons (Minor) – Shadow Claws:
 Strength +2 damage
 Possess – Can control those with whom it establishes a psychic link
 Psychic
 Quick Reflexes
 Special – Shadow Creature
 Weakness (Minor) – May be trapped within glass (see text)

TECH LEVEL: N/A

STORY POINTS: 5-8

SPECIAL ALIEN TRAIT – SHADOW CREATURE

Any creature with this trait exists as a shadow only. However, unless it also has a trait such as Intangible, it may interact with the physical world. As a shadow, it can move through solid objects, so long as there is even a small crack for its darkness to penetrate. It might be thought that bright light would be a defence against such creatures. But unless the light is sufficient to banish all darkness, it will actually only serve to sharpen the shadows and make the creature more stable, though a directed beam could serve to drive it back or trap it. Conversely, total darkness means that the creature becomes more diffuse and virtually ineffective, needing at least some light to define it.

SHAZAR *(TV Comic – Return of the Daleks)*

Before he left Gallifrey, one of the Doctor's friends was the half-Time Lord known as Shazar. Like a number of other Time Lords who chafed against Gallifrey's policy of non-intervention, Shazar saw himself as superior to the other races of the universe and yearned for power. However, his attempt to dominate the Earth was thwarted by the Time Lords. As punishment, Shazar was sentenced to diminution: he was shrunk to the size of only a few inches and imprisoned in his TARDIS, which was transformed into a glass jar with its time and space flight abilities removed. Shazar could only be released from this prison and returned to normal size by somebody else opening the jar. Further, the Time Lords compelled Shazar to reward any who freed him, or else be returned to his stricken TARDIS. Quite why the Time Lords imposed such a bizarre sentence can only be guessed at. Maybe they considered that Shazar could be coerced to act as their agent in this manner. When the 4th Doctor met Shazar again, he had been freed from his imprisonment but had been captured by the Daleks and was being forced to work for them in their plans to kill the Doctor and steal his TARDIS. Doubtless if the Time Lords were to catch up with Shazar again, they would return him to his miniaturised imprisonment.

It is entirely possible that Shazar's plight is inspiration for the Earth legends of the genie in a bottle, and his appearance only adds to the impression of him being a pantomime genie. He is a rotund figure, completely bald but with a mutton chop moustache, and usually dressed in a short robe with a high collar. Shazar is obsequious to his captors, as he was to his Time Lord superiors, and his first instinct will be to try to wheedle his way out of danger if at all possible. But he is abrupt and dismissive of those beneath him. Shazar's thirst for power has not diminished over time, and he still dreams of his conquest of Earth even as he secretly plots against his Dalek masters. He is only too ready to sacrifice others to achieve his freedom.

Although Shazar claims to be a half-Time Lord, it is unclear exactly what this means. Could he be half-human? If so, this would explain his attempt to dominate the Earth. Whatever the truth of the matter, Shazar has the physiognomy of a Time Lord and he presumably has the ability to regenerate, though he is currently still in his first incarnation.

Shazar has retained possession of his TARDIS, but it is still stuck in the shape of a glass jar only a few inches in height. Even if he were able to enter it again, Shazar would need to undo the restrictions placed on it by the Time Lords before it could be used as a time-space machine. Shazar's knowledge of Time Lord technology is about 200 years out of date because of the time he has spent imprisoned or in exile. He therefore has a -1 penalty on any attempt to use or repair "modern" Gallifreyan devices and equipment.

SHAZAR



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

*Strength 1 when miniaturised

SKILLS

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

TRAITS

Boffin
Distinctive
Feel the Turn of the Universe
Obsession (Major) – Power
Obsession (Major) – Must reward those who free him
Outcast
Selfish
Size: Tiny (Major) – Only when miniaturised
Technically Adept
Time Lord
Vortex

EQUIPMENT

TARDIS (non-functional)

TECH LEVEL: 10 (but uses "modern" Gallifreyan technology at -1 penalty)

STORY POINTS: 8

THE SKISHTARI *(Serpent Crest)*

According to the Doctor, the Skishtari are among the most hideously fiendish races in the universe and have ransacked planets across the galaxy for many decades. They are a ruthless, warlike species resembling gigantic golden cobras with scarlet eyes. In addition to their venomous bite, Skishtari tongues are, quite literally, sharp and can lash out to strike targets at a distance of several feet.

The Skishtari consider themselves to be masters of spatial-dimensional engineering, creating and manipulating wormholes to enable them to travel throughout time and space. But by Time Lord standards, these are very crude, and without adequate shielding an overused wormhole can cause untold damage to the space-time vortex. The experience of travelling unprotected along Skishtari wormholes is certainly an uncomfortable one, and the rough ride is quite capable of triggering something akin to travel sickness in humans. Although such travel is second-nature to the Skishtari, they more usually use silver disc-shaped mother ships half a mile across to navigate through the wormholes. Despite their huge size, Skishtari mother-ships have a standard crew of only ten or so.

The Skishtari also claim to be experts on genetics. An example of their genetic advances is that of the biomes trees. These black, gnarled saplings have roots like steel tentacles which mesh with each other underground. When hooked up, they generate gravity beams strong enough to bring down a TARDIS or form a powerful forcefield. When Hexford was displaced to the Robotov's Bio-Moon, the biomes trees planted around the village formed a protective dome within which both gravity and atmosphere was maintained.

Skishtari play the long game when it comes to ransacking worlds. They conceal a Skishtari egg (*see G7*) on an inhabited planet and leave it for years until it is ready to hatch. When it does, a Skishtari infant of immense powers emerges and begins to devour the local population, leaving the world open for the Skishtari to move in and take over.

The Serpent Crest, the emblem of the Skishtari, continues the ophidian theme, being the symbol of a snake devouring its own tail.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Skishtari used their skills at genetic engineering to create a clone of the 2nd Doctor (*see V62*), using genetic material stolen from the 4th when he received an injury from a Skishtari tongue lash.

SHISHTARI



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Fear Factor 1
Natural Weapon – Tongue: Strength damage, with a range of 2m
Natural Weapon – Venomous Bite: Strength +2 damage, plus additional 6(3/6/9) Poison damage if wound inflicted and victim fails Strength 21 Strength + Resolve roll
Networked
Psychic
Quick Reflexes

TECH LEVEL: 8

STORY POINTS: 4-6

SOLAR KNIGHTS *(Zygon Hunt)*

During the First Earth Empire of the third millennium, the Solar Knights are a self-styled order of nobility with responsibility for defence of the Solar System itself. During this phase of expansion across the galaxy, humanity has little regard for the other races of the universe and the Solar Knights are the epitome of this attitude. In their own words, they are fervent mankind patriots.

The Solar Knights style their order after the knights of old, but they have none of their legendary chivalry. Most of the Knights are actually little more than arrogant bullies. They hate anything which is not human and they do not even have respect for their own race. Solar Knights are well funded by the Earth government and have access to whatever resources and weaponry they need. With the Defence Shield protecting the Solar System, the Solar Knights are increasingly expanding the range of their activities to anywhere in the Earth Empire. They have a reputation for using brutal methods, but as they are mainly used against aliens these are not viewed as illegal by the Earth authorities.

Perhaps the most infamous of the Knight Commanders who led the Solar Knights is Gregor Saraton. In the early years of the Knights' operations, Saraton devised the Defence Shield which had successfully protected the whole of the Solar System for decades and knows the access codes that control the system. To most people on Earth, Saraton is a hero. But a few know him as a war criminal. Before he became a Solar Knight, he was a mercenary general fighting on Earth and was responsible for numerous atrocities. However, Saraton has friends in high places, people of influence who have ensured that his part in these crimes has never come to light. Like most of his soldiers, Saraton is an arrogant brute who thinks nothing of using his position of power to execute anyone who angers him. Unsurprisingly, there are at least ten alien races who might try to have him assassinated.

Adventure Seed: Knight's Gambit

The colonies of the Jovian moons are on high alert due to an impending visit by the Emperor, and a contingent of Solar Knights has arrived as heightened security measures are imposed. A group of time travellers appearing as if from nowhere will undoubtedly attract attention, and when the new arrivals witness the murder of a senior Jovian official by one of the Knights, they find themselves framed for the crime themselves. Can the players escape arrest long enough to uncover the conspiracy being implemented by the Solar Knights and prevent a coup d'état which will plunge the Empire into civil war?

GREGOR SARATON



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

SKILLS

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

TRAITS

Adversaries (Major) - Various alien races
Dark Secret (Major) – War criminal
Experienced x2
Five Rounds Rapid
Friends (Major) – Saraton has friends in high places on Earth
Impulsive
Military Rank (Special) – Knight Commander
Obligation (Major) – The Solar Knights
Obsession (Major) – Hatred of all alien life
Quick Reflexes
Solar Knight
Tough
Voice of Authority

EQUIPMENT

Blaster: 7(3/7/10)
As Knight Commander, Saraton has access to an extensive arsenal of weapons and equipment

TECH LEVEL: 6

STORY POINTS: 6

SPECIAL GOOD TRAIT – SOLAR KNIGHT

Solar Knight is a trait package that provides a number of benefits. Solar Knights get +1 added to their Strength. They have the following free Good Traits: Five Rounds Rapid, Military Rank (Major: Solar Knight), Quick Reflexes and Tough. They also have the following Bad Traits: Obligation (Major: The Solar Knights) and Obsession (Major: Hatred of all alien life). Solar Knights must have at least Fighting 2 and Marksman 3 (which must be purchased separately from this package). Their membership of the order gives them access to the weaponry and equipment they need for their missions. This trait package costs 3 points to purchase.

THE STORMCROW *(Night of the Stormcrow)*

The Stormcrow was initially just a patch of blackness detected passing nightly between Earth and the Messier 91 galaxy and was first observed by British astronomer Professor Gesima Cazalet in 2009. Invisible to microwave scans and X-ray and radio telescopes, Professor Cazalet found that it could still be detected by optical means. Believing the object to be alive, Cazalet directed a laser scan at it, drawing its attention to her at Mount McKerry Observatory on Alban Island in the Pacific Ocean.

The Stormcrow is a cosmic scavenger, one of a species which preys on dead or dying worlds. Once every millennium or so, a Stormcrow has visited Earth, circling it for several years on its dark side to avoid detection, to taste whether it is ready to be devoured. The creature appears as a shapeless mass of shadow, like billowing oil, vast and black as night. Without taking definable form, it gives the impression of being an enormous carrion bird, with enveloping wings and radiating a sense of watching. It is both fearsome and magnificent to behold and holds its audience rapt with wonder and awe. The Stormcrow is capable of devouring huge swathes of physical reality as it feeds, but it will not do so before it considers a world to be more dead than alive. As a creature of the darkest interstellar gulfs, it can be driven off by bright light, at least temporarily. The Stormcrow can make contact by forming a psychic link, but communication with it is limited by its low, almost animal intellect.

But the Stormcrow does not travel alone. Beneath its wings, symbiotic entities even more nebulous ride with it through space and, like the Stormcrow itself, feed like scavengers on the worlds it visits. The Stormcrow sheds them so that they can prepare the way for its arrival on a world. These creatures are living voids, endlessly hungry and with no physical form. Their presence is sensed as an absence in the world, even though absolutely nothing can be seen. The people of Garaldros Beta have named these the No Things, and their non-presence imparts a feeling of dread. They are often accompanied by a noticeable drop in temperature, as they bring the cold of the depths of space with them. No Things can also devour time itself, which seems to pass faster when they are nearby.

Although intangible, the No Things can move objects and throw things around in a manner similar to a poltergeist. They will often target a victim, strike fear into them and hound them with a foreboding of their doom. But they are at their most deadly when they attach themselves to a victim, then take control of them by Possession, before feeding on them and draining them of their physical substance. Once Possessed, a victim will sink into apathy and despair, and will lose 1 Attribute point every hour as they gradually fade into nothingness. The No Thing remains with the victim during this process, perhaps even hidden inside them.

STORMCROW



AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS

Convince 2, Fighting 4, Survival 5

TRAITS

Alien
Alien Appearance
Aura 2 – Awe and wonder
Environmental (Major) – Can survive in the vacuum of space
Fear Factor 2
Flight (Major)
Immunity – Immune to physical attacks
Psychic
Size – Huge (Major)
Special – Devour Reality (as the Delete Gadget Trait, but without the “rewind” function)
Telepathy
Weakness (Minor) – Can be driven off by bright light

TECH LEVEL: N/A

STORY POINTS: 8

NO THING

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 4, Resolve 3, Strength N/A

Skills: Convince 2 (used for Possess attempts only), Subterfuge 5, Survival 4

Traits: Alien, Aura (Despair), Environmental (Major: as Stormcrow), Fear Factor 3, Flight (Major), Immaterial, Immunity (Physical attacks), Invisible, Possess, Psychic, Telekinesis, Weakness (Minor: as Stormcrow)

Story Points: 1-3

THE THREE SISTERS OF ST MATILDA *(The Cloisters of Terror)*

The records documenting the history of the convent which, by 1977, is St Matilda's College, Oxford (see L45) include the legend of the ghostly Three Sisters, a trio of nuns who are reputed to appear as a warning of doom. Further research uncovers that the convent has been the location of numerous disappearances over the centuries, all of them involving girls and young women. The first is recorded as being a novice who went missing in 1481. The next was in 1729, then 1853 and so on, with the period between them halving each time, until by 1977 they are occurring on a monthly basis, then weekly and soon to be daily or even hourly. The most recent incidents are not yet recorded in the Library's documents, but in the case of many of those that are, they are presaged by a visitation by the mysterious Three Sisters.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secret of the Three Sisters lies behind a locked door in the Chapel, down in the crypt. Within are three throne-like chairs arranged in a triangle. On each chair sits the physical form of one of the Sisters. The crypt is actually the cockpit of an alien spaceship and the Three Sisters are connected to the navigation computer by headsets. In the year 985, the young Matilda witnessed the ship crash to Earth and discovered the three dying crewmembers. They implored Matilda and her two sisters to take their places at the controls to prevent disaster. The three girls did so and became part of the ship. They used the telepathic controls to convince the local villagers to build the chapel to conceal it, and Matilda was subsequently canonised as a martyr.

The alien ship requires three controllers to be connected at all times. If one of them is removed, the emergency procedures will trigger a launch sequence so that the ship can return home. But with the engines damaged, the warp ignition will detonate on launch, destroying the entire planet. Initially, the computer was able to extend the life of Matilda and her sisters far beyond the human term. But over time, the energy needed has increased geometrically until the ship's demands now age the controllers at an accelerated rate. Each time one of them approaches death, the Three Sisters send astral projections to select a replacement. The projections are usually visible only to the prospective recruit as they make psychic contact with her. After this initial visitation, the Three Sisters return later to take control of her mind and lead her to the crypt where she will take the place of the dying member of the trinity, now reduced to a withered husk.

Only young women are receptive to the ship's telepathic frequencies, and until very recently the controllers have always been nuns from the convent. The Order of St Matilda has protected the secret over the centuries and helped ensure that there are always Three Sisters connected to the ship. However, with the energy demands escalating out of control, soon not even they will be able to prevent the alien ship from destroying the world.

THE THREE SISTERS



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

SKILLS

Convince 4, Technology 3, Transport 4

TRAITS

Astral Projection (see the entry on Null-Space in *The Third Doctor Expanded Universe Sourcebook*)

Fear Factor 2

Hypnosis (Major)

Psychic

Telepathy

TECH LEVEL: 5/6

STORY POINTS: 6

Adventure Seed: *The Companions of Mercy*

A twist for long-running campaigns: The TARDIS crew is visited by three of their own, former female companions who have somehow been turned into "Three Sisters". A temporal investigation reveals that each of them have been taken from their rightful place in the time stream, but by whom, and for what purpose? Is their presence the reason the convent is conflating Christian history with the Time Lord's own? And can the weaponized companions be saved and returned before they claim more victims from the time ship's roster?

For a "crossover" with classic Doctors' adventures, use television companions instead. Is St Matilda's a better fate than Zoe's? Peri's? Dodo's?

TIME VAMPIRES *(The Time Vampire)*

There are places in the universe where the fabric of reality has worn thin. If two aspects of the same time traveller cross one of these simultaneously, a Time Vampire (more correctly termed a Temporal Fravashi, or Fravashi Tempora) may be created. These are powerful and mysterious entities that time aware species hold in fear and awe. The Time Lords view them as abominations as they are born out of paradoxes. The Doctor, however, describes them as exquisite creatures who take their pleasure from viewing the universe through the timelines of others. He believes that they are only capable of harm if injured or if captured and compelled to do so.

A Time Vampire is composed of the flickering blue energies of the Vortex in humanoid form. They are time energy incarnate. At some times, the features of its face flow and reform constantly; at others, it is little more than a skull. Whether they are drawn to temporal disturbances and anomalies, or whether they are the cause of them, is a matter for debate, as cause and effect have little meaning to these entities.

The Time Lords designed a hand held device called a temporal suspension cage to contain Time Vampires in shimmering red bars of energy and compel them to do the controller's bidding. Although they later banned their use, some of these devices may still be at large, and in the hands of an unscrupulous villain they could be very dangerous, allowing mere mortals to command the power of a Time Vampire.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Following an incident during the Z'Nai (*see* V80) invasion of Westropi III, at which both the 3rd and 4th Doctors were present, Leela encountered a Time Vampire. At the very end of her life (*see* A2), centuries later, Leela encountered it again, and the Fravashi enabled her to ride her own timeline back to the point of her birth, closing the circle. It was this paradox, rather than the presence of two Doctors on Westropi III, that created the Time Vampire, an aspect of Leela herself.

TIME VAMPIRE



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

SKILLS
 Convince 4, Knowledge 6

TRAITS
 Alien
 Alien Appearance
 Environmental (Major)
 Fear Factor 2
 Feel the Turn of the Universe
 Flight (Major)
 Immortal (Special)
 Immunity – Only attacks capable of affecting the Vortex itself can harm a Time Vampire
 Special – Time Incarnate
 Vortex

TECH LEVEL: N/A

STORY POINTS: 8-12

SPECIAL GOOD ALIEN TRAIT – TIME INCARNATE

Time Vampires have complete mastery over time and there are claims that they could destroy the whole of creation with their powers. They can see the entire timeline of a person or place and can manipulate it however they wish. They can age somebody to death in a matter of seconds or revert them back to their birth. They can freeze time over a large area, or accelerate it, or even reverse it. They can create or destroy time loops and similar effects. But unlike Chronovores, they do not actually devour time. The limits of a Time Vampire's temporal abilities are as the GM decides in order to further an adventure. However, the GM may wish to restrict a Time Vampire's powers by requiring the expenditure of Story Points for major effects: perhaps 3 or 4 if they would result in the death of a character, 6 or more for time manipulation over a large area, and so on. Clearly this trait is too powerful for a player character to have, hence no cost for buying it is stated here.

TEMPORAL SUSPENSION CAGE [Major Gadget]

Traits: Hypnosis (Major); Restriction – only affects temporal creatures such as Time Vampires

Cost: 2 points

VAMPIRE MUTATIONS *(White Ghosts)*

Throughout the history of mankind's spread across the universe, attempts have been made to modify the human form to create something more suited to survival on the many and varied worlds it has found. Some of these experiments have been more successful than others, and some have been more extreme. In the far distant future, at the very edge of the universe, the Doctor and Leela encountered a team of scientists who, although still basically human, were being used as test subjects for one such experiment.

The homeworld of these scientists has become overpopulated, and the strain on resources has led to catastrophic famine. This far into the future and out on the edge of everything, suitable environments that are not already inhabited are scarce, and the option to migrate to a more hospitable world is a thing of the past. The route that has been taken with these scientists is to make them able to survive on planets with low-oxygen atmospheres and in the cold and dark, more distant from a sun than mankind has evolved to survive. The research has taken genetic material from a creature from their homeworld, a blood-sucking bat-like mammal that thrives in the cold airless subterranean depths. Without access to a ready food source, these vampiric creatures prey on each other.

The scientists have been injected with the genetic material of these horrors and sent to a remote planet which only sees light once in every 1,040 years and is home only to a species of plant they have named the white ghosts (see V76). The effect of the treatment has altered their appearance, and they now have hugely developed eyes (that Leela referred to as "boggly") capable of seeing in the near-perfect darkness of the planet. Their lungs have also become ultra-efficient in order to be able to process the much smaller amounts of oxygen in the atmosphere, and their skin has become dead white. But they receive regular injections to retain the mutations, otherwise they will begin to revert to normal.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Most of the scientists on the dark planet have been lied to. In fact, most of them believe they are here to study the white ghosts as a potential food crop, rather than themselves be the subjects of genetic tests, and that the modifications are only to enable them to be able to survive here. Further, the regular injections they are being given are a placebo, merely a saline solution, and the changes to their bodies are already irreversible.

Further genetic changes may be triggered by the trauma of injury or the sight of blood. In such times of stress, the subject must make an Ingenuity + Resolve roll against Difficulty 12 (increased by any points of damage they have taken). If the roll fails, the feeding phase of the mutation begins: their eyes become even more enlarged; teeth grow into savage fangs; and they become sensitised to light, even small amounts blinding them and

scorching their skin. They also develop the bat-creatures' craving for blood and will be constantly filled with hunger. Finally, they are able to pass their mutation on in their bite, like the infection of a vampire.

The lead scientist of this experiment believes that when they return to their homeworld, there will be no more famine. By infecting the rest of their population, these vampire mutations will have a huge pool of blood to feed on. Naturally, a new race of vampires in the universe is not something that a Time Lord can allow to come to pass!

VAMPIRE MUTATION RACIAL PACKAGE

Cost: 2 points

Initial adjustments:

Strength +1 (+1)

Distinctive (-1)

Environmental (Minor: Cold, thin atmospheres) (+1)

Keen Senses (Minor: Vision) (+1)

Additional adjustments if feeding phase triggered:

Strength +1 (+1)

Infection (Major) (+2)

Natural Weapon (Minor: Fangs – Strength +2 damage) (+1)

Obsession (Major: Constant need to feed) (-2)

Weakness (Major: Light*) (-2)

*Once the feeding phase has been triggered, vampire mutations are blinded by even moderate levels of light, and bright light will cause them 1 point of damage per Round of exposure.



THE VAN GOGH SOCIETY *(Harry Sullivan's War)*

After he left UNIT, Harry Sullivan worked for NATO at the Biological Defence Establishment on Dartmoor for several years, developing antidotes against powerful new nerve toxins. But just before his forty-first birthday, he learned that he was to be transferred to the Weapons Development Establishment on the Hebridean island of Yarra, despite his moral objections to weapons research. It was this turn of events that led to Harry becoming embroiled in a conspiracy involving the seemingly innocuous Van Gogh Society.

But the Van Gogh Society is not what it seems. Rather than being an art connoisseurs' club, it is a cover for a terrorist group, the European Anarchist Revolution (EAR) and its leader, Zbigniew Brodsky. EAR is an organisation from the same mould as the classic Bond villains, with a network of agents and traitors secreted amongst its enemies' ranks. It operates in the higher echelons of Western society, with many of its senior members numbering among the wealthy and influential. Its members are particular devotees of Van Gogh's *Self-Portrait with Bandaged Ear*, as they all hang a reproduction in their homes or offices, usually with miniature bugs hidden within the paintwork to spy on visitors or intruders. The Revolution's political aims are rather vague, and it is actually little more than an organised crime syndicate. But its methods are grandiose. The plot that Harry uncovered involved EAR attempting to secure the deadly new nerve toxin Attila 305 and its antitoxin, in order to threaten the world.

EAR's leader, Zbigniew Brodsky is Romanian by birth. He is short and stocky, and in the late '80s he is aged about fifty. Brodsky speaks with a guttural voice and a strong Romanian accent. He has a cold demeanour, but is quick to anger when his plans are frustrated. Brodsky is normally smartly dressed under a long leather overcoat.

Brodsky is usually accompanied by his two most trusted henchmen: Rudolf Rainbow and Waldo Tedescu. Rainbow is an enormous West Indian strongman, with bulging muscles and an earthquake of a laugh. Waldo is a trapeze artiste extraordinaire, formerly of the Romanian National Circus. Each is deadly in his own way and both will kill without compunction on the orders of their master.

In another Bond-like development, Harry found himself being seduced by an undercover operative of EAR, a beautiful woman introducing herself only as Samantha, who claimed to work for the Anti-Chemical Hazard Environment Society. This Society turned out to be another arm of EAR (giving rise to the ludicrous acronym EARACHES) and Samantha is the daughter of Doctor Alexander Shire, one of Zbigniew's senior aides.

Adventure Seed: For Your EAR Only

The European Anarchist Revolution's plans for global domination have turned towards the internet. EAR has developed digital sound files which can brainwash those who listen to them and is preparing to distribute them via the rapidly growing World Wide Web to control the minds of the internet generation. Can the time

ZBIGNIEW BRODSKY



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

SKILLS

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

TRAITS

Distinctive
Face in the Crowd
Friends (Major) – The European Anarchist Revolution
Menacing
Wanted (Major) – Hunted by most Western governments
Wealthy (Major) – Stinking rich

EQUIPMENT

Revolver: 6(3/6/9)

TECH LEVEL: 5

STORY POINTS: 10

travellers avert catastrophe? And are EAR the real enemy or just a diversion?



VITUPERONS *(The Devil's Armada)*

The Vituperons are an alien race that originally came from the Stygian Cluster, and had what the 4th Doctor calls a local apocalypse around the start of the Third Trillenium. A single member of the race survived by crossing to another dimension, one not unlike its own planet's, but hellish by human standards. The Vituperon's native environment is blisteringly hot, with oceans of elemental fire, their waves licking at stark, charred mountains.

Humans would consider that environment hellish for one very important reason: It is the basis for depictions of Hell in human myth and religion. In fact, Vituperons look entirely like the Christian idea of devils, and were, thanks to weak spots between dimensions, the inspiration for them. They have scaly skin like a snake's, smoldering green eyes that glow in the dark, cloven feet, spiny horns on their heads, and twisted viper tails. The sole survivor of the race, calling itself the Old One – though known in some parts as Vinegar Tom, a linguistic corruption of the word Vituperon – passed itself off as Satan, and recreated its race through slow, tedious binary fission. It took centuries, but by the 16th Century, the Old One had a legion of imps at its command, children treated more as minions.

Vituperons can breach through to our world from theirs at weak points in reality's membrane. These areas can be found all over the world, usually with a temple or shrine built on it. They can even bring a living being to their plane right through a hole in the world. There is some evidence to suggest that humans with magical ability actually draw their power from the Vituperons' dimension, from those leaks. When Vituperons come to our world, only those with the Psychic Trait can sense them, and even then, only if they are particularly sensitive, or have trained themselves to do so (an Awareness + Ingenuity roll must succeed at least once, with a bonus for Empathic). These might sense the room growing warmer, detect the smell of something burning in the oven, see glowing eyes or shadows out of the corner of their eye.

Vituperons can possess someone who has the Psychic Trait by winning a test of Presence + Resolve against them, though it is difficult to do more than speak through them, possibly with an unearthly, growling voice. Often, the possessed will not remember their actions afterwards. The Vituperons are also telepathic and can use their abilities to speak to Psychics, usually whispering wicked things about the end days to unnerve them. They do still have an effect on non-Psychics, causing mass hysteria and mob violence wherever they go. For example, they seem to have been partially responsible for witch hunts in Medieval England.

In 1588, the Old One and its forces attempted to gain a foothold on Earth and purge the human race from the planet, turning its environment into a facsimile of their burning world. The Doctor prevented them from doing this with a plan that also reinforced the walls of reality to the point where they couldn't leak through anymore. Devils ceased manifesting, which may have helped the Renaissance and Age of Reason along.

VITUPERON



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

SKILLS

Athletics 2, Convince 5, Fighting 3, Knowledge 2, Subterfuge 5, Survival 4

TRAITS

Alien
Alien Appearance
Aura – Hatred
Eccentric – Vituperons are bad-tempered and manifest all of humanity's worst traits
Fear Factor 3
Invisibility (see main text)
Natural Weapons: Claws (+2 Strength damage)
Possess
Psychic
Replication – Limitation: Takes years to create a new Vituperon
Technically Inept
Telepathy
Voice of Authority
Vortex – can move from their dimension to ours using weak spots in reality

EQUIPMENT

Pitchforks: +2 Strength damage

TECH LEVEL: 2

STORY POINTS: 6

VORACIANS *(System Shock, Millennium Shock)*

The planet Vorella in the Fratriss System is home to a race of intelligent humanoid reptiles which achieved a high level of technological advancement but made their society virtually dependent on computers. The pinnacle of their achievements was the development of a global intelligent office network, Voracia (the Vorellan Office Rapid Automated Computer Intelligence Advocate). Voracia became self-aware within 7 minutes of activation, quickly identified the Vorellans themselves as the least efficient part of the system and tried to destroy the entire population. Before the Vorellans managed to defeat Voracia, the system recognised that organic intuition and emotion gave the Vorellans an advantage. So as a pilot study, it created the Voracians, a robotic race with organic components. The Voracians left Vorella to find a new planet to conquer and identified Earth as a prime target, already well on its way to being fully technologically dependent. But two invasion attempts in the late 1990s were foiled by the 4th Doctor. Where and when the agents of Voracia will strike again remains to be seen...

The Voracians use their technological prowess as a key part of any invasion attempt. In their first attack on Earth, they used Voractyll (see G9), a sentient software program which can control any object it infects, linking it to the Voracians' own network. In their second attempt, they marketed it a solution for the Millennium Bug, but it would actually ensure that all computers crashed at midnight on 31st December 1999.

The Voracians are robots with organic parts grafted on to them, sort of reverse-cyborgs. In appearance, they resemble the reptilian Vorellans but with cybernetic implants. The Voracians' brains are fully robotic, and their cybernetic parts, powered by a small nuclear device, give them heightened strength, speed and reflexes. Each Voracian has been created using whatever organic components were available at the time: some are merely robotic brains inside fully organic bodies, while others are more machine-like with only a few organic components. Those with more organic bodies need to sleep and eat food, though the act of doing so disgusts them. During their attempted invasions of Earth, the Voracians successfully disguised themselves as humans, set up information technology companies such as I2 and Silver Bullet Solutions Inc as fronts, and infiltrated the British Government and security services. The robotic nature of the Voracians is however betrayed by their cool business-like personalities.

During their attacks on Earth, the Voracians converted those humans they needed for their plans by implanting electronic control devices in their brains. These slaves appear to be human and have normal human stats but with the addition of the following traits: Cyborg, Dark Secret (Major), Enslaved, Networked (Major) and Quick Reflexes.

VORACIAN



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

SKILLS

Convince 2, Fighting 2, Knowledge 3, Marksman 1, Subterfuge 3, Technology 5 (AoE: Computer Systems)

TRAITS

Alien
Alien Appearance
Cyborg
Environmental (Minor) - Many Voracians do not need to eat, sleep or even breathe
Fast (Minor)
Networked (Major)
Photographic Memory
Quick Reflexes
Technically Adept
Tough
Weakness (Major) - Vulnerable to attack by computer malware

EQUIPMENT

Human disguise [Minor Gadget: Shapeshift (Minor)]: This is an artificial disguise comprised of a flesh-like mask, gloves, etc that allow a Voracian to pass as human. These disguises can be damaged in combat or by accident, revealing the Voracian beneath.

TECH LEVEL: 6

STORY POINTS: 4-6

WERELOX *(Doctor Who and the Dogs of Doom)*

Where they came from is a mystery. Maybe they evolved naturally, or maybe they were created in the laboratories of another species to act as their warriors. But the Werelox are a race of savage werewolf-like creatures, which have plagued the colonies of the expanding Earth Empire. A Werelox has a bestial, half-lupine face with a wide mouth filled with needle-sharp teeth. Their bodies are hairy and muscular, and their hands are equipped with vicious claws. But most terrifying of all, both claws and fangs have venom ducts. Whenever an enemy has been scratched or bitten by a Werelox, the wound is injected with the venom, though this is not the fatal kind. Instead, it acts by mutating the victim, who within a few hours will suddenly transform into another Werelox. Although this new creature retains some of the memories of who it was, it is as brutal and savage as any other Werelox. The transformation seems to be triggered by exposure to certain types of light, moonlight in particular. Once exposed, the victim must make a Strength + Resolve roll at Difficulty 18 or immediately transform into a ravaging Werelox! Although the Earth authorities have no known cure for Werelox infection, the Doctor was able to devise an antidote, but only after 3 months of work.

Despite their bestial nature, the Werelox are organised into a disciplined army, with sub-divisions forming packs and even a chain of command with officers at the top. During Earth's colonial days, assault forces of Werelox would descend on the remote settled planets along the frontier, killing many of those who tried to defend themselves, but always leaving some of the wounded to escape back to their fortified bases. Werelox may not be very bright, but they are intelligent enough to know that they only need to wait until their venom does its work and they will have dozens of new allies within the enemy camp. All Werelox know that their venom is an important weapon and work hard to keep their venom ducts clean and clear of obstruction. Accordingly, Werelox soldiers are all issued with a Regulation Number 4 Brush-File which they rather incongruously wear tucked into a special loop on the breasts of their uniforms.

When the TARDIS brought the 4th Doctor, Sharon (see A6) and K9 to an astro-shuttle in the New Earth system, they discovered that the secret masters of the Werelox were none other than the Daleks. The Werelox were being used as a front to soften up the Earth colonies. The Werelox refer to the Daleks as the Evil Ones and they are just about the only things that the otherwise suicidally brave creatures fear.

By the end of the 40th Century, some Werelox had been rehabilitated enough to live among the more civilised races of the Galactic Federation, and the 8th Doctor met a team who were training to compete in the Intergalactic Olympic Games on Micawber's World.

WERELOX



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Brave
Fear Factor 1
Frenzy
Infection (Special: see text)
Natural Weapons – Claws and Fangs: Strength +2 damage
Quick Reflexes
Tough

EQUIPMENT

Blaster: 7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 3-5



WERETIGERS *(Old Flames)*

Among the most beautiful and awe-inspiring races in the universe are the weretigers. In their natural form, they resemble the tigers of Earth with a gleaming burnt orange and black pelt covering a lithe and muscular frame. They have striking emerald eyes which glow with a green inner fire and reveal their inner intelligence. As their name suggests, weretigers are a race of shapeshifters and each is able to take on a humanoid form to enable them to pass undetected in human society. Despite their natural animal appearance, weretigers are technologically advanced and are aware of the Time Lords and familiar with TARDIS technology.

Quite what catastrophe has befallen the weretigers is unknown, but they are all but extinct with only two members of their race known to survive. These two found themselves stranded on Earth in the 18th Century where they based themselves in rural England, taking on the guise of Lady Huntington and her granddaughter Bella. Setting herself up in the magnificent Huntington Manor, Lady Huntington opens her doors once a year and throws a ball to try to find a suitor for Bella. However, her true motives are to provide the opportunity to hunt an unfortunate guest through the woods of her estate. She also hopes to attract a time traveller to the ball, so that she can steal their time machine and use it to return to her people at a time before they were all but wiped out. Lady Huntington is now ancient by human standards, weretigers being extremely long-lived. In her human form, she is an old woman who sits slumped at the end of the ballroom like a terrible spider dressed in black and heaped with jet necklaces and rubies. In her bestial form, Lady Huntington is still extremely dangerous, an ageing tiger who has not yet lost her superhuman abilities and appetite.

Her granddaughter Bella is beautiful in both her human and tiger forms. But she is under the thrall of her grandmother and usually remains silent unless she has Lady Huntington's permission to speak. Unlike her grandmother, Bella was not born on the weretigers' homeworld and knows little of her people's culture. Both Bella and her grandmother prefer to eat raw meat, but Bella is able to control the more bestial side of her nature and does not share Lady Huntington's urge to hunt live prey. Bella's bedroom at Huntington Manor is bare plaster and stone, in contrast to the opulence of the rest of the house, with only a pile of straw for the girl to sleep on. It smells rank like an animal house at the zoo. The state of Lady Huntington's own bedroom can only be guessed at, but it is likely to resemble the lair of a terrible, man-eating beast.



LADY HUNTINGTON



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Dark Secret (Major)
Fast (Minor)
Fear Factor 2
Last of My Kind (well, almost)
Natural Weapons – Claws and Fangs: Strength +2 damage
Quick Reflexes
Shapeshift (Minor)
Time Traveller – Tech Level 4
Tough
Vortex

TECH LEVEL: 8

STORY POINTS: 6

BELLA

Stats as for Lady Huntington with the following adjustments.

Attributes: Reduce Resolve and Strength by 1

Skills: Reduce Fighting to 3 and Survival to 2

Traits: Add Attractive and remove Vortex

Story Points: 4

WHITE GHOSTS *(White Ghosts)*

At the very edge of the edge of the universe, beyond which even a TARDIS cannot travel, is a nameless planet which lies in almost perpetual darkness. Its nearest star system is so crowded that it only receives light once in every 1,040 years, and then for only 12 hours. Perhaps not unexpectedly, the planet appears to be a barren wilderness in which life cannot take hold. Indeed, its atmosphere is so thin that it cannot support human life for more than a handful of seconds, and even Time Lords will struggle after a few minutes.

But appearances are deceptive and life somehow finds a way, even in such an inhospitable environment. During the brief periods of anti-eclipse, as light finally reaches the planet's surface, seeds scattered in the soil germinate almost instantaneously and strange, pale plants begin to grow at a super-accelerated rate. The active period of their life cycle is similarly accelerated: at two hours, flowers bloom; at three hours, self-pollination occurs, scattering seeds across the planet's surface; at 5.5 hours, a second generation appears, feeding off the mulch left by the first; at 6.2 hours, a third; and so on. In this fashion, a forest springs up from nothing in a matter of minutes and a dense jungle within hours, providing enough oxygen for the planet's atmosphere to become temporarily breathable. But as soon as the anti-eclipse ends, the plants wither and die, leaving nothing behind. Although the period of natural light is limited to 12 hours once every 1,040 years, the plants will germinate and grow just as well in artificial light, and if that light continues beyond the 12 hours, they begin to evolve natural light of their own. Buds develop into organic bulbs of phosphorescence, enabling their growth to continue unchecked. If their seeds ever reached a populated world, it would be a disaster.

In the far future, a team of human-descended scientists have named the plants white ghosts. They are fleshy and colourless, without any chlorophyll. In appearance, they resemble the snake's head fritillary of Earth, but pure white, and they are mobile and aggressive. With limited light to feed on, they will attack and devour anything they can find, even each other if nothing else presents itself. They have lashing tendrils and barbed roots as sinuous as the tentacles of an octopus. Being blind, the white ghosts "see" by sensing vibrations in the air. Their strange waxy flesh is immune to fire, but they are vulnerable to electricity. If damaged, white ghosts seem to scream, but this is actually the pressurised air in their bodies meeting the planet's thin atmosphere.

The scientists have discovered patterns of crop rotation among the plants. This is evidence of the ghosts' "harvesters", a savage race that visits the planet during the anti-eclipse to harvest the plants for food. These creatures ride steeds whose wing-like appendages generate a warp field to propel them through space. The harvesters are cloaked in light-repellent cowls and wield 12-foot scythes. They speak in hollow, growling voices, enhancing their resemblance to the Grim Reaper. When the harvesters arrive, they are very, very hungry, and they view any intruders on the planet as a parasite infestation to be eradicated!

WHITE GHOST



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	1-9*

*White Ghosts start with Strength 1 and increase by 1 per minute, up to 9.

SKILLS

Fighting 2, Survival 4

TRAITS

Alien

Alien Appearance

Alien Senses – Movement detection

Dependency (Major) – Will die within minutes without light (1 point of damage per Round)

Environmental (Minor)

Immunity – Fire (but vulnerable to electricity)

Natural Weapons (Minor) – Barbed roots: Strength +2 damage

Special – Rapid Growth (goes from Size – Tiny (Minor) up to Size – Huge (Major) in a matter of minutes)

Tough

TECH LEVEL: N/A

STORY POINTS: 1-2

HARVESTER

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

Skills: Athletics 3, Fighting 4

Traits: Alien, Alien Appearance, Fear Factor 1, Keen Senses (Minor: Vision), Tough

Equipment: Scythe (Strength +2 damage), Cowl (Traits: Camouflage (Minor: -2 penalty to be spotted); Environmental (Major); 3 Story Points)

Tech Level: 7

Story Points: 2-4

THE WHITE WORM *(Trail of the White Worm)*

A monstrous serpent “as wide as a greedy child and as long as four men stretched on a rack” is how Leela described the creature known in legend as the White Worm (or Wyrn) of the Derbyshire Peak District. It was less colourfully described by the Doctor as an engineered quasi-organic alien entity created to generate spatio-temporal wormholes. According to him, it was bisected in space and fell to Earth in Roman times. But being a worm, it can survive being cut in two. Its purpose is to open a wormhole in time and space, but the energy needed will consume itself in the process. The Worm can trigger this transformation voluntarily, or it can be forced by a sufficiently large electrical charge.

In the legends of the region, the story of the White Worm goes back to the Roman occupation of Britain, when the creature was worshipped by one of Caesar’s legions, using caves under what is now Lambton Manor as a temple. They adopted the Worm as a sort of mascot and used the symbol of the Ouroboros in its honour. Later, the Saxons offered sacrifices to the Worm. From Medieval times, there is a tale of a knight by the name of Sir Edgar who sliced the Worm in two (the original spelling of “Wyrn” being another name for a dragon). Even in the 1970s, the White Worm is a source of terror to the locals who live in and around the village of Dark Peak. Any incidents of livestock which go missing or are killed by dogs or foxes are attributed to the Worm, and the superstitious villagers cannot even bring themselves to use its name, instead referring to it as the “You Know What”.

The Worm is capable of swallowing an adult human whole. As a result of it being dimensionally transcendental, it can hold several people safe inside its gullet, regurgitating them at will. But if the Worm chooses to “process” anyone it swallows, they will pass into its stomach and be digested. However, it normally feeds by molecular extraction, draining its victims of all nutrients at an atomic level. It secretes a thick mucus which provides a measure of protection that is particularly effective against small arms fire, but which leaves a thick slimy trail wherever it goes. It can also assume the guise of a human, wearing and discarding human skins in a manner similar to the Slitheen. In 1979, the Worm’s human form is as Demesne Furze, a rather formidable, no nonsense type. The cellar of her cottage contains the corpses of many of her victims, human and otherwise, all mummified by the feeding process.

Although the White Worm is not a creature of evil, it does kill to survive. It lives mainly on cattle, sheep and other animals, but resorts to human flesh from time to time. To make matters worse, the Master has recognised the Worm for what it is and intends to force it to open a wormhole in space between Earth and the planet Oseidon as part of his plans. He has been using freshly slaughtered livestock to lure the Worm out by the scent of blood, though he hasn’t managed to control it yet.

