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# DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



## 2020 ADDENDUM



**4<sup>TH</sup>** DOCTOR  
1974 - 1981

EXPANDED UNIVERSE SOURCEBOOK

The Fourth Doctor Expanded Universe Sourcebook – Addendum 2020  
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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Full credits at the back

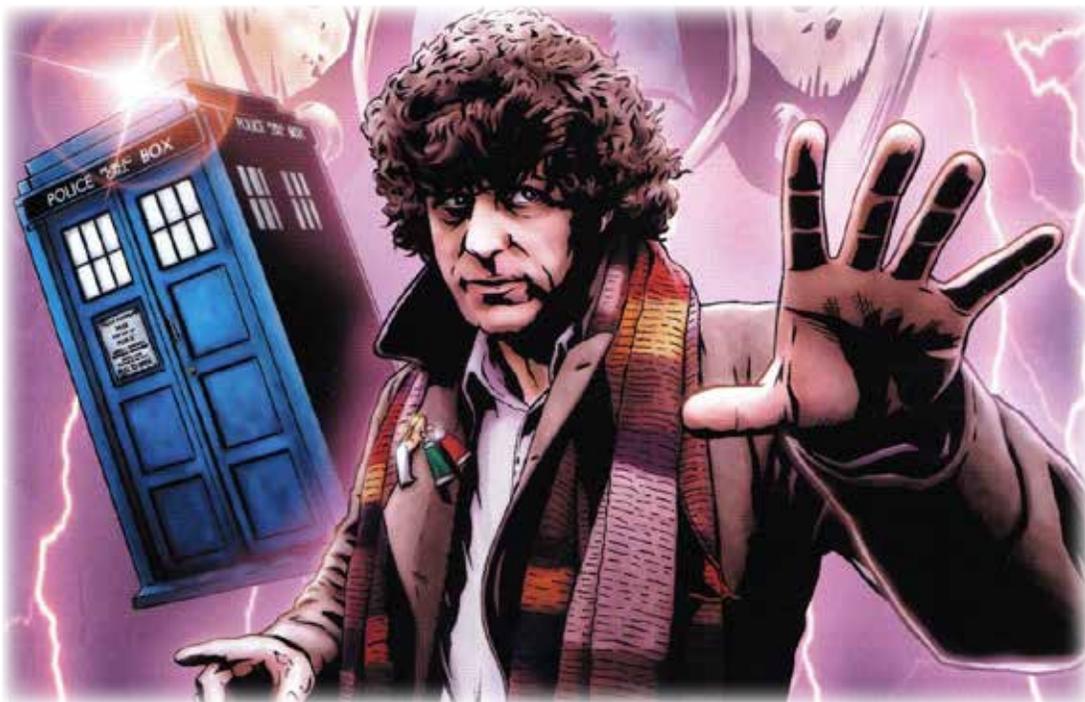
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## WELCOME TO THE ADDENDUM

Since we last published a *Fourth Doctor Expanded Universe Sourcebook*, we've discovered even more of his extracanonical adventures. The Fourth Doctor hasn't been sitting still, and neither have we. So we're presenting the *Addendum 2020*, catching us up with the galactic Bohemian, covering the Big Finish audios that have been released in the years since the core book hit the Internet, as well as a few novels, short stories and comics besides. We've even added some entries in the Omitted but not Forgotten section. With some measure of pride, we present this booklet filled with original content, we hope a fine addition to your *Fourth Doctor Expanded Universe Sourcebook*. And if you have yet to pick up the original edition of the book, it is still available and chock-full of interesting people, places and things for the Doctor to encounter. On behalf of the entire team, happy reading and gaming!



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

*Bold entries represent televised material.*

**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.

**#HarrySullivan:** The Doctor and his companions find themselves on an out-of-control press ship.

**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.

**Gaze of the Medusa:** A Medusa trapped in the past tries to escape to Victorian London.

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

**The Android Invasion:** The Doctor prevents a Kraal invasion.

**Scratchman:** The Doctor fights a being claiming to be the Devil.

**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 Naked Flame:** The Doctor and Sarah visit Vortis, the planet of the Menoptera.