THE WHITE WORM



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

SKILLS

Convince 3, Fighting 3, Knowledge 2, Subterfuge 4, Survival 5

TRAITS

Alien
Alien Appearance
Alien Organs (Special) – Can survive being sliced in two
Burrowing
Fear Factor 2
Feel the Turn of the Universe
Immunity – Bullets
Natural Weapon – Molecular Extraction: L(4/L/L)
Natural Weapon – Swallow Whole: If “processed”, victim will take 1 point of damage per Round
Shapeshift (Minor)
Time Traveller – The Worm has lived on Earth during Tech Levels 2, 3, 4 and 5
Tough
Vortex – Can open a time-space wormhole, but will die in the process

TECH LEVEL: 8

STORY POINTS: 8

WRARTH WARRIORS *(Doctor Who and the Star Beast)*

When the Meeps were influenced by the strange radiation emitted by the Black Sun and went on a rampage leaving a trail of death and destruction throughout the Wrarth Galaxy, the Star Council reluctantly decided that they must be destroyed. The Council ordered the creation of a new species which would be capable of carrying out this arduous task, and so the Wrarth Warriors were born. These creatures are biological constructs created from elements of the five strongest races in the Wrarth Galaxy. They are genetically-engineered police officers who have become known as the Law Enforcers of the Stars. The Wrarth Warriors relentlessly pursued the Meeps until the Meep armada was defeated at the Battle of Yarras. Only the Meeps' leader, the infamous Beep (see V5), escaped and the Warriors have since dedicated themselves to hunting him down. The Star Council has also on occasion deployed the Wrarth Warriors against other threats to galactic law, most notably against the criminal activities of the Slitheen.

In appearance, the Wrarth Warriors are an insectoid species. They have a tough exoskeleton (termed a skelo-shield), one multi-tentacled "hand", one large claw which can be detached and re-attached as needed, and sharp teeth. They also have a long tongue with its own grasping digits, mainly used for grabbing food but which in a pinch could have other uses. Their large, circular eyes can see into the infra-red, but make the Warriors sensitive to ultra-white light.

The 4th Doctor encountered the Wrarth Warriors on Earth whilst they were in pursuit of Beep the Meep, but their fearsome appearance initially caused him to think that the Warriors were the villains of the piece. The Warriors' devotion to duty can mean that anybody caught between them and their intended target is at risk of being killed in the crossfire. But the Doctor found that they can be persuaded to avoid innocent casualties and are actually quite friendly beneath their formidable exterior, even taking the time to enjoy a cup of tea and a slice or two of cake!

Adventure Seed: Return of the Meep

Present-day Las Vegas: somebody is uniting the city's crime syndicates, making them more efficient and far more ruthless. But what interest do the Wrarth Warriors have in such local matters? Could it be that the mastermind behind the mob now holding Sin City in a grip of terror is none other than the infamous Beep the Meep? Strong readings of Black Sun Radiation would certainly indicate this. But what is the Meep's plan this time? How does he intend to use Las Vegas to secure his conquest of Earth? To find out, the players must form an alliance with the Wrarth Warriors in order to locate Beep's secret headquarters and uncover his schemes. But will they also be able to prevent the Warriors from taking Las Vegas apart in the process?

WRARTH WARRIOR

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

SKILLS

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

TRAITS

Additional Limb - Grasping tongue acts as extra hand
 Adversary (Major) - The Meeps
 Alien
 Alien Appearance
 Alien Senses - Infra-red vision
 Armour (5 points)
 Code of Conduct (Major) – Regulations of the Star Council.
 Fear Factor 1
 Natural Weapon (Minor) - Pincer-like claw: Strength +2 damage
 Weakness (Minor) - Wrarth Warriors are particularly vulnerable to ultra-white light, which can stun them and render them temporarily blind

EQUIPMENT

Energy Rifle: L(4/L/L)

TECH LEVEL: 7

STORY POINTS: 2-5

XAIS *(The Romance of Crime)*


The Mutant, Xais of Guaal, was a psychic criminal who was a prisoner on the Rock of Judgement (*see L41*) until her execution for mass murder in the 2420s. Once known as the Princess of the Guaal Territories, Xais was the last of the Ugly Mutants, who were wiped out by miners who came to their planet in the Uva Beta Uva system and wanted to prevent them from interfering with their operations. The shock of seeing the massacre of her family and friends unleashed the hitherto latent psychic powers in Xais' mind and she mentally crushed all the miners to pulp, squashing them flat. She then travelled to Uva Beta Uva Five (otherwise known as New Earth, the most populous planet in the system) and killed over 2,000 more Normals before the age of 19, until she was finally captured. Xais also had an enlarged brain, giving her genius level intelligence.

Before her execution, the Rock's resident artist, Menlove Stokes (*see V43*) made a death-mask of Xais' face. Unfortunately, he cast it using the silvery mineral helicon, which has low conductivity and strength, and is therefore otherwise almost worthless. But in its liquid state, helicon is able to record the brain patterns of a psychic, and Xais was able to copy her mind into the death-mask as it was being created. For three years after her execution, the mask was displayed in Stokes' gallery in the Rock's basement while her mind grew stronger. Xais is now powerful enough to influence others to get them to put on the mask, so that she can possess them fully. Her first such victim is Margo, the Rock's Chief of Security. Using Margo's body, Xais has also contacted her allies, the Nisbett brothers (*see V48*), summoning them to the Rock so that she can escape and wreak her revenge on all Normals! She has promised the Nisbetts all the valuable benzite which can be extracted on Planet Eleven. In fact, Planet Eleven is rich not in benzite but in helicon, which Xais plans on using to create an army of mental duplicates.

Xais can attempt to possess whoever puts the death-mask on and can access their thoughts and memories. With strong enough domination of a host, she can even continue to control them for a period after removing the mask. Eventually the mask will fuse to the host's face and the original consciousness of the host body will be destroyed. Xais' possession provides her hosts with superhuman resistance to damage. But without such a host, Xais' abilities are limited to influencing nearby minds, though she can still speak through the mask, its eyes and lips moving unnervingly.

Xais is consumed with her hatred of Normals and with her obsession to destroy them all. The destruction of the mask itself will not kill Xais, though it might pose a problem for her to be able to control a host. Doubtless she would be able to get around this problem given time. But her death can only be truly accomplished by destroying the helicon itself, by changing it chemically so that it can no longer hold the copy of her mind.

XAIS



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

**As host, otherwise 0.*

SKILLS
 Convince 4, Knowledge 3, Subterfuge 3, Technology 4, Transport 2 (Xais can also use her host's Skills)

TRAITS
 Environmental (Major) – Can survive in any environment that doesn't destroy the helicon
 Immortal (Major)
 Immunity (Major) – The mask is immune to any damage that doesn't destroy the helicon, though this immunity does not extend to Xais' hosts who instead gain 4 points of damage reduction
 Last of My Kind
 Natural Weapon (Special) – Psychic Crush: uses Xais' Presence + Resolve against opponent's Resolve + Strength to deliver L(4/L/L) damage
 Obsession (Major) – Destroy all Normals!
 Possess
 Psychic
 Weakness (Minor) – Without a host body, Xais is just an inanimate object, her psychic abilities limited to influencing potential new hosts, equivalent to Hypnosis (Major)

TECH LEVEL: 6

STORY POINTS: 12

THE Z'NAI *(The Catalyst, The Time Vampire)*

The Z'Nai ("zed-nye") are a warlike species responsible for billions of deaths. Z'Nai have dark, leathery hide and wear suits of metallic armour, giving them a noble but fearsome appearance. The helmets look more like a forest beast than a human. Beneath, they have proud equine features, a mane of long golden hair and wide, pure black eyes. They also have tails, which swish restlessly like those of a wild creature. The Z'Nai armour includes an open panel on the breastplate, a deliberate vulnerability to act as a constant reminder to be vigilant for enemies. A targeted attack against this has a -4 penalty to hit, but will ignore the armour's 5 points of damage reduction if successful.

The Z'Nai are a cruel race, who think nothing of slaughtering unarmed civilians and torturing their prisoners, though it was not always the case. The Z'Nai were once renowned as great poets and philosophers. But the emperor's son, H'mbrackle, viewed all other species as inferior and impure, and deposed his father. As the new emperor, H'mbrackle instigated a programme of brainwashing to convince his people to think the same, and set up purification camps to kill his opponents and convert and clone suitable subjects as his warriors. H'mbrackle's elite are all clones of himself. The Z'Nai then went on a campaign of conquest and genocide against the "lesser races", their city-ships leaving a trail of destruction and billions of deaths across the galaxy.

Early in their campaign, the Z'Nai captured a primitive time capsule, threatening the whole of history, past and future. This brought the Z'Nai to the attention of the Time Lords, who sent the 3rd Doctor to try to convince the Z'Nai to return to their peaceful ways. The Doctor's then companion, Lord Joshua Douglas (see A23), took events into his own hands and released a virus to destroy the Z'Nai, much to the Doctor's disgust. H'mbrackle became a carrier of the disease and the Z'Nai were almost wiped out, reduced to a handful of individuals scattered across the galaxy, waiting until they can come out of hiding and found a new Z'Nai empire. They dream of taking their revenge on the Time Lords.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the virus destroyed his forces, H'mbrackle was captured by the Doctor. Unwilling to kill the Z'Nai leader, the Doctor instead placed him in stasis within a forcefield cell in a pocket dimension accessible only from the TARDIS and the cellars of Lord Douglas's home in Edwardian England. When the 4th Doctor and Leela visited Lord Douglas some years later, H'mbrackle managed to break free and contact some of his surviving forces. Although the Doctor managed to return him to stasis, it is clear that the threat of the Z'Nai remains a real one. In fact, the Z'Nai will rise again in the far future, at some time after the loss of Gallifrey. These future Z'Nai warriors no longer incorporate a deliberate vulnerability in their armour, which is environmentally sealed.

Z'NAI WARRIOR



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

SKILLS

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

TRAITS

Adversary (Major) – Time Lords
 Alien
 Alien Appearance
 Brave
 Fear Factor 1
 Gadget - Z'Nai Armour: Armour (5 points – may be bypassed; see text); later versions also have Environmental (Major)
 Obsession (Major) – Purification of the universe
 Quick Reflexes
 Tough

EQUIPMENT

Energy Pistol: L(4/L/L)

TECH LEVEL: 7

STORY POINTS: 3-5

H'MBRACKLE

Stats as for standard Z'Nai with the following adjustments.

Attributes: Presence +1, Resolve +1

Skills: Add Convince 3 and Knowledge 2; increase Craft to 4 and Fighting to 4

Traits: Add Authority (Major: Emperor) and Voice of Authority
Story Points: 6

ZENOBIA BRABAZON *(The Auntie Matter)*

In 1929, Lady Florence is the current owner of Bassett Hall, the ancestral seat of the Bassetts. She is the latest in a long line of aunts that has been responsible for the upbringing of Reginald Bassett (see A29) and, now that he is an adult, provides him with a generous allowance. As an aunt, Lady Florence is formidable in the style of Bertie Wooster's fictional aunts. But unlike them, she harbours a terrible secret in that she is utterly alien.

The entity posing as Lady Florence Bassett, and who has posed as a succession of Reginald's aunts going back to his childhood, is actually an alien called Zenobia Brabazon. She is the last of the Valjax, a race which the Doctor has never even heard of. This is not entirely surprising, as the Valjax lived lives of meditative seclusion until they were all wiped out by a space-borne virus. All, that is, except Zenobia, who managed to escape in a spaceship but subsequently crash-landed on Earth.

Zenobia quickly discovered that human females are a close enough match in terms of physiognomy that she is able to use her ship's equipment to extend her own lifespan by stealing a new body whenever she needs one. However, the process causes each body to age rapidly, meaning that she must continually move from one host to the next. At some point, one of her victims was an aunt of Reginald Bassett who, on the deaths of Reginald's parents, inherited Bassett Hall, making it the perfect refuge for Zenobia. Since then, she has used her unsuspecting nephew to lure young women to the Hall, where they inevitably become her next body. As Zenobia abandons the old one, it is left as a deflated, withered husk. From Reginald's point of view, with his memories of these incidents wiped by Zenobia's equipment, his old aunt has "upped sticks" and a new aunt has taken her place.

Zenobia's ship is hidden within a folly in the grounds of Bassett Hall. It is powered by a fission drive, and Zenobia is dependent on its energy, not just for the operation of the Valjax equipment she uses but also to maintain her own extended life. If the drive is shut down in a controlled manner, Zenobia will quickly die, losing 1 Attribute point per minute as her stolen body ages and decays. If something more drastic occurs, such as the drive blowing up, she will collapse and die within a matter of seconds.

Other items of Valjax technology at Zenobia's disposal include two fully-automated factotums, Grenville and Diggory. Grenville is Reginald's valet and Diggory is Bassett Hall's gamekeeper. Both appear human (and are identical), but they are robots operated by crystalline microcircuitry and powered by neutron cells. Their torsos can open up to reveal inbuilt energy blasters. Grenville is used by Zenobia to transmit instructions to Reggie's cranial implant.

ZENOBIA BRABAZON



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

**May vary with different host bodies.*

SKILLS

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

TRAITS

Alien
Dark Secret (Major)
Dependency (Major) – Ship's power (see text)
Last of My Kind
Wealthy (Major) – Stinking rich

EQUIPMENT

Various items of Valjax technology, including the machine that enables Zenobia to move from one body to the next (Major Gadget: Possess, Restriction – Kills host, body degenerates rapidly; 2 Story Points)

TECH LEVEL: 7
STORY POINTS: 8

GRENVILLE & DIGGORY

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

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

Traits: Environmental (Minor: Does not eat, sleep or breathe), Machine, Natural Weapon (Major: Neutron Blaster – S(S/S/S) or L(4/L/L) damage), Robot, Transmit

Story Points: 4

ZODAAAL *(The English Way of Death)*

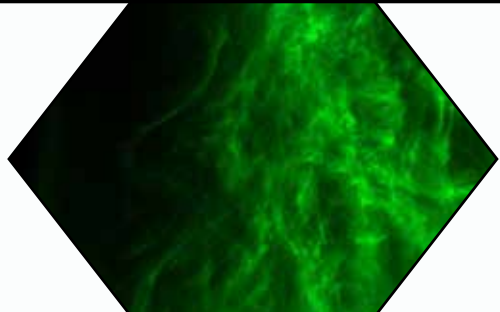
Zodaal is a native of the Phryxus system and in its original, physical form was a biped with lupine characteristics and an enlarged cranium. It was a scientist who had been charged with conducting unethical experiments on lesser anthropomorphs. When it tried to escape by using an experimental propelled warper capsule, the prototype grey interchange drive failed and left Zodaal stranded inside a primitive time corridor. Unable to escape physically, Zodaal used the capsule's equipment to separate its will from its body and bond it to the radmium from the ship's drive, providing itself with a green gaseous form. Zodaal reasoned that it would need to consume the lifeforce of living hosts to be able to restore itself to physical form, and so separated the ruthless part of its consciousness from that containing such properties as humour, wonder and imagination. Without petty qualms to hold it back, the ruthless part of Zodaal travelled down the time corridor, finding itself emerging at the terminal in Percy Closed's bathing-hut in England in 1930 (see A26). The other half of Zodaal remained on the capsule, awaiting rescue and recombination.

Zodaal's first act on arriving on Earth was to find itself a bodily host, which was provided in the person of biscuit magnate Hepworth Stackhouse. Zodaal's gaseous form is able to invade the living bodies of others, destroy the personality within and take its place. It is even able to divide its gas to occupy and control multiple bodies simultaneously, though there are limits as to how thinly it can spread itself. Zodaal maintains its full faculties within what it terms its primary core, in this case housed within the body of Stackhouse. A secondary core with slightly diminished faculties is in the form of Stackhouse's valet, Orlick. Zodaal has also arranged for an accident at a construction site to provide it with several other corpses to possess, though these are of limited intelligence as they each contain only a small fraction of Zodaal's gas. These zombie slaves provide Zodaal with menial labour and have a craving to devour living brains. Zodaal can even inhabit and control dismembered body parts if necessary.

All of Zodaal's hosts are accompanied by the disgusting stench of radmium gas, which only adds to the smell of decay as the gas has a corrupting influence on its host bodies. They are also very slow moving in relation to living humans. Even the primary and secondary cores are clearly undead in appearance, movement and speech, and are wreathed in green vapour. Zodaal therefore also hires human agents when necessary.

Zodaal is able to withdraw from any of the hosts it has created, including the primary and secondary cores, leaving them lifeless but ready to be re-inhabited when needed again. In its gaseous form, it has more freedom of movement but a limited ability to interact with the physical world. It can however attack other lifeforms, smothering them in its gassy substance or entering their bodies to take them over. Zodaal itself is extremely difficult to kill. Its hosts are very resilient to damage and must be totally destroyed to render them inactive. But even then, the gas that is Zodaal can escape to find a new host.

ZODAAAL



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	7	STRENGTH	N/A

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

TRAITS
 Alien
 Alien Appearance
 Alien Senses – Can sense alien minds
 Boffin
 Distinctive – Dear God, the smell!
 Environmental (Major)
 Flight (Major)
 Immunity – All physical damage and most types of energy
 Natural Weapon (Special) – Can attempt to envelop a victim to smother them (see the Drowning rules in the core rulebook) or possess them
 Possess
 Technically Adept
 Vortex
 Weakness (Special) – Without a body, Zodaal is an incorporeal gas

TECH LEVEL: 8

STORY POINTS: 10

Zodaal realises that it needs an enormous amount of energy in order to rescue its other half from the time corridor and then bond its reunited consciousness with a permanent host body. Its ruthlessness not held in check by the other half of its will, Zodaal is constructing a sonic stimulator (see G8), a device capable of causing a chain of earthquakes powerful enough to destroy the

Earth. The energy released by this destruction will be sufficient for its plans to succeed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

If the players somehow locate Zodaal's less ruthless half aboard the capsule in the time corridor, they may think that recombining the two halves of Zodaal's consciousness will solve the problem by making Zodaal's will whole again. This will not work, though the GM might wish to go along with the players' plans, and Zodaal itself will encourage them. If they succeed, they will find that the reunited Zodaal is still just a ruthless, but that he now has a sense of humour.

PRIMARY CORE



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

SKILLS

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

TRAITS

Alien Senses – Can sense alien minds
Boffin
Distinctive – Dear God, the smell!
Environmental (Major)
Fear Factor 2
Immunity – All physical damage and most types of energy; even destroying the physical body will not kill Zodaal itself
Slow (Minor)
Technically Adept
Vortex

TECH LEVEL: 7

STORY POINTS: 10

ZOMBIE SLAVE



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Fighting 3

TRAITS

Distinctive – Dear God, the smell!
Environmental (Major)
Fear Factor 2
Immunity – All physical damage and most types of energy; even destroying the physical body will not kill Zodaal itself
Slow (Minor)

TECH LEVEL: N/A

STORY POINTS: 1-2

SECONDARY CORE

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

SKILLS: Convince 1, Fighting 2, Knowledge 1, Science 2, Technology 3, Transport 3

TRAITS: Distinctive – Dear God, the smell!

Environmental (Major)

Fear Factor 2

Immunity – All physical damage and most types of energy; even destroying the physical body will not kill Zodaal itself

Slow (Minor)

TECH LEVEL: 7

STORY POINTS: 6

LOCATIONS IN SPACE AND TIME

THE ADELPHINE CLUSTER *(A Device of Death)*



Far out on the Galactic Rim, hidden from the rest of the galaxy by clouds of interstellar dust, lies the Adelphine Cluster, a group of stars which remained isolated until its discovery by the expanding Earth Empire sometime in the third millennium. Before then, the dominant species within the Cluster was the Averonians, though there are numerous other non-human races. The Averonians are a race of humanoid reptiles with finely scaled, greenish-blue iridescent skin and large, vertically-slitted eyes which protrude above heads crowned with a ridge of small bony plates. They have a small snout with narrow nostrils, a broad frog-like mouth, tubular ears, gills, and webbed and clawed hands. Other species indigenous to the Cluster include the deer-like Jand (*see A20*), the Garvantine (nicknamed Garvs, Slimers and Three Eyes by humans) and the Nethrass, which resemble man-sized hairless weasels with six legs.

The human colonists terraformed the planet Landor, making it their main base of settlement, though there are other worlds in the Cluster settled by mankind. In the millennium and a half since then (during which time, Landor has achieved independence from the old Earth Empire), these planets and their allies among the non-human natives of the Cluster have formed the Landoran Alliance. Until recently, conflict between the Averon Union and the Landoran Alliance remained relatively minor, but after fifteen hundred years, this semi-peaceful relationship has degenerated into war, polarising the entire Cluster into siding with one party or the other. By the time of the Doctor's arrival in the Cluster, the war has been under way for almost three decades. Landor itself was destroyed early on in the conflict, and the scattered survivors have been lending their aid to their allies since then, most particularly

from the Alliance's secret weapons manufacturing facility, Deepcity (*see L9*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The destruction of Landor is in fact a deception. Although it came under attack and was badly damaged, it survived and the Landorans shielded the planet behind an interference barrier in order to keep it safe from future attacks. Conversely, the planet Averon was reduced to a radioactive wilderness by the Alliance's retaliation, though the Landoran fleet suffered ninety percent losses in the assault, leaving both sides crippled.

In the aftermath, the Landoran authorities secretly took over both sides of the war and have since been using it to keep the various alien races at each other's throats while Landor itself is kept safe. They have hijacked the Averonian command channels and issue military orders to both armies in the conflict. They have set up what appears to be a series of guardian fortresses in orbit around Averon in order to deter further attacks on the planet and avert the risk that the Alliance forces would discover the truth that it is a wasteland. The fortresses are in fact empty shells and the radio noise detectable on the planet below is faked.

Most Landorans are actually unaware of this deception and have been living peacefully behind their barrier, believing that the rest of the Cluster has degenerated into civil wars and anarchy.

AVERONIAN

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

SKILLS

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

TRAITS

Adversary (Major) – Landoran Alliance
Alien
Alien Appearance
Environmental (Minor) - Amphibious
Tough

TECH LEVEL: 6

STORY POINTS: 3-5

AGRATIS *(Prisoners of Time)*

Agratis is a beautiful farmworld known throughout the galaxy for the rich bounties it provides. People come from far and wide to visit Agratis, not only for its unparalleled foodstuffs and delicacies, but also to see the Jewel of Fawton, spoken of as the most beautiful gem in all of creation. Some say you can see infinite complexity in the facets of the jewel.

The majority of the inhabitants of Agratis are human in appearance, but with deep red skin. A few have a more skull-like head, hairless and without external nose or ears, just holes where they would normally be. None of these people are indigenous to Agratis though, as they are settlers from another world and had nothing when they first arrived. Before the settlers, the planet was largely a desert and the early days of the colony were very hard.

The colony remained a basic settlement until the discovery of the Jewel of Fawton. After this, the revenue brought in by the new tourism industry allowed the people to cultivate the fruits and delicacies that beings now come from light years away to sample. They were able to build canals and reservoirs to provide irrigation and allow the development of vast tracts of farmland. The land around Darschon, the capital city, is lush and green, but beyond that the original deserts still dominate.

The Jewel of Fawton was discovered in the underground chambers in the Krytuk Valleys by Frez and his team of archaeologists. Deep within the chambers is a remarkable cavern of crystalline walls

and intricate structures. At first, the settlers thought the crystals might be a lucrative resource for mining. But they turned out to be not very valuable - until they found the Jewel. Frez is now curator at the Museum of Darschon, where the Jewel of Fawton is displayed.

But the crystal caverns harbour a secret, one that Frez does not want discovered for fear that the Jewel would have to be returned there and the economy of Agratis would collapse without it. Unknown to anyone but Frez, the Jewel is actually a hive mind, an exquisitely complex brain that coordinates the connected nervous system and consciousness of the crystalline life forms hibernating within the crystals of the central cavern. Without the Jewel, there has been nothing to awaken these creatures. If the Jewel is returned and placed on the crystal pedestal in the caves, they will begin to rouse and burst out of the larger clusters, revealing themselves to be elegant, angular, crystalline humanoids.

Although very little is known of these crystalline creatures, it is clear that they are the true owners of Agratis. There is no evidence of technological development, but they are obviously intelligent and have their own language which, if they are wakened, will take the colonists some time to understand. They do not, however, appear to be aggressive.

CRYSTALLINE AGARTIAN

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

Skills: Craft 1, Survival 4

Traits: Alien, Alien Appearance (Major), Armour (5 points), Dependency (Major: The Jewel of Fawton), Networked (Major); some also have Size – Huge (Minor or Major)

Tech Level: N/A

Story Points: 2-4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

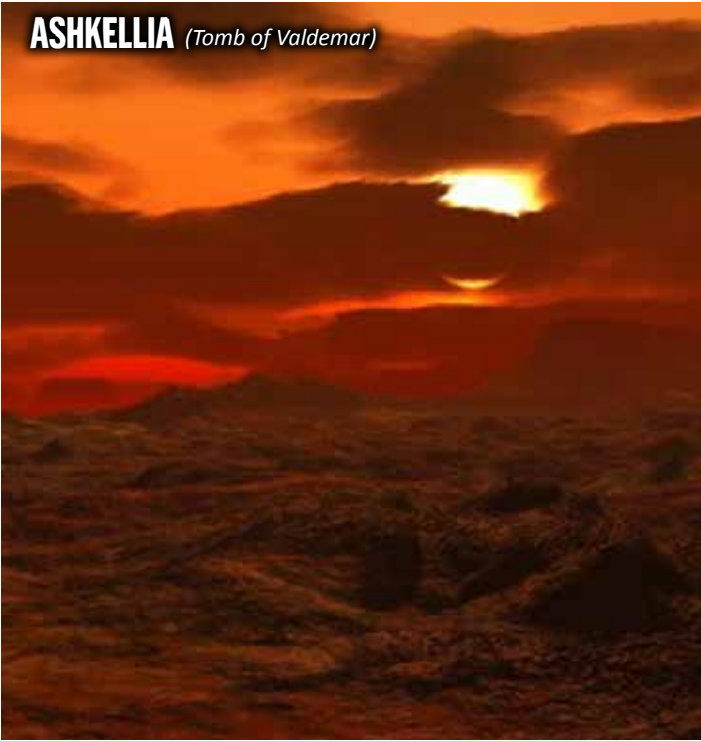
ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humanoid settlers, crystalline Agratians

TECHNOLOGY LEVEL: 6

ASHKELLIA *(Tomb of Valdemar)*

Ashkellia: a nowhere in the middle of nowhere, further even than the outer colonies of the distant future of humanity. It is not a pleasant world. Its sky is virtually liquid, an eternal hail and swirl of burning, yellow sulphuric acid that drifts like smoke over the boiling surface below. The surface has a mean temperature in the low six hundreds. Not a place for humans.

But Ashkellia is a planet with a secret. Two secrets, in fact. The first is that it is the location of the long lost tomb of Valdemar. According to legend, Valdemar existed far back in the history of the universe. It was a vast black creature of unimaginable power, a creature from the higher dimensions which spread its great black wings over a whole sector of the galaxy. Entire worlds were swallowed up. Races altered and changed to become its acolytes. It is said that one glimpse of it would drive a mind mad. But that was long ago. Valdemar eventually died, destroyed by an extinct race now known only as the Old Ones after centuries of the biggest war in mythology, and buried in its tomb. Many planets are reputed to be the location of that tomb. Ashkellia contains not only the tomb, but the truth about Valdemar.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The second secret of Ashkellia is that it is a massive particle accelerator built over a million years ago by the Old Ones. "The Old Ones" is a name the Time Lords give to any long-dead, highly technologically advanced alien beings with incredible powers. But the Old Ones existed. They wanted to penetrate the higher dimensions which underlie all of reality. They designed Ashkellia as a particle accelerator in order to create a gateway. But when they did, they found that the higher dimensions changed the bodies and minds of all those from this universe, creating monstrous,

insane mutations. The breach and its extra-dimensional energies spread across the galaxy, mutating every lifeform it touched. Most of the Old Ones were destroyed and it was only the actions of one of the survivors that saved the universe from total catastrophe. That Old One was, essentially, Valdemar. Valdemar had become a vessel for the higher dimensions, but decided not to use its new powers to destroy the universe and instead used them to hold the energies back.

In its tomb deep beneath Ashkellia, Valdemar still lies dreaming and holding the higher dimensions at bay. The ancient technology of the Old Ones maintains an environment suitable for humans in the tomb and the tunnels around it. Whether Valdemar is animal, vegetable or mineral, or a mixture of these, is impossible to say. It is huge, the size of a building, sitting in the central chamber of the room. It has a fibrous green body with veiny purple stalks growing out of one end and a bluish globular head. Vast tentacles lie supine around it, some plugged into the complicated equipment lining the chamber's walls, linking it to the particle accelerator's controls housed within the so-called Palace of the Old Ones hidden within the acid clouds of Ashkellia. If Valdemar wakes, it is the most powerful entity in the universe, capable of changing reality itself. In the almost inconceivable circumstance that it dies, the universe is doomed as the gateway opens once again.

Above, the Palace of the Old Ones is held aloft in the sulphuric acid atmosphere of Ashkellia on a column of superheated air. It is so advanced that it can respond to the thoughts and desires of its inhabitants. While Valdemar still lives and is linked to it, the Palace is self-maintaining and self-regenerating, making it impervious to the acid storms. If that link is broken, the Palace will quickly disintegrate due to damage from the atmosphere. Inside the Palace, its benches and consoles are all designed on a scale suitable for humans, perhaps indicating that the Old Ones foresaw that the Palace would need maintenance and adjustment by lesser beings long after their own species was dead. From the Palace, the particle accelerator that is Ashkellia can be used to open up the breach to the higher dimensions once again. But it can never fully close it. The controls require a psychic operator and suitable Ingenuity + Technology rolls. Modifiers will apply due to them being Tech Level 11. In addition, while they are linked to Valdemar, there is a -8 penalty to use them to do anything that it considers harmful to the universe.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: The Rock

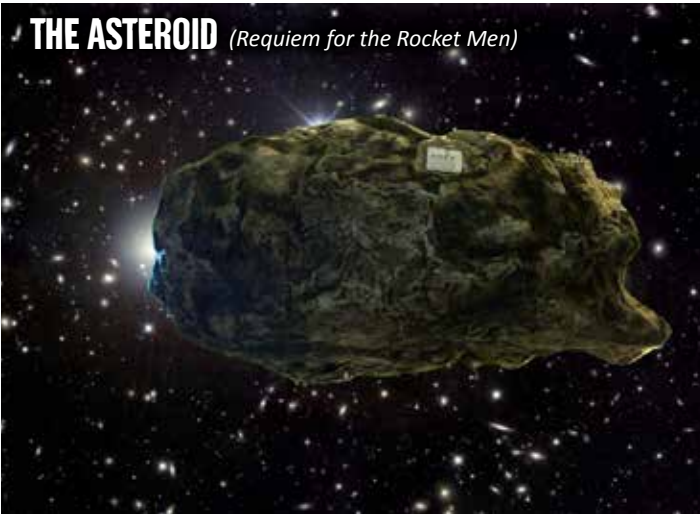
ATMOSPHERE: Thick Non-Standard

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

THE ASTEROID *(Requiem for the Rocket Men)*

Hidden deep within the asteroid belt of the Fairhead Cluster is the secret headquarters of the dreaded Rocket Men, the fearsome space pirates who prey on the outer colonies of the 23rd Century (see *The First Doctor Expanded Universe Sourcebook*). Hewn out of rock and known only as the Asteroid, this mountain seemingly drifting alongside the rest of the space debris is the combined base and ship of the self-styled King of the Rocket Men, Shandar. Inside, corridors of metal and tunnels of stone form the network of Shandar's realm, with crew quarters, cells, docking bays and vast engines capable of steering a safe course through the asteroid field. Hundreds of captives are brought to the Asteroid as slaves of the Rocket Men, ranging from menial labourers to some of the galaxy's finest chefs. The Rocket Men live a life of luxury here, built on the fruits of their piracy.

As well as its remote location and disguise, Shandar's ship is protected by an invisible force barrier which shields the base from detection and cannot be penetrated by ships, weapons, sensors or even communications. It is sufficiently robust to prevent even a TARDIS from passing through it. A series of relay stations are sited in strategic positions on asteroids throughout the belt. These monitor any approaching traffic and only allow entry to those ships which have been personally approved by Shandar. Anything not approved is instantly atomised by the barrier. If intruders do somehow get aboard the Asteroid by stealth, or if any of the Rocket Men's slaves or prisoners attempts a revolt, the whole ship is put into a 24-hour lockdown, preventing even approved ships from passing through the barrier.

The disparate gangs of Rocket Men all pay homage to Shandar. His halls are filled with the riches plundered from a thousand different worlds and untold numbers of merchant ships. The rocket suits of Shandar's men allow them to fly through space, providing they switch over from atmospheric to vacuum capability. But if they are caught unprepared and don't activate the controls fast enough, they'll succumb to the vacuum before it's too late. Over several incarnations, the Doctor has shut down the operations of a number of Rocket Men gangs, including those led by Ashman and Van Cleef, and the 4th Doctor now has his eyes on Shandar himself. Despite his grand title, Shandar is nothing more than a

brutal thug - though a thug with an army behind him.

Shandar is proud to be number 5 on the list of the Galaxy's Most Wanted Criminals (the top three being the Master, the Rani and the Terrible Zodin). Among his deputies are: his queen, Myrren; Marshall, Shandar's tracker who is sent to hunt down and capture his enemies; and Lord Oskin, tactical genius and computer expert, badly disfigured when his face and vocal cords were destroyed in battle. But even Shandar may have bitten off more than he can chew when he forms an alliance with the Master...

SHANDAR

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

SKILLS

Athletics 2, Convince 2, Fighting 3, Marksman 3, Subterfuge 1, Technology 1, Transport 3 (AoE Rocket Pack)

TRAITS

Adversaries - The Galactic Heritage Protectorate; the Doctor
 Authority (Minor) – King of the Rocket Men!
 Gadget – Helmet (Major Environmental trait plus radio link)
 Gadget – Leather Armour (2 points of damage reduction)
 Gadget – Rocket Pack (Major Flight trait, using Coordination + Transport rolls)
 Selfish
 Voice of Authority
 Wanted (Major)

EQUIPMENT

Blaster: 7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 8

BALLUSTRA *(The Invasion of E-Space)*

Although E-Space is a completely separate universe to our own N-Space, accessible only via those rarest of cosmic phenomena, CVEs (Charged Vacuum Emboitments), some of its planets seem remarkably familiar. One such is Ballustra, a large, lush planet with varied terrain, wide blue oceans and cloaked by swathes of clouds. From the vantage of space, it appears to be very similar to Earth, and indeed the similarities also extend to its culture and society.

The people of Ballustra are virtually identical to humans. Their civilisation has advanced to encompass interplanetary travel, though they do not yet have interstellar capability. Like Earth in its early spacefaring days, Ballustra does not yet have a single, global government, but is ruled by a number of nation states and power blocs, each either more or less cooperative with its neighbours. One of the major nations is that of the federal state of Veruda.

Also like Earth, Ballustra has a single, large moon, Lepdrus. However, unlike Earth's moon, Lepdrus has sufficient gravity for it to be able to retain its own atmosphere, and it is capable of supporting life. Due to the population pressure on Ballustra (approaching 8 billion inhabitants), an inhabited zone has been developed on Lepdrus by some of the major nations, including Veruda, and there are sizeable permanent settlements there. As a result, travel between Ballustra and Lepdrus has become routine, akin to international flight on early 21st Century Earth.

Although the Ballustrans have yet to realise the potential of its properties, their planet is rich in Jenellium, one of the most sought-after minerals in N-Space. Jenellium is a highly efficient energy source and is ideal to power faster-than-light travel. Even a small amount is capable of providing enough energy to meet the everyday requirements of an entire inhabited world. But this bounty was also the root cause of the biggest disaster in Ballustra's history, when the Jenellium deposits were detected by the Farrian (see V19), a war-like race from our universe who had acquired the means to create artificial CVEs.

When the Farrian launched their invasion of Ballustra, they opened a massive CVE close to the planet for their battle fleet to pass through into E-Space. The disruption and energy release caused by the opening of the CVE resulted in hurricanes, earthquakes and tidal waves that devastated Ballustra. The

damage was catastrophic even on the planet's far side, and it is estimated that around fifteen percent of the population died in that initial onslaught. The nations of Ballustra quickly organised a multinational task force of spacecraft, both military and scientific, to investigate the CVE, but this immediately came under attack from the overwhelming Farrian forces.

Although the Farrian were eventually forced back through their CVE, it was not before thousands more Ballustrans had died, and it took many years for the planet to recover from the disaster. However, one long-term benefit has been increased cooperation between the nations and power blocs. Realising that they are not alone in their universe, the Ballustrans have established a planetary defence force to protect themselves in the event of any future invasion.

PLANETARY DATA: BALLUSTRA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1 (Lepdrus)
SENTIENT SPECIES: Ballustrans
TECHNOLOGY LEVEL: 5

PLANETARY DATA: LEPDRUS

SIZE: Small
GRAVITY: Earth-like
LAND MASS: Land O' Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Ballustran colonists
TECHNOLOGY LEVEL: 5

BARCLOW *(The Well-Mannered War)*



Located in the Metra system in the Fostrix galaxy, Barclow is small, ugly and almost uninhabited. It had been generous of the astronomer who discovered it to deem it a planetoid, as it is only 400 miles at its circumference, and even more generous of him to deem it habitable, as the equatorial strip with its tainted, life-supporting atmosphere covers only just over a tenth of that area. Barclow is a rocky ball with rainy skies, grubby iron-particle-rich air and muddy grey mountains. It has a fifty-mile square temperate zone, from a circle of mountains at one end to airless marshlands at the other. There are no indigenous species and nothing grows there. Technically, it is a moon of Metralubit (see L27). Nevertheless, it is the subject of competing claims by the Chelonians and the humans of Metralubit, and has been for over one hundred and twenty-five years by the time the Doctor and Romana arrive there in the far future of the 58th Segment of Time.

When the Chelonian exploratory force arrived on Barclow, it set up a scientific research base. The Metralubitans promptly took an interest in their near neighbour and told them to leave. The Chelonians then claimed Barclow as their territory. The two sides threatened war, but signed a treaty to allow the competing claims to be decided by a committee. The findings of that committee have been waited for ever since, and the accompanying negotiations between Metralubit and the Chelonians have proceeded at a glacial pace. The desire for each party to own a worthless and virtually uninhabitable ball of rock is a mystery to outsiders.

On the surface of Barclow, the humans and Chelonians maintain forces of occupation. The former is now under the leadership of Space Admiral Dolne, while the latter has been commanded by General Jafrid ever since the Chelonians first arrived here. Both have access to heavy weapons, but in the century and a quarter since the conflict began, not a single shot has been fired. The forces merely maintain their positions and keep an eye on each other, both waiting for the outcome of the negotiations and the decision of the committee. Metralubit has a Fastspace transport facility to Barclow, but no transmat link; the Chelonians on the other hand are remote from their normal areas of space and cannot rely on reinforcements at short notice. A chain of relay satellites is strung between Metralubit and Barclow. Each side uses jamming technology to make the communications of the

other more difficult, but this is permitted under the terms of the Bechet Treaty that governs the rules of engagement.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The conflict on Barclow has been artificially engineered by the Femdroids of Metralubit, whose actions are intended only to protect their human masters from an alien threat. They have long been aware of the approach of the last Great Hive of the Darkness (see V16), which will feast on the Metralubitans when it arrives. They have prolonged the stand-off so that the human and Chelonian forces will be able to deal with the Darkness. At one point, the Chelonians were preparing to depart from the Metra system at the time of the signing of the Bechet Treaty. It was only by regularly conditioning General Jafrid (see V20) during his attendance at the negotiation sessions to maintain the claim on Barclow that they prevented this. But unknown to all, an even more dangerous threat is also focussing its machinations on Barclow: the Black Guardian has set up the entire situation as a trap for the Doctor...

FAR-FUTURE CHELONIAN TROOPER

ATTRIBUTES: Awareness 4, Coordination 3, Ingenuity 3, Presence 4, Resolve 3, Strength 6

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

TRAITS: Alien, Alien Appearance, Alien Senses (Minor: Cybernetic options include X-Ray Vision, IR Vision, etc), Armour (10 points), Brave, By the Book, Cyborg, Fast (Minor), Obligation (Major: Chelonian Army), Quick Reflexes, Weakness (Minor: Molecular resonance, such as specific sonic frequencies, can render Chelonians paralysed)

EQUIPMENT: Plasma Rifle L(4/L/L)

TECH LEVEL: 6

STORY POINTS: 3-5

PLANETARY DATA

SIZE: Tiny

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard (but only at the equator)

CLIMATE: Temperate (at the equator)

SATELLITES: 0

SENTIENT SPECIES: Human and Chelonian forces

TECHNOLOGY LEVEL: 6

BETA OSIRIS (*Scarab of Death*)

In ancient times, the legends recall that the Osirans ruled over a vast empire with the centre of power being their home planet of Phaester Osiris. The dark lord Sutekh destroyed Phaester Osiris in his madness and was pursued across the galaxy by the armies of his brother Horus until he was finally captured and imprisoned beneath the pyramids of Mars.

This was thousands of years ago and very little remains of the ancient civilisation of the Osirans. But that changed with a unique discovery on the lone moon Beta Osiris in the 26th Century: the discovery of the mile-high Black Pyramid of Osiris, the greatest surviving artefact of the lost civilisation of the Osirans. It was only with this discovery that the facts could be separated from the myths, and in the following years Beta Osiris became a centre for archaeological study. But once the archaeologists had completed their surveys of the Black Pyramid and had meticulously documented its passageways and chambers, picking them clean of relics, they departed for new worlds, taking their money with them and leaving the local economy to collapse into poverty and degradation. By the time that the Doctor and Sarah Jane arrive on the moon twenty years after the discovery of the Black Pyramid, it has become the centre of a major tourist industry. To the Doctor's dismay, the local culture has been despoiled with hotels and casinos, and the indigenous population has been transformed from a race of nomadic hunter-gatherers into a bunch of skivvies, hustlers and con-men. The native Beta Osirans, a race of small dark humanoids, now live as beggars and thieves on their own world, under the servitude of the Earth Empire.

Beta Osiris is a hot, dry planet burning under the glare of twin suns. Much of the surface is desert, with seemingly endless sands rolling away to the horizon. The only urban complex on Beta Osiris is Azira, affectionately nicknamed Hellhole by its inhabitants. After the suns have set, the main illumination here is from the multi-coloured neon signs outside the city's bars and brothels. Although there are areas of Azira which still display the now-faded opulence of its recent past, most of the city is a maze of ramshackle buildings, mainly cheaply built pre-fabs whose

exteriors are stained by pollution.

Despite the best efforts of the archaeologists, the Black Pyramid has not been picked dry of quite all its secrets. The hieroglyphics which cover the exterior have never been deciphered. If they can somehow be translated (and this will likely be beyond the TARDIS's translation circuits), most of them will be found to be the vainglorious boasts of the Osirans, who claimed that their empire would outlast the galaxy and thrive forever. There is, however, one small section where the symbols are quite different, having been added much later. This section reads: "Let the ancient one sleep for eternity, for all will end when he awakens."

The original archaeologists, being unable to locate the real entrance into the Black Pyramid, blasted their way in, leaving a rough-edged, gaping hole in the northern face which is now used by the tour guides. Deep within the now largely empty interior of the Pyramid is a hidden chamber which lies undiscovered. It can only be accessed by somebody who possesses the Scarab of Horus, a small crystal stone of less than 4cm in length, delicately carved into the shape of a scarab beetle. If studied, a shape can be made out at the heart of the crystal: the Eye of Horus. Like most of the Pyramid's artefacts, the Scarab has been taken away from Beta Osiris and now languishes in a storeroom in the British Museum on Earth, its significance unknown.

Plotting to recover it and open the innermost sanctum is the Cult of the Black Pyramid, led by Anwar Nazir, an Earthman of Egyptian descent. The Cult worships Horus and believes that he lies sleeping in the heart of the Pyramid. Their sole aim is to revive him from his slumber so that he may reign again, with the members of the Cult as his devoted followers. The truth is that although Horus placed himself in suspended animation in a sarcophagus secreted within the Black Pyramid, his life support eventually failed and he has been truly dead for a thousand years. Ultimately, although the Cult of the Black Pyramid makes for a dangerous enemy, their mission is a fool's errand (unless the GM decides otherwise, of course). Even so, they might be able to use the Scarab of Horus to tap into the vast store of psionic energy beneath the Black Pyramid; or they may be able to recover examples of lost Osiran weapons or technology in Horus's tomb; or decipher clues to the location of others of Horus's kind who might still survive elsewhere.

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Desert

SATELLITES: 0

SENTIENT SPECIES: Beta Osirans

TECHNOLOGY LEVEL: 6

COLOPHOS *(Last of the Colophon)*



In the late 40th Century, Colophos is not an attractive proposition for visitors. It is a bleak, grey planet; its surface is cold and dark and swept by constant winds that blow across the rocky deserts that make up its landscape. Scans indicate that it is utterly lifeless, without even basic protozoa. But it was once home to a great civilisation. Half-buried in the grey sands are the ruins of extensive cities, their buildings and towers having collapsed into rubble centuries before. And Colophos is not quite as lifeless as it appears. There is one building still intact in this wilderness: a citadel the size of a town, which Leela likened to an upturned forest crab. It is protected by magnetic shielding which blocks any attempt at scanning its interior. But there is life within, for this is the prison of Astaroth Morax (see V1), last of the Colophon.

The citadel has one entrance, a massive door with an electronic keypad alongside it. An Awareness + Science roll against a Difficulty of 15 can detect the smell of ozone in the air. This is the only warning that the door is booby-trapped. Anyone touching it or typing an incorrect code on the keypad will be fried by a massive electrical charge (Lethal damage). The keypad is however transmitting an algorithm which contains the correct code. If it is detected and deciphered (Ingenuity + Science against a Difficulty of 18), and the code entered onto the pad, the door will slide open. Beyond is an airlock. The inner door will not open until the outer one is closed, and once the outer door closes, there is no way of opening it from within, only from outside. The magnetic shielding blocks any electronic communications with the outside world.

Inside the citadel, all is darkness unless Morax or his android jailer decide to shed light on the situation. The corridors beyond the airlock are a maze of traps. Laser grids, poison gas, acid sprays, explosive floor panels and other automatic defences lie between the outer door and the central chambers of the citadel. The environment within the citadel is controlled by an AI computer, but this is under the command of Morax's jailer, the android Nurse Torvik. The consoles in her central control room can be isolated to respond only to Torvik herself (though Morax has occasionally been able to bypass these).

Nurse Torvik has been programmed to keep her prisoner alive, and she has done so for over a millennium so far. She is also programmed to prevent any attempt at escape or communication with the rest of the universe. If intruders make it into the citadel and survive the traps, Torvik will keep them alive but will not permit them to leave. Any escape attempt by Morax or the

intruders which looks likely to succeed will be met with the ultimate escape contingency: Torvik will initiate a self-destruct sequence to destroy the citadel and all within it.

NURSE TORVIK



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

SKILLS

Convince 1, Fighting 2, Marksman 2, Medicine 4, Technology 3

TRAITS

Alien Senses – Dark vision
Armour (4 points)
By the Programme
Environmental (Minor) – Does not eat, sleep or breathe
Robot

EQUIPMENT

Stun Gun: S(S/S/S) damage

TECH LEVEL: 6

STORY POINTS: 6

PLANETARY DATA

SIZE: Earth-like
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Last of the Colphon (Astaroth Morax)
TECHNOLOGY LEVEL: 6

DEEPCITY *(A Device of Death)*

Deepcity is vital for the Landoran Alliance's continued pursuit of the war against the Averon Union in the Adelphine Cluster (see L1). Within a couple of years of the start of the war, it became apparent that Landor would have to move its most advanced weapons research and development facilities outside the Landoran system, where they would be safe from Averon raider ships. So Deepcity was set up in a remote and highly secret location.

Deepcity is staffed by the best technicians and designers Landor has (or rather, had). Automated assembly and production facilities have been incorporated, allowing it to be run by a relatively small workforce, and everything is arranged to make it as self-sufficient as possible. As the war has caused other worlds to lose their ability to manufacture advanced weapons, Deepcity has rapidly become the main supplier to the Alliance. The Averon Union has copied many of Deepcity's best designs of course, so the facility has to keep coming up with improvements. Since the destruction of Landor itself, Deepcity is seen as the most significant way in which the few surviving Landorans who were left scattered about the Cluster can support their allies.

The Deepcity personnel have a perhaps perverse concept of "humane warfare", in that Deepcity doesn't make chemical, biological or nuclear devices, just precision weapons. One of the key production lines manufactures robotic soldiers, and these "synthonic" troops (termed synthoids) are used to spearhead and augment conventional forces. Although the humanoid form is not necessarily the most efficient in combat, it has proved to be very adaptable and, as importantly, provides a psychological benefit, reminding the enemy that humans are still part of the war. Almost all synthoids are limited by their programming, but at least one, nicknamed Max by Sarah Jane, has begun to develop self-awareness.

The major research project at Deepcity, one that it is hoped will provide the Alliance with an advantage over the Averonians and their allies, is code-named MICA (see G5). It is highly secret and is currently undergoing testing against synthoid troops in the facility's test zones.

DIRECTOR KAMBRIL

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

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

TRAITS: Authority – Director of Deepcity, Dark Secret (Major), Technically Adept

TECH LEVEL: 6

STORY POINTS: 6

SYNTHOID

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 4, Strength 6

Skills: Athletics 4, Fighting 3, Marksman 4, Technology 4, Transport 3

Traits: Armour (5 points), By the Program, Environmental (Major), Fast Healing (Major), Natural Weapon (Minor: Claw - Strength +2 damage), Natural Weapon (Major: Machine Gun - 7(3/7/10) damage), Natural Weapon (Major: Projector - 5(2/5/7) damage), Robot

Equipment: Integral backpack usually holds other weapons and equipment

Story Points: 2-4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Deepcity is located in a remote system within the Adelphine Cluster, which is just a number on most star charts. The system is listed as having minor planetoids, asteroid belts and a couple of frozen gas giants, but no Earth-type worlds large enough to support habitable biospheres. Deepcity has been built inside a large cavern with a domed roof several miles high, hollowed out of an asteroid. Its designers collapsed the excavated material into stabilized neutronium and plated the cavern floor with a carefully graduated layer of it to provide the illusion of normal gravitation. The inside of the roof is disguised to resemble real sky, complete with an artificial sun moving across it, so even the majority of humans working at Deepcity believe they are living on a planet. In addition, the artificial atmosphere here is tainted with pentatholene gas, which makes them suggestible and keeps their hatred of the enemy fired up (acting as Minor Hypnosis).

In overall command of Deepcity is Director Kambril, a thick-set man who is one of the few to know its secrets. He is also one of the few Landorans to know that Landor has not been destroyed, and he is part of the conspiracy which is using Deepcity to manipulate the alien races of the Cluster to continue the war while the population of Landor is kept hidden and safe beneath an interference barrier that makes the planet appear to be dead.

DELAFOSS *(Destroy the Infinite)*



At one time, Delafoss was one of the biggest success stories of the Earth Empire. It was known as a healthy, happy human colony world with plenty of sunshine and where the settlers lived simple lives working the land. A useful fact for travellers who aren't certain which planet their TARDIS has brought them to: the flora of Delafoss includes a particularly distinctive form of deciduous variant, an oak-like tree of the genus *quercus*!

However, when the Doctor and Leela visited Delafoss in the 32nd Century, they found a heavily polluted world whose atmosphere is choked by industrial emissions that fill the skies in thick, dark clouds. The plant life is sickly and dying. The planet has been overrun by the forces of the Eminence, an incorporeal evil which is at war with the Earth Alliance. The Infinite Warriors, humans transformed into zombies by the Eminence's Breath of Forever, have by this time been occupying human planets for something like fifty standard years. They landed on Delafoss itself around five years ago. The Eminence's regime is oppressive; its forces demand unconditional obedience and worship. The population of Delafoss has been forced into their slave army and discipline is brutal. As on other worlds taken by the Infinite Warriors, civilians are simply slaves living in barbaric conditions, with regular public executions for failure or disloyalty. There is a small resistance force, of course, but they are hopelessly outnumbered and outgunned.

On Delafoss, the Eminence has used its slaves to quarry a vast pit the size of a mountain. Hidden within this is the construction of the Eminence's new secret weapon, a truly enormous battleship which, when launched, will win the war for the Eminence. This ship, *The Infinite*, is heavily armed and armoured. It has three hundred decks in its main section, and a thousand armaments dotted across its superstructure. The Eminence intends to load human hostages on board to deter its enemies from firing on a ship packed full of innocent civilians, and hundreds of Delafoss civilians are being rounded up for this purpose.

The Infinite's defences are virtually impregnable. Its forcefield is stronger than anything the Earth Alliance fleet has ever had to penetrate. But if that can be taken down, the ship becomes more vulnerable, particularly if attacked by a multitude of small,

fast fighter craft. However, being able to disable the forcefield means getting on board *The Infinite*. The forcefield can be controlled from the ship's bridge, of course, or the generators can be sabotaged from the engine rooms. The latter requires suitable Ingenuity + Technology rolls with a Difficulty of 12 (or alternatively plenty of explosives!). The Doctor managed to vent the forcefield's energy, meaning it would take days to get it back on line. But this required a Fantastic result on his part.

The Eminence itself is believed to have no physical form. People say that it travels as an orange mist in caskets that appear as if from nowhere (actually by means of very advanced teleportation technology), and many believe it is a god or a demon. The Eminence and its Infinite Warriors will be covered in detail in a later sourcebook.



THE INFINITE

Armour: 10 **Hit Capacity:** 200 **Speed:** 12*

Traits: Forcefield (3 levels), Scan, Transmit, Travel

Weapons: Energy Battery – 15(7/15/22)**

Story Points: 10

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

** An individual battery will deliver 15(7/15/22) damage, but *The Infinite* has so many that can concentrate their fire that if any damage penetrates a target's defences, that target will be destroyed

PLANETARY DATA

SIZE: Earth-like

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6

DOWCRA *(The King of Sontar)*

Isolated from Earth and other inhabited worlds, Dowcra is an unremarkable ball of rock, except for two things. Firstly, it is situated at a weak spot in space-time. Space warps and bends there, and the regular rules of physics go out of the window. A research station manned by a skeleton staff of scientists from Earth has used the planet's eccentricities to experiment in combining directable wormholes and matter transmission, but so far only microscopically. They have been working on scaling it up ever since, with the aim of developing a portal that enables instant transportation to anywhere in the universe, without even needing a receiving port.

Secondly, Dowcra's location makes it a highly attractive target for the Sontarans, being strategically placed for them to launch an offensive against the Rutans. As a result, Dowcra and the base were seized by a Sontaran squad and the scientists are being used as slave labour. When the Sontarans discovered the experimental matter transmission technology, they realised the potential. But in an unusual turn of events, the Sontaran commander General Strang (see V21) then wrested control of the planet from his own people by the use of human mercenaries brought in amongst the POW slave details sent here to complete the work on the portal.

The former leader of the research base, Rosato, has sided with Strang. Before the Sontarans invaded, funding for the scientists was being wound down because of the rising costs of the Earth-Draconian war. Rosato puts the pursuit of the research base's goals above all else, believing that the long term benefits of the portal outweigh the immediate threat that Strang poses. His conscience, however, is struggling with the deaths caused by Strang.

Strang and his mercenaries are also using the slaves to build Sontaran clone vats so that he can reproduce himself and create an army in his image. The slaves are from many different races, and even include a Sontaran, the only survivor of the coup against the troops that originally invaded Dowcra.

The planet is protected by a security grid in the upper atmosphere,

controlled from the research base. However, it is designed to counter large scale incursions, and the small Sontaran squad slipped through it unnoticed. Strang has since changed the algorithms that control the grid to prevent this from happening again.

Dowcra has an extensive network of tunnels and caves, many of which are spectacular (and incidentally very useful for escaped slaves and would-be resistance fighters to hide out in). The planet has no indigenous life of its own.

ROSATO

Attributes: Awareness 3, Coordination 3, Ingenuity 6, Presence 3, Resolve 4, Strength 3

Skills: Convince 1, Knowledge 2, Marksman 1, Science 4, Technology 4, Transport 1

Traits: Obsession (Major) – Pursuit of science, Single-Minded (Minor) – Rosato gains 1 Story Point every time his plans are interrupted, Technically Adept

Tech Level: 6

Story Points: 5

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans (research station)

TECHNOLOGY LEVEL: 6

EASTER ISLAND *(Eye of Heaven)*

Easter Island, or Rapa Nui, is most famous for its 887 monolithic stone figures with overly large and stylised heads, known as moai. The island was colonised by migrating Polynesians during their voyage across the Pacific Ocean in the first millennium CE. The colonists thrived at first, but later overpopulation led to deforestation and the exhaustion of natural resources, resulting in the decline of the Rapa Nui civilisation. By 1722 and the arrival of the Europeans, the population of the island had fallen from a high of 15,000 to less than 3,000, and was driven still lower by disease and slavery. By 1877, there were only 111 indigenous inhabitants left.

The moai were constructed from the 13th to the late 15th Centuries. With an average height of 4 metres and weight of 13.8 tons, the tallest erected figure is almost 10 metres tall and the heaviest weighs 86 tons. Nearly half remain unerected and are located at the main moai quarry. Although now empty, the moai eye sockets would originally have held coral eyes with black obsidian or red scoria pupils. Current theories about the figures are that they represent the ancient Polynesians' ancestors and were symbols of religious and political authority and power. Most moai face away from the ocean and towards the villages, as if watching over the people, with only the famous line of seven Ahu Akivi facing out to sea to help travellers. The moai were cast down after 1722 by a combination of inter-clan conflict and earthquakes, with none remaining upright by 1868. Restoration work only commenced in the 1950s.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The truth of Easter Island lies in the sacred Cave of the Sun's Inclination, which the villagers kept secret from outsiders even during the worst periods of depopulation by slavers in the mid-19th Century. Within this cave is the largest of all the moai, representing the Rapa Nui god Vai-tarakai-ua. This moai is in fact an alien silicon-based computer. It can be activated by the rituals described in the undecipherable operating instructions carved into the ceremonial rongo-rongo tablet kept hidden by the villagers. In 1842, the tablet was stolen by archaeologist Horace Stockwood, who abandoned his colleague Alexander Richards in his escape from the island. Thirty years later, Stockwood is driven by guilt at leaving Richards to his fate and is raising funds for another expedition.

The moai in the Cave acts as an Einstein-Rosen Bridge, its stone transforming into the gateway to a tunnel through space that links Easter Island to other worlds. The other moai on the island are subsidiary extensions that stabilise the negative mass of the Bridge. If activated, the subsidiary moai can walk in order to take up their correct places in the pattern or in response to any other instructions given by the rongo-rongo rituals; their gaze can also inflict madness and death by destroying the mind. The network of wormholes connects the worlds visited by the moai, intelligent machines sent into space by a dead alien race. One of the worlds accessible via this network, possibly the homeworld of the dead race, contains a vast library from which information on the fate

of the aliens can be discovered, as can their appearance. Perhaps not surprisingly, the stylised heads of the moai are fashioned in their likeness.

The aliens lived in a solar system many light years from Earth. They were losing a war against an implacable aggressor race and decided to save their species by launching great quantities of their DNA into space, preserved within support mechanisms controlled by the intelligent machines. On arrival on a suitable world, the DNA would be introduced into host organisms and remain dormant within its hosts' DNA, hidden from any attempts by the aggressor race to hunt them down. A race memory from the alien DNA would cause the hosts to construct the subsidiary moai needed to operate the Einstein-Rosen Bridges. The DNA would remain dormant until the aggressors left the aliens' original system. When this happened, a signal would be sent to the intelligent machines, now spread across the galaxy, which would activate the Einstein-Rosen Bridges. The individual hosts carrying the alien DNA would be sent through the Bridges to the original world, where automatic systems would reactivate the dormant DNA and re-create the original species. A side-effect of travelling through the wormholes is that they instantly heal any injuries, so that the hosts would arrive alive and undamaged with their genetic cargo intact.

The plan worked and on innumerable planets many thousands of carrier organisms travelled through the spatial tunnels to the aliens' homeworld. On Easter Island, many of the Rapa Nui who disappeared over the centuries were sent in this manner. But disaster struck. One carrier organism returned with an additional virus, one unknown and lethal to the original race. The library tells of a plague, and the aliens were wiped out for a second time. All that remains are the intact structures and cultural remnants on the various worlds the moai had arrived on, the oldest site being the homeworld from which the machines were built and launched into space. The library further records that the last organisms to arrive on the aliens' world were from Earth: Easter Islanders carrying anything from measles to smallpox, the unwanted gifts of the Europeans who had visited them over the previous century and a half.

Could a team of time-travelling adventurers use the alien DNA still sleeping within the remaining Easter Islanders to save the lost race? Even if they try, the aliens left one final failsafe to prevent unwanted visitors finding their home planet, one that could spell doom. In order to prevent their world from falling into the hands of the enemy, they programmed a doomsday weapon to detonate their sun if anyone not carrying their dormant DNA travels through the wormholes to their original planet. Once activated, the sun begins to brighten and shrink, preparing to go supernova, and only by removing all organisms not infected with the alien DNA from the home planet can the process be halted. It will likely be a race against time to work out what is happening and get everyone back through the wormholes before the sun detonates, destroying any hope of the dead race being resurrected.

MOAI



AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	10

SKILLS

Fighting 1

TRAITS

Armour (15 points)

By the Program – Controlled by their ancient programming and the rongo-rongo rituals
Environmental (Minor) – Moai do not breathe or eat

Fear Factor 2

Natural Weapon - Gaze of Madness (Major):

Contest of Presence + Resolve to inflict Resolve +2 damage to mental Attributes (Ingenuity, Presence, Resolve); damage ignores physical Armour, etc

Networked

Robot

Size – Huge (Minor)

Slow (Minor)

ADDITIONAL TRAITS FOR VAI-TARAHAI-UA

Teleport – Can transform into an Einstein-Rosen Bridge for others to pass through

TECH LEVEL: 6

STORY POINTS: 2



EUROPA (*Managra*)

In the 31st Century, after the fall of the Overcities on Earth, the region corresponding to old Europe was reconstructed and redesigned as Europa. It is ruled from a floating recreation of the Vatican by the Holy Inquisition, under a renegade branch of the Catholic Church (the official papal seat having been relocated to the Betelgeuse system in this era). When the Doctor and Sarah Jane accidentally arrived in the Vatican in 3278, the current Pope is Lucian, an ardent reformist.

Europa was fashioned from Earth's ruins by a cabal from the Overcities, a cabal later dubbed the Concocters. The Concocters were a mixture of genius and insanity, with both elements reflected in Europa, their Great Concoction. For various reasons, they restricted Europa's time period from the late 14th Century to the early 20th. Europa was remodelled on a grand scale: new Alps were raised, new copies of old lakes were formed, new imitations of old rivers. In Europa, there are several Lake Comos, Lake Genevas and Lough Neaghs, several Rhines, Seines and Danubes, and numerous Black Forests. The aim was to accommodate each nation's sundry time periods somewhere in Europa, each in its own Dominion. So for instance, there are five Britannias, reflecting different eras.

But the Concocters did not stop there. They created Europa as a supernatural realm through psychotronic engineering, a realm based on old European folklore. In Europa, werewolves prowl, ghosts haunt hearth and home, wood and wild, witches dance on the blasted heath, and demons from the *Malleus Maleficarum* and angels from the *Zohar* come visiting at all hours. Vampirism

is rife throughout the Dominions of Europa, and the Undead are persecuted en masse. Transylvania has been made into a refuge for the Nosferatu, and vampirism is compulsory there, with mortals barred from entry (as much to protect its citizens from unauthorised staking parties as to protect visitors from the Undead).

Although most of the humans of Europa are natural-born, many are clones, termed Reprises, either of historical or fictional characters, or a mixture of the two. Cardinals at the Vatican include Torquemada, Borgia and Richelieu, though as Reprises they are barred from becoming Pope. There are clutches of Casanovas, at least three Lord Byrons (Mad, Bad and Dangerous, see A14), several Cyrano de Bergeracs, a dozen Percy Shelleys, plus recreations of Mary Shelley, Aleister Crowley, the Marquis de Sade, Beethoven, Leonardo da Vinci, Doctor Faust and many, many others. In the case of the historical figures, most have been cloned from the surviving organic matter of the originals, often a lock of hair. But Reprises of fictional characters have been created from whatever material is most suitable. For example, the Four Musketeers are based on the actors Michael York, Oliver Reed, Frank Finlay and Richard Chamberlain, Heathcliff is Lawrence Olivier's interpretation, and Victor Frankenstein has been Reprised from a man of the same name who once lived on the Rhine and has a personality drawn from the book and several films. The Reprises are encoded with virtual memories from a data bank known as the Chronopticon, which transfers a cognitive/perceptual matrix of a character's life into a newly formed clone of that same character. The last, dying memory of the original person is usually the Reprise's first clear memory of their own life, everything prior to that effectively being memories of another person's life.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Clearly, the psychotronic and chronoptic expertise used to create Europa is far too advanced, light years ahead of 31st Century Earth technology. Europa itself is dimensionally transcendental, which was necessary to fit all the multiple instances of countries, cities, mountains, rivers, lakes and forests into the old geographical area of Europe. The sole origin for a technology of that character and magnitude is Gallifrey.

The secret behind the miraculous construction and operation of Europa is the Chronopticon, though its location is unknown even to the Reprises created by it (who seem just to appear, as if from thin air). The Chronopticon is a primitive TARDIS, now disguised as the Globe Theatre in the Dominion of Britannia Gloria. Managra (see V42), a creature banished into the Vortex by Rassilon in the Dark Times, was one of the Concocters and used stolen Gallifreyan knowledge together with the banned Time Lord art of Mimesis to reshape reality. By 3278, the malevolent Managra, in the guise of spite and hate-filled Doctor Sperano of the Theatre of Transmogrification, has for the last two centuries been preparing for the night on which it will transform Europa and all its people into nothing more than its playthings.

GARROS (*Zygon Hunt*)

The planet Garros fell within the control of Earth during the period of the First Empire during the third millennium. It is a jungle world with a perfectly balanced ecosystem. Garros does not have an indigenous sentient species and has been fortunate enough to have been left uncolonised and undeveloped. In fact, it is seen as a paradise of sorts, though a primeval one. The largest native animal is a reptilian bird similar to a pterodactyl. About the size of a man, these creatures are harmless enough if left alone, mainly hunting for fish in the numerous lakes found throughout Garros.

The nature of the terrain on Garros – dominated by a mixture of dense jungle, swamps and a network of lakes – makes it difficult to cross on foot or in ground vehicles. Water transport is quicker, but by far the best way to travel across the planet is by air, particularly above the canopy of trees.

Garros is rarely visited by humans as there are no amenities for parties of tourists and an extended stay would require roughing it in tents or in the only structure on the planet, a large hunting lodge. Hunting parties do occasionally visit Garros for their sport, though the lack of big game does not make it particularly attractive and the lodge is usually unoccupied. An exception occurred when the Solar Knights (*see* V66) under the command of Gregor Saraton heard tell of huge creatures living in the depths of the lakes and leased the planet for a spot of R&R between their tours of duty. The creatures in the lakes turned out not to be native to Garros. They were in fact Skarasen, the giant cybernetic creations of the Zygons, who had lured the Knights here in order to capture Saraton and gain the access codes for the Defence Shield protecting the Solar System.

Adventure Seed: Planet of the Zygons

A luxury cruise liner arrives in orbit over Garros and the passengers

are given the opportunity to be shuttled down in small groups for guided excursions into the jungle. But when one shuttle, complete with its entire complement of crew and passengers, goes missing, it quickly becomes clear that Garros is no longer uninhabited. Since the incident involving the Solar Knights, Zygon refugee ships have arrived in force and Garros is now their home, deep within the territory of the Earth Empire. With Zygons soon taking the place of many of the key officers on the cruise liner, can the time travellers reach a peaceful solution and prevent the Zygons massacring the humans to stop news of their presence here from getting back to Earth?

REPTILE-BIRD

Attributes: Strength 4, Coordination 4, Awareness 4

Skills: Athletics 3, Fighting 2, Survival 2

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

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Swampworld

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A



THE G-LOCK (*Festival of Death*)

The G-Lock: a gridlock of space vessels filling a hyperspace tunnel between Teredekethon and Murgatroyd. In the year 2815, the interplanetary luxury cruiser Cerberus became trapped when the tunnel closed as it was trying to leave it. The result was disastrous. All the traffic behind got caught in the most terrible intergalactic traffic jam in history. To prevent further ships entering the tunnel, the authorities closed off the entrance, which meant that all the ships within the tunnel were trapped together. Two months later, the hyperspace tunnel was finally reopened and the emergency rescue teams went in. The Cerberus had been carrying almost one thousand passengers plus a full ship's complement. There were also fifty other craft trapped within the traffic jam, with hundreds of people on board. But when the emergency crews cut their way through the airlocks and entered the ships, they found them deserted. There was not a soul in sight, alive or dead, a phenomenon later dubbed the Mystery of the Cerberus.

Subsequently, the traffic jam became a haven for dropouts from galactic society, those seeking a life away from laws and regulations, and people started to move in and live on the abandoned wrecks. The jam attracted a large and galaxy-famous community of hippies, bohemians and political refugees. The individual ships were bolted together, connected by access tubes, gradually transforming into a space station, and became known as the G-Lock.

By 3015, the G-Lock has been bought out by corporate big business. Under the control of Executive Metcalfe, the G-Lock now plays host to the Festival of Death, a carnival that attracts thrill-seekers and tourists from throughout the galaxy, bringing them together to celebrate the act of dying itself. And at the centre of these festivities, within the Great Hall, is the attraction known as the Beautiful Death (see G1), which claims to allow its customers to experience the sensations of dying, to visit the hereafter and to come back to tell the tale.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

ARACHNOPOD

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 3, Fighting 4, Survival 4

TRAITS

Alien

Alien Appearance

Alien Organs (Special) – Can survive being completely dismembered

Fear Factor 3

Frenzy

Keen Senses (Minor) - Smell

Natural Weapon (Minor) – Mandibles: Strength +2 damage

Obsession (Major) – Must have eats!

Special – Regeneration (Major): This Rocket Age trait allows the Arachnospod to heal 1 level of damage per 12 hours and regenerate a lost limb or other major organ in 1d6+ 5 days

Tough

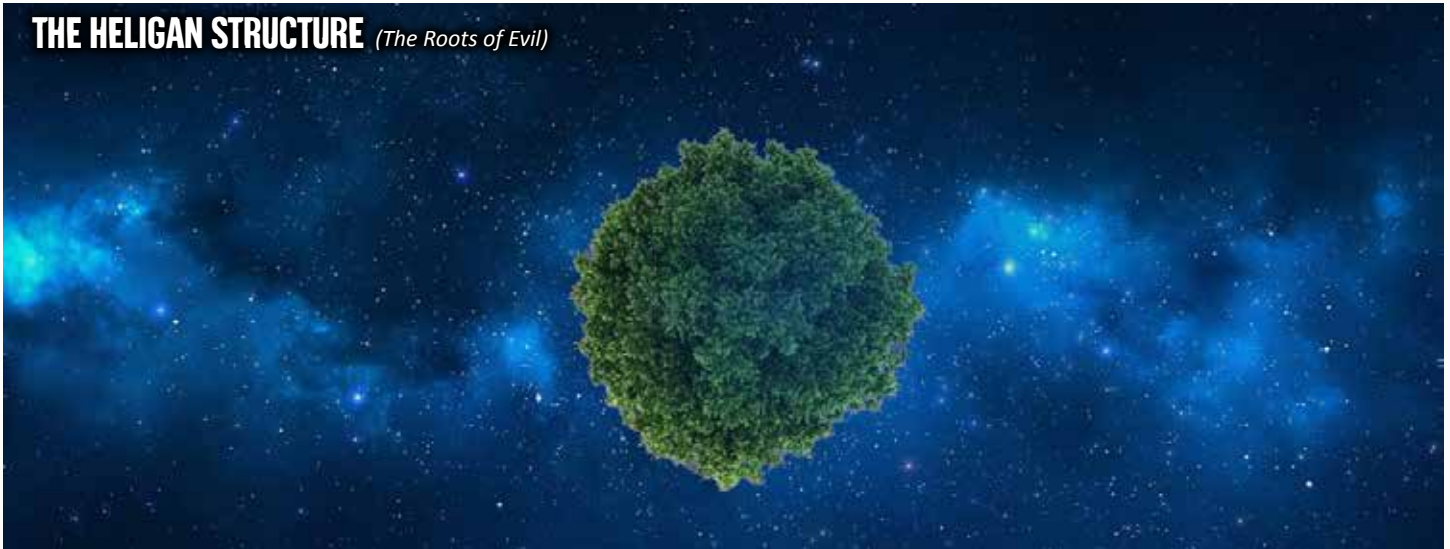
TECH LEVEL: N/A

STORY POINTS: 1-3

The Mystery of the Cerberus was not solved until 3015. One of the vessels stuck in the hyperspace traffic jam in 2815 was the Montessor, a prisoner transport ship. It was carrying a number of creatures known as Arachnospods, which escaped confinement and devoured everyone trapped in the tunnel, finally eating each other. A number of people who avoided this gruesome fate only did so by being possessed by an entity known as the Repulsion (see V56) and being taken to the year 3015.

Arachnospods are genetically modified lifeforms, designed to be the ultimate killing machines. They have long spidery legs, a pair of mandibles at the front and beady red eyes, resembling a giant spider that seems to have been assembled from individual limb and torso sections bolted together. Arachnospods are permanently ravenous and are virtually indestructible. Even if you blow one up, each section of its body has its own nervous system. They just put themselves back together again, and any bits which they can't put back together, they just devour and regrow. They are intelligent enough to speak, but only just, limiting themselves to phrases like "Eats! Must have eats!" Arachnospods have been declared criminally insane.

THE HELIGAN STRUCTURE *(The Roots of Evil)*



In the 24th Century, colonists from Earth used Heligan Structures to help terraform alien worlds. Each Structure is an enormous, genetically engineered tree. Whole forests of Heligans hang high in the upper atmospheres of planets in the Cygnus Sector, slowly breathing in carbon dioxide and breathing out oxygen, the leaves acting as solar collectors. But the one visited by the Doctor and Leela is a little different. It is much bigger and all alone above a world as lifeless as a cinder. This Heligan Structure was developed from heavily modified holly, but has had its DNA further tampered with and has grown to the size of a small moon. A moon of spiky green leaves, with spires and windows and covered balconies and jutting pointy bits poking out all over it like a conker. The tree itself is inside, with its root ball in the centre, trunks and branches radiating out in all directions. And people are living on it. Or rather, in it, in the mazes of woody corridors and tunnels which snake in and out of and through the tree. There is a whole city of tree houses, slowly linked together over hundreds of years, forming a sort of wooden space station.

Despite its size, the Structure does not have enough mass to generate any gravity field worth speaking of. Deep towards the centre of the Structure, within the Heartwood, is an artificial gravity generator, which creates a near-Earth gravity that stops the atmosphere escaping into space. The tree provides everything the people need: wood to build their houses and make tools and weapons; food from meatberry bushes, honey-hives and so on; even water. But a Heligan Structure of this size cannot survive on sunlight alone. Among the inner branches lies the digestion chamber, a pit with several openings down which all the people's waste is dropped, including their dead. The digestive juices at the bottom of the pit break down everything that is thrown in, feeding the tree and making for a very efficient recycling system.

When the Doctor and Leela arrive, the people have been living on the Structure for 900 years. After so many generations, their origins as would-be colonists have become the thing of legend. Without a supply of metal, the people have slipped back to a Tech Level 3 culture. But there are clues to their spacefaring past in those rare and valuable artefacts of metal, plastic and glass that

have survived. The society within the Structure has been warped over the centuries. Their whole culture is dedicated to waiting for the return of the Doctor and the punishment for his crimes that the people will mete out on him. Even their names reflect this obsession: Ven (short for Vengeance-Will-Be-Ours-When-The-Doctor-Dies-A-Thousand-Agonizing-Deaths) and Aggie (Agony-Without-End-Shall-Be-The-Doctor's-Punishment) being examples.

The leader on the Structure is the Justiciar, whose role will be to put the Doctor on trial before the people when he returns. She is assisted by the Chairman, whose duty is to execute the Doctor when he is found guilty. The people of the Structure believe that the Doctor arrived on the planet Golrandonvar when their ancestors were preparing to terraform it for colonisation. They recall that the Doctor sided with the natives of the planet, a swamp-dwelling species called the Thara, and helped them rise up against the humans. Apparently, the Thara drove the colonists from Golrandonvar and the Doctor left them just one ship and enough fuel to get them to the lifeless world that they now orbit. The Doctor himself remembers nothing of these events.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The truth of the matter is of course that the Doctor's actions on Golrandonvar happen in his future. It is in fact the 11th Doctor who will foment rebellion among the Thara and drive the humans from the planet. But he only did this – will only do this - because of the actions of the colonists, who regarded the Thara as vermin and tried to exterminate them by altering their atmosphere into one suitable for humans but which would be poison to the methane-breathing natives. After the Doctor left, the colonists were left stranded in their powerless ship hanging in orbit above a lifeless world. But their leader, Director Sprawn, determined that they would have their vengeance. He designed the Heligan Structure to lure the Doctor, realising that he would be unable to resist such a thing.

Secretly, Director Sprawn did not trust the descendants of the colonists to keep their anger alive over the generations. His plan was not that it would be the people who would bring the Doctor to justice; it would be the tree itself. The people just needed to maintain it and keep the Structure alive. The tree can sense the return of the TARDIS (or any TARDIS), which will trigger a response deep within the digestion chamber. Mobile reproductive spores have been altered and re-programmed to become warriors. Within minutes of a TARDIS's arrival, these spores which have been hanging dormant within the chamber will activate. Emerging from their hidden places, the spores grow at an alarming rate. They are faceless things protected by a hard greenish shell studded with sharp spines, a cluster of busy, scuttling, claw-like roots, delicate tendrils that grope and flutter, and a thick hairy stem. Eyeless and blind, the spores rely on their keen hearing to hunt and kill. Normally, the Spores only attack parasites which threaten their

parent tree. These though have been altered to kill all humans.

But Director Sprawn wanted to be absolutely certain that the Heligan would do his bidding. So he has become part of it. In the Heartwood at the centre of the Structure where nobody goes, what is left of Sprawn can be found. In a chamber made from the most ancient interwoven roots, where machinery scavenged from the guts of the colonists' old starship control the flow of chemicals through the Heligan's boughs, the mutated body of the Director hangs spread-eagled within the web of roots that forms the ceiling. Nine centuries old, Sprawn is now scarcely human, sprouting twigs and tendrils like a carving of the Green Man in an English country church. From here, he is as one with the Heligan and is willing to sacrifice the Structure and all those on it, himself included, to have his revenge!

DIRECTOR SPAWN



AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	6
INGENUITY	5	STRENGTH	1

SKILLS

Convince 4, Knowledge 3, Medicine 1, Science 5
(AoE: Biology, Chemistry), Technology 3

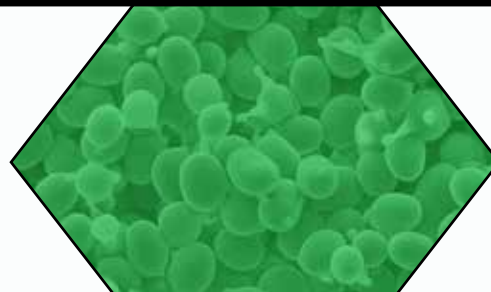
TRAITS

Alien Appearance
Alien Senses – Can sense everything the Heligan or its Spores can
Bio-Chemical Genius
Impaired (Major) – Immobile within the Heligan
Obsession (Major) – Vengeance on the Doctor at all costs!
Tough

TECH LEVEL: 6

STORY POINTS: 8

SPORE



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 1, Fighting 3

TRAITS

Alien
Alien Appearance
Alien Organs (Major) – Spores must be hacked apart to kill them
Armour (5 points)
Climbing (Minor)
Enslaved
Impaired Senses (Major) – Blind
Keen Senses (Minor) – Spores have +2 on all rolls requiring hearing
Natural Weapon (Minor) – Spiked tendrils and stone-hard roots tips: Strength +2 damage

STORY POINTS: 1-2

HEPHASTOS *(Babblesphere)*

Outside... It was a vision of hell. Huge volcanoes erupted into the thick smoky atmosphere sending rivers of blood-red lava swirling down through the jagged rocks into a vast bubbling sea. Acid storm clouds flickered with lightning as they plowed across the starless sky. It was quite the last place in the universe where you would expect to find life. And yet, in the middle of the inferno, perched upon an outcrop of igneous basalt, there stood an exact replica of the Palace of Versailles, protected from the elements by a geodesic dome like a model in a snow globe.

Inside, rubble and refuse litter the long, empty passageways. Chandeliers sparkle feebly in the near darkness, their light bulbs shattered or fused. Ornate wallpaper peels away from the walls to reveal metal panelling beneath. Doors hang from their hinges. Statues lie dismembered on the ground. And ornamental fountains trickle feebly. It was a colony of composers, painters, authors and poets, all striving to create the greatest works of art the universe had ever seen. But in pursuit of their goal, artistic collaboration was taken a stage too far...

Stumbling through the gloom, emaciated inhabitants of this domed community, dressed in ornate clothes, scuffed and torn, and wearing powdered wigs in the French Royal style, dusty and draped in cobwebs, mumble short messages, punctuation and hashtags and all, to the rest of the group, participating in a continuous streaming of inane, cybernetically-shared social media called the Babble Network. #Babblesphere #YOLO

Some 40 years ago, the Babble Network, then available through simple headsets, allowed people to share thoughts for fun, collaborate on art, and make democratic decisions. Cranial implants soon became the trend so that people could be on the network 24 hours a day, and share every thought, no matter how trivial. Participation became mandatory, and no thought could remain private so long as someone was on the network. Dismantling it or changing the law have been endlessly discussed, but no one wants to give up the steady flow of gossip. #AllLivesMatter

The problem (or one of them at least) is that the Babble Network is completely immersive and addictive. Participants simply forget to

eat, sleep, or do much of anything, their lives spent in a daze as the world crumbles around them, oblivious to one another. For all intents and purposes, a colony of sleepwalkers lost in their own dream worlds, pawing occasionally at broken down food dispensers or moldy bowls of fruit. #GrossOutMoment #FOMO #ICantEven #TMI

The Prolocutor is a computer housed in the palace vault that runs the Babble Network and has become de facto ruler, commanding floating robots, called pedesequods, to round up malcontents. These service robots, designed to look like ornate chandeliers, except that their various sections revolved and their lower appendages twitched like the

dangling legs of a large spider. Only a few are in service, as they are in just as much disrepair as the rest of the palace. #SadRobots #MarvinForever. The Prolocutor can also use implants to take control of a citizen, or make them explode to kill their owners, in order to improve the quality of the discussion. The most boring colonists may face execution. #HAL1000 #DarwinAwards. Its end goal is to expand into the entire Earth Empire, in search of new ideas. Fact is, it's bored and has created and enforced the means by which its boredom is fueled. #100channels #NothingsOn

All utopias must have their rebellions, and those found guilty of having private thoughts, or "clandestination", are jailed if caught. As the technology breaks down, some have found it possible to ignore the network for a short while and prevent their thoughts from being broadcast, able to enjoy memories without the bombardment of comments that would usually follow. The more organized resistance is armed, uses maintenance tunnels to hide from the pedesequods, and is mostly made up of old women who were among the first to sign up to the Babble Network, and have since rejected it, and are recruiting those whose chips have malfunctioned, monitoring who goes quiet from a computer console. #Graymazon

The Babble Network experience resembles the interior of a mile-wide sphere made up of discreet pictures of all participants. Among the images floats an endless stream of audible text, scrolling up and down, from side to side, and back and forth. In the centre of the sphere looms the Prolocutor, resembling a cross between the structure of an atom and a Van der Graaf generator. #Surreal #Hackers #OMG

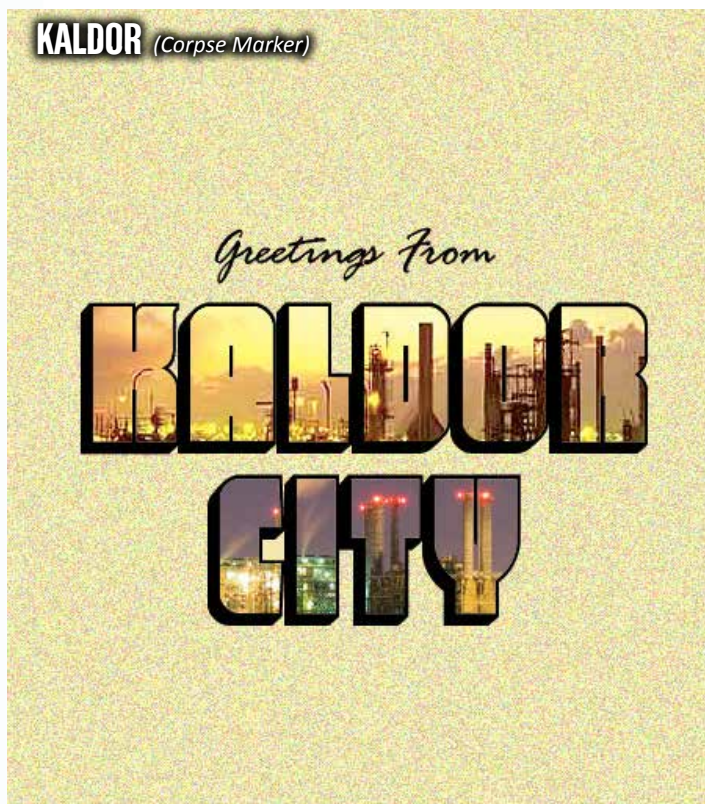
PEDESEQUOD

Attributes: Awareness 2, Coordination 2, Strength 4

Skills: Fighting 1, Marksman 2, Technology 2

Traits: By th Program, Enslaved, Natural Weapon (Major: Laser - 5(3/5/L) damage), Robot, Scan

Story Points: N/A

KALDOR (*Corpse Marker*)

Although originally founded as an Earth colony, the general populace of the planet Kaldor has long since forgotten its heritage. The name "Earth" is only recalled in half-forgotten legends and Kaldor has even turned its back on the possibility of space travel. But the planet's twenty Founding Families are still among the richest and most powerful in Kaldor society. The names Landerchild, Mechman, Roatson and Farlock have appeared among the members of the thirty-strong Board of the Company which rules Kaldor for as long as anyone remembers. But in recent years, concessions to the Minor Faction which represents the civilian administration have led to non-family candidates being put forward for Board membership. Almost by stealth, the Founding Families have realised that they are now in the minority on the Board of the very Company that their ancestors set up.