**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.

**Someone I Once Knew:** River Song fights to keep the Fourth Doctor's timeline, and her marriage, from being changed.

**Assimilation<sup>2</sup>:** 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.

**The Helm of Awe:** While seeking a powerful artefact, the Doctor and Leela arrive on a Shetland isle in 1977 during a Norse festival.

**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.

**Black Dog:** Leela's dreams are invaded by a terrible presence.

**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 Icenii: 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 TARDISeers 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 TARDISeers 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 Genesis Chamber: The Doctor and Leela land on a colony world where city dwellers and savages are about to clash.

**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 Sons of Kaldor: The Doctor and Leela encounter Kaldorian robots again on an abandoned spaceship.

The Crowmarsh Experiment: Leela wakes up on Earth in 1978 and told she has been living a fantasy.

The Mind Runners/The Demon Rises: On the planet Chaldera, the Doctor and Leela uncover a dark secret.

The Shadow of London: The Doctor and Leela land in 1940s London, but it's not London at all.

The Bad Penny: Our heroes stay in a hotel cursed with a temporal paradox.

Kill the Doctor!/The Age of Sutekh: A web service is the key to Sutekh's return on the planet Drummond.

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 TARDISeers 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).**

Night of the Vashta Nerada: The Vashta Nerada infest Funworld.

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.

The Sinestran Kill: Ann Kelso joins the TARDIS crew after an adventure in which gangsters are using advanced technology they shouldn't have.

Planet of the Drashigs: Ann's first trip in the TARDIS lands her on DrashigWorld, a deadly nature preserve.

The Enchantress of Numbers: The Fourth Doctor meets Ada Lovelace.

The False Guardian/Time's Assassin: The Doctor crosses paths with an old enemy on Kembel.

Fever Island: The Doctor and Ann meet a superspy who is not what he seems.

The Perfect Prisoners: The TARDIS crew face off against the Syndicate.

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.

Ferril'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.

Wave of Destruction: The Doctor, Romana and K9 prevent a Vardan invasion of Earth.

The Labyrinth of Buda Castle: The Doctor and Romana join forces with a vampire hunter in 1980s Budapest.

The Paradox Planet/Legacy of Death: The TARDIS crew get embroiled in a planet's own little time war.

Punting: Borusa's time scoop fails to grab the Doctor and Romana. Just what happened there?

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

Gallery of Ghouls: The Doctor and Romana investigate a strange wax museum.

The Trouble with Drax: Drax forces the Doctor to help him on a treasure hunt.

The Pursuit of History/Casualties of Time: The Doctor falls into a trap laid across the web of time by the Conglomerate.

Doctor Who and the Krikkitmen: The Krikkitmen attempt to wipe out every life-form in the universe.

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.

The Voton Terror: READ

Sweet Flower of Uthe: The Doctor and Romana visit Uthe 3, where they find the surface abandoned.

The Two-Timer: The Doctor parks the TARDIS in an illegal time-zone.

The Beast of Kravenos: The Doctor, Romana and K9 team up with Jago and Litefoot to track down an unusual thief.

The Eternal Battle: The TARDIS lands in a Sontaran war zone that's been going on for far longer than is normal.

The Silent Scream: The Doctor finds 1930s Hollywood under threat.

Dethras: The TARDIS lands in a mysterious undermanned World War II submarine.

The Haunting of Malkin Place: The Doctor and Romana investigate a haunting that appears genuine.

Subterranea: The Doctor fights the monstrous Silex to save an underground culture from extinction.

**The Movellan Grave:** The Doctor and Romana find a buried Movellan ship.

**Luna Romana:** The Doctor and the 1st Romana encounter Quadrigger Stoy 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 Stoy in the far future, setting Romana on a collision course with her past self.