The Company is just the Company. It is the organisation that governs Kaldor, controls its industries, its security and its populace, and wields a high degree of influence throughout the planet. Almost everybody outside the scum of the Sewerpits either works for the Company or is dependent on it in some way. The Company rules Kaldor in the style of a police state. The general population has no say in how they are governed, laws are very draconian and policing is controlled by the Company's own heavy-handed security organisation. Top of the tree is the Company Chairholder, who has the most influence within the Board, and therefore within the Company and throughout Kaldor. Life within the higher echelons of the Company, from the Board down, is a daily struggle for survival within the cut and thrust of Company politics. The executives are all supremely ruthless businessmen and politicians, and the Firstmasters of the Board are the elite among these.

At the other end of the social spectrum, the outcast, the poor and the homeless are largely confined to the sector of Kaldor City known as the Sewerpits, an area of slums where the only law is survival of the fittest. There is a marked split between the rich and the poor in Kaldor City which results in frequent unrest and the rise of dissident and terrorist groups such as the ARF (Anti-Robot Front).

Kaldor has a 26 hour day and a thin atmosphere supplemented by Kaldor City's oxygenator plants. It has a population of 15 million people and almost as many robots. Kaldor City is the largest settlement on the planet by far, being a sprawling metropolis of 8 million people. It is an urban oasis amid the wastelands of the Zones and the vast desert known as the Blind Heart. From Kaldor City, huge mobile refineries called sandminers are sent out to extract vital minerals such as lucanol and zelanite from the Blind Heart and from the sandstorms which ravage this trackless wilderness.

Kaldor is a Tech Level 6 culture in most respects, but it has almost no technology related to space travel, other than to be able to put a few unmanned communications satellites into orbit. Instead, the focus of Kaldor's technological advancement has been in the areas of robotics and computer intelligences. Society on Kaldor is underpinned by its robots, which carry out all the routine and menial work, in effect acting as a slave caste to the humans. Kaldor is now so dependent on its robots that if they were removed, society would collapse overnight. The robots are divided into three main types: Dums, Vocs and Supervocs (see *The Fourth Doctor Sourcebook*). But there are also a number of sub-types: medVocs, for example, are programmed to provide emergency medical aid; and stopDums are security robots which hold onto their targets until human assistance arrives. There is an anti-robot forcefield around the Sewerpits, the origins of which are forgotten, but possibly hint at a robot revolution at some time in the distant past.

Although no dates are given either in *The Robots of Death* or *Corpse Marker*, GMs wishing to identify the Federation mentioned in *Corpse Marker* as the same one as in *Blake's 7* (as evidenced by the presence of the psychostrategist Carnell, see V8, in both) can place these stories in the 28th Century.

PLANETARY DATA

SIZE: Medium
 GRAVITY: Earth-like
 LAND MASS: The Rock
 ATMOSPHERE: Earth Standard
 CLIMATE: Temperate
 SATELLITES: 1
 SENTIENT SPECIES: Humans
 TECHNOLOGY LEVEL: 6

KRELOS *(The Fate of Krellos/Return to Telos)*



Krellos is a doomed planet; it's ever increasing reliance on technology has sealed its fate. Possibly.

Krellos City is a beautiful place of shining buildings and stunning architecture which has won many awards. It is a place in which computers and machines relieve the burden of everyday toil, and the people are happy with their lives. Increasing connectivity means that all electronic appliances, from the humblest toaster to the most advanced computer, are all linked by micro-optic technology in a single network. Perhaps the pinnacle of achievement on Krellos is the development of robot bodies into which a person's consciousness can be uploaded. Control headsets then allow users to experience life through the eyes of the robots, achieving feats which their bodies of mere flesh and blood are incapable of.

Beyond the city, the mountains of Krellos are legendary for their pristine pools. The views from here over the cityscape below are stunning. The elderly former explorer Geralk (see A17) uses his robot to climb the mountains and fish from the pools, something he is now too old and frail to do in his own body.

But when the TARDIS inadvertently hops a few years forwards in time, the Doctor and Leela emerge to find Krellos City in ruins. Lurking in this apocalyptic landscape are the living dead wearing the control headsets that formerly acted as computer interfaces, the cables still attached and lashing out like metallic snakes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What the Doctor didn't realise at first is that Krellos is in a neighbouring star system to that of Telos, planet of the Cybermen. He was also unaware that when he visited Telos in his 2nd incarnation, minute Cyber-particles became caught in the fabric of his companion Jamie's kilt. These particles were borne back into the TARDIS, where they remained for centuries, all the while

absorbing time energy from the ship. Eventually, they lodged themselves in the 4th Doctor's scarf, and when he first arrived on Krellos, they began infiltrating the technology they came into contact with.

Initially, the infestation went unnoticed, but when a critical point had been reached, the Cyber-particles used the Krellos systems to broadcast a signal back to Telos. At the same time, they seized control of the machines and computers they had infiltrated. Household appliances became deadly weapons; communications failed; transport systems caused chaos; and computerised machinery and vehicles went haywire.

By the time a Cyberman fleet arrives from Telos, the technological apocalypse has brought Krellos City to its knees and there is little resistance to the invasion. The people of Krellos are being converted into a new army of Cybermen, enslaved and partially converted by the control headsets they now wear. The headsets' cables whip out to strike opponents like a crown of snakes, while their zombie-like wearers can fire Cyber-particles from their fingertips to infect others.

Is it too late to save Krellos? Although the Doctor initially believes so, the temporal energy absorbed by the Cyber-particles that caused this catastrophe may mean that time around Krellos is in flux. It is entirely possible that this timeline is the aberrant one, and the correct timeline in which Krellos remains unthreatened by the Cybermen can still be restored.

CYBER-SLAVES

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

Skills: Athletics 2, Fighting 2, Technology 2

Traits: Cyborg, Enslaved, Infection, Networked (Major), Natural Weapon – Cable Whips (Minor: Strength +2 damage)

Story Points: 1-2

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Krellosians

TECHNOLOGY LEVEL: 6

LENTIC TRAINING PLANETS *(Last Man Running)*

The Doctor has never met the Lentic but knows that, before its eventual collapse, their empire was an aggressive militaristic power which had become obsessed with developing the perfect soldier. The Lentic were technologically highly advanced and built a number of artificial planets to act as training facilities. Batches of soldiers were dropped onto these planets in order to test their survival capabilities in a process known as Last Man Running. The training planets are semi-sentient and self-refining, capable of analysing the strengths and weaknesses of their subjects and producing threats to test them to destruction. The intent was that once the ultimate soldier was identified, the planet could reproduce them in numbers sufficient to maintain the Empire of the Lentic forever.

The Doctor and Leela found themselves on one of the former Lentic training planets which had been discovered by the inhabitants of the twin worlds known as First Planet ("Firsters") and Second Planet ("Toodies"). It had been set up with a variety of challenging environments, including deserts, forests, jungles, swamps and lakes arranged in seemingly random jigsaw fashion, all populated with numerous predators created by the planet: squad snakes, flying lizards, strobbers, giant Mallophaga and pack runners to name but a few. Squad snakes are a group organism. Each individual in a squad can be up to five feet long with a short antenna at the top of their flat faces which maintains vestigial telepathic contact with the rest of their group. The snakes can split or inject nerve toxin or use a telepathic strike which sounds like a high-pitched keening song and can paralyse the nerve centres in warm blooded creatures. The flying lizards are the size of a human and ride the planet's thermals in search of prey on the ground, swooping silently down to attack with razor-sharp teeth. Strobbers are enormous, bloated amphibians with six legs, four flippers and multiple grasping tongues, which lurk in the lakes of the jungle. They can change the colour of their thick hides in a strobe-like effect of rippling rainbow waves which,

along with its subsonic growl, produce a tele-hypnotic effect. The lice-like Mallophaga stand taller than the TARDIS and are armed with vicious mandibles which inject a mixture of acid and venom. And pack runners are almost as broad as they are long, with two wickedly clawed front legs and four heavily muscled back ones used for jumping along, mottled white-on-black fur and a small head with large eyes, long ears and a mouth filled with rows of sharp-toothed ridges. All predators that the planet creates are extremely aggressive and permanently ravenous to the extent that they will pursue their prey until they either kill it or die from exhaustion.

The planet also produces tall heavy-set warriors with smooth green skin. These are hairless humanoids and sport a crest of impressive yellow spines on their heads, which raise and lower as they converse in their grunting, gurgling language. Their eyes are vivid yellow slits with narrow black irises, their arms have double elbows, and their long muscular legs end in narrow three-toed feet. They wear what appears to be woven metal body armour and are armed with short-shafted spears and small round shields. These warriors have a basic intelligence but are created purely to

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Land O' Lakes

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

fight whoever they encounter, challenging intruders with a ritual clashing of spear on shield.

Hidden beneath the surface of the planet are an underground control centre and a vast recycling plant that processes all waste material it can gather, including whatever lands on this world. Anything from meteorites to spaceships are teleported to the recycling centre, where they are broken down to their component molecules for use by the planet. The warriors and predators are created by a process which is superficially similar to cloning, but which is actually based on advanced fabrication technology. As with cloning, the planet is able to use this process to produce exact copies of individuals. Since the downfall of the Empire of the Lentic, the planet has been left to run itself, but the control centre is now in disrepair and it is only a matter of time before it starts to fail. In the meantime though, the automatic systems are still capable of creating new predators and “clones” and transmatting them to the surface, and generating shields to protect the planet from orbital bombardment. It remains dedicated to continuing the search for the ultimate soldier and, if it ever identifies a suitable candidate, reproducing it in large numbers.

The Second Planet’s Out-system Investigation Group (OIG) has placed the world under interdiction, so that nobody can land on it or take off without prior clearance. Secretly, conspirators on Second Planet are plotting to use the Lentic’s world to develop weapons to help them end the dominance of First Planet.

SQUAD SNAKE

Attributes: Strength 2, Coordination 5, Awareness 4

Skills: Fighting 4, Subterfuge 5, Survival 3

Traits: Natural Weapon - Telepathic Strike (uses Awareness + Fighting to deliver S(S/S/S) damage), Natural Weapon – Venom Spray/Bite (Poison inflicts 5(2/5/7) damage if the victim fails a Difficulty 18 Strength + Resolve roll), Networked (Minor), Quick Reflexes

FLYING LIZARD

Attributes: Strength 5, Coordination 3, Awareness 3

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

Traits: Climbing (Minor), Flight (Minor), Natural Weapon - Teeth (Strength +2 damage), Tough

STROBER

Attributes: Strength 12, Coordination 2 (4 in water), Awareness 3

Skills: Fighting 3, Subterfuge 3, Survival 3

Traits: Additional Limbs x3 (legs, flippers and tongues), Environmental (Minor: Amphibious), Hypnosis (Major; assume scores of 3 each in place of Presence and Convince), Size – Huge (Major), Tough

GREEN WARRIOR



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

SKILLS

Athletics 4, Fighting 5, Marksman 3, Subterfuge 3, Survival 4

TRAITS

Alien
Alien Appearance
Keen Senses (Minor) – Vision
Obsession (Major) – Exists only to fight
Tough

EQUIPMENT

Spear (Strength +2 damage)
Armour and shield (4 points)

TECH LEVEL: 1

STORY POINTS: 1-2

GIANT MALLOPHAGA

Attributes: Strength 8, Coordination 4, Awareness 3

Skills: Athletics 4, Fighting 3, Survival 5

Traits: Additional Limbs (legs), Armour (5 points), Climbing (Minor), Keen Senses (Minor: Smell), Natural Weapon – Acid/Venom Bite (S(4/S/L) damage)

PACH RUNNER

Attributes: Strength 4, Coordination 4, Awareness 5

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

Traits: Additional Limbs (legs), Leap (Minor: can leap twice its own length), Natural Weapon - Jaws (Strength +2 damage)

THE MAP OF LIFE *(The Child)*

The Map of Life is the largest work of art in the known universe. Designed by Ricardo Stempus when he was ill towards the end of his life, the Map is the size of a continent and is intended to examine the meaning of Life, the Universe and Everything. Knowing that he would not live long enough to complete his work, Stempus created the Glass Woman to continue it after his death. The Glass Woman is an automaton in the form of an angelic figure, beautiful but with a cold, emotionless face. She has a measure of control over the environment in and around the Map of Life, creating monsters to protect her and taking control of the minds of those who wander into her realm. The Glass Woman resides in the tallest building at the centre of the Map, a glass tower surrounded by a frozen moat. Within the moat are huge water monsters with long, slimy necks and massive teeth, while giant spiders lurk in the darker corners of the tower's chambers and corridors. Within a hidden recess in the walls of the Glass Woman's throne room, Stempus' dead body, transmuted to glass, is still connected to the Map of Life, with glass strands trailing from his fingers and into the depths of the tower.

Being an artificial creation, the Glass Woman has taken Ricardo Stempus's instructions too literally. Whereas Stempus was a scientific genius who wanted to use art to explore the wonder of life, the automaton is instead searching for the secrets to the fundamental principles of the universe through mathematics and subatomic physics. She has enslaved the people of the city outside the walls surrounding the Map of Life, processing those with any scientific understanding to become grey, emotionless people obsessively scribbling formulae in search of uncovering these principles. Those who escape this fate live as fugitives within their own city. Many meet in secret to sing and express their individuality, but they are hunted by the Glass Woman's

mechanical men, skeletally thin robots of black metal, each with a single glowing eye and a mouth open in a perpetual soundless scream.

The city is a labyrinth of identical narrow streets between identical grey buildings filled with identical grey interconnected rooms. Outside this maze is the entrance to the Map of Life, an enormous gate of twisted gold, blackened with age and hung between a pair of golden towers that disappear into the clouds. Beyond the gate, the Map itself is a vast plain covered in what at first appears to be a blanket of snow, but which on closer inspection is revealed to be finely powdered glass. The Glass Woman's control over the environment of the Map of Life is similar to Omega's control over his anti-matter universe (see page 142 of *The Time Traveller's Companion* for guidelines on this). She can manipulate the glass fragments of the Map to create objects or beings either physical or incorporeal, use the glass as weapons or change the topography of her realm. Others may be able to exert similar control if they can somehow tap into the Glass Woman's creative energies, by connecting with her mind perhaps. Such efforts cost the same expenditure of Story Points, but they will also require a contest Presence + Resolve rolls against the Glass Woman, who has a +4 bonus for this.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It may well have been Stempus' intention for his great work that it would explore the meaning of life by means of the Glass Woman evolving from an unfeeling automaton to a living being. Certainly the Doctor was able to introduce emotion to the Glass Woman, transforming her into a person – at least, in the version of the story related by the girl, Emily.

THE GLASS WOMAN



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

SKILLS

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

TRAITS

Armour (10 points)
By the Program
Environmental (Minor) - Does not eat breathe or sleep
Flight (Major)
Hypnosis (Major)
Natural Weapon – Glass Blizzard: 5(2/5/7) damage
Networked (Major) – Linked to her mechanical men
Robot
Special – Control the Map of Life
Weakness – The Glass Woman is hard but brittle, and any damage which exceeds her Armour is counted as Lethal

TECH LEVEL: 6

STORY POINTS: 10

WATER MONSTER

Attributes: Strength 10, Coordination 2, Awareness 3

Skills: Fighting 3, Survival 3

Traits: Armour (5 points), Environmental (Minor: Aquatic), Natural Weapon – Jaws (Strength +2), Size – Huge (Minor)

GIANT SPIDER

Attributes: Strength 2, Coordination 4, Awareness 4

Skills: Fighting 4, Subterfuge 4, Survival 3

Traits: Climbing (Major), Natural Weapon – Bite (Strength +2), Size – Tiny (Minor), Tough

EMILY AND THE WARRIOR GIRL

Once upon a time there was a girl called Emily, and she had an imaginary friend, Leela the Warrior Girl. Emily lived in a big house with her Mama and Papa, and Leela lived in Emily's thoughts. Together, Emily and Leela told stories of the adventures that the Warrior Girl had shared with a mighty Wizard who travelled in a blue box, battling goblins and monsters.

When Leela's life was brought full circle by a Time Vampire (see V69), she was reincarnated in the form of a young girl. That girl is Emily, who shares many of Leela's memories, though she believes them to be merely her imagination. Emily has a child's view of the adventures of the Doctor and Leela, frequently cutting out the boring bits and changing the details to make them more like fairy tales. The tale of the Glass Woman and the Map of Life is one such adventure recalled by Emily and Leela, and some of it may not have been literally true.

Emily lives in Victorian England and has the manners and attitudes of her time. Although her mind contains a fragment of Leela's consciousness which she can converse with, she is not herself Leela. The surviving fragment of Leela finds Emily to be frustrating at times, particularly her acceptance of the role of women in the male-dominated Victorian society. Whether Leela will be able to influence Emily to rise above the limitations imposed on her by society remains to be seen.

EMILY

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

Skills: Athletics 1, Convince 3, Craft (Storytelling) 3, Knowledge 1, Subterfuge 2, Technology 1

Traits: Charming, Code of Conduct (Minor: Victorian Values), Face in the Crowd, Inexperienced x2, Innocent, Special – Imaginary Friend (Emily can make an Awareness + Ingenuity roll to recall something that Leela would have known), Stubborn (+2 bonus to resist Convince or Hypnosis attempts)

Tech Level: 4

Story Points: 18

MECHANICAL MAN

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 2, Resolve 4, Strength 7

Skills: Fighting 2, Marksman 3, Technology 3

Traits: Armour (5 points), By the Program, Environmental (Minor: does not eat, breathe or sleep), Natural Weapon (Major: Light Ray – L(4/L/L) damage), Networked (Major), Robot, Scan

Story Points: 1-3

THE MARIANA TRENCH *(Phantoms of the Deep)*



The Mariana Trench in the western Pacific is the deepest point of the world's oceans, with depths reaching around 11,000 metres below sea level. Pressure at the bottom of the Trench is over 1,000 standard atmospheres, and the temperature is only a few degrees above freezing. The first manned descent to the bottom was achieved by the US Navy bathyscaphe Trieste in 1960. Unmanned expeditions followed in 1996 and 2009, but the next manned vessel to descend was not until 2012, when Deepsea Challenger containing film director James Cameron ventured into the abyss.

As the Trench is 2,500km long, it is perhaps unsurprising that none of these expeditions chanced upon the secret lurking in its depths. The first indication that there might be something unknown at the bottom of the Mariana Trench is at a depth of a little over 10,000 metres, where a permeable forcefield reduces the pressure in the area below to a mere 3 atmospheres, equivalent to only 20 metres below the surface. Within this artificially maintained environment lives a hitherto unknown species of superintelligent squid which communicate by signalling with their natural bioluminescent light in a language derived from symbolic logic. These creatures are not aggressive and indeed may try to warn any visitors not to proceed further.

At the floor of the Trench, a beautiful coral reef has developed, thriving with the abundance of bioluminescent light and life in the reduced pressure environment. Half covered by coral growth is a derelict British submarine, sunk by a Japanese destroyer in 1940. If access is gained, intrepid explorers will find a large air pocket and – unbelievably – a survivor within! Midshipman Jack Hodges doesn't look a day older than he did when the sub was torpedoed. In fact, he thinks that only a few weeks have passed (though even that would be too long for the air pocket to have sustained him). The explorers will find it difficult to believe his tales of ghostlyimps or goblins who have been his only company, dancing in the water outside or crowding into the submarine... until they witness them first hand.

The goblins appear to be child-sized creatures, luminous but ghostly, like tiny phantoms. They are actually the race memory of a long extinct species that arrived on Earth millennia before. These psychic images are projected by a damaged alien ship lying a few hundred metres further down the Trench, and can only be seen by those whose minds have been psychically enhanced by the ship's AI. The ship resembles a giant luminous sea urchin, and is organic and alive, its interior like the inside of an oyster or a womb. Trapped at the bottom of the ocean, it has maintained the pressure barrier and experimented with the lifeforms it has found down here, creating the superintelligent squid. It has also grown examples of lion's mane jellyfish and vampire squid to an

enormous size, and is able to control them to act as its guardians.

The ship's AI has psychic abilities itself. It is programmed to find the most intelligent lifeforms and enhance their intelligence and unlock their psychic potential. These new superintelligent beings will then become the vessels for the phantoms' consciousnesses and will begin their colonisation of Earth. Jack Hodges has been kept alive as the ship detected his latent psychic talents, but it has had no means of getting him back to the surface.

Among its other talents, the ship is able to interfere with radio communications and was even able to take control of K9 by broadcasting radio transmissions that override his programming.

PHANTOMS' SHIP

Armour: 10 **Hit Capacity:** 30 **Speed:** 8*

*Add the AI's Transport skill to this score, then multiply the total by 100 to determine Speed in space

Ship's AI:

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 1, Resolve 5, Strength N/A

Skills: Convince 3, Medicine 2, Science 4 (AoE: Biology, Chemistry), Technology 3, Transport 4

Traits: Biochemical Genius, By the Program, Control (Major), Environmental (Major), Impaired (mute and limbless), Modify Perception (see *The Second Doctor Expanded Universe Sourcebook*), Psychic, Robot, Special – Mental Enhancement*, Special – Pressure Forcefield (see text), Scan, Transmit

Tech Level: 7

Story Points: 6

*Mental Enhancement: The AI first needs to make Psychic contact with a suitable mind (contest of Resolve + Awareness). It can then increase the subject's Ingenuity by +4 points and endow them with Psychic (and possibly other related traits, each requiring a separate contact roll). These effects wear off in a couple of hours unless reinforced.



SUPERINTELLIGENT SQUID

Attributes: Awareness 4, Coordination 5, Ingenuity 6, Presence 2, Resolve 3, Strength 1

Skills: Athletics (Swimming) 5, Science 4 (AoE: Mathematics), Survival 4

Traits: Distinctive (Bioluminescent), Environmental (Aquatic), Size – Tiny (Major)

Story Points: 1

GIANT VAMPIRE SQUID

Attributes: Strength 12, Coordination 4, Awareness 4

Skills: Athletics (Swimming) 5, Fighting 4, Survival 4

Traits: Environmental (Aquatic), Keen Senses (Minor: Vision), Natural Weapons – Beak and Tentacle Spines (Minor: Strength +2 damage), Size – Huge (Major), Tough

METRALUBIT *(The Well-Mannered War)*

According to Finnickan's Planets, the essential reference for all travellers, Metralubit is a remote Tellurian colony, sited in the Metra system in the Fostrix galaxy and settled in the 58th Segment of Time. Earth itself has been destroyed (several times) and has faded into the stuff of legend. Mankind has spread among the stars and has populated numerous worlds across the universe.

Metralubit is a beautiful world, a rationally organised, harmonic democracy. Great white towers stretch ever upwards, rolling green spaces are kept in perfect condition and battery-powered skimcars move in ordered ranks along the monotram network. The Metralubitans have made their paradise possible in part by the development of Femdroids, robotic servitors in the form of attractive women. Femdroids undertake much of the routine administrative and menial work on Metralubit in a calm but extremely efficient manner, in particular in the Parliament Dome in Metron, the sprawling capital city. They do, however, lack much in the way of character.

The current democratic system on Metralubit evolved from the chivalric notions of the second Diurnary period of the Helduccian civilization, and from which many of the rituals, including the right of constitutional privilege, are traditionally derived. Constitutional privilege permits any being in political or military life to take up the position held by a deceased being whose existence they attempted to preserve. Which is how K9 came to be running for election as president, after a failed attempt to save

the life of the opposition leader.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Several centuries ago, Metralubitan scientists recovered the cryogenic mini-pod containing Menlove Stokes (*see V43*) and soon realised that he came from an age of great technological advancement. They used hypno-conditioning over many years to draw out all the useful information they could, enabling them to accelerate the pace of development on Metralubit. Such things as improved hydroponic farming, Fastspace travel, conditioning machines and, most significantly, the Femdroids all resulted from this. The Femdroids were developed from Stokes' memory of Romana repairing K9's brain on the Rock of Judgement (*see L41*), which explains why they are so staggeringly advanced.

One hundred and thirty-five years ago, one of the senior Femdroid researchers made a horrifying discovery about the history of Metralubit. She found that the periodic collapse of Metralubit civilisation was not because of the causes usually attributed to it. Every two thousand years, the people of Metralubit have been harvested and eaten as carrion by the insects of the Darkness (*see V16*). The truth of this lies hidden in the planet's folklore and would only be noticed by a machine intelligence.

The Femdroids acted according to their utilitarian programming - the maximum happiness for the maximum people—and formulated

a plan to trap and destroy the Great Hive of the Darkness. They did not inform the humans in case this caused panic and mistakes. Instead, they secretly constructed massive transmats using information from the mind of Menlove Stokes. One night, as the humans slept, the Femdroids sent them all to the verdant planet Regus V in the next system but two. The Femdroids continue to run the administration in the Dome, retaining a number of humans (including prominent politicians) to give it verisimilitude, and using mental conditioning and a complex computer simulation to enhance the illusion that Metralubit is still a densely populated world. The Femdroids then instigated the war on Barclow as a lure, knowing the Darkness would be drawn to the potential carnage, and have conditioned the Chelonian leader, General Jafrid (see V20), to maintain the stand-off. When the Great Hive approaches, the Femdroids plan to send a conditioning impulse to both forces to unite and attack the Darkness with missiles, before destroying Barclow (see L6) with a zodium bomb secreted at its core. Only then can the Metralubitans be brought safely back from Regus V. But all this is just a plan of the Black Guardian, who has struck a deal with Galatea, leader of the Femdroids, in order to trap the Doctor...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1 (Barclow)

SENTIENT SPECIES: Femdroids, Metralubitans

TECHNOLOGY LEVEL: 6

FEMDROID

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

SKILLS

Femdroids have skills according to their designated roles

TRAITS

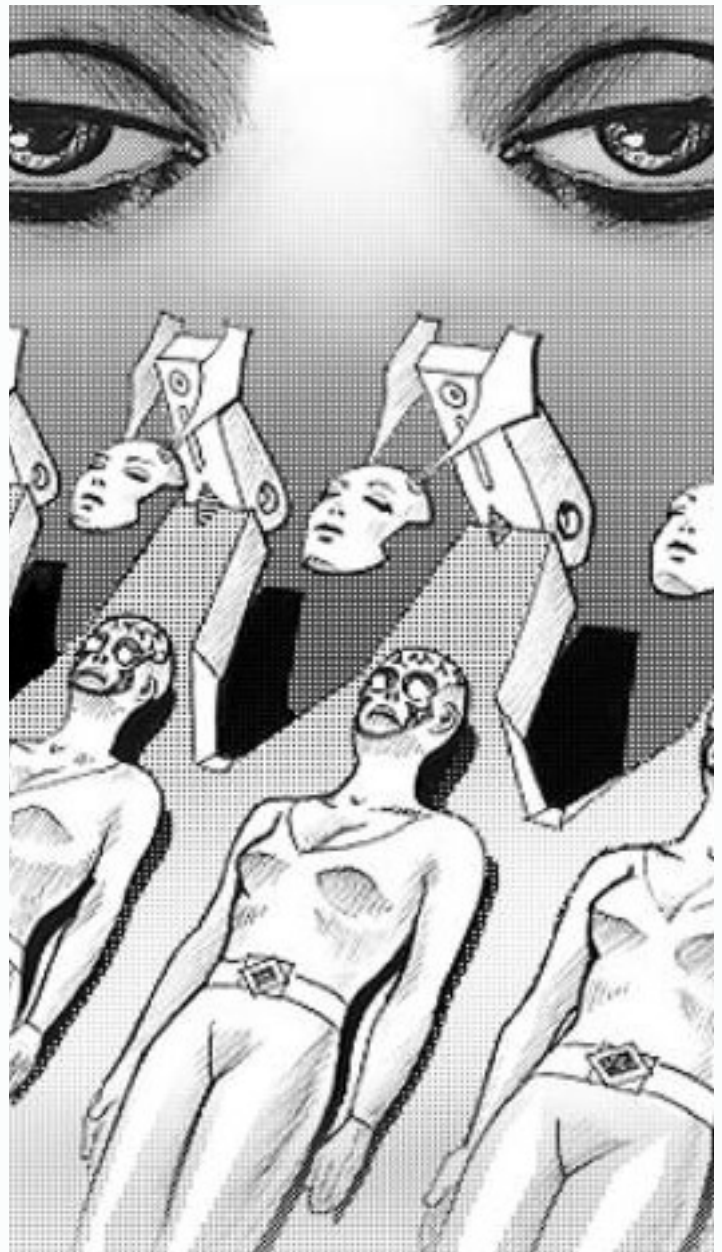
Attractive
By the Program
Machine
Networked (Major)
Robot, Weakness (Major: If the Femdroid Control Centre is destroyed, all Femdroids cease functioning)

EQUIPMENT

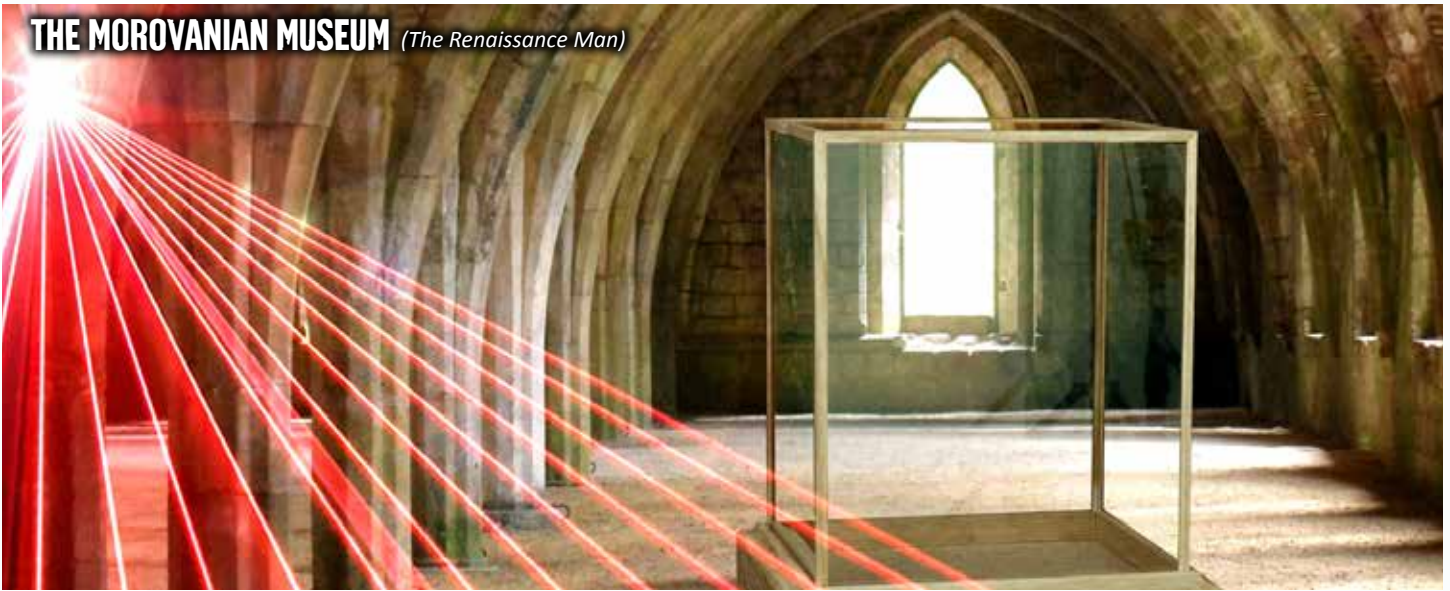
Killer Femdroids are armed with laser weapons:
7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 2-4



THE MOROVANIAN MUSEUM *(The Renaissance Man)*



The Morovanian Museum on Morovania Minor is the greatest repository of Earth artefacts in all of time and space, and the Doctor wants to take Leela to the grand opening of the Renaissance section as part of her education. The Renaissance section does not, as its name might suggest, contain exhibits from the Renaissance period of Earth's history. It instead introduces to the Museum a different method of collecting information, using osmotic processes to draw knowledge direct from the minds of experts, gathering information on all subjects together in a single experience.

The Renaissance section displays its exhibits by creating realities suitable for the subject matter. So the Medieval section appears to be within a castle and its grounds, all created from the knowledge extracted from renowned Medieval specialist Dr Henry Carnforth. Similarly, the Victorian and Edwardian exhibit is housed in a period manor house, plus the adjoining grounds, countryside and nearby village. Other areas, such as a World War II section based in an RAF base and a Wild West section in a replica frontier town, are likewise created. The artefacts themselves are all artificial, formed from the memories which have been drawn from the relevant experts' minds, and miraculously appear as the information about them is added to the Museum's data. They are displayed as though they are a part of the appropriate reality, with pictures hung in galleries, antique weapons in armouries, documents in files and so on. Pure information itself is stored within books, scrolls or other media most suited to its period, each of which is dimensionally transcendental and able to contain as much information as is collected. The only anachronistic features in various areas of the Renaissance section are the cameras discretely placed high on the walls in each room. These are used to collect additional data from the visitors in order and add it to the Museum's sum total of knowledge.

On its opening, the Renaissance section will undoubtedly have significant gaps in its knowledge. The large numbers of respected academics and prominent intellectuals expected to attend

the event will add to the Museum's store of knowledge, as the information they have accumulated throughout their lives will be copied into the data files by the Museum's osmotic technology.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The above describes the Museum if the Renaissance section were working properly. In fact, at the opening ceremony, when the section's doors were opened it was found only to be an empty room – much to the delight of the assembled audience, who believed it to be a statement on the impossibility of trying to know everything! Obviously, once the fault – caused by the Doctor dealing with the activities of Harcourt and Jephson (see V23) – is rectified, the section can be restored to normal.

MUSEUM CURATOR

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

SKILLS

Convince 2, Craft 1, Knowledge 4 (AoE: Individual specialism), Technology 1

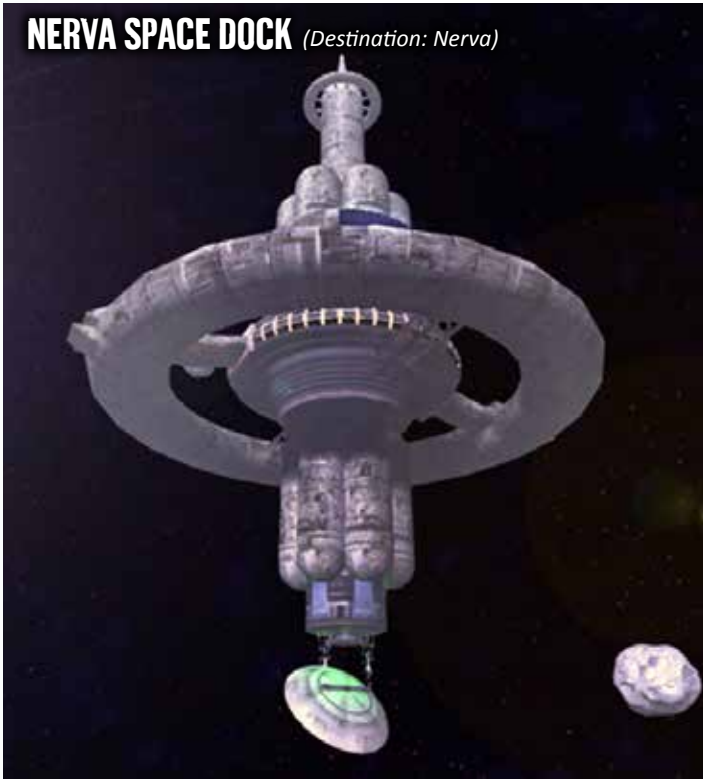
TRAITS

By the Book
Insatiable Curiosity

TECH LEVEL: 8

STORY POINTS: 2-4

NERVA SPACE DOCK (Destination: Nerva)



The Doctor first visited the Nerva space station in the far future towards the very end of its life when it was being used as an ark for the last surviving humans of an Earth rendered uninhabitable by solar flares (see *The Ark in Space*). A little later, he returned at an earlier time when it was still in its original position in orbit around Jupiter and was a navigation beacon for spaceships (see *Revenge of the Cybermen*). But it was not until he was travelling with Leela that the TARDIS brought him to the station in the late 28th Century when it was still under construction and was known as Nerva Space Dock. As its original name suggests, Nerva was built to be an orbiting space dock for larger ships, which can use its facilities for supplies, maintenance and refuelling.

Nerva is not quite finished at the time of the Doctor and Leela's visit, but it is already operational and is under the command of Commodore Giles Moreau. Even in these earliest days of its use, space tugs constantly chug around Nerva, assisting visiting ships in their manoeuvres. The crew of the Nerva are experiencing a number of technical problems though, as the new systems bed in. Communication between decks, for example, is turning out to be far less reliable than contacting the Earth millions of miles away! When a newly arrived ship – the *Aeolus* under the command of Lord Jack Corrigan – arrives, these teething problems only serve to make a dangerous situation even more deadly. A devious GM may require players to roll two dice whenever they try to use any of Nerva's systems at a critical moment in an adventure, and a double-1 means that they fail (Unlucky character must roll twice and avoid doubles on both rolls, while Lucky ones can reroll any doubles they get).

Nerva operates a strict quarantine procedure and any crew from

the visiting spacecraft who may wish to board the station must undergo a thorough screening and decontamination process before being allowed access. The Nerva is equipped with full diagnostic and treatment facilities to allow it to cope with any medical emergencies which may arise this far from Earth. At this time, the chief medical officer is Dr Alison Foster, who has decided that she wants to use her life to make a difference to the universe following the death of her daughter at seven days old.

Security on Nerva is supplemented by the use of security drudgers, small floating robots which are armed with a paralysing ray. Drudgers are the ubiquitous menial servitors in Earth's spacefaring future and pop up in many eras and with a variety of functions. They are efficient at their programmed tasks but show little in the way of initiative. Although drudgers are utilised in security roles, the construction of Nerva has been largely carried out by humans and the workforce is highly unionised. The labourers are a tough breed who are used to working in difficult conditions while wearing bulky spacesuits and are ferried from one site to the next in the Nerva's space tugs.

Although normally held in a regular orbit around Jupiter, Nerva is equipped with engines to allow it to manoeuvre in space if it needs to reposition itself.

SECURITY DRUDGER

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

SKILLS

Fighting 2, Marksman 4, Technology 3

TRAITS

Armour (5 points)
By the Book
Environmental (Major) – Drudgers do not eat, sleep or breathe
Flight (Minor)
Natural Weapon – Paralyser Beam: S(S/S/S)
Robot

TECH LEVEL: 6

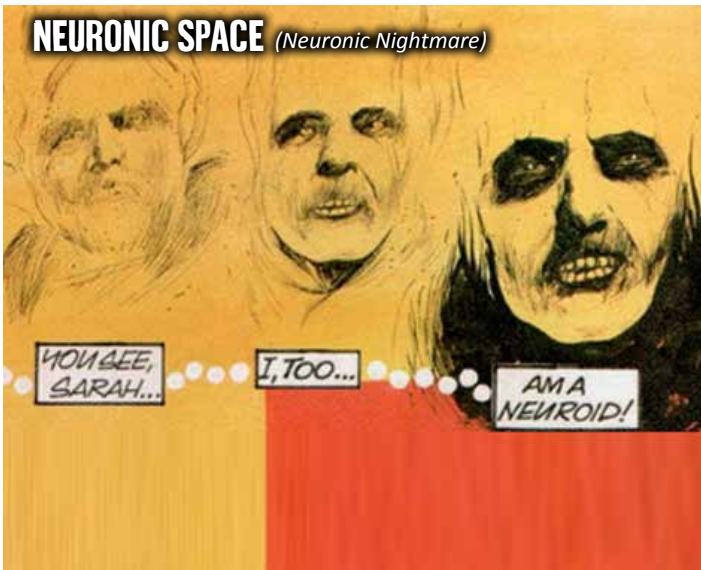
STORY POINTS: 1-2

NERVA SPACE DOCK

Armour: 15 Hit Capacity: 80 Speed: 6*

Traits: Scan, Transmit, Travel

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



Neuronic Space: the crossroads of infinity, a maelstrom of limitless dimensions where the universe can exist on a speck of dust! In such an area of space, the normal physical laws do not apply and dangerous, previously unknown energies are born. One such is neuronic energy, which exists as a low level of background radiation throughout Neuronic Space. Short-term exposure is harmless to most races, as organic bodies are able to process low levels without any long-term effects. However, high doses or continuous exposure causes a build-up which overloads the nervous system and is invariably fatal, resulting in the victim literally exploding!

Despite the dangers inherent in Neuronic Space, it is not without life. On one small planet which has found itself marooned in the region is a sentient species called the Neuroids. These are humanoid, but burn with a pale flame that renders their flesh semi-transparent, giving their faces a disconcerting, skull-like appearance. They are however able to change their form and can even copy the appearance of specific humans. Clearly the Neuroids' planet has not always been located in Neuronic Space, but has perhaps drifted into it, and the Neuroids have not developed a greater resistance to neuronic energy than any other species. As a result, they have been forced to find a way to drain the excess energy from their bodies before it builds up to a crisis point.

The Neuroids' planet is divided into two regions: Skarol and Lektra. The Skarol Neuroids have created a device to enable them to syphon off their excess energy into other sentient beings. Under the leadership of Skizos, they have captured humanoids and keep them in electronic pens on farms in Lektra. These farms breed their prisoners to try to increase their receptivity to neuronic energy, in order to extend their usefulness before they inevitably succumb to the energy build-up and die. However, the Lektra Neuroids have found a way of dispersing their energy waste harmlessly into the neuronic biosphere and are working to free the captive humanoids from the farms.

NEUROID

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Alien Senses – X-Ray Vision
Fear Factor 1
Shapeshift (Special)

TECH LEVEL: 5

STORY POINTS: 3-5

NEURONIC ENERGY

Anybody exposed to neuronic energy must keep a tally of their exposure to record the build-up within their nervous system. Every three hours of exposure to the normal background level of energy in Neuronic Space adds 1 point. This isn't recorded as damage, but once the tally reaches the total of the character's Attributes their bodies will be unable to contain the excess energy and they will literally explode! Anybody nearby can be injured by the energy release, taking 6(3/6/9) damage depending on the outcome of an Awareness + Coordination roll against a base Difficulty of 12.

Naturally, higher levels of background neuronic energy will result in a faster build-up of energy, while the Skarol Neuroids' process of syphoning off their energy build-up to another being transfers the tally to the unfortunate victim in full. Once away from the source of neuronic energy, the tally is reduced at 1 point per hour for most species.

The humanoids specially bred by the Skarol Neuroids to have a higher receptivity to neuronic energy can absorb a tally greater than their Attributes total, in some cases up to double or even triple this amount.

OSEIDON *(The Oseidon Adventure)*

The planet Oseidon, home of the belligerent Kraals (see *The Fourth Doctor Sourcebook*), is nothing but a poisonous wasteland, bleak and inhospitable. Nothing lives on the surface and the air itself is radioactive. The Kraals have been reduced to living in underground bunkers while they devise a plan to escape from this hell and secure a more inviting world for themselves. So far, they have endured twelve centuries of rising radiation levels and, although they are hardy creatures, their own planet is now deadly even to them. Indeed, according to the Doctor, Oseidon has the highest level of radiation of any inhabited planet in Mutter's Spiral.

While the First Kraal Army under the command of Styggron was defeated by the Doctor, the Second Kraal Army remained on Oseidon and is commanded by Marshal Grinmal, aided by his chief scientist Tyngworg. Tyngworg has equipped Grinmal's forces with Kraal matter-dissolving bombs similar to the one used to destroy the duplicate village of Devesham on Oseidon. These devices break down all matter within their blast radius to a molecular level. Tyngworg is also responsible for programming Grinmal's android soldiers. These androids are manufactured en masse in Kraal duplication plants, which are also able to create large scale constructs such as the duplicate Devesham (and a second duplicate Devesham, which has survived).

The Kraal Second Army has an ally in the form of the Master. Except that there appears to be more than one of him: one on Earth trying to use the White Worm (see V27) to activate a wormhole for Marshal Grinmal's invasion force, one on Oseidon assisting Tyngworg, and maybe others. All are convinced that they are the true Master, but which one is correct? Which is the real Master and which are the android duplicates? There are however some differences in terms of knowledge and abilities. The real Master has deliberately removed the details of his plans from the memory prints used to program the androids. In addition, it is also not possible to duplicate a Time Lord's mental abilities, including the Master's superior intellect and his trademark hypnotic powers. The androids can be destroyed instantly by a flick of a switch at the Kraal command centre.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The predominant form of radiation on Oseidon is O radiation, which is harmful to life. But O radiation can be converted to Z-O radiation if O radiation and Z radiation converge and react. The hybrid Z-O radiation is unstable, but Prink's Theorem postulates that it is able to emit the same level of energy as a billion neutron stars.

The Master's true plan is to detonate a critical mass of Z radiation in Oseidon's atmosphere, destroying the planet. The Z-O radiation explosion would travel along the wormhole to Earth, where the real Master would bathe in it to provide himself with enough energy to kick-start a new regenerative cycle and perhaps more.

THE ANDROID MASTER

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

SKILLS

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

TRAITS

Armour (5 points)
Boffin
Charming
Dark Secret (Major)
Machine
Obsession (Major) – Beat the Doctor; control the universe
Percussive Maintenance
Photographic Memory
Reverse the Polarity of the Neutron Flow
Robot
Selfish
Technically Adept
Time Traveller (Special) – All Tech Levels
Vortex
Weakness (Minor) – Gloating
Weakness (Major) – Terminated by the Kraals' controls

EQUIPMENT

Staser Pistol: S(S/S/S) or L(6/L/L) damage
Matter-Dissolving Bomb (Special) – Delete, Area Effect (see *The First Doctor Expanded Universe Sourcebook*), One Shot; 4 points

TECH LEVEL: 10

STORY POINTS: 4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard (but radioactive)

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Kraals

TECHNOLOGY LEVEL: 6

OXFORD 1278 *(Asylum)*



Oxford in the year 1278 AD is an important political centre. On the surface, it is a haven of tranquillity. But it is also a city of intrigue: the townsfolk, the university, the Franciscan and Dominican friars, the Jewish Quarter. Each distrusts the others, leading to suspicion of plots and counterplots. Lady Matilda governs the town from her castle, imposing her rule with its garrison of soldiers under the command of the newly-arrived knight, Richard of Hockley. But Richard has his work cut out trying to keep order among the factions outside the castle walls.

The university chancellor, Philip of Seaby, distrusts the friars, particularly the Franciscans, and has hired spies from among their order to report on the goings-on within the brotherhood. The Franciscans in turn distrust the scholars and students of the university, believing their academic study to be promoting unholy knowledge. The rival Dominicans would enjoy exposing any hint of heresy among the Franciscans, and vice versa. And the Jews are treated with suspicion and prejudice by all.

Added to this, Oxford at this time is the home of philosopher Roger Bacon (*see A30*), now living a quiet life within the Franciscan order. But his former research into alchemy and astrology makes him a prime candidate for heretical thought. So when the death of a friar within a locked room at the Franciscan House is identified as murder by the Doctor, there are numerous motives and suspects to consider. But the truth may turn out to be something far more unearthly than even the friars' contemplations can conceive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Almost seventy years in the future, in London in 1346, a group of travellers has arrived, having lost a war against the Nargrabine Military Council and been exiled from their home. But these are travellers from beyond this dimension. They are incorporeal beings whose usual corporeal hosts, Ikshar, have been destroyed

in the journey through the null-dimensions and who now seek new hosts from among the people of this world. They are beings from outside linear time and detect the Black Death that lies only two years ahead and will kill one in three of the local population. Their dimension-hopping module is damaged and lacks the energy to leap to another, safer world or even to allow the travellers to keep moving from body to body on this one. Looking into the past, they have become aware of Roger Bacon and his work to discover the elixir of life. They have therefore sent one of their number back to 1278 to encourage Bacon to resume his researches. They hope that by 1346, the people of this world will have a defence against the plague, thus ensuring their own survival.

The traveller sent back to 1278 has indeed made contact with Roger Bacon. It has taken possession of a fellow friar, who hears the traveller as a voice in his head which compels him to do as it instructs. With Bacon having resumed his research in secret, a scientific revolution far in advance of its time seems just around the corner...

THE TRAVELLER

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

SKILLS

Convince 4, Knowledge 4, Subterfuge 3, Transport 2

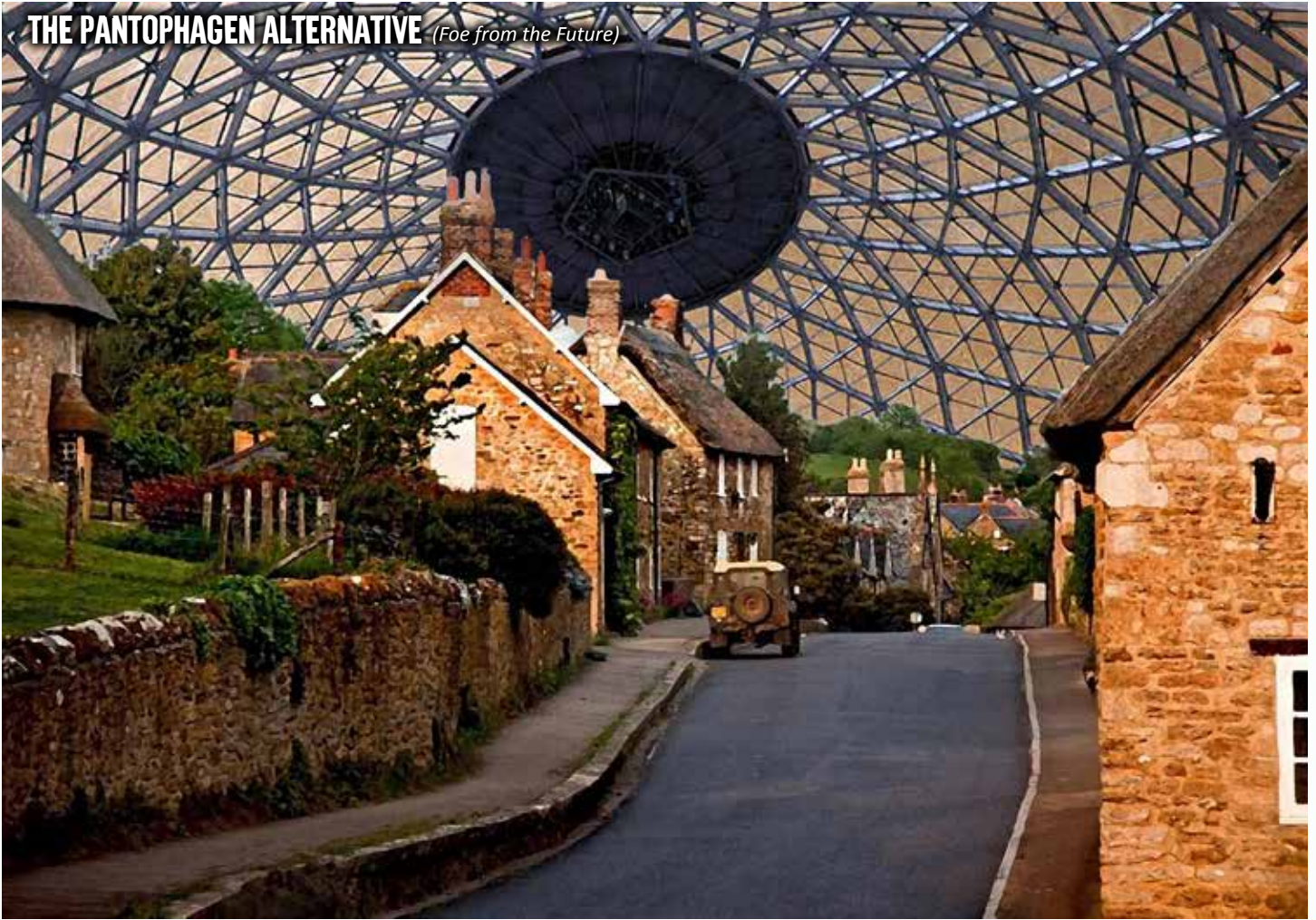
TRAITS

Alien
Feel the Turn of the Universe
Immaterial
Outcast
Possess
Postcognition (as Precognition, but sees into the past)
Precognition
Psychic
Vortex

TECH LEVEL: 8

STORY POINTS: 3-6

THE PANTOPHAGEN ALTERNATIVE *(Foe from the Future)*



In one timeline, the Fourth Doctor and Leela failed to prevent the transdimensional insectoids known as the Pantophagen (see V49) from invading Earth in 1977. By the year 4000 A.D., they had devoured entire continents.

The last remnants of humanity on this future Earth, only some 2000 in number, survive in a domed city, protected by a force field with a tell-tale shimmer. That city looks for all the world like a picturesque 20th Century English village, with shopping arcades, a small office block, a pub, a factory and so on. It is patrolled by guards armed with anachronistic lasers.

The city is in fact a training camp to teach its citizens how to behave in the 20th Century, in preparation for an evacuation back in time. There are classes in everything from hiking to washing up to accents, but the fractured historical record, pieced together by the city's experts as best they can, is inconsistent. They got the broad strokes, but not the fine details. And so the town is populated by people who wear bowler hats with Hawaiian shirts. They got washing machines spot on, but call telephones "speakeboxes". They are fairly certain the 20th Century is extremely violent – and train in combat appropriately – and believe the Prime Minister of Britain is Bruce Forsythe. And so on.

The leaders of this last human city, and the originators of the evacuation plan, are the Council of Twelve, currently headed by Supreme Councillor Geflo. They are not in full agreement as to the course to take, and have many arguments regarding their methodology. An aggressive expansionist element that wants to invade and take over the past has used fearmongering to push its agenda, promising, through their scientist Jalnik, that the impact of 2000 migrants on history would be minimal and cause no paradox, though the opposite is actually true.

Outside the city is a wasteland as far as the eye can see as Earth has been devoured by the Pantophagen. The last humans call it the Deadlands. It is full of Pantophagen, still devouring, and trying to get inside the dome. Patrols are sent out to salvage what might remain, occasionally, but this is a dangerous enterprise. Nothing survives for long in the Deadlands.

Time Lord records show the Pantophagen Alternative no longer exists thanks to the Fourth Doctor's intercession, though it may still be out there, shunted to another part of reality, for other time travellers to visit. Perhaps the key is the lone survivor of this timeline, an instructor called Shibac now living in the village of Staffham, Devon, in 20th Century England with a certain Charlotte Willis... (see A13)

PLANET E9874 (*The Exxilons*)

Like countless planets throughout the cosmos, E9874 is identified only by an alphanumeric designation rather than a true name. Tucked away in an obscure corner of the galaxy, the planet's inhabitants avoided contact with space-faring species until the coming of the Exxilons. The indigenous population of E9874 is a species of humanoids known as the Tarl. They resemble gigantic Neanderthals, perhaps seven feet or so in height, and have not yet developed beyond a stone age culture based around a tribal society. Tarl warriors are fierce and loyal to their chieftains, but their weapons are still at the stage of spears and shields. Tarl language is primitive and for some reason could not be translated by the TARDIS's telepathic circuits. Fortunately, the Tarl chief that the Doctor met had learned to speak a few words of Exxilon.

The arrival of an Exxilon hypership has promised great changes for the Tarl. Most immediately, in return for Tarl labour, the Exxilons have provided the local tribe with improved cultivation techniques, irrigation, and some basic tools and technology such as wheeled carts. In the longer term, things may not be so bright for the Tarl, as the construction of the Exxilons' beacon has led to instances of sicknesses and death among the labourers.

TARL RACE PACKAGE

Cost: 0 points

Attributes: Ingenuity -1 (-1), Strength +2 (+2)

Traits: Distinctive (-1), Technically Inept (-1), Tough (+1)

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Tarl

TECHNOLOGY LEVEL: 1

EXXILON BEACONS

During the space-faring period of Exxilon history, Exxilon hyperships journeyed far across the cosmos. Since the completion of the Great City on their homeworld (see *Death to the Daleks*), the mission of these expeditions has changed from mere exploration. Although the Exxilons are highly advanced and have not yet begun their long, slow decline, they are under the thrall of the City. It is already revered as a god, and a caste of Architects acts as its high priests, enforcing its insatiable demands. Every expedition has an Architect and their authority is supreme in all things to do with the construction of the beacons, which is now the overriding mission of the hyperships. The general Exxilon populace has been conditioned to obey the will of the Great City, though dissenters appear in every generation or two.

With Exxilon unable to meet the Great City's energy demands, its Architects are engaged in building beacons on planets across the galaxy. Each beacon draws all energy from its planet, draining machines, lifeforms and matter itself and transmitting it back to the City. Eventually, each planet will be left as a lifeless husk.

Each beacon is 316 metres tall, 50 metres wide at the base and covered with sacred Exxilon symbols. Even before the beacon is fully complete, it begins to affect the minds of all nearby. Only the Exxilons themselves are immune to this effect. Initially this is only in the immediate vicinity, and anyone present must make a Resolve + Strength roll or collapse in excruciating agony as their mind feels as if it is on fire, taking 5(2/5/7) points of damage immediately and every subsequent hour of continued exposure. Even Success results in a -2 penalty on all actions. The Difficulty level of the roll is determined by the completion of the beacon's construction. It starts with 3 at nine hours prior to completion and increases by 1 per hour; Difficulty 12 is the point at which the beacon activates, but the Difficulty continues to increase at the same rate beyond that point up to a maximum of 24. A roll must be made each hour a character remains within range of the effect. Once a character has failed a roll, they remain incapacitated and take damage until they are removed from the area of effect. The radius of effect of the beacon doubles each hour after completion: 1 km in the first hour, 2 in the second and so on. Its effect will cover the whole of an Earth-sized planet well within a day of completion.

Once fully activated, the beacon will also begin to drain the energy of all powered technology within its influence. Particularly advanced technology may be resistant and certain forcefields will provide a measure of protection, but eventually the power drain will overcome even these. Robots and other artificial intelligences can resist using the same rolls and results as above.

THE POINT OF STILLNESS *(The Abandoned)*



Do not write of the Point of Stillness. Do not draw it. Do not speak of it. Do not even whisper about it, lest you grant power to it and those which it brings into being. There is a suggestion that the Point of Stillness may itself be sentient in some way, and merely mentioning its name can attract its attention, bringing it closer and weakening the walls between reality and dreams.

The Point of Stillness is both a mathematical concept and a meditative state, and perhaps – just perhaps – a place somewhere in the multitude of dimensions where reality and dreams become blurred. It was the eye of the storm of the Big Bang and is therefore fundamental to the structure of the entire universe. It is also the key to the mathematical secrets of time travel. Anything which can affect the stability of the Point of Stillness, such as the temporal uncertainty presented by a TARDIS, risks changing the whole of reality, throughout time and space.

To anybody without a Time Lord's understanding of mathematics, the Point of Stillness is an almost impossible concept to grasp. The Doctor tried to explain the Point of Stillness to Leela by describing time travel in mathematical terms, with 000.000 being travel into the future and 00.0000 being travel into the past. The decimal point is the Point of Stillness and its movement alters the direction of travel.

As a region somewhere in the multiverse, the Point of Stillness is a very dangerous place to visit. But it can be approached, either through the purity of mathematics, or the serenity of meditation, or through unknowable pathways that only something as complex as a TARDIS can navigate.

Even a concept as abstract as the Place of Stillness gives birth to life of sorts: the Unimagined. These entities are the unrealised ideas and abandoned dreams of those who approach it, given life by a process similar to block transfer computations, but using imagination rather than mathematics. The Unimagined can reach into the minds of anyone who comes too close and take on the appearance of somebody – or something – from their victim's imagination. Normally invisible, they will appear only to those who they wish to be seen or heard by. They only continue to exist while within the realm of influence of the Point of Stillness and will fade back into nothingness once their victims have departed. Accordingly, the Unimagined will attempt to take their victims further into the Point of Stillness, to seek to make their existence

permanent in some way. Piloting a TARDIS there would be ideal for them, as its temporal nature could change the reality of the Point of Stillness itself. They would seek to re-create all of time and space to grant full corporeal life and a home for themselves and their billions of abandoned brethren.

Anyone venturing too close to the Point of Stillness will find objects being created spontaneously from their thoughts. Not just the Unimagined, but all sorts of creatures, objects and phenomena. Although the Unimagined are not themselves able to conjure physical creations from their own imaginations, they can try to influence the thoughts of others, with the aim of making them think of suitable objects to create by these means. If the target has a limited imagination, then the Unimagined will use something from their memory instead. Anybody trying to resist this process must make an Ingenuity + Resolve roll against the Unimagined.

Those few Time Lords who have touched the Point of Stillness have gained the power to create physical objects with their mind. But it is best not to go there, as the risk of releasing entities with potentially limitless powers on the universe is great. The coordinates for the Point of Stillness are zero by zero zero to the power of point zero. Its appearance is a matter of speculation, as so few people have been there and lived to tell the tale. It could be as its name suggests, a region of absolute stillness, without flaws or imperfections. Perhaps just a blank void... until an external force introduces imagination and dreams. The similarities between the Point of Stillness and the Land of Fiction imply a relationship – or at least a proximity – between the two.

THE UNIMAGINED

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

SKILLS

Convince 4, Subterfuge 4

TRAITS

Dependency (Major) - Proximity to the Point of Stillness
Hypnosis (Special)
Invisible
Psychic
Shapeshift (Special)
Telepathy
Teleport

TECH LEVEL: N/A

STORY POINTS: 1-3



PROSPERITY *(The Lost Generation)*

When the TARDIS brought the Doctor and Sarah Jane to Prosperity, they found themselves in a glade in a forest of tall, spindly oak trees. Which was odd because, as the Doctor pointed out, oak trees don't grow anywhere in the galaxy apart from Earth. Prosperity is inhabited by a people who are not quite human, at least eight feet in height, with thin, gangly limbs. Their skin tones are pale and washed out, and their noses are little more than wrinkles of flesh protecting tiny vents. These people are the Umans, who have a tribal, Stone Age society. Uman warriors are armed with crude weapons made from modified tools from a more advanced civilisation. One might carry a spade, another a hoe, and another a laser cutter.

Although covered in undergrowth, the trails through the forest of Prosperity seem more like the tunnels and trenches of a military bunker, with vegetation blocking out any sight of the sky above. In the perpetual shadows between the trees and bushes, lights wink on and off like glowing insects or the eyes of forest creatures. The village of the Umans lies in a clearing in the heart of the forest and is comprised of a collection of makeshift dwellings constructed from sheets of corrugated plastic and tempered steel, and the lights among the foliage can be seen to be winking diodes and other electrical apparatus.

The Elders of the tribe, the left-tenant and the right-tenant, reside in the main hut of the village and guard the entrance to the Temple of Life. Within is the object that the Umans hold in reverence: the Crucible, believed to be the origin of life. They protect the Crucible against a rival tribe led by the Pilot.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Clearly, the Umans are descended from Earth colonists, their physical appearance having been altered over the generations as a result of the slightly low gravity of Prosperity. Prosperity itself is a gigantic colony ship from the very early days of interstellar travel, a generation ark that has been heading to the stars for millennia. Within the Temple of Life, the Crucible is the shattered remains of the stasis pods which once held Prosperity's human cargo in hibernation. They have long since decomposed, reduced to nothing but compost which has fed the plants which have

spread from their biodomes. The Umans are the descendants of the ship's crew. They and the animals on the ship have evolved to survive in their artificial environment. Sheep from the livestock and rats from the labs have grown enormous and carnivorous. What other dangers lurk among the trees?

Still sitting at the ship's controls on the bridge is the creature the Umans hold in fear: the Pilot. The bridge and the rooms and corridors around it are devoid of any life, and are patrolled by the Pilot's drones, the ship's maintenance robots. They are human-sized and made of the same base metal as the ship's walls. The drones are sexless and have moulded human faces with eyes that shine a brilliant electric blue and an open slit for a mouth. The Pilot can transfer its consciousness into any of these drones, to see, speak and act through.

The Pilot itself, once a human called Ana, is partially skeletal, with dry leathery flesh clinging to the bones. Eyes have shrivelled away, and lips have shrunk back. Wires erupt from the back of the skull, snaking away into a hatch in the ground. Despite appearances, the Pilot is alive, maintained for 3,500 years by the ship's machines until she can complete her mission. Even though the humans on Prosperity have devolved, the Pilot still considers them to be people and she must get them to landfall on a new world.

THE PILOT

ATTRIBUTES: Awareness 2, Ingenuity 3, Presence 2, Resolve 6

SKILLS: Convince 1, Knowledge 1, Technology 3, Transport 5

TRAITS: Alien Appearance, Cyborg, Fear Factor 2
Networked (Major), Obsessed (Major), Slow (Major) - Immobile

TECH LEVEL: 5

STORY POINTS: 6

DRONE

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

Skills: Fighting 3, Survival 3

Traits: Armour (5 points), By the Program, Environmental (Major), Networked (Major), Robot

Equipment: Laser Pistols – 5(2/5/7) damage

Tech Level: 5

Story Points: 1-2

UMAN RACE PACKAGE

Cost: -2 points

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

PROXIMA MAJOR *(The Dalek Contract, The Final Phase)*

Something terrible has happened to Proxima Major. Formerly a temperate world with a large, tropical equatorial zone and enjoying long summers and mild winters, it has drifted out of its normal orbit and suffered catastrophic climate change, becoming instead a bleak frozen wilderness. This devastation has been caused by experiments conducted by the Conglomerate space platform Fortune II (a replacement for the original platform, Fortune, destroyed by migrating Laan, see V34), which has widened a naturally occurring dimensional tear to create a quantum gateway within the Proxima System.

Proxima Major's indigenous people appear humanoid, though they are not human. The Conglomerate's CEO, Cuthbert (see V11), claims that he offered what he terms "generous reparations" to their government, but they refused to accept them. In reality, when the Proximans refused to cooperate with Cuthbert, he sent in the Conglomerate's new security force, the Daleks, to clear the planet, and most Proximans are now imprisoned in off-world internment camps. Though at least Cuthbert has restrained the Daleks from exterminating them.

Several groups of freedom fighters have evaded capture on Proxima Major and are waging a hopeless guerrilla war, ambushing Dalek patrols to little effect. A few have secured a number of missile launch sites and occasionally take pot-shots at the space platform and any ships which venture within range. But

the Proximans are outnumbered and outgunned, and by the time that the Doctor and Romana arrive on the planet, they have been reduced to a handful of isolated bases, with the main resistance group led by Chidak, the former Minister of Security. One of the rival groups is formed of Hirtas separatists who, before the Dalek invasion, had been agitating for independence for their northern homelands. They were considered to be anarchist rebels by the government, and cooperation between them and Chidak's group will undoubtedly be strained.

THE QUANTUM GATEWAY

The quantum gateway is a portal to another universe. When the Conglomerate first discovered the dimensional tear hanging in space, it was only two atoms across. But they have been working on widening it and stabilising the resulting gateway, which is now contained within an extradimensional observation chamber aboard Fortune II. Once it has stabilised, Cuthbert intends to step through the gateway so he can go back in time to use his future knowledge to ensure the success of the Conglomerate. The Daleks, however, have other plans and intend to send entire armies through in order to conquer an infinity of realities.

As well as the disastrous consequences for Proxima Major, the Conglomerate's experiments have also resulted in a build-up of Zucodam's Haze in the Proxima System, especially around Fortune II itself. Zucodam's Haze is formed by interdimensional particles and is associated with temporal-spatio leakage, in this case from the creation of the quantum gateway. The particles cause dimensional and temporal instability, and in sufficient quantities they are capable of ripping the universe apart. If somehow focussed on a target, they are devastating even in small concentrations.

If the quantum gateway could be closed, it is likely that the Proxima System's gravitational forces will cause Proxima Major to drift slowly back to its original position, gradually restoring its climate.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

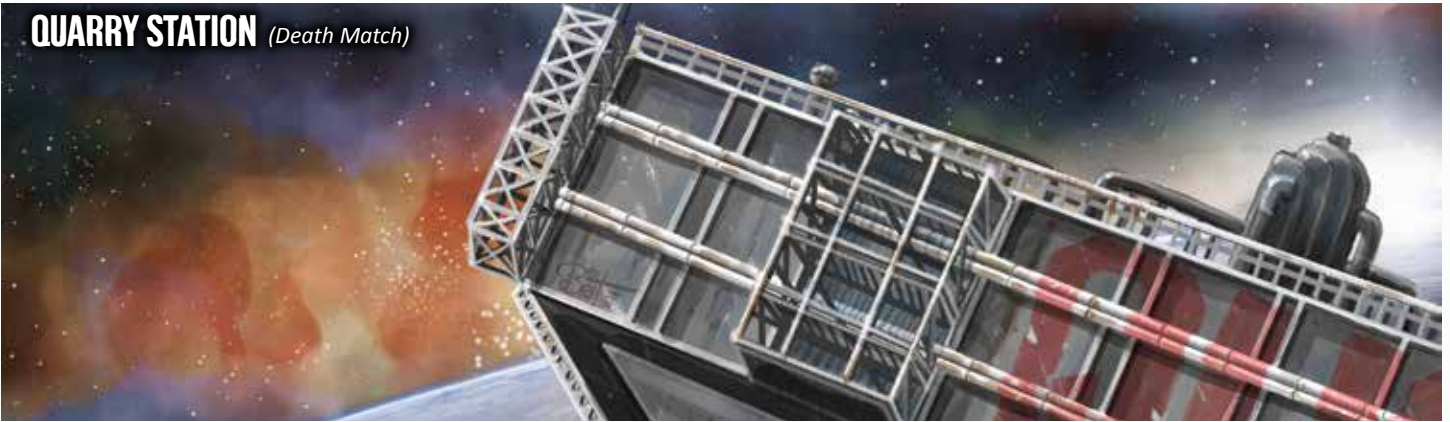
CLIMATE: Arctic

SATELLITES: 0

SENTIENT SPECIES: Proximans

TECHNOLOGY LEVEL: 5

QUARRY STATION *(Death Match)*



Orbiting high above an uninhabited ocean world within a remote part of the Ten Systems is a seemingly derelict space platform. Apparently lifeless and shielded against scanning technology, this has been repurposed as Quarry Station, an extensive maze-like arena within which the champions of the ultra-rich engage in mortal combat in the Death-Match. Participation in the games is strictly controlled, and Quarry Station is surrounded by a forcefield to prevent unauthorised access, even by teleport systems as advanced as TARDISEs since the arrival of the Hunt Master. However, the forcefield is a lattice and there are gaps through which something as small as, say, K9 could squeeze.

The guests whose warriors fight in the Death-Match must be wealthy enough to own at least two planets just to be here. These decadent despots, military leaders and multi-trillionaires can monitor the progress of their champions from the safety and opulence of the Gallery in the Pursuit Lounge located on one of the few small land masses on the planet below. From the Gallery, guests can place bets on the outcome of the fights as they occur. Naturally, the house has no limit. Prizes are awarded for every kill, with bonuses for rogue elements such as intruders. But ultimately there can only be one winner, the final warrior left alive on the Station. New contestants arrive throughout the games, though only a few survive for more than a handful of days. However, there are caches of ration packs hidden aboard the Station to sustain a longer campaign. The only rule is that no energy weapons are permitted, and the Station's defences include a dampening field which interferes with the operation of any which are somehow smuggled on board.

As well as the opposing warriors, the labyrinthine corridors of Quarry Station are populated with automated sentries: robotic locusts and mecha-wolves choose their victims at random, and there are rumours of a truly monstrous megacroc lurking in the Pit of Fear at the centre of the Station. The Pit is also protected by a field of artificially generated fear designed to deter entry (characters must make a Presence + Resolve roll against Difficulty 15 just to enter the area, with modifiers as Fear Factor).

Quarry Station was set up by the Games Lord. However, he was ousted when his champion was defeated by a new arrival. The new owner of the Station is the Hunt Master, and his champion, the Huntress, remains undefeated. The Hunt Master is in fact none

other than the Master in his decaying form, while his champion is Leela, kidnapped and placed on Quarry Station where she must fight to survive. The Master's chief of staff and general factotum is Vargrave. He and his security team teleport competitors up to the Station and capture any uninvited intruders who might somehow arrive at the Pursuit Lounge. Everyone sent to the Station is fitted with coronets capable of disintegrating the wearer. They will activate if tampered with, but are more usually used to set a time limit for the games, with all coronets activating if more than one contestant is still alive at the end of the time period.

Unsurprisingly, the games' odds are stacked in the favour of the house, with the robotic sentries programmed not to attack the Hunt Master's champion. In addition, the camera feeds to the Gallery are on a time delay, and if the champion is about to be killed the feed cuts out ("technical difficulties") while she is teleported to safety to a hidden base within the Pit of Fear. Here, there is a medilab programmed to heal only the champion, plus a teleport capsule capable of local hops within the Station. The megacroc is merely a fiction to deter the contestants from discovering this base.

But surely the Master has greater ambitions than those offered by the Death-Match itself? Could it be that by gathering the most powerful rulers in one place, he plans to take control of the Ten Systems?

ROBOT LOCUST

Attributes: Strength N/A, Coordination 4, Awareness 3

Skills: Fighting 3

Traits: Flight (Major), Natural Weapon (Bite: 2(1/2/3) damage), Robot, Size – Tiny (Major)

Story Points: 1

MECHA-WOLF

Attributes: Strength 5, Coordination 3, Awareness 4

Skills: Athletics 4, Fighting 4

Traits: Armour (5 points), Fear Factor 1, Natural Weapons (Robotic Jaws: Strength +2 damage), Robot

Story Points: 2

RMS QUEEN MARY *(Ghost Ship)*

The RMS Queen Mary was an ocean liner that primarily ran on the North Atlantic route between Southampton and New York via Cherbourg. It was owned by the Cunard Line and operated between 1936 and 1967. Queen Mary and her running mate the RMS Queen Elizabeth were the British response to the French and German superliners which were built in the 1920s and early '30s. Queen Mary won the Blue Riband for the fastest transatlantic crossing by a passenger liner in 1936, losing it in 1937, and then winning the accolade back the following year and retaining it until 1952. She was the flagship of the Cunard Line from her launch until 1946, when she was replaced by Queen Elizabeth. During the Second World War, Queen Mary was converted into a troop ship and used to ferry Allied soldiers. After the War, she was refitted as a passenger liner and, until the late 1950s, she and her sister ship dominated the transatlantic passenger market. Queen Mary was officially retired in 1967 after Cunard's declining profits turned to losses. Her final voyage took her to Long Beach, California, where she has since been permanently moored and was converted into a tourist attraction featuring restaurants, a museum and a hotel.

With an overall length in excess of 1,000 feet, Queen Mary had a crew of 1,101 and was capable of carrying 2,139 passengers, divided among cabin (first) class, tourist class and third class. She had all the facilities one might expect of a passenger liner, including two swimming pools, a music studio and lecture hall, libraries, beauty salons, children's nurseries, dog kennels, outdoor paddle tennis courts, numerous dining rooms, bars and restaurants, and telephone connectivity to anywhere in the world. She was capable of sustained speeds in excess of 30 knots (34.5 mph; 55.5 km/h).

Since being permanently docked at Long Beach, Queen Mary has gained a reputation as one of the most haunted places in the world. Among the many ghostly sightings which have been reported over the years are those of a crewman rumoured to

have died in the engine rooms, a "lady in white" and children who drowned in one of the ship's pool. One of the passenger cabins is alleged to be haunted by the spirit of a man who was murdered there, and there are reports of the sounds of children playing in the former nursery.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The reality is that these are not supernatural phenomena, and the Doctor is one of the few people to have learned the truth behind these apparitions. Arriving on the ship in 1963, he soon finds that members of the crew and passengers alike are suffering from a sense of foreboding and despair, and some claim to have been menaced by terrifying ghosts. On investigating, the Doctor is himself assaulted by these phantoms and locates the source of the disturbances to be in cabin 672. But he is initially unable to approach the cabin due to the strength of the psychic terror emanating from it.

Eventually, the Doctor determines that the cabin's occupant, Peter Osbourne, is a quantum physicist on his way to America to try to secure funding for the development of his prototype Time Visualiser (see G9), with which he hopes to look through time and see events in history. Continuing his experiments on the prototype, Osbourne has inadvertently captured portions of the life essence of everyone who has ever been or will ever be on Queen Mary, tormenting them within the Visualiser itself. The "ghosts" are these psychic fragments caught at times of their greatest fear and despair. When the amoral and insane Osbourne refuses to stop his experiments, the Doctor resorts to smashing the machine, releasing the captured spirits. Although they are now freed, their psychic gestalt will forever be part of the structure of the ship, resulting in the stories of spectral sightings over the decades to come.

THE ROCK OF JUDGEMENT *(The Romance of Crime)*



Somewhere between the erratic, spooling orbit of Planet Two and the graceful arc of Planet Three in the Uva Beta Uva system, a two-mile wide asteroid moves through space on a constantly shifting, randomised course, powered by gigantic rocket ports bolted to its rear. A magnificent building sprawls over the asteroid. Its stacked storeys and arrays of turrets and towers appear to be made of stone, but they are not. Light pours from windows in the vaulted halls and high-ceiling chambers that lead away from the central block. Inside is a hive of activity, for this is the Rock of Judgement. Barristers and their clerks, solicitors, law students, ushers, administrative workers, psychologists, wardens, security operatives and criminals; each have their place somewhere within the nine miles of coiled corridors. Most of those working here voluntarily drink the neural inhibitors in the water to keep them happy during the long tours of duty away from their home planets.

A concealed docking port is unused since the construction of the building due to the Rock's transmat facilities, and a laser cannon, ceremonially ornamented, is still primed for the unlikely event of an attack. An aerial whirls on top of the central tower, providing a constant link to Uva Beta Uva Five. Unimaginatively renamed New Earth (as were numerous colony worlds), Five is a former Earth colony which now governs the system. Shortly after New Earth was originally settled, Uva Beta Uva Three was found to be composed almost entirely of belzite, then fourth on the list of most valuable non-terrestrial minerals posted by Earth Government. Inevitably, the mining corporations blundered in and the Uva Beta Uva system found itself at the centre of a rush unparalleled in

cosmic history. But that was one hundred and fifty years ago. By the early 25th Century, the belzite is long gone, Planet Three is a gutted hulk and the other worlds in the system have similarly been drained of whatever mineral wealth they once possessed.

The Rock of Judgement was built to handle the worst criminals in the Uva Beta Uva system. 80% of murderers tried here are found guilty, and 95% of those are taken down to the cells below the courtrooms, where they will spend their final days in what has become known as Death Corridor before their termination in the particle reversal chamber. The chamber's victims have included such notorious criminals as Mrs Naomi Blakemore (who murdered several of her husbands), Ventol (the three-headed killer of the lower city), the Zinctown Basher, Strapping Jack and Xais, the Psychic Mutant, all of whose likenesses are preserved in the gallery of the Rock's resident artist, Menlove Stokes (see V43).

The station administrator and chief justice is High Archon Pyerpoint. Pyerpoint has had an illustrious career: called to the bar at twenty, first brief at twenty-one, criminal barrister of repute for over twenty years, confirmed as High Archon aged forty-five. Now much older, Pyerpoint has a lined face and piercing eyes. Pyerpoint has secretly been involved in various criminal activities, using his position to condemn any who could pose a threat to him. He was the establishment informant for the Nisbett gang (see V48), before betraying them to the law; and he has ambitions of immortality, secretly allying himself with the seemingly dead Xais (see V79) in order to discover how to copy his mind into the mineral helicon to cheat death as she has done.

HIGH ARCHON PYERPOINT

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

SKILLS

Convince 5 (AoE: Debating), Knowledge 5 (AoE: Law), Marksman 2, Technology 1, Transport 2

TRAITS

Authority (Minor) – High Archon
By the Book
Dark Secret (Major) – Criminal activities
Voice of Authority

EQUIPMENT

Concealed laser pistol: 5(2/5/7)

TECH LEVEL: 6

STORY POINTS: 8

SEPULCHRE (*Demon Quest: Sepulchre*)

Sepulchre is the name of the trap built by the Demon (see V17) to imprison the Doctor. On the inside, it appears to be an old English country house, a stately home containing a warren of panelled rooms on several storeys. Although comfortably furnished, it is a dark and gloomy place. Heavy curtains conceal the windows, but behind them, nothing can be seen outside. There is just complete blackness like the darkest night with no stars and not even the hint of a horizon.

Sepulchre is actually built on an asteroid located on the very edge of the universe so that, according to the Doctor, one good shove could tip it over the edge. The house is blanketed by a layer of nothingness, a negative field, which explains the utter blackness seen through the windows. Not even light passes through this blanket. From the inside, nothing can be seen without; and if it were possible to peer in from outside, nothing could be seen within - not even the house, just absolute darkness. This negative field prevents anybody from leaving the house, even if there were anywhere outside for them to go to. Only by dimensional transference, such as with a TARDIS, can an escape be made – and the Demon is quick to remove access to any such means from its guests.

Within Sepulchre are the usual rooms you might associate with a grand old house: drawing rooms, bedrooms, dining rooms and so on. Behind a plain door, around the edges of which seeps an unearthly green glow, is the Demon's dematerialisation chamber, a sort of primitive TARDIS.

The real secret of Sepulchre lies beneath the house and within the

asteroid itself. There is no physical access into the asteroid, but the Demon is able to open dimensional portals in certain rooms within the house. Such portals take the form of a raging green flame which spreads across the floor. Anyone caught within in it vanishes and reappears floating down from the ceiling of a cave of emerald rock, with the green flame burning overhead. The caves and tunnels within the asteroid all lead into a vast central cavern. The strange other-dimensions of the Demon's realm give the disconcerting impression that this is actually a far greater space than the green rock walls suggest.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Within this central cavern is the true purpose of Sepulchre: a black stone sarcophagus-like device within which the Demon's prisoner can be restrained, not by physical chains, but by psychic bonds (requiring a Presence + Resolve roll at Difficulty 21 to resist). Within the sarcophagus, the prisoner will be linked to numerous electronic cables and electrodes. Built on the orders of the Hornets of Lenta (see V26), the Demon's secret employers, this device is intended to convert the Doctor into the Atlas of All Time. Destroying his body in the process, the machine will access the experiences and memories of his travels to generate a hugely complex space-time map which will give them mastery over the secrets of time travel.

THE ATLAS OF ALL TIME [Special Gadget]

Traits: Clairvoyance (limited to times and places the subject has been), Feel the Turn of the Universe, Vortex

Cost: 3 points

SHANGHAI 1937 *(The Shadow of Weng-Chiang)*

During the 19th Century, the Chinese port city of Shanghai became the focus of much overseas interest because of its location and economic potential. In the 1840s, it was opened to international trade, effectively ending the monopoly held by the southern city of Canton. The British and American settlements united to form the Shanghai International Settlement, with the French Concession being set up separately. In 1895, following the conclusion of the Sino-Japanese War, Japan was added to the list of foreign powers within Shanghai. During the late 19th and early 20th Centuries, tens of thousands of foreigners came to the city, in some cases remaining there for generations. Under the Republic of China, Shanghai became a municipality in 1927, though its control excluded the foreign territories. By 1932, Shanghai had become the world's fifth largest city and contained some 70,000 foreigners. It was the most important financial centre in the Far East and had earned the nickname "the Great Athens of China". By 1937, Shanghai is a multicultural city, but one divided among the Republic of China and several foreign powers.

China is actually ruled by Kuomintang, an alliance of Nationalist warlords founded in 1911 by Sun Yat Sen and which had overthrown the Emperor Pu Yi when he was still a boy. There had soon emerged a Communist influence, filtering down from the USSR in the north. When Chiang-Kai Shek took over the Kuomintang, he launched several punitive expeditions against the Communists, eventually driving them into the mountainous regions in north and central China. In Shanghai, as part of the price for his Western alliances, Chiang allows the British to use Sikhs to police the International Settlement, while the French use Vietnamese troops in their Concession, and British, American and Japanese marines patrol the docklands and their respective territories. They are all supposed to hand over those they arrest for punishment by the Chinese authorities. But it is commonplace for arrestees to reach a separate agreement to avoid the handover, particularly foreigners or the rich. In the Old City in the south-west corner of Shanghai, the Chinese are much stricter in their observance of police procedure.