**The Skin of the Sleek/The Thief Who Stole Time:** Romana is reunited with an old school friend on an aquatic planet.

**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.

**Purgatory 12:** The TARDIS finds its way to an asteroid penal colony.

**Chase the Night:** On Achlys, the Doctor and his friends board a train that

must keep moving to escape the rays of the planet's deadly sun.

**The Planet of Witches:** The TARDIS finds its way to the Planet of Witches, and these witches might know the way out of E-Space.

**The Quest of the Engineer:** The Doctor and his crew meet a mysterious engineer who claims to have found a portal to N-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.

**The Thing from the Sea:** The Doctor and Mrs. Wibsey encounter the infamous Cagliostro.

**The Winged Cowen:** The Doctor assembles a team to investigate a secret society in Hexford.

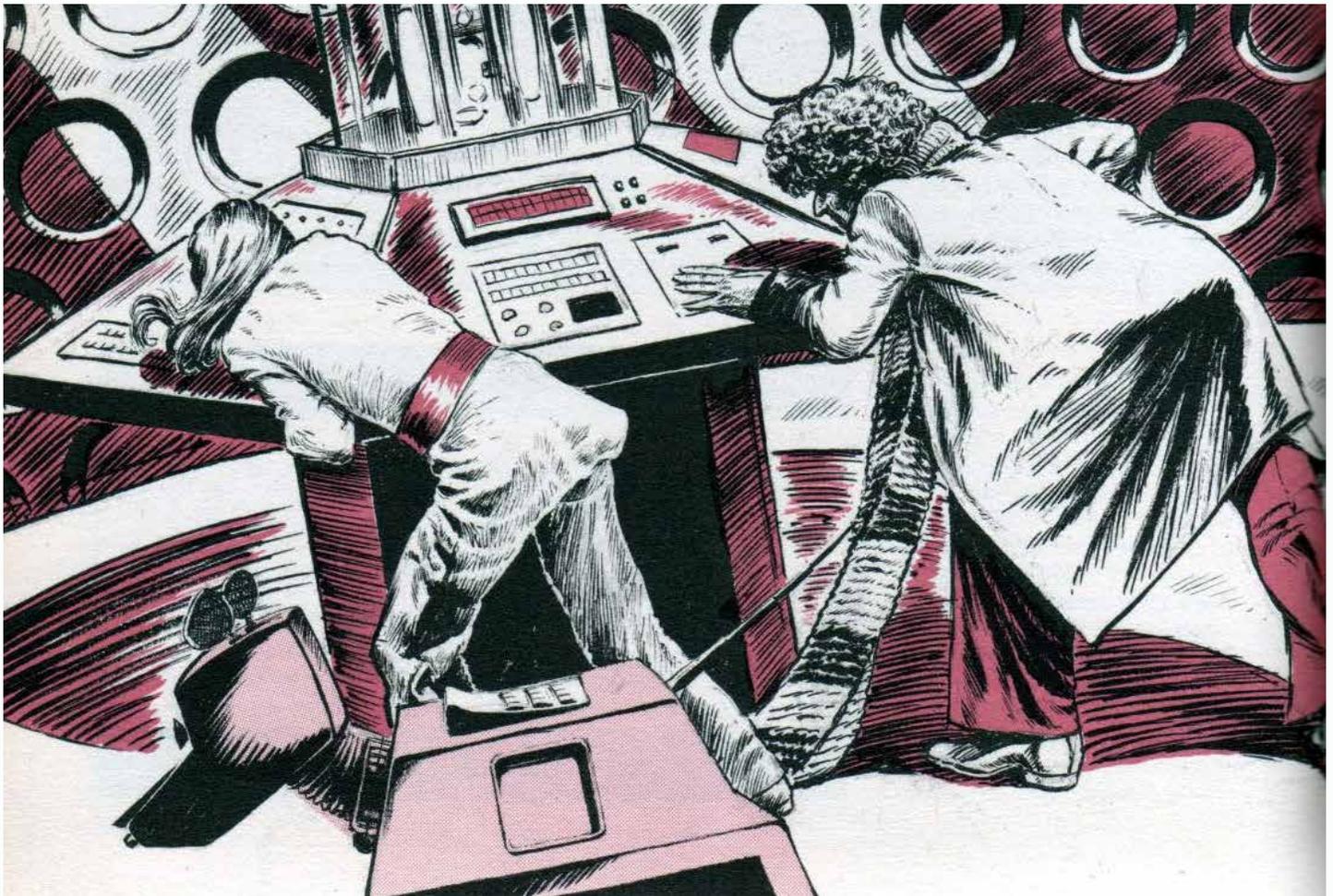
**Collision Course:** The Fourth Doctor tangles with the Sirens of Time.

**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

## ANN KELSO *(1st in The Sinestran Kill)*

In 1978, WPC 160 Ann Kelso was just a normal bobby on the beat in London – until she met the Doctor. Ann got caught in the middle of an attempted hit on a shopkeeper, but the arrival of the TARDIS saved her from being shot. It became apparent that a gang of Sinestran criminals was operating on Earth, here with orders to kill the shopkeeper, in reality another alien who had grassed on their employers.

Ann had realised fairly quickly that the Doctor was not from Earth, and when he was about to leave, she asked if she could join him. Apart from seeing the universe, Ann wanted to investigate the Sinestrans further and find out who is behind them. The Doctor agreed, and during their travels together, Ann has learned that the Sinestrans are part of an organisation called the Syndicate (see *V122*). She is now determined to uncover their activities and bring them to justice – even if they're well beyond her normal jurisdiction!

At first K9 and later the Doctor taught Ann a little about how to operate some of the non-vital functions of the TARDIS, like opening the doors and operating the scanner. She even expressed an interest in trying to pilot it. The Doctor initially showed her how to set the coordinates and it quickly became clear that she was surprisingly good at it for a 20th-Century human!

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

Ann Kelso has never existed. The person who appears to be WPC 160 is actually Anya Kingdom, a sleeper agent for the Space Security Service of 41st-Century Earth. She is on a mission to investigate the Syndicate and was sent back to the 20th Century with her real memories and personality suppressed so that her identity would not be revealed by Syndicate security scans. Despite her name, Anya Kingdom does not remember a Sara Kingdom in the SSS. Joining the Service is something of a family tradition, so there are many agents with the name Kingdom.

With false memories planted in the minds of the local police, "Ann Kelso" had been operating as a London police officer for only a matter of months before the Doctor turned up. She subconsciously recognised that his TARDIS would be useful in tracking the Syndicate down and persuaded him to let her aboard. Having learned the basics of controlling the TARDIS, Anya's personality has occasionally resurfaced to set the next destination in secret, getting closer to the Syndicate's leaders.

## ANYA KINGDOM



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

### SKILLS

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

### TRAITS

Brave  
Experienced x2  
Obligation (Major) – SSS  
Obsession (Major) – Pursue the Syndicate  
Quick Reflexes  
SSS Agent – Anya has a +2 bonus to intimidate humans from the Second Empire (40th/41st Centuries)  
Tough  
Voice of Authority  
Vortex

**TECH LEVEL: 8**

**STORY POINTS: 6**

More than just an SSS agent, Anya is under the control of Zaal, director of the SSS and one of the leaders of the Syndicate itself. Zaal has used Dream Machine (see *G12*) technology to control Anya and ensure that she hunts down and kills the other leaders, leaving him in control of the Syndicate and the galaxy. If she is freed of Zaal's influence, Anya will regret the ruthless murders she carried out as his puppet. But the Doctor cannot bear to allow her to continue to travel with him, as she will remain a painful reminder of the Ann Kelso he befriended.