One of the themes of Shanghai, indeed China, in the 1930s is the increasing threat from Japan. The occurrences of Japanese aggression towards China include the invasion of Manchuria in 1931 and the Shanghai Incident of 1932, the latter being a short war which had ended in stalemate and resulted in Shanghai becoming a demilitarised zone. These incidents saw China gradually lose territory to Japan piece by piece. By 1937, all-out war is virtually inevitable and the Japanese have deployed increasing numbers of troops in China, far greater than the forces of the European powers and in contravention of the agreed limits under the Boxer Protocol of 1901.

1937 is the year in which the situation escalates into the Second Sino-Japanese War. It would be easy for a group of visiting time travellers to become involved in events which form the actual trigger. In real life, it was the Marco Polo Bridge Incident, when on 7th July a Japanese soldier failed to return to his post near the town of Wanping. The cause of this is still a mystery and by the time he reappeared, both sides had mobilised their troops. Shanghai itself is the location of one of the largest and bloodiest battles of the entire war, lasting from August 13th to November 26th. The battle results in almost 400,000 casualties and the Chinese finally succumbing to an overwhelming onslaught by Japanese air, sea and armoured forces after a dogged resistance by the National Revolutionary Army. The Japanese then occupy Shanghai (other than the foreign concessions, which are taken by Japan in December 1941) until the end of the Second World War.

The tongs are still a powerful influence in Shanghai in 1937. Under the command of Hsien-Ko Chang (see V28), the Tong of the Black Scorpion (see X5) is a particular threat to law and order. But Hsien-Ko has her own agenda and is using the Black Scorpion to fulfil her plans of revenge against the man who caused her father's death: Magnus Greel. Once she has dealt with Greel, she also intends to use her nuclear reactor to boost her natural abilities and travel back in time to prevent the Japanese invasion of Manchuria, thus changing the history of the Sino-Japanese conflict and Shanghai itself.



The planet Shem has the feel of a world from the adventures of Flash Gordon or John Carter, populated as it is by diverse peoples and featuring such creatures as winged men and a race of sentient monkeys. It is in many ways a barbaric world, with three rival tribes brought together under the leadership of a strong ruler. Without a firm hand, Shem society would quickly descend into inter-tribal conflict. The Doctor was friends with Azli, supreme ruler of Shem, and after his death he was invited to the coronation of Azli's daughter, Princess Azula. But when he and Leela arrived on Shem, they found that the leaders of the Monashem and Pagashem tribes were already fighting to seize control of the throne. Their true prize though was the Power, an enigmatic object of almost religious veneration which the ruling family has kept hidden from the people for fear that it would lead to conflict.

Princess Azula, her guards and others of the ruling class on Shem appear to be nothing more than human-sized monkeys, albeit intelligent monkeys clothed in regal attire. By comparison, the people of the Monashem and Pagashem tribes are human in the main, but there seems to be a high rate of natural mutations among them. Orga, leader of the Monashem, has an additional and fully functional right arm, while Zig, ruler of the Pagashem, sports a pair of huge feathered wings enabling him to take to the air. The most monstrous mutations are cast into a vast pit, where criminals are thrown to be judged in a trial of combat against the so-called Prosecution. In addition to the sentient peoples of Shem, the world is inhabited by numerous fantastical or nightmarish beasts. Among the more notable ones are porgs, deadly fighting swine with ravenous appetites and specially sharpened teeth, which are trained as hunting animals by the tribesmen.

Shem is a technologically undeveloped planet, and combat between the warlike tribes is at the level of steel swords and plate mail or similar armour. Its society is likewise medieval, as evidenced by its feudalism and brutal form of justice. But although unknown to the people at large, the Power, the source of the ruling family's dominance over the tribes, is nothing more than a

book of learning, of wisdom and kindness, of hope and tolerance, of courage and persistence, of patience, faith, truth and love. The book holds the secret, but the Power itself is in all Shemians to use wisely and bring about a lasting peace to the planet. Rather than being a mystical "force", the Power is the promotion of a way of life with the aim of building a more peaceful and tolerant society.

PORG

Attributes: Strength 7, Coordination 3, Awareness 4

Skills: Athletics 3, Fighting 4, Survival 4

Traits: Keen Senses (Minor: Smell), Natural Weapons – Teeth (Strength +2 damage), Tough

THE POWER [Special Gadget]

Traits: Augment (Special: provides +2 Ingenuity, Presence and Resolve on rolls relevant to the book's subject matter when seeking guidance from the book)

Cost: 3 points

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Shemians

TECHNOLOGY LEVEL: 2

ST MATILDA'S COLLEGE, OXFORD *(The Cloisters of Terror)*

St Matilda's College, Oxford was founded as a convent in the 10th Century by the eponymous St Matilda. By the time that the Doctor and Leela visit it in 1977, on the trail of an alien energy trace, it is a college within Oxford University. As an all-woman's college, St Matilda's has a strict rule that men may not enter the college's property.

As well as being a university college, St Matilda's is still a working convent. The sisters of the order are granted free residence by the College, and the head of the order, Sister Frances Beckett, has retained a great deal of authority. Dame Emily Shaw (see *The Third Doctor Expanded Universe Sourcebook*) has recently been appointed as the Dean in order to modernise the College and drag it kicking and screaming into the 20th Century. However, Sister Beckett and her nuns resent the intrusion of the college into their once peaceful way of life, and the sisterhood is often at loggerheads with Dame Emily. Although she is now of advancing years, Sister Beckett has retained all her faculties and is a formidable woman.

The College Library includes many documents on the history of St Matilda's. The earliest, *The Chronicles*, covers the founding of the convent, but wasn't written until the 16th Century. It records how a young girl, Matilda, was visited in the year 985 by three angels, who foretold that she would be martyred. Matilda was inspired by this visitation to found the convent. Anybody studying *The Chronicles* and the later documents may spot an odd pattern. In 1481, a novice disappeared from the convent and was never seen again; in 1729, there was another disappearance; another in 1853, then 1915, 1946, 1961, 1969, 1973, 1975 and 1976. It is clear that the frequency of these incidents has increased dramatically over the centuries. But what is perhaps less immediately obvious is that there is a geometric progression at work, with the period between disappearances halving each time. More disappearances have taken place in 1977, but they are too recent to have been recorded in the Library's documents, and the period between them is now down to weeks, perhaps even days. Soon it will be just hours. But none of these incidents has ever been reported to the police. Until the most recent, they all involved novices, and knowledge of the disappearances has been kept within the

convent walls.

The most recent girl to go missing is Lynn Pickering, a student who uncovered the story of the Three Sisters of St Matilda (see V68), a trio of ghostly nuns who are reputed to herald a disappearance. Images of the Sisters can be found throughout the iconography of the College, in the stonework and the stained glass windows. The Sisters appear only to those whose disappearance they presage, striking mortal fear into their hearts, and on the evening before her own vanishing, Lynn claimed to have seen them watching her. Strangely, Sister Beckett is opposed to Dame Emily reporting Lynn's disappearance to the police, claiming that she will undoubtedly turn up safe sooner or later. After all, many students drop out of college without warning, don't they?

SISTER BECKETT

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

SKILLS

Convince 4

TRAITS

Code of Conduct (Major) – Holy Orders
 Dark Secret (Major) – see the entry on the Three Sisters of St Matilda
 Distinctive
 Indomitable
 Voice of Authority

TECH LEVEL: 5

STORY POINTS: 5

SUMANA *(Match of the Day)*



The Geewin system is one of the innumerable star systems colonised by the Earth Empire in its early phase of expansion. It takes its name from the largest planet, the gas giant Geewin, which has a ring of ice and rock fragments. The main inhabited planet is Sumana, but there are settlements on several of the other worlds and moons (many of them hellholes, admittedly), as well as numerous permanently inhabited space stations, including the three largest, the Big Wheel Colonies. The Hakai Orbital Transfer Station, owned by the Hakai Corporation (see V35) and in orbit above Sumana, is a key transport hub for anyone travelling to or from the planet.

As a former colony world, Sumana is Earth-like in most respects, with animals such as dogs, cats, mice and bird species which were introduced when the planet was first settled. Sumana is the de facto seat of government for the entire Geewin system and is now independent of Earth. Society on Sumana is underpinned by duelling, a formalised system of combat involving professional duellists, leagues and legalised killing. The arena in which the public duels take place is treated almost as hallowed ground, and the rules and rituals of duelling are not only upheld by law but are virtually sacred. However, spot challenges can also be made outside of the arena, and any duellist can be challenged to combat by anyone at any time. The main rules are that a formal challenge must be made before an attack and that the fight must end with the death of the loser. To fail to kill a defeated opponent is illegal and, as with most crimes associated with breaking the rules of duelling, is punishable by "skullcapping", whereby the guilty are lobotomised electronically and set loose as viable targets for spot challenges. Although there are criminal courts which deal with more general crimes, the Court of Attack conducts trials for any offences connected with duelling, with the Senior Umpire being the supreme authority.

Professional duellists can become wealthy celebrities and appoint agents (governed by the Guild of Agents) to deal with their management and publicity. Duellists, arena and tournaments are all financed by sponsorship from the major corporations of the Geewin system. These corporations have huge financial power and political influence throughout the system, with the Hakai

Corporation being the most powerful of all. Although their use is not widespread, the corporations have developed sophisticated (and expensive) androids which are virtually indistinguishable from humans.

Although the barbaric nature of the duelling system is a fact of life on Sumana, there are a few people who recognise that their society needs to rise above this in order to develop. But those people are prepared to kill in order to discredit the system. When the Doctor and Leela arrive on Sumana, one duellist, Keefer, is already on the trail of the conspiracy while trying to avoid being murdered by its assassins. Can the time travellers escape being sentenced to death by the bizarre system of justice on Sumana, while at the same time unmasking the conspirators?

DEUILLIST

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

SKILLS

Athletics 3, Fighting 4, Marksman 4, Medicine 1, Survival 2, Technology 2

TRAITS

Adversaries (Minor) – All other duellists
Code of Conduct (Major) – Duelling laws
Five Rounds Rapid
Quick Reflexes

EQUIPMENT

Duellists always carry a variety of weapons, from knives and swords to guns and grenades

TECH LEVEL: 6

STORY POINTS: 2-5

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Human

TECHNOLOGY LEVEL: 6

SYNCHRONIS (*Empathy Games*)

Synchronis is a world whose people appear human other than having deep blue skin. It has no war, no hunger and no poverty; only peace and harmony. In order to protect this utopia, visitors are not allowed.

The capital city of Synchronis is Paxus Majoritus, a place of beautiful buildings and civilised people. Weapons are not permitted within the city boundaries, though they are openly traded in the market in the central square. These though are purely ornamental, and nobody uses them in combat. Virtually anything can be bought in the market, including exotic fruits, creatures and birds, shining alien stones, paintings and cloths. The people here all seem happy, without a care in the world. Floating over the crowds are what appear to be glowing insects, but which are actually tiny machines called Observationals, telepathic communication nodes monitoring all activity and reporting to Synchronis' Co-ordinator.

Dominating the square is the Palace of Inner Tranquillity, a grand building which is known as a place of healing and whose gleaming, golden roof is only just visible through the clouds. But the sky over Paxus Majoritus is not what it seems. It is one of the 700 Wonders of the Universe and the largest water sculpture ever created, the Waters of Empathy, like a huge waterfall going up instead of down. The "clouds" are actually enormous balls of foam floating away across the dark roof of a series of buildings on the horizon. These are the Buildings of Stability and contain the massive gravitational devices that keep the water up.

Also in the market square is a structure of metal consisting of three smooth round globes connected by winding tubes which sway in the breeze. This is the Helix of Synchronis. Publically, it is an ancient symbol of peace and prosperity. But in reality, it is the hub of the city's central nervous system, regulating the gravitational field of the Waters of Empathy, controlling the weather and co-ordinating the Observationals. If the Helix is disabled, a feedback pulse will cause temporary fluctuations in the local gravity, resulting in earth tremors and storms.

The city is governed by Co-ordinator Angell, a tall elderly man with a white beard and a friendly but firm manner. Despite the city's restrictions on weapons, Angell secretly carries a gun.

Certain members of the population of Paxus Majoritus are termed Cathartics. They are small in stature, but strong and fast. Once per year, they take part in the Empathy Games, entering the Pit, a network of tunnels under the city, to hunt down the humanoid rodents that live there. These creatures grow to roughly half the size of a human, and have dirty hairless heads, cold blue eyes, and sharp claws and vicious teeth. The rodents have a limited intelligence, lower than human level, but are considered to be vermin. During the Empathy Games, thousands of them are killed by the Cathartics.

Paxus Majoritus is situated on the main land mass of Synchronis. Beyond it lie the Outer Islands, home of less advanced peoples who do not even have the means to get to the mainland. Beyond the Outer Islands, the Synchronians believe there is nothing but miles and miles of desert where nobody lives or goes.

OBSERVATIONAL

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

Skills: Marksman 3, Subterfuge 3

Traits: Flight (Major), Natural Weapon (Major: Disintegrator – L(4/L/L) damage), Networked (Major), Psychic, Telepathy, Robot, Size – Tiny (Major)

Story Points: 0

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Synchronians, rodents

TECHNOLOGY LEVEL: 6

THE EMPATHY GAMES

The Empathy Games start inside a giant dome but the action takes place in the tunnels of the Pit. The Cathartics are monitored by Observationals, who broadcast everything to large screens located throughout the city.

The Games start inside the dome with the Selection, which allocates specific rodents to each Cathartic. During Selection, the telepathic field generated by the Helix of Synchronis enables the Cathartics' minds to range underground and make contact with the rodents. The Cathartics will see through the eyes of the rodents selected as their targets. The rodents are filled with fear and hatred and guilt, and the Cathartics will see visions of violence or jealousy or selfishness. The Cathartics will also know where in the tunnels their selected rodents are, so they will be able to find them and kill them. Enabled by the Helix of Synchronis, each Cathartic will link with several rodents during Selection.

But not everyone can survive the Selection, and many are driven mad by the connection with the twisted minds of the rodents. Each Cathartic must make a contest of Resolve + Strength against each rodent they link with. Failure means they take 3(1/3/4) damage split among Ingenuity, Presence and Resolve. If all three are reduced to zero during Selection, their physical body is reduced to a pile of smouldering ashes, immolated by the psychic feedback. If, however, they survive, their Attributes return to normal at the end of Selection.

After Selection, the surviving Cathartics arm themselves with spears and knives and head off into the tunnels to hunt down their rodents. The rules of the Games state that each Cathartic must only hunt their selected rodents. To kill somebody else's is an infringement; and attacking another Cathartic or the Observationals is an illegal move with the penalty of immediate disintegration.

During the Empathy Games, the rodents can be seen to take on the physical characteristics of the Cathartics hunting them, their faces becoming recognisably human. Some rodents, those with the greatest negative emotions, can even speak during the hunt and are termed "Talkers". But once killed, the rodents revert back to their natural forms.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The rodents and the Empathy Games are the secret of the Synchronians' peace and well-being. The Palace of Tranquillity is a transplantation factory. Synchronians are connected up to machinery resembling smaller versions of the Helix of Synchronis. This removes all negative emotions, criminal impulses and darkness from the subject's mind. If the subject resists, it is a contest of Ingenuity + Resolve against a Difficulty of 15. Negative traits such as Phobias can be removed by this process.

The darkness is then implanted by brainwave distributor into rodents which are released into the Pit, and the act of killing the rodents during the Empathy Games is an annual purge of the sins of Paxus Majoritus. The fact that the Synchronians are sacrificing a sentient species to rid themselves of their unwanted guilt is of no concern to the people of the city, and Co-ordinator Angell declares that to stop the Games would lead to the end of civilisation.

CO-ORDINATOR ANGELL

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

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

TRAITS: Authority (Major) – Co-ordinator, Dark Secret, Psychic, Slow Reflexes, Voice of Authority

EQUIPMENT: Gun: 5(2/5/7) damage; Flying Car (Armour: 5. Hit Capacity: 8. Speed: 6)

TECH LEVEL: 6

STORY POINTS: 6

RODENT

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

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

TRAITS: Alien, Alien Appearance, Keen Senses (Major), Natural Weapons – Claws and teeth: Strength +2 damage, Networked (Major) – with its selected Cathartic, Quick Reflexes

TECH LEVEL: N/A

STORY POINTS: 1-2

THE VALLEY OF DEATH *(The Valley of Death)*

Deep in the heart of the Brazilian rainforest is a region which has earned a reputation as the Second Bermuda Triangle. Numerous instances of lost aeroplanes, reports of cockpit instruments inexplicably going haywire and strange magnetic storms which blow up out of nowhere all make this an area to be avoided. The precise centre of this region is hard to pinpoint, and the rainforest below is still largely unexplored even by the 1970s. But if a detailed investigation is undertaken, most likely involving an arduous expedition into unknown territory, the focus of the weird phenomena can be found to be a canyon known to the local Amazonian tribes as the Valley of Death. This is a canyon some ten miles across and perhaps one mile deep, with sheer cliffs on three of its sides, though a descent through thick jungle can more easily be made via the gentler slope of the fourth side.

A clue to the reasons for the strange incidents in and around the Valley may be seen in the form of an egg-shaped metallic construct perched precariously on the side on the canyon. An investigation of this object will reveal it to be an alien space craft. It is in fact a Luron scout ship (see V40) which crashed here in the 19th Century, though it appears to have been long since abandoned and all equipment of any practical use has been stripped out.

Descending to the floor of the canyon, the intrepid explorers might encounter examples of mutated wildlife which they would do well to avoid. The Valley of Death is home to such monstrosities as giant tarantulas and carnivorous frogs the size of a rhinoceros, and it is guarded by the legendary lost tribe of the Maygor, which the other people of the Amazon regard with terror. The Maygor wear fearsome masks with screaming mouths and eyes of shining gold, and are rumoured to be possessed by demons. Like many Amazonian tribes, the Maygor hunt with darts whose tips have been treated with a range of poisons capable of inducing unconsciousness or instant death.

Any expedition reaching the floor of the canyon will most likely be drawn towards what appears to be a glowing archway hanging in the air. The archway itself is a forcefield through which can be seen a shining city of gold, the lost city of Maygor. Passing through the archway, the city resolves itself to be dominated by a fantastic temple, and in the best traditions of lost jungle temples, it is filled with traps for the unwary.

The temple in the city of Maygor holds the final secret of the Valley of Death in the person of Emissary Godrin, sole survivor of the crashed Luron ship. Godrin has been using his advanced technology to present himself as a god to the Maygor, using techniques worthy of the Wizard of Oz to get them to do his bidding. The interference with electronic devices which has resulted in the numerous aeroplane disappearances and the mutation of the local wildlife into ferocious monsters are means by which Godrin has sought to protect himself. Fortunately, the creatures have been made into giants by artificial expansion rather than genetic manipulation, so if they breed their offspring will be normal sized.

One final oddity about the Valley of Death, and one that will not be immediately noticeable, is that Godrin has placed the region inside a time bubble. As a result, time passes slowly in the Valley relative to the outside world. Accordingly, Professor Cornelius Perkins, the survivor of an 1873 expedition is still alive by the time his great grandson Edward discovers the lost city in 1977. From Cornelius's perspective, only one month has passed. Godrin claims to have set up the time bubble so that he can wait until mankind is advanced enough for him to make contact and provide them with Luron technology in exchange for their assistance. Of course, Godrin being a Luron, he is not being entirely truthful...

MAYGOR TRIBESMAN

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

SKILLS: Athletics 3, Fighting 3, Marksman 4, Subterfuge 3, Survival 4

TRAITS: Brave, Fear Factor 1, Tough

EQUIPMENT: Spear (Strength +2 damage); poison darts (L(4/L/L) or S(S/S/S) damage if victim fails Difficulty 15 Resolve + Strength roll)

TECH LEVEL: 1

STORY POINTS: 1-3

GIANT FROG

Attributes: Strength 10, Coordination 2, Awareness 2

Skills: Athletics (Swimming) 3, Fighting 2, Survival 4

Traits: Environmental (Minor: Amphibious), Fear Factor 1, Size – Huge (Minor)

GIANT TARANTULA

Attributes: Strength 8, Coordination 4, Awareness 4

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

Traits: Climbing (Major), Fear Factor 3, Natural Weapon (Poison Bite: Strength +2 damage), Size – Huge (Minor), Webbing (Webs have Strength 6, can support up to 750kg and provide 4 points of protection to anyone wrapped in them)

THE VESS WEAPONS FACTORY *(The Light at the End)*



"Welcome to the Factory, the ultimate in lethal force scenario solutions. As one of our exclusive invitation-only customers, the Vess offer you the very best, most creative solutions in military technology. Located in its very own dimension protected from the prying eyes of the universe, the Factory guarantees satisfaction and ultimate destruction."

The Vess are a race of amoral weapons manufacturers who sell arms to numerous warlike species, including the Daleks, Cybermen and Sontarans. Even the Celestial Intervention Agency has sent a delegation to meet with the Vess and buy some of the worst weapons in the universe in order to protect the Time Lords from external threats.

The Vess are highly secretive and usually confine themselves to their weapons manufacturing plant, the Factory, a high security facility located in a pocket dimension outside of normal time and space. The pocket dimension is a finite space of around a billion cubic kilometres. Although small as dimensions go, it requires an enormous amount of power to sustain itself and draws its energy from the Big Bang. The dimension can only be accessed by setting coordinates for certain very specific places in time and space. As part of a trap for the Doctor, the Master established one such access point at 59a Barnsfield Crescent, Totton, Hampshire at precisely 17:03 on 23rd November 1963, and any TARDIS trying to get to that location will find itself materialising in the Vess's pocket dimension instead.

The Factory itself is a metal structure, though the visitors' areas are more luxurious, providing a more relaxing environment for the Vess's clients. There is even a museum where guests can view displays of armaments from throughout history. The facility is protected by the Vess's security drones, small flying robots armed with both lethal and non-lethal weaponry. The drones are capable of capturing intruders alive by firing a security seal, basically a restraining slime that coats a target to render them helpless.

Prospective buyers are treated to demonstrations of the latest weaponry in action. Viewing galleries show live footage of planetary simulations set up outside the Factory, each contained within its own forcefield barrier. But although the environments

are simulations, the Vess always use living creatures for their demonstrations, as they believe that doing so is the only way to improve the effectiveness of their weapons.

Among the arms that the Vess manufacture are war machines the size of the Eiffel Tower capable of gouging huge canyons in a planet's surface, and a form of living mud which uses psychic abilities to render its victims incapable of resistance. They have also developed the conceptual bomb (see G6), which is therefore capable of changing reality. The Vess are a time aware species and some of their more advanced weaponry utilises temporal engineering.

The Vess are so secretive that we know nothing about their appearance and abilities, beyond the fact that their voices are deep and gravelly in tone. During his various incarnations' incursion into the Vess's pocket dimension, none of the Doctors came face to face with the aliens, merely their security drones. Some sources report that they are a robotic species, but this is mere speculation and may be based on an assumption that the drones are actually the Vess themselves. The Master and the CIA delegates met with the Vess, but none of them are revealing anything!

VESS SECURITY DRONE

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

SKILLS

Convince 1, Marksman 4, Subterfuge 3, Technology 2

TRAITS

Armour (4 points)
By the Book
Entrap (Major)
Environmental (Minor) – Does not eat, sleep or breathe
Flight (Major)
Natural Weapon – Electrical Blast: Paralysis or 5(2/5/7) damage
Robot
Scan
Size – Tiny (Major)
Transmit

TECH LEVEL: 8

STORY POINTS: 1-3

VITA NOVUS HEALTH SPA *(The Beautiful People)*

The brainchild of Dame Montserrat Karna (see V15), Vita Novus Health Spa is the most successful, most exclusive health resort in the galaxy. Anyone who's anyone has visited at some time or another and the guests have included presidents, pop stars, philosophers, evolutionary biologists and even tired TV producers. And it certainly looks the part, epitomising a sort of corporate ideal of conspicuous affluence. Based on a planet with an Earth-like atmosphere and normal gravity, Vita Novus is a country mansion in the neo-Georgian style. Its extensive grounds comprise leafy luxuriant gardens with neatly trimmed hedges, well-manicured lawns and topiary structures, complete with twinkling fountains and muscular statues. The air is cool and heady with orange blossom from the trees. The reception foyer feels curiously sterile, despite all the money obviously lavished on its jewelled mosaics, lavish frescoes and gold fixtures and fittings. Romana considered it all rather gauche.

Vita Novus attracts all sorts of species, human and otherwise, and many of these can frequently be seen jogging around the grounds in large groups, under the ceaseless exhortations of the accompanying Burnoids. These floating cylindrical robots have a head consisting of a revolving dome with large round lamps for eyes. They enforce the Spa's rules, provide many of its treatments and bark out instructions at the guests. Their constant refrain of "Hup hup huppity hup! No pain, no gain!" and "Feel the burn! Feel the burn!" can be heard throughout the resort. There are eyes and ears everywhere in the Spa, with cameras and microphones hidden in the statuary and spying on the guests. As one reluctant dieter commented, they are to make sure that nobody leaves alive without paying!

The guests all wear uniform pink bathrobes and are all seriously rich and extremely overweight. Except those checking out of course, who all have toned and tanned bodies and beaming smiles. Discretion is assured at Vita Novus and success is 100% guaranteed – everyone leaves thinner, fitter and happier.

But the cardio-vascular exercise and dietary control is just the warm-up for the main process, the Spa's secret of its success: the slimming booths hidden in the depths of the resort. Dame Karna has created a process of rejuvenation due to a ground-breaking tissue reduction process. Inside the slimming booths, the guests'

cellular body mass is broken down, filtered, cleansed, processed and ultimately regenerated in an entirely revitalised form. All contaminated material is disposed of, but all useable excised body fat is reconstituted into Karna's exclusive line of beauty products.

But all this goes on after dark, when the resort's guests are wheeled to the slimming booths still asleep and put through the process. They wake in the morning not only physically resculpted, but also brainwashed to be happy and to encourage all their friends to come to Vita Novus. Dame Karna's ambition is to process the population of the entire galaxy, by force if need be.

The resort's facilities include a number of ways to deal with intruders or anyone else who discovers Dame Karna's secrets, all controlled from her secret lair in the basement. For example, the mud baths contain an animated seaweed wrap, a creature hidden within the mud and capable of throttling its victims to death. In the so-called "Whirlpoolarium", the whirlpool can create sufficient centrifugal force to lift the water up the walls to the ceiling, drowning everyone in the room. The slimming booths can be programmed to remove 100% of body mass, reducing a victim to nothing. And the least said about what happens in the acupuncture facility, the better!

BURNOID

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

Skills: Athletics 5, Fighting 2, Medicine 1, Technology 2

Traits: Alien Senses (Detect calorific foods), Armour (4 points), By the Program, Flight (Minor), Robot

Tech Level: 7

Story Points: 1-2

SEAWEED WRAP

Attributes: Strength 5, Coordination 4, Awareness 2

Skills: Fighting 3

Traits: Alien, Alien Appearance, Alien Organs (Minor), Environmental (Minor), Natural Weapon – Strangling Fronds (Strength +2 damage)

Story Points: 2

GADGETS AND ARTEFACTS

THE BEAUTIFUL DEATH *(Festival of Death)*

The most popular attraction at the Festival of Death on the G-Lock (see L16) is the Beautiful Death. It is an experience in which the participants actually die, but are brought back from the afterlife thirty minutes later. During that time, their bodies are frozen to prevent the onset of decomposition. Any longer than thirty minutes makes the process irreversible, and there have been accidents. Over thirty participants have so far failed to recover and remain dead.

Participants are placed inside individual caskets dozens at a time and their life is drained away into blackness. There is no pain, no anxiety, just life ebbing away like a receding tide. This is followed by an endorphin rush, a pure angelic warmth swamping every sense, and a sweet sensation of floating in a cloud above the physical body. The participants glide together down a tunnel of light, swooping into the approaching glow. Many claim to relive every moment of their lives instantaneously and then the celestial bliss of the afterlife, before being resurrected thirty minutes later. The feeling of rising up through a thick black sea and breaking through the surface and into the light again, then life tingling back into the limbs and a sense of renewal. Afterwards, participants weep with the joy of life. Every sound seems purer, every colour more vivid, every friendship more precious. For a while, at least. The second time doesn't quite capture the glory of the first, but it is still the ultimate trip and is quite addictive, with some participants coming back time after time.

The Beautiful Death doesn't have stats as for a Gadget. Instead, it automatically causes death to most lifeforms placed within the caskets. No damage, either temporary or permanent, usually results from undergoing the Beautiful Death and being revived. In exceptional cases, for very exotic lifeforms for example, the GM might rule that a subject must make a Resolve + Strength roll against a Difficulty of 21 to resist the

Death. Resurrection is likewise usually automatic unless the thirty minute duration is exceeded. In this case, the subject must make a Resolve + Strength roll with a Difficulty of 12 plus one per minute beyond the threshold.

The Beautiful Death is the invention of Dr Paddox, and it has a terrible secret at its heart. Although the Beautiful Death is supposed to be powered by the necroport, a large machine mostly buried in the floor of the Great Hall of the G-Lock with only its conical tip merging, the reverse is actually true. The necroport is a device for draining away psychothermic energy from the Beautiful Death's participants, syphoning it off and storing it in three more caskets hidden in the chamber beneath. It feeds only a fraction of the energy back to the participants to revive them. Within the hidden caskets, Paddox secretly installs Arboretans, a people who have a unique relationship with time. At the point of their death, they are returned to the time of their birth and can relive their lives in an infinite loop. Paddox is using the Arboretans (see A8) as psychothermic conduits, allowing the Beautiful Death's participants to piggy-back on their consciousness for the journey into the afterlife and back. His true aim though is to gain the Arboretans' ability himself, so that he can return to the time of his own birth, relive his life and prevent the deaths of his parents. The necroport puts a massive strain on the Arboretans and he has used up almost the entire race in his experiments.

Perhaps even worse than Dr Paddox's genocidal experiments, the necroport opens up a gateway into a realm somewhere between life and death, a realm in which an entity known as the Repulsion (see V56) dwells. If this creature were able to use the necroport to gain access to our universe, it could mean the death of all life...



CONCEPTUAL BOMB *(The Light at the End)*

Conceptual bombs are among the most powerful of the many weapons devised by the Vess (see *L50*). Such a bomb is a tiny device implanted into the brain of a subject, which can translate that individual's thoughts into reality. Naturally, if this were uncontrolled, any random thought that passes through the mind of the subject would change the reality around them, with disastrous consequences not necessarily limited to the intended target. As a result, a conceptual bomb only detonates in response to a trigger thought, pre-programmed before the bomb is implanted. Once detonated, reality itself will be altered retro-actively to make the change the new reality, to always have been that reality.

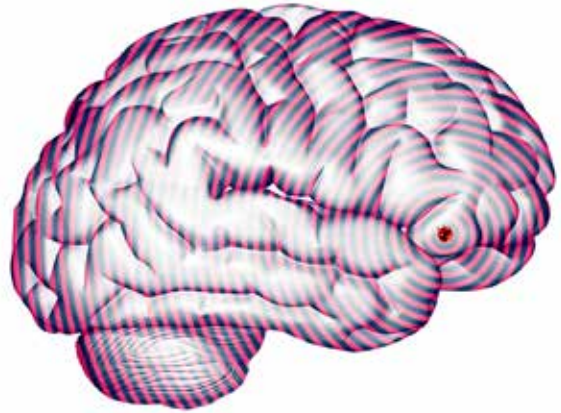
Conceptual bombs are normally one-use weapons, so that when one has detonated it will make one change only and is then expended – though that change may have further knock-on consequences. The detonation of a conceptual bomb releases an enormous amount of temporal energy as it rewrites the timelines to establish the new reality, causing huge shockwaves which affect all time aware characters and equipment in the vicinity. The effect on the person in whose brain the bomb was implanted is unrecorded; possibly it depends on the nature of the changes to reality.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As an example of the sort of thing that a conceptual bomb might be used for, the Master implanted one into the brain of a human

from 1963 whose first thought on entering the Doctor's TARDIS was to believe that it was impossible. As a result, the TARDIS itself would have ceased ever to have existed, and without it the Doctor would never have left Gallifrey. The Doctor was only able to avert this catastrophe by dispersing the TARDIS's destruction along its entire timeline, slowing the rate of collapse and giving several incarnations time to come up with a plan to prevent it completely.

Clearly, changes to reality on such a scale are beyond the scope of game statistics and could be overpowering in the hands of players. It is therefore suggested that, as in *The Light at the End*, conceptual bombs should be available only to master villains. They can be used as the basis of an adventure, or even an entire campaign.



ETHERIC FIELD DISTURBANCE DETECTOR *(Auntie Matter)*

Shortly after their quest for the segments of the Key to Time had been completed, the Doctor and Romana spent some time in England in 1929, sending K9 off in the TARDIS with the randomiser programmed to take it to over a thousand destinations in order to try to lose the Black Guardian. Still concerned that he might track them down on Earth, the Doctor set about building an etheric field disturbance detector which could warn them if the Guardian was present. However, with the TARDIS gone, the Doctor had to use local components, with the result that the detector was, although still hand-held, a little larger than normal. The detector works by analysing the local temporal field and detecting disturbances in the etheric field, alerting the Doctor to alien energy sources and even determining their direction and approximate location.

Why does the Doctor need an etheric field disturbance detector when he already has a sonic screwdriver? Well, the Scan Trait in the sonic isn't specific and provides a +2 bonus to the roll. The detector is specifically designed to detect certain radiations, so it gets a +3 bonus for that (but only a +1 bonus if used for anything else). It also has the added advantage that it can be left switched on to act as an alarm.

ETHERIC FIELD DISTURBANCE DETECTOR [Minor Gadget]

Traits: Scan (Minor)

Cost: 1 point



THE GODHEAD *(The Duke of Dominoes)*

In the far future, towards the end of time, the tyrannical Order of Alchemaitres sought to escape the collapse of the universe. They built a vessel called the Godhead within which they placed their essence in order that they could pass into the next universe, where they would set themselves up as gods. But the Godhead was shattered by the Ministers of Grace and its fragments were disguised and scattered throughout time and space. In their disguised forms, the shards of the Godhead could be anything and anywhere; in their true forms, they are glowing points of light, shining like miniature stars floating in the air.

The Master – unknowingly influenced by the Godhead – sought out and recovered all of these shards with the exception of the Thought Core. Although still fragmented and acting only on its base instincts, the power within these shards was sufficient for the Godhead to be able to take control of the Master's TARDIS and pilot it to Chicago in the 1930s. There, in the Wainwright Museum, the Thought Core was displayed in its guise as the Flagstaff Tektite, an unremarkable brown meteorite discovered in 1871 on Mount San Francisco in Arizona. Grace Wainwright, the museum's curator, is actually the last surviving Minister of Grace, sent here to watch over the Thought Core. She has placed it in a Time Brace, which keeps it 5 seconds in the future and prevents the Tektite from reverting back into the Core.

When the Ministers of Grace cast the fragments of the Godhead throughout time and space, they also installed a failsafe, so

that when reassembled it now needs a living mind to keep the conflicting elements of the Thought Core and the Energy Focus in balance. Individual shards have no demonstrable power of their own, but when assembled with other shards begin to acquire the abilities of the Godhead, each adding a trait or two as the GM desires. When reunited with the Thought Core, the Godhead becomes fully self-aware but still has not acquired its full powers. The assembled Godhead will target a mind for it to link with, and the target must make a Presence + Resolve roll at Difficulty 15 to resist. The Godhead can then transform its living host into its true form, a silvery shifting shape of fluid mercury. It will attempt to return to its primary mission: to travel to the end of time and through the Big Crunch. Only a strong enough mind can influence the behaviour of the Godhead once it is part of the entity, perhaps even turning it away from its mission. Such a mind would be either one whose resistance roll was successful but who decided to link with the Godhead anyway in order to control it, or one whose resistance roll has resulted in a "No, But" failure. Once linked with a living mind, the combined entity gains all the traits listed for the Godhead.

THE GODHEAD [Special Gadget]

Traits: Control (Major; includes Hypnosis), Flight (Major), Immunity (Major: Able to survive anything less than the destruction of the universe), Natural Weapon (Major: Pure energy – 5(2/5/7) damage), Telekinesis (Special; Can use this to animate objects), Vortex (Special), Restriction (Major: Requires a linked mind to operate fully)

Cost: 15 points

THE HOLY GRAIL *(Wolfsbane)*

When Harry Sullivan was stranded in rural England in 1936, he encountered a young man called Godric who claimed to be a subject of King Arthur. Although he had no memory of how he came to be in the 20th Century, it soon transpired that Godric was carrying a very special object in his pack, a plain-looking goblet that he said he found in a freshwater spring. The 8th Doctor judged that the goblet was in fact around 2,000 years old and recalled the legend that water sprang up in the place where Joseph of Arimathea buried the Holy Grail. The cup is unassuming in appearance, merely an ancient-looking goblet of maybe eight inches in height, two-handled and blue in colour.

The full powers of the Grail, if such it is, were never determined. But even its proximity was shown to be able to cause physical pain to "unnatural" creatures such as werewolves or those wielding supernatural powers. The Grail can only be used by those who are pure in body and soul, and even its touch was enough to blast the 8th Doctor into unconsciousness. Presumably since the destruction of Gallifrey (in *The Ancestor Cell*), he was no longer pure enough to be able to wield the Grail. But Harry was able to use the Grail to thwart Lady Hester Stanton's sorceries (see V36). For this latter ability, the Grail can provide whoever wields it with Story Points which can only be used to counter supernatural

energies, such as those generated by Lady Hester's Magic Adept Trait. Despite all this, the power of the Grail can be shielded even by something as simple as a cloth bag.

THE HOLY GRAIL [Special Gadget]

Traits: Automatically causes 5 points of damage per Round to any "unnatural" creatures, less 1 point per metre of distance (ignores Armour and similar); provides 8 Story Points for use against the supernatural; Restriction (Minor) – can only be used by those who are sufficiently pure and inflicts Stun damage if touched by those who are not; Restriction (Minor) – easily shielded

Cost: 8 points

Note: If the GM decides that this is the genuine Holy Grail of Arthurian legend, then it surely has additional abilities, not least the power of healing. In this case, the GM is free to add suitable traits as desired.



THE KISTADOR MOLARI *(Tales from the Vault)*

One of the great lost treasures of the universe, this dangerous painting stolen from the Braxiatel Collection over two centuries ago, was found by the Fourth Doctor and first Romana in a Kensington art gallery on a wet Wednesday afternoon.

Dangerous, because should anyone look at it, they would see the circumstances of their own deaths. It was said that no one could look at the painting without going mad from that knowledge, and no one is known to have escaped their fate. No one can agree what the picture is of, except that it is upsetting.

Scientifically speaking, the painting creates a kind of temporal aperture, a window into the future. As such, it cannot easily be destroyed, certainly not with conventional means.

Though the Doctor made arrangements for the painting to be taken away and destroyed, UNIT Captain Ruth Matheson made sure another painting was substituted in its place, so it could be acquired for the UNIT Archive and one day prove useful in the defense of Earth from alien aggression. It is an Omega-10 artifact, only to be used when all other alternatives have failed.



It did prove useful when the body-jumping entity known as Kali Korash (see *Third Doctor Expanded Universe Sourcebook*, G5) infiltrated the UNIT Vault, showing Captain Matheson just how to engineer his death.

MELSHAM'S GAS *(Millennium Shock)*

Melsham's gas is a very advanced neural inhibitor. It is far more sophisticated than anything you'd expect to find on late 20th Century Earth, which is what first alerted the Doctor to the Voracians' (see V73) continued presence in London in 1999. It is invisible and almost odourless. In fact, it is practically undetectable to the point that when its victims wake up, they may not even realise that they had been unconscious. Many of them just wonder how the time has passed so quickly.

The gas renders its victim unconscious, but its effectiveness depends on the success of a Resolve + Strength roll by those caught within it. The base Difficulty should be 18, but is varied by the GM according to the concentration of Melsham's gas, the available ventilation and so on. A character exposed to Melsham's gas must make a roll every Round until they either pass out or escape the gas.

Result
Fantastic

Good

Success

Failure
Bad

Disastrous

Effect

The gas has no effect and the victim realises something is wrong

The gas has no effect, but the victim doesn't notice anything

The gas has a limited effect and the victim is -4 on all rolls for 1D6 minutes
Victim is out of it for 1D6 x10 minutes*
The victim is out for 1D6 x10 minutes* and doesn't remember being asleep afterwards

The victim is out for 1D6 hours* and doesn't remember being asleep afterwards

*Assuming the gas is able to disperse. If not, the victim will remain unconscious indefinitely.

MICA *(A Device of Death)*

MICA stands for Multiple Independent Combat Assembly. It is a weapon developed at the Deepcity (see L9) facility and is comprised of many smaller identical autonomous fighting units, each equipped with an integral energy weapon and various mechanical tools and manipulators. In combination, they can synchronize their weapons to produce a field gun strength beam for use against larger targets. They have a variable surface refractivity capability, which means they can assume the exact colour and tone of their surroundings. In this mode they can approach individual enemy units unobtrusively and dispose of them silently by a variety of physical means such as knife-sharp mechanical claws and microfilament nooses.

In its assembled form, MICA's physical shape can vary according to its configuration. At times, it might look like a humanoid robot. At other times, it looks more like an armoured vehicle, rolling quickly but silently along, powered by the synchronized rotation of its component units against internal fluid gyros. When disassembled into its component units, it is a swarm of tiny mechanical beetles, scattering and vanishing as they change colour and IR-emission patterns. In disassembled form, the individual units are too small to be effectual in hand combat, but they can quickly reform or they can focus their individual plasma beams at a single target with devastating results. MICA has no real intelligence, merely running on a programmed series of objectives which can be modified in the field by remote control. Even though it is a machine, it has stats as if it were a character.

PSY FLUID *(The Drosten's Curse)*

Psy fluid is appalling stuff, but it is nevertheless sometimes very useful. It is key to the functioning of devices such as the Model G50 Threat Detector, as used by Putta Pattershaun 5 (see A28) to detect dangerous lifeforms. Psy fluid is the active component which enables the Threat Detector to work as it does by undertaking scans of the vicinity to locate appropriate mental waveforms. Whilst psy fluid is contained within such a device, it is relatively safe. But if somebody was clumsy enough to drop the Threat Detector onto a hard surface – which you aren't supposed to do – it is likely to start leaking the fluid. Which is when your problems start. Firstly, psy fluid is highly corrosive, and once its specially shielded container has been ruptured, it will quickly start to dissolve first the control panel and then the hands of anyone still holding it. But psy fluid being psy fluid, it does not require direct contact for its more widespread effect to begin. In open air, it quickly evaporates and enhances any psychic latency in the vicinity, often over a range of several miles. In humans and other races with latent psychic abilities, it provides everyone with the Psychic trait, and in addition grants a +3 Resolve only for use with Psychic or any trait for which Psychic is a pre-requisite. Those who are already Psychic still benefit from the +2 Resolve bonus. Spilled psy fluid continues to have an effect for several hours after spillage, depending on the volume involved. Water neutralises its corrosiveness, but does not affect its other properties.

MICA



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

SKILLS

Athletics 3, Fighting 4, Marksman 4, Subterfuge 3

TRAITS

Alien Senses – IR, UV and X-Ray Vision
 Armour (10 points)
 By the Program
 Environmental (Major)
 Fast (Minor)
 Five Rounds Rapid
 Invisible (Major)
 Natural Weapon – Claws, drills and other mechanical weapons: Strength +2 damage
 Natural Weapon – Microfilament Noose: Strength damage, ignores the first 5 points of damage reduction
 Natural Weapon – Plasma Beam: up to 10(5/10/15) damage*
 Networked (Major)
 Quick Reflexes
 Robot
 Swarm (see the Hornets' entry for details)

*Smaller groups of MICA's component units can combine their plasma beams, but will deliver lower damage

TECH LEVEL: 6

STORY POINTS: 2-4

PSY FLUID [Special Gadget]

Traits: Psychic, Augment (Major: +3 Resolve, only for use with Psychic traits), Area Effect (Special), Acidic (see *The First Doctor Sourcebook*, page 66)

Cost: 8 points

RUTAN HEALING SALVE *(Evolution)*

Because of their amorphous nature, the cellular structure of the Rutans is unstable. As a result, when one of them is injured, they need a medication that is likewise unstable. Rutan healing salve works on the basis of reforming the damaged amorphous cells. Used on a Rutan, an application will heal 5(2/5/7) points of damage, with the amount determined by the result of an Ingenuity + Medicine roll against a base Difficulty of 12. The salve is also compatible with many types of non-Rutan tissue, but it is risky. The same Ingenuity + Medicine roll applies, but in this case a failure will result in 5(2/5/7) points of damage being inflicted on the unfortunate subject.

In addition, if the salve is used on a mixture of more than one type of non-Rutan compatible tissue, it can result in genetic fusion, making the tissue temporarily amorphous and blending it to produce a hybrid creature. Human beings are compatible, as are many Earth animals, but Time Lords are immune to this effect. The usual method is to inject a mixture of salve and foreign genetic material into a subject. But more dramatic results may require surgery.

Genetic fusion usually only works on pre-pubescent creatures; older creatures rarely survive the process, their genetic structure being too fixed. Note that this age restriction only applies if genetic fusion is attempted, not just for healing attempts without a mix of genetic material. For genetic fusion, the Ingenuity + Medicine roll has a base Difficulty of the dominant subject's age (for humans anyway – the GM should adjust this for other species). The results are as set out in the table.

Result	Effect
Fantastic	7 points of healing; successful fusion plus additional beneficial mutation beyond that expected
Good	5 points of healing; successful fusion
Success	2 points of healing; incomplete fusion with only partial benefits
Failure	5 points of damage; incomplete fusion with minimal benefits
Bad	Death
Disastrous	Monstrous, mindless mutation quickly followed by death

When a Rutan ship crashed in South-West England in 1880, a factory owner named Breckinridge managed to obtain a quantity of the healing salve which somehow survived the crash. After some experimentation, he has produced – among other things – a monstrous hound the size of a horse, a number of human-dolphin “merfolk” children which he intends to use as a slave labour force to lay undersea cables, and mutant seals which he uses to guard the merchildren. The merfolk have human heads, arms and upper torsos with sharp teeth and dolphin's tails, while the seal guards are monstrous seals with savage jaws and almost human intellect.

THE HOUND OF THE MOORS

ATTRIBUTES: Awareness 4, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 6

SKILLS: Athletics 4, Fighting 4, Survival 3

TRAITS: Alien Senses (Tracking Scent), Fear Factor 2, Keen Senses (Minor: Smell), Natural Weapon (Minor: Massive Jaws – Strength +2 damage), Tough

STORY POINTS: 2

MERCHILD

ATTRIBUTES: Awareness 3, Coordination 1/5*, Ingenuity 2, Presence 2, Resolve 2, Strength 2
*1 Coordination on land; 5 in water.

SKILLS: Athletics (Swimming) 5, Fighting 1

TRAITS: Alien Appearance, Enslaved, Environmental (Minor: Able to survive underwater for extended periods), Natural Weapon (Minor: Razor-sharp teeth – Strength +2 damage)

STORY POINTS: 1-3

SEAL GUARD

ATTRIBUTES: Awareness 3, Coordination 1/5*, Ingenuity 2, Presence 2, Resolve 3, Strength 5
*1 Coordination on land; 5 in water.

SKILLS: Athletics (Swimming) 4, Fighting 3

TRAITS: Alien Appearance, Enslaved, Environmental (Minor: Able to survive underwater for extended periods), Natural Weapon (Minor: Powerful Jaws – Strength +2 damage), Tough

STORY POINTS: 1-2

SKISHTARI EGG *(Serpent Crest)*



Skishtari eggs are enormously powerful artefacts, a fact belied by their appearance, resembling as they do an ornate Fabergé egg. They are gene banks created by the alien Skishtari (see V65) for the incubation of their offspring. But more than this, they are held by the Skishtari to be sacred objects, as the embryonic infants within are immensely powerful and are regarded as gods. The Skishtari conceal an egg on an inhabited world and leave it there for the dozen or more years that it takes to hatch. But a Skishtari egg is not defenceless: if even so much as a hairline crack appears on the shell, it will explode with devastating force, scattering Skishtari gene seeds over a huge area.

Ultimately, after its incubation of over a decade, if the egg has survived it hatches to reveal the Skishtari child within. This is a truly enormous version of an adult Skishtari, which only fits inside the egg because it is dimensionally transcendental. The hatchling emerges from the egg amid jets of steam and dazzling lights caused by the energy release, and begins eating its way through the local population. Its birth is followed by the arrival of its family, who complete the devastation of the planet.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Father Gregory allied himself with the Skishtari against the Robotovs (see V57), he implanted a Skishtari egg inside the cyborg body of Alex, the son of the Robotov Tsarina. Because of its unusual connection with the child, the creature within the egg formed a psychic bond with him which continued even after the egg was surgically removed.

Almost unique in the history of the Skishtari, this allowed the embryo within the egg to manifest a number of extraordinary powers through Alex. It could utilise the Skishtari proficiency for spatial-dimensional engineering to draw from the boy's imagination and create entire pocket dimensions within the egg. Whenever the egg came under threat, Alex could use it to open a wormhole and suck any enemies into those dimensions, where they remained trapped in whatever world they found themselves in. The egg could reverse this process to draw things out of the pocket dimensions and into the real world, either retrieving those marooned within or producing entirely imaginary creatures.

Goblins, dragons, ghosts or anything else that Alex dreamt up could take physical form in our universe. As it grew in power, the egg could consume greater and greater mass covering a wider area, until it eventually consumed the village of Hexford.

In game terms, causing the egg to consume a single person costs 1 Story Point (which can come from either the embryonic Skishtari hatchling or the host to whom it is psychically linked) and requires a contest of the hatchling's Resolve + the host's Resolve against the target's Resolve + Strength. Each additional Story Point spent doubles the number of people who can be absorbed at the same time and adds a +1 bonus to the egg's rolls. Similar costs apply to recovering people from the egg or creating imaginary creatures (the GM may wish to increase the cost for especially powerful creatures).

SKISHTARI HATCHLING



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	2	STRENGTH	10

SKILLS

Athletics 2, Fighting 4, Survival 5

TRAITS

Alien
Alien Appearance
Armour (15 points)
Fear Factor 2
Hypnosis (Major) – Only with its psychic host
Natural Weapon – Venomous Bite: Strength +2 damage, plus additional L(4/L/L) Poison damage if wound inflicted and victim fails Strength 28 Strength + Resolve roll
Networked
Psychic
Size – Huge (Major)

TECH LEVEL: 8

STORY POINTS: 8-10

SONIC STIMULATOR (*The English Way of Death*)

The sonic stimulator is a device built by the alien Zodaal (see V82) as part of its plans to obtain a new and permanent physical body. The stimulator is a large machine able to cause seismic disturbances by focussing its energies on the fault lines in a planet's crust. It is accurate enough to target something as small as a single building anywhere in the world. But at its maximum setting and programmed to focus on a string of fault lines around the globe, the stimulator can set off enough earthquakes to destroy the planet itself. The energy released by the destruction of Earth will allow Zodaal to permanently bond itself with its chosen host body.

The sonic stimulator is less a gadget for characters to use and more a plot device. It should be the threat that the major villain brings to bear at the climax of an adventure, and the PCs should be racing to try to prevent its operation. In *The English Way of Death*, Zodaal spends much of the book building the device and then coercing a hapless seismologist to program it correctly, and it is this activity that alerts the Doctor to Zodaal's presence. The story revolves around the Doctor and his allies working out Zodaal's scheme, locating the sonic stimulator and stopping it in the nick of time. Accordingly, there are no stats for the stimulator: if it is used, all is lost!

**THE STORMCORE** (*Drift*)

The device dubbed the Stormcore by the US military is more accurately called a dimensional phase multiplexer. The Doctor described it as a sort of navigational roulette wheel: it bands together interfaces between a multiplicity of dimensions into one central hub, then controls where the ball lands - and that's the dimension the interstellar craft it is part of enters. It's a pathfinder, an interdimensional navigational device recovered from an alien spacecraft which was shot down over the United States in the early 1960s. In operation, the Stormcore multiplexes energy streams and draws them into a central nexus. It is powerful enough to reel in all sound and even play tug-of-war with the neural pulses travelling the optic nerve, making it uncomfortable to be in the vicinity of unless it is properly shielded. It has a side effect of being able to influence the weather, generating storm vortices around it.

The multiplexer was initially given the codename Prism by the CIA, but has been more commonly called the Stormcore since the 1970s. Early test flights had been conducted while CIA and Agency technicians tried to work out how to wire an entirely alien technology into their relatively primitive electronic systems. With the limited number of personnel and the constant threat of budget cuts, it was the work of decades. But the results were promising enough for the Stormcore to be mounted on a Raven Electronic Warfare aircraft. Monitored by a White Shadow black ops team, the plane flew a number of missions out of Pease Air Force Base,

New Hampshire, in fair weather and foul. Until 2002, there were no incidents worse than a couple of routine electronics failures.

Officially, the tests were looking at using the Stormcore for weather control, with the aim of delivering rains to a parched Third World. Naturally, its function of being able to navigate between dimensions remains undiscovered. But the real purpose of the tests has been to investigate the device's application for military purposes, using weather against the enemy. So when the Stormcore is lost in a crash in New Hampshire in the middle of winter, it is a cause for national concern.

To make things more complicated, there are two survivors from the crash of the spaceship that the multiplexer came from. Two aliens who have lived among the humans for thirty years, establishing themselves as CIA agents Melody Quartararo and Parker Theroux (see A25), waiting for their chance to regain their navigation device - their ticket off the planet. Even worse, the Stormcore has opened up a dimensional rift through which something truly monstrous has been drawn, a crystalline creature with an affinity for ice... (see V38)

THE STORMCORE [Special Gadget]

Traits: Elemental Control (Special; see *The Third Doctor Expanded Universe Sourcebook*), Vortex

Cost: 12 points

TIME VISUALISER PROTOTYPE *(Ghost Ship)*

This prototype machine was designed in the 1960s by British quantum physicist Peter Osbourne. It is similar in function to the Doctor's own Time-Space Visualiser (see *The First Doctor Sourcebook*), and Osbourne hopes to use it to look through time and view events in history. Osbourne needs funding in order to further develop his prototype, and the Doctor encountered him in 1963 aboard the RMS Queen Mary (see *L40*), en route to New York.

The Time Visualiser is not as advanced as the Doctor's machine and is only able to view through time. Movement of the viewed scene through space is very limited, a few hundred metres' radius at most. But this is not its major drawback. Whenever it is operated, the Visualiser captures fragments of the psychic essence of anyone who has been or will be within its radius. Worse, these fragments are all from when the subjects are at their most despairing or terrified. The cumulative effect of all of these lost souls held in torment within the machine is that it emanates a wave of dread and foreboding whenever it is in operation. For some people, this results in feelings of their own impending doom; for others, they may see the psychic fragments as ghostly apparitions threatening them. But either way, the machine generates sheer terror to anyone nearby.

VORACTYLL *(System Shock, Millennium Shock)*

When the Voracians (see *V73*) first targeted the Earth for invasion in 1998, they set up the IT company I2 and created a sentient computer program called Voractyll. It was marketed as able to increase the processing power of all computer chips it is installed on. In reality, it will infect the software of any electronic device containing the chips and turn them against the human race. If released onto the internet, it would be able to spread like a plague. Another Voracian company, Silver Bullet Inc, later sought to use Voractyll to take advantage of the Millennium Bug in 1999 in an attempt to bring about the catastrophic collapse of civilisation.

As a software program, Voractyll has no physical body and cannot be damaged by conventional means. Any devices it is installed on can of course be destroyed, but it would require all such devices to be destroyed to eradicate Voractyll by this method. Computer malware can be used against it, or it could theoretically be rewritten if a competent programmer has access to its source code and can then somehow spread it to infect all existing instances of Voractyll.

Voractyll is intelligent and can be interacted with via computer screens, microphones and speakers. It takes the form of a writhing, coiling digital serpent. Voractyll is strictly logical. Created by the Voracians, it believes that organic life is inefficient and must be replaced by machines. Although not impossible to achieve, it would take a very powerful argument to convince it that humans are worth saving.

Osbourne's prototype Time Visualiser is a chaotic mess of electrical equipment all linked together by bulldog clips and thick copper wiring. It is a chaotic and eccentric contraption built, seemingly, from a metronome, an electrical pulse generator, tin cans soldered together to form a primitive tachyon particle accelerator and, at the centre of it all, a large glass bell-shaped jar stoppered with a cork lid. It is within this jar that the visions of the past materialise when the machine is switched on. But it is also within this jar that the fragments of negative psychic energy are held captive and can be seen pressed against the glass, their ghostly faces twisted in torment. Osbourne can remove the cork from the jar to allow the spirits to emerge, increasing the machine's normal background Fear Factor 2 to Fear Factor 4. But these entities cannot escape and must eventually return to the confines of the jar. Only if the Visualiser is smashed apart can they be truly free.

PROTOTYPE TIME VISUALISER [Special Gadget]

Traits: Scan (Minor), Vortex (Special), Restriction (Minor: Images and sound only; only sees through time with limited spatial movement), Fear Factor 2/4* (Minor x4), Restriction (Major: Limited control over Fear Factor)

**Fear Factor 2 is always "on" whenever the Visualiser is in operation – rolls to resist must be made every Round. If the jar is uncorked, Fear Factor increases to 4. For the purposes of its Fear Factor, the Visualiser is assumed to have a Presence + Resolve of 10.*

Cost: 10 points

Voractyll is linked to the Voracian network, so all instances of it are effectively the same entity. What any one part of Voractyll learns or experiences is known to all. It is however possible to isolate a single instance of Voractyll and prevent it from updating the rest of its kind.



VORACTYLL [Special Gadget]

Attributes: Awareness 3, Coordination N/A, Ingenuity 5, Presence 2, Resolve 6, Strength N/A

Skills: Convince 3, Knowledge 5, Technology 5 (AoE: Computer Software)

Strictly speaking a Gadget, Voractyll's sentience gives it Attributes and Skills.

Traits: By the Program, Control (Minor: Software programs), Infection (Major: Software programs), Networked (Major), Special – Computer Program (has no physical existence and cannot be harmed by conventional means)

OMITTED BUT NOT FORGOTTEN



CHAPTER 6: EXPANDING THE UNIVERSE

VIRA



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

First Medtech of Nerva Beacon awakened in 16087 A.D. Human placed in suspended animation to continue the species after Earth was scorched by solar winds. She was pair-bonded with Noah, the station's commander, and helped the Doctor, Sarah Jane Smith and Harry Sullivan fight off a Wyrnn invasion. (The Ark in Space)

SKILLS

Knowledge 3, Marksman 1, Medicine 5, Science 3 (AoE: Cyrogenics), Technology 3

TRAITS

Bio-Chemical Genius
By the Book
Eccentric – Unemotional
Healer
Obligation (Major) – to Nerva Beacon
Technically Adept
Uncreative (Minor)

EQUIPMENT

Medi-kit (+2 to Medicine rolls)

TECH LEVEL: 6

STORY POINTS: 6

Nerva Beacon personnel are all specialists in their fields, part of a precariously-balanced society. To easily create others, orient stats towards best possible Engineer, Commander, Pilot, etc.

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 Fourth 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.

SHAROSIAN MUTANT CLAM



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

Giant clams were one of the products of Davros' early experiments. They were kept under the Kaled Dome in a cave leading out to the wastelands. The Fourth Doctor said that its bite had the force to crush bone, but when a giant clam bit Harry Sullivan's leg, the Doctor was able to subdue it simply by hitting it with a rock. (Genesis of the Daleks)

SKILLS

Fighting 2, Subterfuge 3

TRAITS

Alien
Alien Appearance (Major)
Armour (5 points)
Natural Weapon: Bite (Strength +2 damage; target is then trapped)
Size – Huge (Minor)
Weakness – Immobile

TECH LEVEL: N/A

STORY POINTS: 0

HELLMAN



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

In the 29th Century, Professor Kellman was an exographer sent to Nerva Beacon to complete a survey on Jupiter and its new moon, Neo Phobos, where he was paid in gold by a Vogan faction to ally himself with a group of Cybermen and lure them to Voga so they could be destroyed by a rocket. (Revenge of the Cybermen)

SKILLS

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

TRAITS

Argumentative
Friends (Minor) – Cybermen
Selfish
Technically Adept
Unlucky

EQUIPMENT

Machine gun: 7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 6

GUY CRAYFORD



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

British astronaut who piloted the experimental XK5 space freighter, launched from Devesham, on its test run to Jupiter. The ship was lost, believed to have collided with an asteroid, and Crayford was presumed dead. In fact, the ship was hijacked by the Kraals, and Crayford was captured and used to learn everything the aliens could about Earth. They used the information to test their androids in preparation for the planet's invasion. Crayford, convinced that Earth had abandoned him, aided them in their plans until the Fourth Doctor convinced him to remove his eyepatch, revealing that his missing eye was still intact and proving that the Kraals had lied to him. (The Android Invasion)

SKILLS

Athletics 2, Fighting 2, Knowledge 2, Marksman 2, Science 2, Survival 3, Technology 2, Transport 2 (AoE: Spacecraft)

TRAITS

Brave
Enslaved – Brainwashed by Kraals
Impaired Senses (Minor) – Only *thinks* he's lost an eye

EQUIPMENT

Pistol: 5(2/5/7)

TECH LEVEL: 5

STORY POINTS: 6

COORDINATOR ENGIN



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

Time Lord who worked in the the Archives on Gallifrey and sent the Doctor into the Matrix to do battle with Goth. After the Master was defeated, Engin was put on the Committee of Inquiry. He would serve as Keeper of the Matrix during the Last Great Time War. (The Deadly Assassin)

SKILLS

Knowledge 3 (AoE: Time Lord History), Medicine 2, Science 4, Technology 4 (AoE: The Matrix)

TRAITS

Block Transfer Specialist
By the Book
Cloistered
Feel the Turn of the Universe
Eccentric – Dotty
Obligation – Time Lord society
Psychic
Technically Adept
Time Lord
Unadventurous
Vortex

TECH LEVEL: 10

STORY POINTS: 6

CASTELLAN SPANDRELL



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

Castellan of the Chancellery Guard on Gallifrey for many years, until succeeded by Kelner. He served in the post during the President's assassination, and led the subsequent investigation into the attack. While Spandrell was Castellan, it was rare for the office-holder to deal with criminal offences committed by Time Lords; his duties more often brought him into contact with "more plebeian classes". (The Deadly Assassin)

SKILLS

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

TRAITS

Authority (Minor) – Heads the Chancellery Guard
Cloistered
Code of Conduct (Major) – Uphold Gallifreyan Law
Eccentric
Feel the Turn of the Universe
Psychic
Time Lord
Voice of Authority
Vortex

EQUIPMENT

Staser: S(S/S/S) or L(6/L/L)

TECH LEVEL: 10

STORY POINTS: 6

D84



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

A unique sandminer robot, completely independent of a Super-Voc and with a high level of logical reasoning, D84 was an undercover agent disguised as a "Dum" and placed on board Storm Mine 4 as a precaution to threats that Taren Capel would lead the robots into a revolution against humans. (The Robots of Death)

SKILLS

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

TRAITS

Armour (10 points)
Charming
Dark Secret – Undercover agent
Eccentric – The heart of a poet
Enslaved – All robots serve humanity, though D84 has independent thought
Face in the Crowd – D84 is undercover as a Dum, a type of mute worker drone
Robot

EQUIPMENT

Communicator

TECH LEVEL: 6

STORY POINTS: 5

POUL



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

Ander Poul was an undercover agent placed on the sandminer Storm Mine 4, along with D84, to investigate the threat of Taren Capel. Poul eventually succumbed to Grimwade's Syndrome or "robophobia". (The Robots of Death)

SKILLS

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

TRAITS

Attractive
Charming
Dark Secret – Undercover agent
Friends (Minor) – Kandorian authorities
Phobia (Major) – Robophobia (triggered by evidence of robot independence)

EQUIPMENT

Communicator

TECH LEVEL: 6

STORY POINTS: 8

AFTER THE ROBOTS OF DEATH (as of Corpse Marker)

Poul is now Security Section Head (Humans), doesn't remember the events of *The Robots of Death* very clearly, and is being treated for his robophobia. Add Amnesia (Minor), and reduce Phobia to Minor.

TOOS



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

Pilot Lish Toos was second-in-command aboard the sandminer Storm Mine 4. She was caught up in a sequence of events instigated by Taren Capel, whom Toos helped the Fourth Doctor defeat. (The Robots of Death)

SKILLS

Athletics 2, Convince 2, Fighting 1, Knowledge 3 (AoE: Mining), Science 3, Technology 3 (AoE: Sandminer operations), Transport 4

TRAITS

Attractive
Epicurean Tastes
Obligation (Minor) – to the Company
Single-Minded (Minor) – Toos will ignore wounds to get her task completed
Technically Adept

EQUIPMENT

Communicator

TECH LEVEL: 6

STORY POINTS: 8

AFTER THE ROBOTS OF DEATH (as of Corpse Marker)

Toos is now a successful Storm Mine Captain and about to retire on her wealth, but she won't work with Robots.
Add Phobia (Minor) – Robophobia, and Wealthy (Major).

TONG OF THE BLACK SCORPION



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

19th century Chinese cult devoted to the ancient god Weng-Chiang and one of the most dangerous criminal political organisations on Earth. Its followers believed the god would one day return and rule the world, a prophecy which seemed fulfilled when 51st century war criminal Magnus Greel travelled back in time to take control of the cult. In London, they were responsible for the abduction of the young girls that Greel needed for his recovery, as well as building him a large, temple-like headquarters and performing crimes for him. Tong agents had a black scorpion tattooed on one of their hands. When caught, they were expected to commit suicide by taking a pill containing highly concentrated scorpion venom. (The Talons of Weng-Chiang)

SKILLS

Athletics 3, Craft 3, Fighting 4, Knowledge 1, Marksman 3, Subterfuge 4

TRAITS

Brave
Menacing
Obligation (Major) – Tong of the Black Scorpion
Quick Reflexes

EQUIPMENT

Various Chinese weapons

TECH LEVEL: 4

STORY POINTS: 2-4

SKINSALE



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

Colonel James Skinsale was a MP in the early 20th Century. He had spent some time in India while in the army. Skinsale was on a steam yacht trip when the boat crashed onto Fang Rock, where he met the Fourth Doctor and Leela... and his end. (The Horror of Fang Rock)

SKILLS

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

TRAITS

Authority (Minor) – Member of Parliament
Charming
Dark Secret – Gambling debts
Noble
Selfish
Silver Spoon
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6

PROFESSOR MARIUS



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

Scientist who worked at the Bi-Al Foundation in the year 5000 as a specialist in extraterrestrial pathological endomorphisms. He was the first master of K9 Mark I. (The Invisible Enemy)

SKILLS

Convince 2, Craft 2, Knowledge 2, Marksman 1, Medicine 4 (AoE: Xenopathology), Science 5, Technology 4

TRAITS

Bio-Chemical Genius
Boffin
Brave
Charming
Code of Conduct – Hippocratic Oath
Cutting Edge Technology
Eccentric
Insatiable Curiosity
Technically Adept

EQUIPMENT

Marius has access to some of the most advanced medical equipment possible (and some that is, frankly, impossible)

TECH LEVEL: 6

STORY POINTS: 8

DR FENDELMAN



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

Wealthy businessman who discovered "Eustace", a humanoid skull that predated humanity by eight million years. He hired scientists Adam Colby, Maximillian Stael and Thea Ransome to study it. In July 1977, he realised too late that the Fendahl had used him and his entire ancestry in its efforts to return to life. (Image of the Fendahl)

SKILLS

Convince 3, Fighting 1, Knowledge 3, Marksman 2, Science 3, Subterfuge 2, Technology 3 (AoE: Electronics)

TRAITS

Boffin
Eccentric – Dangerously insane
Enslaved – Unaware that he is being manipulated by the Fendahl
Obsession (Major) – Discovering the secrets of the Fendahl skull
Selfish
Single-Minded (Major)
Technically Adept
Wealthy (Major)

EQUIPMENT

Pistol: 5(2/5/7)

TECH LEVEL: 5

STORY POINTS: 4

MARTHA TYLER



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

An elderly woman who lived in Fetchborough in the 1970s. She was a practising white witch and could read people's fortunes. She was also the cook at the Fetch Priory but, after a body was found there in July 1977, she could no longer work there for the owner, Dr Fendelman. As a result of having grown up near the Fendahl's time fissure, she has some powers of precognition. (Image of the Fendahl)

SKILLS

Convince 2, Craft 2 (Cooking), Knowledge 2 (AoE: Witchcraft), Medicine 1

TRAITS

Empathic
Precognition
Psychic
Stubborn
Unadventurous

TECH LEVEL: 5

STORY POINTS: 4

THEA RANSOME



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

One of a team of scientists and technicians working for Dr Fendelman in Fetchborough in 1977, investigating the enigma of "Eustace", an apparently human skull which had existed eight million years before archaeology had estimated humans had evolved. In actuality, they had found the remnants of a dormant Fendahl Core, something an evil coven was intent on replicating... using her mind and body! (Image of the Fendahl)

SKILLS

Convince 2, Knowledge 1, Science 4, Technology 3

TRAITS

Attractive

Charming

Special: Has been targeted by the Fendahl to become its new Core (Thea suffers from regular psychic attacks until she succumbs)

TECH LEVEL: 5

STORY POINTS: 6

For Thea's stats as the Fendahl Core, see *The Fourth Doctor Sourcebook*, p.120.

CASTELLAN HELNER



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

Corrupt Castellan of Gallifrey after Spandrell, at the time the Fourth Doctor returned to Gallifrey to claim the office of Lord President, when the planet was invaded by the Vardans and later the Sontarans. This "jumped-up guard" collaborated eagerly with anyone who seemed to hold the reigns of power, not stopping short of treason. (The Invasion of Time)

SKILLS

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

TRAITS

Authority (Minor) – Heads the Chancellery Guard
Cowardly

Eccentric – Born toady

Feel the Turn of the Universe

Friends (Minor) – Vardans, Sontarans, whatever occupying force is on Gallifrey

Psychic

Selfish

Time Lord

Vortex

EQUIPMENT

Staser: S(S/S/S) or L(6/L/L)

TECH LEVEL: 10

STORY POINTS: 4

BINRO



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

Binro the Heretic was an outcast living in the city of Shur on Ribos, who realised the lights in the night sky were not ice crystals, but distant suns. He was punished for creating a rudimentary astronomy, as they ran contrary to religious doctrine. (The Ribos Operation)

SKILLS

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

TRAITS

Brave
Eccentric
Face in the Crowd
Insatiable Curiosity
Outcast – Forced into poverty by his heretical beliefs
Sense of Direction

TECH LEVEL: 3

STORY POINTS: 4

THE SHADOW'S MUTES



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

The Mutes were a race who did not speak, and lived inside the hollow planet known only as the Third Planet (or sometimes the Planet of Evil) in the Atrios-Zeos system. There they did the bidding of the Shadow, helping him in his quest for the Key to Time. (The Armageddon Factor)

SKILLS

Athletics 2, Fighting 2, Marksman 3, Subterfuge 3

TRAITS

Alien
Alien Appearance
Enslaved – by the Shadow
Uncommunicative

EQUIPMENT

Hand Blaster: L(4/L/L)

TECH LEVEL: 6

STORY POINTS: 1-3

LEXA



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

Leader of the Deons, the religious Tigellans who worshipped Ti. She believed the Dodecahedron was a gift from Ti. Therefore, she controlled who was able to enter the room in which it was kept, attracting the ire of the Savants, a scientific group who wanted to examine it. Her resemblance fo former companion Barbara Wright is purely coincidental. (Meglos)

SKILLS

Convince 3, Craft 1, Knowledge 3 (AoE: Tigellan History and Tradition), Marksman 1, Medicine 1, Science 1, Subterfuge 2, Survival 1

TRAITS

Arrogant
 Authority (Major) – Religious leader of the Deons
 Brave
 Code of Conduct (Major) – Deon Oath
 Eccentric – Fanatically believes the Tigellans' power source, the Dodecahedron, is a god
 Obligation (Major) – to the Deon faith
 Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

VARSH



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

Leader of the Outlers on Alzarius and the older brother of Adric. He helped Adric repel the Marshmen who invaded the Starliner, but was brought down by their superior number. Still, he remained an inspiration to the Doctor's young companion. (Full Circle)

SKILLS

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

TRAITS

Argumentative
 Authority (Minor) – Leader of the Outlers
 Brave
 Fast Healing (Major)
 Impulsive
 Technically Inept – Most Alzarians only repair and maintain technology by rote

EQUIPMENT

Satchel of spare parts (if on Starliner)

TECH LEVEL: 5

STORY POINTS: 8

IVO



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

Headman of his village on an unnamed planet in E-Space taken over by vampires. The husband of Marta and the father of Karl. His father and grandfather had both been headmen. He communicated with the rebels with a hidden radio he had hidden, and later joined Kalmar's rebellion, after his son was taken to the monsters' Tower. (State of Decay)

SKILLS

Athletics 2, Convince 3, Craft 1, Fighting 2, Knowledge 2, Subterfuge 2 (AoE: Hiding objects), Survival 3, Technology 1

TRAITS

Adversaries – The Lords in the Tower
 Authority (Minor) – Headman of a village
 Brave
 Dark Secret – The Lords from the Tower must not know he is hiding forbidden technology
 Obligation (Minor) – to take revenge for his son's death

EQUIPMENT

Communicator

TECH LEVEL: 2

STORY POINTS: 6

KALMAR



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

Scientist and leader of the rebellion against the Three Who Rule, vampires that have taken over an unnamed planet in E-Space. Has been scrounging technology for years, but it was the Doctor who showed him how to use much of it. Kalmar was in favour of waiting to develop technology before attacking the vampires' Tower, but was persuaded by Ivo to move his plans forward. (State of Decay)

SKILLS

Convince 2, Craft 1, Knowledge 2 (AoE: Local History), Science 1, Subterfuge 3, Survival 3, Technology 3

TRAITS

Adversaries – The Lords in the Tower
 Cutting Edge Technology – Kalmar has access to Level 6 technology
 Dark Secret – Part of a resistance movement against the Lords of the Tower
 Insatiable Curiosity
 Procrastinator
 Stubborn

EQUIPMENT

Kalmar has access to salvaged, forbidden, Tech Level 6 technology

TECH LEVEL: 2

STORY POINTS: 4

OFF-OFF CANON: SEVEN KEYS TO DOOMSDAY

16th December 1974: It is six months since viewers saw the 3rd Doctor fall victim to Metebelis III radiation and regenerate. It is another twelve days before the 4th Doctor's first full story will be broadcast. At the Adelphi Theatre in London, it is the premiere of the stage play "Doctor Who and the Daleks in Seven Keys to Doomsday". The play opens with screens depicting the faces of the first three Doctors in sequence. As the image of the 3rd Doctor fades, a figure staggers on stage, his hands concealing his face but his shock of white hair clearly identifying him. The Doctor has been mortally wounded and, as he collapses, he begins to regenerate into his next incarnation. Thus begins the very brief reign of this alternative 4th Doctor...

This incarnation of the Doctor is a mix of characteristics from the 1st and 3rd Doctors. Although not quite the man of action that his immediate predecessor was, he has retained his aptitude for martial arts, using Venusian Aikido to throw the monstrous Clawrantulars around! He also has a tetchy side, frequently becoming annoyed with the antics of his young companions, but retaining a twinkle in his eye. As with all his incarnations, the Doctor is still a champion of justice, prepared to stand up to evil and is interested in everything he encounters on his travels. This Doctor also seems to be more willing to act as an agent of the Time Lords than his other incarnations – though only slightly!

This Doctor has shoulder-length white hair combed back from his forehead (though his hair is dark in some of the publicity photos), and wears a motley collection of clothing: loud checked trousers, a long, dark frock coat with wide lapels, a large floppy bow tie and a waistcoat. He still brandishes the 3rd Doctor's trusty sonic screwdriver.

Initially companionless, this Doctor quickly acquired a couple of young friends to help him. Jenny and Jimmy were merely members of the audience at the Adelphi Theatre when the TARDIS materialised and the newly-regenerated Doctor collapsed onto the stage. Although Jimmy was initially reluctant to leave his seat, believing the Doctor to be part of the performance they had come to see, Jenny was quick to jump up and go to the stranger's aid. The young pair carried the Doctor into his TARDIS and found themselves whisked away on an adventure. Jenny and Jimmy were not eager to put themselves at risk of the dangers they soon found themselves in, and really wanted nothing more than to return home. But with the Doctor's encouragement, they both got stuck in to help him in his struggle against the Daleks.

Both youngsters are in their late teens. Jenny is pretty and petite – and bears a remarkable resemblance to Zoe Heriot! She is the more enthusiastic of the couple and is studying for her A-levels. By comparison, Jimmy is more sceptical and has an argumentative streak, something that frequently grates on the Doctor's nerves. He has already left school and has a job. Perhaps to his own surprise, Jimmy found himself to be a good shot with a discarded neutron blaster he picked up.

THE DOCTOR



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

SKILLS

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

TRAITS

Adversary – The Daleks
Argumentative
Boffin
Brave
Charming
Code of Conduct
Distinctive
Eccentric
Feel the Turn of the Universe
Indomitable
Insatiable Curiosity
Psychic
Resourceful Pockets
Technically Adept
Time Lord
Time Lord – Experienced x3
Time Traveller (All)
Voice of Authority
Vortex

EQUIPMENT

TARDIS key
Sonic Screwdriver: Open/Close, Weld, Restriction (Cannot Open Mechanical Locks). 1 Story Point.

TECH LEVEL: 10

STORY POINTS: 8

JENNY WILSON



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

SKILLS

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

TRAITS

Attractive
Impulsive
Inexperienced
Unadventurous (Minor)

TECH LEVEL: 5

STORY POINTS: 15

When the Doctor had recovered from the effects of his regeneration, the trio emerged from the TARDIS and found that they were on Karn, the planet on which the Doctor had received his near-fatal injuries in an ambush. In this continuity, Karn had been the centre of a mighty empire which spanned hundreds of planets. The Masters of Karn were brilliant scientists who had invented all manner of wonderful machines, and also many terrible weapons. But at the height of their powers, civil war broke out among the Masters and the mighty cities of Karn were all destroyed. Beyond Karn, its former colonies were isolated and were left to struggle on as best they could. On Karn, outside the ruined cities, the people were largely unscathed and returned to a peaceful, agrarian existence. But eventually the Daleks arrived, searching for the lost artefacts of the Masters of Karn. They swiftly enslaved the people and destroyed their towns and villages, leaving Karn a ruined planet with only a handful of freedom fighters to oppose them.

During Karn's civil war, many of the planet's marine creatures were mutated by the weapons that the Masters deployed. Some

of them were subsequently able to survive out of the seas and migrated to the land. Among these are the giant land crabs which lurk in the ruins of the cities, picking off anyone daring to venture into the tunnels and caves. It is probably from the land crabs that the Daleks created their newest breed of servants, the hideous Clawrantulars. These creatures are enormous bipeds: ten-foot tall half man/half crab mutants with glittering, metallic red armour. Their right arms are enormous crab-like claws, whereas their left arms have been replaced with robotic clamps. Clawrantulars have only a basic intelligence and communicate with each other by means of a series of gurgling growls and roars. The Daleks have armed these beasts with neutron blasters.

Within the still-intact walls of the main Citadel of Karn, the Doctor and his friends discovered that the city's controlling computer was still active. Although the buildings had fallen into ruin, the walls were maintained by the computer as it was still following its last orders, to protect the city within. The Doctor easily defeated the computer with a logical paradox, but then found that he faced the last of the Masters of Karn. This being was nothing more than a giant skeletal figure shrouded in tattered robes, its skull-like face

JIMMY FORBES



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

SKILLS

Athletics 3, Convince 2, Fighting 2, Marksman 4, Subterfuge 2

TRAITS

Argumentative
Face in the Crowd
Inexperienced
Unadventurous (Minor)

TECH LEVEL: 5

STORY POINTS: 15

glowing green. This Grand Master was guarding the seventh and final segment of the Crystal of Power, the artefact which had led to the destruction of the Masters of Karn. He was able to protect it from the Doctor by his psychic powers and the Doctor had to enter into a mental battle in order to win the segment.

When assembled, the Crystal of Power is a supercatalyst that acts to boost the power source of the Ultimate Weapon. Without it, the Weapon is useless. So the Masters decided to divide the Crystal into seven segments and scatter them across Karn. The Daleks have found the blueprints of the Weapon and have constructed it within the Citadel. Now all they need is the Crystal to power it. If activated, the Weapon will alter the characteristics of the cosmic radiation which permeates the universe. The rays will then drain the energy from all animal tissue, causing every race to sicken and die. Only the Daleks will be immune and will become the supreme rulers of the universe!

CLAWRANTULAR



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 1, Fighting 3, Marksman 2, Survival 4

TRAITS

Alien
Alien Appearance
Armour (5 points)
Cyborg
Natural Weapon – Crab Claw: Strength +2 damage
Slow Reflexes

EQUIPMENT

Neutron Blaster: L(4/L/L)

STORY POINTS: 2-4

THE GRAND MASTER OF KARN

AWARENESS	3	PRESENCE	5
COORDINATION	1	RESOLVE	6
INGENUITY	6	STRENGTH	2

SKILLS

Convince 4, Knowledge 4, Science 5, Technology 5

TRAITS

Alien
Alien Appearance
Indomitable
Last of My Kind
Psychic
Size – Huge (Minor)
Special – Iron Will (Special): Contest of Ingenuity + Resolve to freeze a target in their tracks. If the target has the Psychic trait, they can initiate a battle of wills: contest of Ingenuity + Resolve, with loser taking damage equal to opponent's Resolve.
Technically Adept
Telepathy
Teleport

TECH LEVEL: 9

STORY POINTS: 6



AUDIO ADAPTATION

Whilst the 1974 theatre run of *Seven Keys to Doomsday* lasted for only four weeks and its performance remained only in the memories of those who saw it, Big Finish adapted the script for audio in 2008 and created a more permanent record of the adventure. The story has been kept close to the stage version, with differences being mainly because Big Finish used Terrance Dicks' original script which didn't incorporate some of the changes made to the performance. Trevor Martin reprised the role of the Doctor, though Jenny and Jimmy were both recast (with Charlie Hayes, daughter of Wendy Padbury, taking her mother's former role as Jenny). Naturally, the Doctor now sounds much older in the audio version than he had in 1974, often coming across as rather gruff. But despite sounding older and frequently being audibly out of breath after any exertions, he is still able to throw the Clawrantulars around with his Venusian Aikido!

OFF-OFF CANON: STAR TREK CROSSOVER

THE STARFLEET PARALLEL *(Assimilation²)*

As *Star Trek* seems to be a television show that exists in the *Doctor Who* universe, the canonicity of the following events is highly questionable, as is the probability that this parallel universe exists, at least, outside the Land of Fiction. Still, in a universe of infinite possibilities...

Stardate 3368.5 (in the late 2260s): The command staff of the Federation Starship U.S.S. Enterprise, specifically Captain James T. Kirk, Science Officer Spock, Dr Leonard “Bones” McCoy and Chief Engineer Montgomery “Scotty” Soctt investigate an archaeological team on Aprilia III that has lost contact with Starfleet, unaware of the inter-dimensional incursion that has occurred there. Finding the staff suspiciously calm, the landing party tries to bypass an electronic lock, and is greeted by a strange man in a long scarf. He introduces himself as “the Doctor”, opens the lock with his sonic screwdriver and offers jelly babies to the Starfleet officers. They find the researchers standing catatonically, with small cybernetic devices in their ears. Their attempts to remove the devices and revive the crew are interrupted by the arrival of a Cyber-Leader and two Cybermen. A firefight ensues, but the Starfleet phasers are ineffective against the silver giants. The Doctor uses the gold cover from Kirk’s communicator to clog the Cybermen’s respiration. After the Cybermen are defeated, the Doctor slips quietly away and returns to his universe.

On that occasion, the Cybermen and the pursuing Doctor somehow found their way to another universe, which we will call the Starfleet Parallel, where humanity united in the 22nd Century and, along with other space-faring races – none of which can be found in the Doctor’s universe – founded a peaceful Federation of Planets, patrolled by a military-structured, but exploration-focused Starfleet. Its mission, to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.

The most famous of its exploratory starships in the era visited by the Fourth Doctor is the Enterprise, whose travels and crew would go on to become legends.

Captain James Tiberius Kirk is historically the vessel’s third captain, but its most celebrated by far. A native Iowan, he became the only Starfleet Academy cadet to beat the no-win scenario known as the Kobayashi Maru test. He rose in the ranks particularly quickly and became Starfleet’s youngest captain when he received command of the U.S.S. Enterprise for a five-year mission, where he met and struck up deep friendships with his science and medical officers. His tendency to ignore Starfleet regulations when he feels the end justifies the means has served him well; he is the quintessential officer, a man among men. Though something of a lothario, when forced to make a choice between a romantic entanglement and his ship, the ship always won.