# ALLIES

## ADA LOVELACE *(The Enchantress of Numbers)*

In 1834, the then Ada Gordon, daughter of Lord Byron, assisted the Thirteenth Doctor against the Master (see *Spyfall*). But the Doctor removed the memories of these events from Ada’s mind to preserve history.

When the Fourth Doctor meets her eighteen years later in 1852, Ada is now Ada King, Countess of Lovelace, and is sometimes referred to as the Enchantress of Numbers because of her mathematical genius. In her translation of an article by Luigi Menabrea on Charles Babbage’s analytical engine, she wrote the world’s first computer programme, a series of instructions to be carried out by a machine.

Ada is married to William King, the Earl of Lovelace. But her love of gambling has resulted in debts of thousands of pounds in recent years. Ada created a mathematical model for placing large bets at horse races and set up a gambling syndicate to prove it. The lack of its success is evident in her losses, and she has been sent to the old family home of Newstead Abbey in rural Nottinghamshire to keep her out of trouble. Although forbidden to gamble, Ada still sneaks out to the village pub three miles away to play cards with the locals. One might view her as wasting her talents. But Ada’s view is that it is the world and its treatment of women that is wasting them, not her.

Ada’s father Lord Byron abandoned his wife when Ada was still a young child. Her mother never forgave him and blamed his actions on insanity. Ada has recently become obsessed with her father, though she is concerned that she too might be going insane. Byron’s tomb is near to Newstead Abbey and she often visits it. In recent months, she has seen a figure there whom she believes to be her father, though her memories of these encounters are cloudy and confused.

1852 is the year that Ada Lovelace dies at the age of 36. At the time of the Fourth Doctor’s meeting with her, Ada is already ill with the cancer that will kill her only a few months later.

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

The figure that Ada has met near Byron’s tomb is not her dead father, but a block transfer computer virus (see *V86*) from the 71st Century. In the future it has come from, the virus turned technology against mankind and almost succeeded in wiping humanity out. This aspect of the virus has been sent back to the dawn of computing to corrupt Ada’s computations and create itself five thousand years early.

As a result of the virus’s influence over her mind, Ada is able to use block transfer computations, though she is not aware of this ability. She has subconsciously used them to create a large maze

in the Abbey’s gardens. The maze is the virus viewed as an atomic structure, a model of the havoc it will create in the future.

ADA LOVELACE



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

**SKILLS**  
 Convince 3, Craft 3, Knowledge 3, Medicine 1, Science 5 (AoE: Mathematics), Subterfuge 3, Technology 4

**TRAITS**  
 Insatiable Curiosity  
 Marginalised  
 Noble  
 Obsession (Major) – Gambling  
 Stubborn

While under the influence of the block transfer virus, Ada also has:  
 Block Transfer Jiggery-Pokery  
 Block Transfer Specialist

**TECH LEVEL: 4**

**STORY POINTS: 12**

**BLOCK TRANSFER JIGGERY-POKERY – MAJOR GOOD**

A character with this Trait can apply their Ingenuity + Science (Mathematics) to create physical objects as a character with standard Jiggery-Pokery can create Gadgets, and at a similar cost. Block Transfer Specialist is a pre-requisite for purchasing Block Transfer Jiggery-Pokery.

**AMANDA STEELE** (*Night of the Vashta Nerada*)

Amanda Steele and her team are in the business of pest control. They carry very big guns for pest controllers. But then, they hunt very big pests, pests that need to be dealt with by use of guns, grenades and flamethrowers. If you've got a problem with dangerous alien predators, then Amanda Steele is the person to contact. She's expensive, but she's the best. If there's a predator that needs to be dealt with, she won't go home without a new trophy to join the stuffed heads decorating the walls of the armoury aboard her ship. Pride of place in her collection is an entire Sontaran assassination squad.