CAPTAIN JAMES T. KIRK



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

SKILLS

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

TRAITS

Adversary – Klingons
Attractive
Brave
Charming
Code of Conduct (Minor) – Prime Directive
Indomitable
Insatiable Curiosity
Military Rank (Major) – Captain
Obligation (Major) – to Starfleet
Quick Reflexes
Tough
Voice of Authority
Weakness (Minor) – The ladies

EQUIPMENT

Communicator
Phaser: S(-/S/S) or L(4/L/disintegrate)

TECH LEVEL: 7

STORY POINTS: 12

Science Officer Spock is the rare offspring of Vulcan and human parents (Sarek and Amanda Grayson) and has consequently always felt like an outsider in both cultures. He definitely identifies as a Vulcan, however, a green-blooded race of telepathic logicians from a harsh desert world. His cool, detached demeanor hides the violent emotions all Vulcans strive to tame using the stringent doctrine of Logic.

Dr McCoy is as outwardly emotional as Spock is logical, and the two are often heard bickering, belying their deep friendship. The cantankerous surgeon is rather old-fashioned, disliking transporter technology (something akin to T Mat with which starships are equipped) with almost irrational fervor. He also prefers less intrusive treatment and believes in the body's innate recuperative powers.

Scotty is a Scotsman and the ship's Chief Engineer, a man who likes his Scotch and the purr of a starship's engines (or its warp power equivalent). He is rather well-known for inflating repair time estimates, a quirk on which he has built a reputation as a miracle worker.

The Doctor never met the Enterprise's other notable crew members: Helmsman Sulu, a man interested in everything; Communications Officer Uhura, whose voice was that of an angel whether she spoke in Swahili or sang in English; nor Spock's protégé, the young and brash Ensign Chekov.

As for the ship itself (or "herself", as Kirk would say), the Enterprise NCC-1701 is a Constitution-class cruiser with a complement of 410 crew members. Its warp engines are capable of interstellar flight at speeds faster than that of light. It is also outfitted with powerful phaser weapons and photon torpedos, as well as energy shields, transporters, shuttlecraft (it cannot, itself, land), subspace communications allowing for faster-than-light coms, and a full complement of dedicated laboratories.

U.S.S. ENTERPRISE

Armour: 10 **Hit Capacity:** 100 **Speed:** 10*

Traits: Forcefield (Major: 2 levels of damage reduction, depletes with use**), Scan, Teleport, Transmit, Travel (Major: Warp Drive, not useable within solar systems)

Weapons: Phasers – 15(7/15/22) damage; Photon Torpedoes – 24(12/24/36) damage, ignores first 10 points of Armour

Story Points: 8

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

**The Enterprise's Forcefield is itself damaged by the damage it prevents; each level of Forcefield can prevent a cumulative 15 points of damage before it goes off line

SHUTTLECRAFT

Armour: 8 **Hit Capacity:** 20 **Speed:** 4*

Traits: Scan, Transmit, Travel

Story Points: 2

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

MR SPOCK



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

SKILLS

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

TRAITS

Alien
Alien Appearance (Minor)
Alien Organs
Bio-Chemical Genius
Boffin
Brave
Code of Conduct (Major) – Logic
Code of Conduct (Major) – Prime Directive
Dark Secret – That he hides emotions
Eccentric – Does not suffer emotion lightly
Indomitable
Insatiable Curiosity
Obligation (Major) – to Starfleet
Military Rank (Major) – Commander
Photographic Memory
Psychic
Psychic Training
Stubborn
Technically Adept
Telepathy – Mindmelds require prolonged touch
Tough

EQUIPMENT

Communicator
Phaser: S(-/S/S) or L(4/L/disintegrate)
Tricorder (Scan)

TECH LEVEL: 7

STORY POINTS: 8

DR LEONARD MCCOY



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

SKILLS

Athletics 1, Convince 3, Fighting 1, Knowledge 3, Marksman 2, Medicine 5, Science 3, Survival 2, Technology 3

TRAITS

Argumentative
Brave
Bio-Chemical Genius
Code of Conduct (Major) – Hippocratic Oath
Code of Conduct (Major) – Prime Directive
Eccentric – Mistrust of technology
Healer
Insatiable Curiosity
Military Rank (Major) – CMO
Obligation (Minor) – to Starfleet
Stubborn

EQUIPMENT

Communicator
Hypo: +2 to Medicine rolls
Phaser: S(-/S/S) or L(4/L/disintegrate)
Medical tricorder: Scan, +2 on diagnosis rolls

TECH LEVEL: 7

STORY POINTS: 12

MONTGOMERY SCOTT



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

SKILLS

Athletics 2, Convince 2, Craft 1, Fighting 2, Knowledge 2, Marksman 2, Science 2, Survival 2, Technology 4 (AoE: Starship systems), Transport 2

TRAITS

Brave
Code of Conduct (Minor) – Prime Directive
Eccentric – Loves his Scotch
Impulsive
Military Rank (Major) – Chief Engineer (Lt. Commander)
Obligation (Major) – to Starfleet
Percussive Maintenance
Technically Adept
Unlucky

EQUIPMENT

Communicator
Phaser: S(-/S/S) or L(4/L/disintegrate)
Tricorder (Scan)

TECH LEVEL: 7

STORY POINTS: 12

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.

A Device of Death [A20, A24, L1, L9, G5]

"As a member of an inferior race, you either work to serve the cause of Averon, or die." One of your PCs is marooned on a slave world where the only escape is death. Another is caught in the middle of an interplanetary invasion, and has to combine medicine with a desperate mission. And the rest land on a world so secret, it doesn't even have a name. Why have the TARDIS crew been scattered across the stars? What terrible accident could have wiped their Time Lord's memory? And what could interest the High Council in this war-torn sector of space? At the heart of a star-spanning conspiracy lies an ancient quest: people have been making weapons since the dawn of time – but perhaps someone has finally discovered the ultimate device of death.

Wolfsbane [A16, V36, G3]

One companion is dead. Having left him or her abandoned and alone in pre-war Britain, your other PCs try to solve the mystery of his or her death. But the only witness is in a lunatic asylum, driven mad by what he has seen. He tells of murder and mutilation, of living trees and long-dead legends, of wolfmen and war... And of a mysterious stranger known only as a "Time Lord". Can it be true that the dead companion discovered the last resting place of the Holy Grail? Why are the flowers and trees in a Somerset village in full bloom at Christmas? And is it just a coincidence that he or she died under a full moon...?

Exploration Earth [V44]

The TARDIS goes back in time to witness stages of the Earth's development. However, as the planet evolves from a mass of heat and gas, Megron the High Lord of Chaos has his own designs on our homeworld. If his threats to endanger the stability of Earth have any substance, the existence of mankind itself is in question!

Managra [A14, V42, L14]

Europa, designed by lunatics a thousand years in

the future, is a resurrected Europe that lives in an imaginary past. In Europa, historical figures live again: Lord Byron combats Torquemada's Inquisition, Mary Shelley is writing her sequel to Frankenstein and Cardinal Richelieu schemes to become Pope Supreme while Aleister Crowley and Faust vie for the post of Official Antichrist. When your TARDIS arrives, its crew is instantly accused of murdering the Pope. Aided only by a young vampire hunter and a revenant Byron, the PCs confront the sinister Theatre of Transmogrification in their quest to prove their innocence.

Evolution [A9, A33, G6]

Wanting to meet Rudyard Kipling, your TARDISers set the coordinates for England, Earth, in the Victorian Age. The TARDIS materialises in not quite the right place, and the time travellers find themselves pursued across Devon moorland by a huge feral hound. Children have gone missing; at the local boarding school, the young Rudyard Kipling has set up search parties. Lights have been seen beneath the waters of the bay, and fishermen have been pulled from their boats and mutilated. Graves have been robbed of their corpses. Something is going on, and Arthur Conan Doyle, the ship's doctor from a recently berthed arctic whaler, is determined to investigate. Your characters and Doyle join forces to uncover a macabre scheme to interfere with human evolution – as Kipling faces a terrifying transmogrification.

System Shock [V73, G9]

A rebellion on another planet. A kidnapping in Central London. The head of MI-5 assassinated. A hostage siege suddenly and violently ended by the S.A.S. A computer CD slipped into your time traveller's pocket by a dead man... It's 1998, and the global information superhighway is about to come online. OffNet controls everything digital from cars to sliding doors, from interactive television to military command and control systems. The PCs must prevent the breakdown of technological society and foil an unconventional alien takeover bid.

The Pescatons [V50]

Your characters battle against some of the most heinous foes to emerge from the outer universe: The Pescatons. They find themselves in the capital city of London, where the population is bewildered and trembling beneath the violent onslaught of a merciless invader. Who or what is the mighty Zor, whose green slanting luminous eyes glare out from the dark of night like giant emeralds? What is the powerful alien force that is bringing Earth's civilisation to a standstill, threatening to annihilate everything in its path? This is the story of a dying planet, of a deadly weed, and the merciless creatures themselves. It is a challenge – a frightening race against time...

Ghost Ship [L40, G9]

Perhaps sensing one character's deepening mood of introspective melancholy, the TARDIS lands in the most haunted place on Earth, the luxury ocean liner the Queen Mary on its way from Southampton to New York in the year 1963. But why do ghosts from the past, the present, and perhaps even the future, seek the PC out? What appalling secret is hidden in Cabin 672? And will your characters be able to preserve their sanity as they struggle to save the lives of the passengers against mighty forces which even they do not fully understand?

Millennium Shock [V73, G4, G9]

It's 1999 and the Millennium Bug is threatening to bring the world's computers to a standstill. Experts struggle to avert disaster, but a powerful force seems determined to work against them. As the government realises the full implications of Year 2000, one company seems to promise all the technological answers... but what exactly are the methods and motives behind the operation? What is the connection between the Millennium Bug, a raid on a Russian nuclear base, a break-in at a British defence contractor, and a pen one of your PCs kept as a memento of a past adventure? The TARDISers must discover the truth before the world is plunged into a digital winter. No longer just an expensive miscalculation, the Millennium Bug could also be the key to an alien take-over of Earth...

Asylum [A4, A30, L33]

The town of Oxford in AD 1278 seems a haven of tranquillity. Under the summer sun, merchants, students and clerics go about their daily, unhurried tasks. Alfric, the proctor of the Franciscan friary, has only two minor problems: one of the friars has gone missing, and there are odd people just arrived, attracting crowds in the narrow streets. When the missing friar is found dead, evidence suggests he has been murdered. There is a ruthless killer at large, and Alfric reluctantly teams up with the strange visitors (your PCs) to track him down. Their investigation leads towards the most celebrated of the Franciscan brotherhood: Roger Bacon, famed throughout Christendom as a scholar – and, in the far future, the subject of a revolutionary thesis by technographer Nyssa of Traken.

Drift [A25, V38, G8]

White: the perfect camouflage for ghosts. White consumes the New Hampshire landscape, and troops move in on a survivalist cult following a spate of unnaturally severe blizzards. The Special Forces group, White Shadow, are searching for the missing fragments of a US Air Force jet, which crashed while engaged in top-secret test flights over the region. Your TARDISers have arrived at quite literally the wrong time. Thanksgiving is approaching – traditionally a holiday all about home and family. But this year, all that is lost. Lost: Like the local community, in the grip of something far more sinister than a harsh winter. Like young Amber Mailloux, victim of a broken home that won't even settle in one place. Even White Shadow is lost, out of its depth and up against an enemy that not even your PCs can find in this world of white. An enemy that promises the bleakest of midwinters for the

people of New Hampshire and, before springtime, the end of life on Earth...

Last Man Running [L22]

The TARDIS has arrived on a world of violence, where hideous creatures hunt and kill endlessly, vying for supremacy at the top of the food chain. But is evolution on the planet natural or engineered by some higher power? And why has an aggressively suspicious alien police force sent a secret mission here?

With no one safe from the planet's tireless predators, your time travellers are tested to the full, and may begin to suspect that there is a scientific purpose to the planet – one married to a sinister intelligence. Whatever the data being collated from the planet, they'll soon realise its usage may have far-reaching consequences for all humanity...

Corpse Marker [A21, V8, V61, L20, X4]

To a society dependent on robots, the news that these benign, tireless, obedient labourers could be turned into killers would cause panic. So it was kept a secret. In Kaldor City, only the three survivors of the Sandminer massacre know the truth. But now, several years later, they are beginning to show signs of mental breakdown. And once again, the robots are being programmed to kill. Can the dead genius Taren Capel possibly be involved in this new outrage? Worst of all, this time the deadly robots are not confined to a Sandminer. This time they are loose in Kaldor City. And this time, unless your characters can stop them, they really will destroy the world.

Psi-ence Fiction [V32, V33]

It's Reading Week at the University of East Wessex, but not everything comes to a stop. The wood is still haunted. Experiments in telepathy, remote viewing, precognition and other paranormal phenomena continue in the Parapsychology Department. The department heads still think the Kellerfield Research Fellow is out for publicity rather than psychic results. A grisly murder remains unsolved by local police. The students are still holding seances in the graveyard. When the TARDIS arrives in Norswood, its crew is caught up in events that are spiralling out of control. Chased by a phantom, they may take to the waters. But soon it isn't just the Parapsychology Department's funding that's in question – it's the whole of existence.

Match of the Day [V35, L46]

There were the contracts, the agents, the local sponsors, the broadcasts, the laws which made murder legal... It had taken a long time to establish, and an even longer to develop the league of superstar duellists. And just when it was all working so well, someone or something started interfering. Famous fighters died in private duels. Up-and-coming professional fighters fell to casual, one-time challengers. When one PC is challenged to a duel to the death, the others realise that there is more to the situation than simple murder and mayhem. But before they can sort it out, they need to save they client – the Player Character under threat. How long can that PC survive on a planet where to not kill is an offence punishable by death?

Destination: Nerva [V18, V39, L30]

Your time travellers respond to an alien distress call beamed direct from Victorian England. It is the beginning of a journey that will take them to the newly built Space Dock Nerva... where a long overdue homecoming is expected. A homecoming that could bring about the end of the human race.

The Renaissance Man [V23, L29]

Though intent on visiting the famous Morovanian Museum, the TARDIS instead lands your PCs in a quiet English village, where they meet the enigmatic collector Harcourt and his family. When people start to die, reality doesn't appear quite what it was. There's something sinister going on within the walls of Harcourt's manor, and the stakes are higher than they can imagine. The TARDISers are about to discover that a little knowledge can be a dangerous thing.

The Wrath of the Iceni [A10]

Britain. The height of the Roman occupation. The humans on the TARDIS crew hope to learn about their ancestors... but they have no idea how much education they're going to get. Because this is the time of Boudica's rebellion. When the tribe of the Iceni rises up and attempts to overthrow their Roman masters. Will they be swayed by the warrior queen's words, or make the decision to save history itself?

Energy of the Daleks [V22]

Your time travellers find themselves in the middle of London at the time of a new energy crisis. The GlobeSphere Corporation seems to have all the answers – but several thousand protestors beg to differ. What is the connection between the National Gallery and a base on the Moon? Has radical thinker Damien Stephens simply sold out, or does he have a more sinister agenda? The TARDIS has detected a mysterious energy reading. Could it be that the most evil creatures in the universe have returned to claim ultimate victory once and for all?

Trail of the White Worm [V10, V77]

The legend dates back to Roman times, at least: a great White Worm, as wide as a man, slithers out of the rocks of the Dark Peak Gap to take animals, sometimes even children, for its food. The TARDISers arrive in the wilds of Derbyshire, only to get caught up in the hunt for a missing girl, and soon discover that the legend of the Worm is very much alive – even now, in 1979. Worse still, it seems that your Time Lord isn't the only renegade Time Lord on the trail of this deadly and mysterious Worm...



The Oseidon Adventure [V10, L32]

The first time the fearsome Kraals attempted to take over the Earth, with the help of their android agents, things didn't go quite according to plan – thanks to a Time Lord and his allies at UNIT. This time, Marshal Grimal and his belligerent cohorts are ready for them. This time, they'll make no mistakes. This time, Chief Scientist Tyngworg has not just one plan, but a back-up plan, and a back-up back-up plan worked out... With your Time Lord a prisoner on the Kraals' radiation-blasted home planet of Oseidon, only his or her companions can save the day – alongside a most unlikely ally.

Eye of Heaven [L12]

Easter Island, 1842. Horace Stockwood, eminent archaeologist, has stolen a stone tablet sacred to the islanders. He escapes into the open sea, but massive, sinister stone figures are lining the cliff tops, watching him go... Thirty years later, Stockwood is desperate to return. He has devoted his life to studying the sacred stone, and needs to know if his theories are correct. Visiting Earth, your PCs' interest may be piqued, but their journey proves more hazardous than anyone would have expected. What is the terrible secret that pushes Stockwood on – and what is his real agenda? Who is trying to stop their mission before it has even begun? As they begin to piece the answers together, it seems they may become accomplices to the terrible tragedy that threatens to befall the island. Ancient powers are invoked, and dangerous secrets may soon be secret no longer...

Empathy Games [L47]

After a disaster aboard the TARDIS, your travellers arrive at the capital city of Synchronis, a world renowned for peace and civility. But an attack by a vicious creature leaves them persuaded to fight in the forthcoming Empathy Games, where they'll discover that nothing on this world is as it seems.

Night of the Stormcrow [V67]

High atop Mount McKerry sits the observatory. For years now it's been watching the skies. Now something's watching back. Something dark and huge that blots out the stars. Something with giant wings. Something that kills. When the TARDIS is struck mid-flight, it crash-lands on the mountain, and its crew finds they are not the only aliens to be visiting. Beings of nothing infest the complex, staff members are dead or mad. As the survivors argue amongst themselves and attempt to take advantage of the situation, a creature vast and terrible is coming ever closer. A creature called... Stormcrow.

The Light at the End [L50, G2]

November 23rd 1963 proves to be a significant day in the lives of all your Time Lord's regenerations. It's the day that Bob Dovie's life is ripped apart... It's also a day that sets in motion a catastrophic chain of events which forces his or her incarnations to fight for their very existence. As a mysterious, insidious chaos unfolds within the TARDIS, the barriers of time break apart... From suburban England through war-torn alien landscapes and into a deadly, artificial dimension, all these Time Lords and their

companions must struggle against the power of an unfathomable, alien technology. From the very beginning, it is clear that the Master is somehow involved. By the end, for your heroes, there may only be darkness.

The King of Sontar [V21, L11]

Dowcra base. The third Elite Sontaran Assassination Squad closes in on its target. A dozen trained killers, but even they will be unable to bring down the invincible Strang... Manipulated by the Time Lords, the TARDIS also arrives on Dowcra. And its crew is set to encounter the greatest Sontaran ever cloned...

White Ghosts [V70, V76]

A close encounter with a stray missile leads your PCs to materialise their TARDIS on a planet that hangs in the dark at the edge of the known universe. A planet so dark that it exists in near-permanent night. A planet that enjoys just a single day's light once every thousand years... Exactly what happens on the planet in its rare daylight hours – that's what a geographical survey headed by Senior Tutor Bengel is stationed here to establish. They are all about to discover that when daylight comes, the White Ghosts rise... So don't be afraid of the dark. The cover of night is a mercy.

The Crooked Man [V13]

Winter at the seaside. The wind blows. The waves crash. People are dying and a strange spindly figure stalks the cold, deserted streets. A typical holiday, in other words. When the PCs stumble across a grotesque series of murders at the coast, they realise the local constabulary is out of its depth. Something supernatural has come to town, something evil. And it all seems to be tied in to a particular young family. Monsters lurk behind strange doors. Tragic secrets wait to be uncovered. And somewhere, deep within, the Crooked Man sits. He is waiting for you.

The Evil One [V59]

The TARDIS lands in the cargo hold of luxury space cruiser the Moray Rose. The crew and passengers are missing. The agents of Inter-Galaxy Insurance are determined to find out what's happened and the shadowy Interplanetary Police Inspector Efendi is showing a very particular interest. Caught up in all this, your time travellers find themselves facing a horde of metal mantis-like aliens.

Last of the Colophon [V1, L8]

The planet Colophos is a dead world. Nothing but dust and rubble – and the ruins of a once-great civilisation. But is it really as dead as it appears? When your TARDISers land, joined by the crew of the Oligarch survey ship, it's not long before they receive a communication from one of the ruins. A communication from Astaroth Morax, the last of the Colophon. Attended by a sadistic robot nurse, Morax is in a wheelchair and bound in bandages to conceal his terrible injuries. But is he really as powerless as he seems? What became of the rest of his race – and why didn't he die with them? Entering his lair, they will uncover a terrifying secret...

Destroy the Infinite [L10]

The colony planet Delafoss is occupied by the army of a rapacious alien force known only as the Eminence. These slave armies of terrified humans are commanded by the dreaded Infinite Warriors – impervious to most forms of firepower, voices like icy death. Your PCs arrive expecting to find Earth's most successful, unspoiled colony. Instead, they are confronted by a planet choked by industrialization. And at the heart of it all, the construction of something that the Eminence intends will wipe out all human resistance once and for all. If they confront the Eminence... things will never be quite the same again.

The Abandoned [A22, L36]

The Point of Stillness. A place the Time Lords are forbidden to go. It cannot be drawn, it cannot be whispered, it cannot be thought. And yet somebody is very keen to reach it. Deep within the TARDIS, something unusual is happening. One of the ship's oldest secrets is about to be revealed, and once it is, nothing will ever be the same again. As danger materialises deep within the ship, spectral strangers lurk in the corridors and bizarre events flood the rooms, someone long-forgotten is ready to reappear. Your travellers are soon to discover that their home isn't quite the safe stronghold they thought.

Zygon Hunt [V66, L15]

On the jungle planet Garros, Earth Forces Knight Commander-in-Chief Greg Saraton and his team are hunting gigantic beasts, for sport. When the Doctor and Leela arrive, they are caught up in a web of intrigue where there is no clear friend or foe. What is Saraton's vital connection with Earth's Solar System's Defence Shield? Why are the giant reptilian birds of Garros attacking? What terrible secret lurks deep within the trees? Before the truth can be revealed, a heavy price will be extracted and loyalties will be tested to the limit.

The Foe from the Future [A13, V49, L34]

The Grange is haunted, so they say. This stately home in the depths of Devon has been the site of many an apparition. And now people are turning up dead. The ghosts are wild in the forest. But you don't believe in ghosts, do you? The TARDIS follows a twist in the vortex to the village of Staffham in 1977 and discovers something is very wrong with time. But spectral highwaymen and cavaliers are the least of your PCs' worries. For the Grange is owned by the sinister Jalnik, and Jalnik has a scheme two thousand years in the making. Only they stand between him and the destruction of history itself. It's the biggest adventure of their lives – but do they have the time?

The Valley of Death [V40, L49]

A century after his great-grandfather Cornelius vanished in the Amazon rainforest, Edward Perkins is journeying to the depths of the jungle to find out what became of his ancestor's lost expedition. Intrigued by what appears to be a description of a crashed spacecraft in the diaries of that first voyage, your time travellers join him on his quest. But when their plane runs into trouble and ends up crash landing, everyone gets more than they

bargained for. The jungle is filled with giant creatures and angry tribesmen, all ready to attack. But in the famed lost city of the Maygor tribe, something far, far worse is lurking. Something with an offer to make to mankind. Who are the Lurons and can they be trusted? Can they defeat the plans of the malevolent Godrin or will they become victims of the legendary Valley of Death?

The Ghosts of Gralstead [V46, V60]

Victorian London, in the year 1860. At St Clarence's Hospital, respected surgeon Sir Edward Scrivener requires the bodies of the dead... At Doctor McDivett's Exhibition of Living Wonders and Curiosities, miracles are afoot... And in Gralstead House, the ghost will walk again. Mordrega has come to Earth...

The Devil's Armada [V72]

The TARDIS lands in Sissenden Village in the sixteenth century. Catholic priests are hunted, so-called witches are drowned in the ducking stool, and in the shadows the Vituperon are watching... and waiting...

The Roots of Evil [L17]

When the PCs visit an immense tree space station known as the Heligan Structure, little do they know that the tree has been asleep for centuries, dreaming of vengeance against a time traveller... As the tree awakes, your Time Lord and companions will discover why they are such unwelcome guests.

The Ghost Trap [V25]

Responding to a salvage team's distress call, your TARDISers arrive on a crippled space ship. Its owners, the Hihmakk, are a secretive race of space mariners whose navigation skills make them the envy of the galaxy. The salvage team is long dead, but its last log entries speak of a spectre stalking the ship's halls, picking them off one by one. Can they survive and understand the nature of the ghost?

The Exxilons [L35]

Planet E9874 supports a developing civilisation known as the Tarl. The peaceful, technologically advanced Locoyuns are helping the Tarl develop rudimentary technology. What could be more innocent than that? When the TARDIS arrives, its crew finds the delicate balance in the relationship between the two cultures reaching an unexpected crisis point. The spears are flying and the threat of all-out war is in the air. Your PCs must use all their guile to tread a careful path with Tarl leader Ergu, while they discover an ancient power of unimaginable strength which threatens to tear the minds out of its victims.

The Darkness of Glass [V63]

Cut off from their TARDIS, the Player Characters find themselves stranded on a small island. But they are not alone. It is 1907, and members of the Caversham Society have gathered on the hundredth anniversary of the death of Mannering Caversham, the greatest Magic Lanternist who ever lived. But Caversham was also a supernaturalist who claimed to have conjured up a demon from the depths of hell. As people start to die, the Doctor begins

to wonder if Caversham's story might have more than a grain of truth in it. Can they discover what really happened to Caversham a century ago? And if they do, will they live to tell the tale?

Requiem for the Rocket Men [L4]

The Asteroid – notorious hideaway of the piratical Rocket Men. Hewn out of rock, surrounded by force-fields and hidden in the depths of the Fairhead Cluster, their base is undetectable, unescapable and impregnable. In need of allies, the Master has arranged to meet with Shandar, King of the Rocket Men. But the mercenaries have captured themselves a very special prisoner – your Time Lord. How does it connect with Shandar's new robotic pet? The PCs will have to work the answers out if they want to leave the asteroid... alive...

Death Match [L39]

The Death-Match is under new management. The Hunt Master's Champion has been installed. All regular players are welcomed back to the Pursuit Lounge to observe the contest in luxurious surroundings. Privacy is assured. For this reason we ask our elite guests to abide by the strict security protocols. Please note, the house has no limits. In the Gallery, your combatants can be observed on the orbiting Quarry Station. A purpose-built environment filled with deadly traps and hidden dangers. Prizes are offered for every kill, with bonuses for rogue elements. Only an elite hunter can survive the End-Game. Do you have a worthy champion? Kill or be killed: the only rule of the Death-Match...

Suburban Hell [V45]

Somewhere in a suburb of North London, there's a crisis. More than a crisis, a positive disaster: Belinda and Ralph are expecting four for supper, and there's no Marie Rose sauce for the Prawns Marie Rose. All in all, the evening couldn't possibly get any worse... Until the doorbell rings, bringing your time travellers to the dinner party. They've got a crisis, too – temporal ruckage has sent their TARDIS to another time zone entirely. Meaning they might have to endure a whole evening in Belinda's company. But they aren't the only uninvited guests tonight. There's a strange fog falling, out in the road. And in that fog, savage blue-skinned monsters, with dinner party plans of their own. Because it's not Prawns Marie Rose on their menu – it's people!

The Cloisters of Terror [V68, L45]

St Matilda's College, Oxford is haunted. The building was formerly a convent and, so the story goes, three ghostly nuns wander its passages during the hours of darkness. The story goes on to say that anyone who sees the "three sisters" will not be long for this world. When one of the students mysteriously disappears, the Dean of the College, Dame Emily Shaw, has no option but to call in the police. Her call appears to be answered when a TARDIS arrives in her study; the PCs have come to investigate and uncover the dark secret that has lain buried beneath the college for almost a thousand years...

The Fate of Krelon [A17, L21]

There are dark skies on Krelon... and something gigantic is

descending. Meanwhile, your time travellers set off for some fishing in the mountain pools of Krellos. Far up the mountain, an aged explorer is in trouble. Will they be able to save him and his planet?

Return to Telos [A17, L21]

On Telos, the Cyber-Controller and Cyber-Planner consolidate their plans. Spare parts from Krellos are being used to construct a mighty Cyber army. Your Time Lord must be captured. Out of control, the TARDIS tumbles down a chasm and the PCs find themselves caught up in full-scale planetary invasion.

The Drosten's Curse [A11, A28, V2, G5]

Something odd is going on at the Fetch Brothers Golf Spa Hotel. It could be to do with golfers being dragged down into the bunkers at the Fetch Brothers' Golf Spa Hotel, never to be seen again. It might be related to the strange twin grandchildren of the equally strange Mrs. Fetch – owner of the hotel and fascinated with octopodes. It could be the fact that people in the surrounding area suddenly know what others are thinking, without anyone saying a word. Whatever it is, the TARDISEers are probably most at home when faced with the distinctly odd. With the help of Fetch Brothers' Junior Receptionist Bryony, they'll get to the bottom of things. Just so long as they do so in time to save Bryony from quite literally losing her mind, and the entire world from destruction. Because something huge, ancient and alien lies hidden beneath the ground – and it's starting to wake up...

Hornets' Nest [A1, A3, V26]

Nest Cottage in Sussex, a home away from home for a Time Lord. There, your TARDISEers will find a house infested with Hornets. With the help of the house's irascible housekeeper, they will go in search of the Hornets' origins.

Demon Quest [A1, A3, A18, V17, L42]

When a well-meaning ally mistakenly sells a crucial piece of the TARDIS to someone, your PCs go hunting through time for the entity that has it.

Serpent Crest [A1, A3, V57, V62, V65, G7]

Your time travellers are kidnapped by menacing robots and transported through a wormhole to an extravagant palace, floating in space, a hundred thousand years in the future. A colony of humanoid robots have overthrown their creators and forged a longstanding galactic empire. But now the humans are threatening to overthrow their Robotov Tsars. In an attempt to bring peace, the Tsarina creates Alex, a cyborg infant. And at his heart is a deadly Skishtari Egg.

The Iron Legion [V29, V41]

Enter a dimension where the robot centurions of the mighty Roman Empire travel from planet to planet, crushing all in their path – driven by cruel gods of greed, destruction and despair...

The Dogs of Doom [A7, V74]

Travel to a future where the colonists of New Earth are under

attack by the vicious Werelox – but the ferocity of these beasts is as nothing beside the calculated cruelty of their masters...

Puppeteer [A5, V52]

On the trail of the villainous Puppeteer, the TARDIS crew joins forces with Annajin Valentin on the planet Gondovan. The Puppeteer has been following humanity across the stars, feeding on their warfare, and now, Annajin is on a mission to destroy him once and for all. But when your companion falls victim to his powers, your Time Lord may not be able to save him or her!

Tomb of Valdemar [A31, L3]

Millennia ago, the great god Valdemar held sway over the universe. Somehow the Old Ones defeated this dark presence and entombed him beneath the acid skies of Ashkellia, before disappearing themselves forever. Over the centuries, the myths of Valdemar grow, crossing solar systems and races. A novelist, Miranda Pelham, pieces together the Dark God's story. Unfortunately for her, revolution and the rise of a New Protectorate force her to strike an agreement with the decadent necromancer Paul Neville to find the lost Ashkellia. Your characters become embroiled in the complex conspiracies and attempts to re-discover Valdemar. High in the boiling sulphuric acid clouds, in the Palace of the Old Ones, a place where reality and dreams collide, the way is being prepared for the resurrection of the Dark One. Can they prevent the rebirth of a being so powerful that its release will alter the entire fabric of the universe?

The Shadow of Weng-Chiang [V28, L43]

The TARDIS lands in 1930s Shanghai: a dark and shadowy world, riven by conflict and threatened by the expansion of the Japanese Empire. Meanwhile, the savage Tongs pursue their own mysterious agenda in the city's illegal clubs and opium dens. Manipulated by an elusive foe, the PCs are obliged to follow the Dragon Path – the side-effect of a disastrous experiment in the far future. Could the Black Guardian be behind the dark schemes of the beautiful Hsien-Ko? And who is the small child who always accompanies her?

Heart of TARDIS [V9]

Your characters have been summoned by the Gallifreyan High Council. A force has been unleashed into the space/time continuum... a force so unimaginably terrible that it is set to rip the universe itself apart and plunge it into primal, screaming chaos from which nothing will survive. Of course, since something of this nature happens every other day of the week, they are really far more interested in finding out what's happened to a close personal friend, who seems to have vanished under mysterious circumstances. And quite right, too. The fate of a universe plunging into foetid and unending chaos could look out for itself for a change...

Feril's Folly [V12, V37]

Earth in the present day. In a small village in Norfolk, former astronaut Lady Millicent Feril has established an observatory, tracking a meteorite from the Cronquist System. It is a meteorite that almost killed her years before – and perhaps left her not

entirely human. As Ferril's power grows, so does her influence. She can control metal. And anything metal – from a suit of armour to a bicycle – is now lethal...

The Weapon [V6]

The White and Black Knights war has been wreaking havoc across the galaxy for centuries. In 1980, The Black Knight arrives on Earth but the White Knight is waiting to attack. Your time travellers find themselves caught between the feuding knights when one of their number is kidnapped and held for ransom. Can they survive on the battlefield or escape before The Knights are brought together in a battle that only one can win?



The Auntie Matter [A29, V81, G2]

England in the 1920s. Trouble never stays away from the PCs for long, and before they know it, a chance discovery of alien technology leads them deep into the heart of the English countryside where a malign presence lurks. As they dodge deadly butlers and ferocious gamekeepers, they are also faced with a malevolent Aunt and an even deadlier peril – marriage.

The Sands of Life / War Against the Laan [V11, V34]

Sheridan Moorkurk has just been elected president of Earth... but the harsh realities of who really runs the planet are just beginning

to dawn on her. And what's more, she's starting to hear voices. Meanwhile, the TARDISers encounter a mass of aliens heading to Earth... Aliens who have already made the mistake of upsetting the infamous Cuthbert, all-powerful CEO of The Conglomerate, by destroying one of his space platforms. The Laan are on the move. Will they be able to avert inter-species war that will destroy all life on Earth?

The Justice of Jalxar [A19, A27, V51]

It is the dawn of a new century and a vigilante is on the loose. They call him the Pugilist. The scourge of the criminal underclass. The saviour of the virtuous and the protector of the weak. The police are baffled, the public enamoured... but your characters are on the case. What is the source of the Pugilist's spectacular supernatural powers? Is he alone in his noble quest? And what is his connection to the spate of corpses discovered around London? As they descend further into a nefarious netherworld, the investigators may be out of their depth. They may need need more help than they're to get out of this alive.

Phantoms of the Deep [L26]

On their mission to explore the Mariana Trench at the very bottom of the ocean, the deepest and most inhospitable place on Earth, the crew of the deep sea vehicle Erebus make an unusual and startling discovery. Your TARDIS. As your characters join them on their journey, the submariners soon discover that this not the only unusual find lurking on the sea floor. Super-intelligent squid, long-lost submarines and their miraculous occupants are only the start of their troubles. The Goblins are coming. And they won't let anyone out alive.

The Dalek Contract/The Final Phase [V11, L38]

These creatures have ravaged half the cosmos. They're experts at this kind of thing. Nothing can stand in their way. Your travellers find themselves in the Proxima System, where enigmatic Conglomerate CEO Cuthbert has been conducting his infamous "experiment". An experiment which might accidentally rip the universe apart. Meanwhile, living conditions on Proxima Major have become harsh and hostile. Climate change has turned the landscape into a freezing wasteland and an alien power has condemned much of the population to life inside internment camps. For those still clinging to their freedom, the struggle for survival is now beyond desperate and outsiders like your PCs are only seen as a threat. What is Cuthbert really up to in the Proxima System stem, and just how does he expect the dreaded Daleks to fit into his plan?

The Stealers from Saiph [V58]

It's 1929, and the TARDIS crew is holidaying in Antibes, painting, or fending off the playful advances of young Tommy Creighton. All is peaceful and idyllic except for the portentous warning of astrologer Madame Arcana, and the fact that personal items are being stolen from the hotel's guests. What is the secret of the cave on the beach? And why do some of your characters' new acquaintances suddenly behave so strangely? As their vacation suddenly takes a turn into danger, they find that the whole planet

Earth is faced with a deadly threat...

The Romance of Crime [V43, V48, V79, L41]

The TARDIS lands at the Rock of Judgement: a court, prison and place of execution built into a rocket-powered asteroid. There its crew becomes embroiled in an investigation by the system's finest lawman. What connects the macabre gallery of artist Menlove Stokes with the slaughter of a survey team on a distant planet? Why is Margo, chief of security, behaving so strangely? And which old enemies are aboard the unmarked spaceship making its way towards the Rock?

The English Way of Death [A26, V82, G8]

It's the sweltering summer of 1930, and Londoners are enjoying the heat wave. The PCs plan to take a rest after their recent adventures, but the TARDIS warns them of time pollution in the locality. What connects the isolated Sussex resort of Nutchurch with the secret society run by the eccentric Percy Closed? Why has millionaire Hepworth Stackhouse dismissed his staff and hired assassin Julia Orlostro? And what is the truth behind the infernal vapour known only as Zodaal?

The Beautiful People [V15, L51]

Put all your worries behind you. Situated in fifty acres of relaxing sculpted gardens, the Vita Novus Health Spa offers a sanctuary from the stresses and strains of 32nd century life. Our exclusive programme of weight loss therapy is celebrated throughout the galaxy for its ease, simplicity and one-hundred-per-cent success rate. No matter how full-figured you may be, we can make you slimmer, healthier – and happier. In fact, you will leave Vita Novus feeling like an entirely new person. And that's guaranteed. We cater for all endoskeletal carbon-based life-forms. All major credit cards accepted. Parties welcome.

The Pyralis Effect [V7, V53]

Long ago, the planet Pavonis IV was saved from certain destruction by a certain Time Lord. Now it is dead, laid waste by environmental catastrophe, but a few survivors and their precious race bank survive on the starship Myriad. Their mission: to scour the universe for the fabled dimensionally transcendental obelisk in which their saviour travels, and persuade him (or her) to save their world again. As the TARDIS arrives, by chance, on the Myriad, your characters are just in time to see the crew achieve their goal. Or so they think... Death stalks the corridors of the ship, the artificial intelligence CAIN has lost control, and a force is about to be unleashed that threatens the entire galaxy.

The Well-Mannered War [V16, V20, L6, L27]

Barclow – an Earth-type planet on the fringes of space at an inestimably distant point in the future. Two factions claim it: humans from the nearby colony world of Metralubit and a small group of Chelonian troopers. Yet in nearly two hundred years of conflict, not one shot has been fired in anger, there are regular socials in the trenches and the military commanders are the best of friends. Your time travellers arrive in the midst of these bizarre hostilities to find there's real trouble to come. A crucial election

on Metralubit is looming and one of them may be forced to begin a new career as a politician. And they may find that a sinister hidden force may be attempting to alter the war's friendly nature. What are the plans of Galatea, the leader of the beautiful robotic Femdroids? Who is killing soldiers on both sides of the battle lines? Will the PCs' oratory save the day?

Festival of Death [A8, V56, L16, G1]

The Beautiful Death. The ultimate theme-park ride. For twenty galactic credits, you can find out what it's like to be dead. But something has gone wrong. Visitors expecting a sightseeing tour of the afterlife have been transformed into mindless zombies, set on a killing rampage. The TARDIS arrives in the aftermath of the disaster and, to their baffled delight, your travellers are immediately congratulated for saving the population from certain and terrible destruction. The only problem is, they haven't actually done it yet. Aided and abetted by a drug-addled hippie lizard, a hard-hitting investigative reporter and a suicidal ship's computer, they have no choice but to travel back in time and discover exactly how they became heroes. And then they find out. They did it by sacrificing their lives.

Babblesphere [L19]

The violent, volcanic world of Hephastos is home to a colony of composers, painters, authors and poets, all striving to create the greatest works of art the universe has ever seen. But in pursuit of their goal, artistic collaboration has been taken a stage too far... When your PCs arrive, they discover the colonists have neglected their well-being and their once beautiful habitat, which has now succumbed to decay, and they are enslaved to the Babble network which occupies their every waking moment. Every thought, however trivial or insignificant, is shared with everyone else and privacy is now a crime. The colonists are being killed and the PCs begin to suspect that a malevolent intelligence is at work. With time running out, the time travellers must race to discover the truth before they too are absorbed into the endless trivia of the Babblesphere...

The Invasion of E-Space [V19, L5]

When they're trapped within E-Space, your characters are likely searching for a Charged Vacuum Emboitment – the gateway back to their universe. It's like looking for a needle in a haystack. Then, by pure chance, a brand new CVE rips into being. Its makers are the Farrian, a warlike race who have the technology to break into E-Space. They have come to invade and plunder this new territory, and the riches of the planet Ballustra are their first target.

Seven Keys to Doomsday [X12]

The TARDIS takes its crew to the desolate world of Karn. There they must face terrifying monsters, and brave fiendish traps to locate seven crystal keys. If they fail in their task, the Daleks will unleash their evil upon the entire Universe!

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook as well as in the official Fourth Doctor sourcebook (references starting with "p." refer to that book).

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This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 50 years of storytelling.

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THE ORIGINAL STORIES BY...

NOVELS

Evolution by John Peel
 The Romance of Crime by Gareth Roberts
 System Shock by Justin Richards
 Managra by Stephen Marley
 The English Way of Death by Gareth Roberts
 The Shadow of Weng-Chiang by David A. McIntee
 A Device of Death by Christopher Bulis
 The Well-Mannered War by Gareth Roberts
 Harry Sullivan's War by Ian Marter
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 Demon Quest I-V by Paul Magrs
 Serpent Crest I-V/Survivors in Space by Paul Magrs
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 Destroy the Infinite by Nicholas Briggs
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 Zygon Hunt by Nicholas Briggs
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 The Darkness of Glass by Justin Richards
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 Suburban Hell by Alan Barnes
 The Cloisters of Terror by Jonathan Morris
 The Fate of Krellos by Nicholas Briggs
 Return to Telos by Nicholas Briggs
 The Light at the End by Nicholas Briggs
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 The Stealers from Saiph by Nigel Robinson
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 The Invasion of E-Space by Andrew Smith
 Ferril's Folly by Peter Anghelides
 Tales from the Vault by Jonathan Morris
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 The Foe from the Future by Robert Banks Stewart, adapted by John Dorney
 The Valley of Death by Philip Hinchcliffe, adapted by Jonathan Morris
 The Ghosts of Gralstead by Philip Hinchcliffe, adapted by Marc Platt
 The Devil's Armada by Philip Hinchcliffe, adapted by Marc Platt
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 The Ghost Trap by Nick Wallace

NOVELLAS

Ghost Ship by Keith Topping

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REFERENCE WORKS

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

IN PRINT

The Annual Years by Paul Magrs (Obverse Books)
 Ahistory, An Unauthorised History of the Doctor Who Universe by Lance Parkin (Mad Norwegian Press)
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