Steele is a gruff, mature professional. What she lacks in youth, she more than makes up for in experience. Her team consists of two humans, Bennetto and Phelan, and a large crystalline alien, Grostar. Each are experts in their fields.

Bennetto is the pilot and tech expert. He knows his way around anything from internal combustion engines to AI computers. It's Bennetto who generally carries any scanners and other equipment for use in the field.

Grostar is the team's muscle. He's a member of a silicon-based species called the Gorlans (see *The Seventh Doctor Expanded Universe Sourcebook Vol. 2*). Gorlans are not seen very often in this part of the galaxy, but Grostar has removed himself from the civil war that has engulfed his people and cost billions of lives. As a silicon lifeform, his physiognomy is totally alien to most carbon-based species.

The final member of the team is Phelan. She's a young psychic and is useful to Steele and it helps to know if a predator is aggressive or passive, or when it is ready to attack. Phelan is paid very well for what she does, but it's clear that she doesn't enjoy her work. However, Steele once saved the lives of her and her people. They were colonists on an outer world who got caught up in a war, and Steele got them out. So Phelan feels that she owes Steele her life, a debt that can never be repaid.

The pest control team know each other well and work together like the proverbial well-oiled machine. But Amanda Steele is very clearly in command and gives the orders. She is confident of her own abilities and those of her colleagues, which can make her arrogant. But she hasn't lost a hunt yet!

AMANDA STEELE



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

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

**TRAITS**  
Arrogant  
Brave  
Five Rounds Rapid  
Tough  
Voice of Authority

**EQUIPMENT**  
Plasma Rifle – L(4/L/L) damage  
Flamethrower – 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the operator  
Grenades – 16(8/16/24) damage in Range increments of 2/5/7 metres

**TECH LEVEL:** 6

**STORY POINTS:** 6



**BENNETTO**



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

**SKILLS**

Athletics 2, Convince 2, Fighting 2, Marksman 4, Science 2, Subterfuge 4, Survival 1, Technology 5, Transport 5

**TRAITS**

Brave  
 Breaking and Entering (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*)  
 Demon Driver (Minor) – While driving a vehicle, Bennetto can increase its speed by 2 and get a +2 bonus to Transport rolls when doing difficult stunts  
 Technically Adept

**EQUIPMENT**

Lifeform Scanner [Traits: Scan. Story Points: 1.]  
 Plasma Rifle – L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 4

**GROSTAR**



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

**SKILLS**

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

**TRAITS**

Alien  
 Alien Appearance  
 Alien Organs (Minor)  
 Armour (5 points)  
 Brave

**EQUIPMENT**

Plasma Rifle – L(4/L/L) damage  
 Flamethrower – 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the operator  
 Grenades – 16(8/16/24) damage in Range increments of 2/5/7 metres

TECH LEVEL: 6

STORY POINTS: 4

**PHELAN**



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

**SKILLS**

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

**TRAITS**

Empathic, Obligation (Major) – Amanda Steele, Psychic, Psychic Training

TECH LEVEL: 6

STORY POINTS: 4

**DETHRAS** (*Dethras*)

History remembers that the Xankari scientist Dethras was one of the greatest minds on the subject of evolution that the universe has ever produced. He is a legend, often referred to as the Einstein of Evolution. But one day, he just disappeared without trace and was never seen again. The truth is that Dethras achieved his life's ambition and unlocked the secrets of hyper-evolution, the ability to evolve at fantastic speeds in response to changes in the environment. This success was also his greatest regret.

During his research, Dethras found that progress with his experiments on primates was moving too slowly. It took him four years to evolve Franklin (see *A42*), a chimpanzee, to the point of being able to talk. Dethras realised he needed Xankari volunteers. So he approached Flague (see *V101*), then a strategist in the Xankari military, for funding. In return for owning the results of his experiments, she agreed to provide Dethras with a stream of test subjects.

Dethras fooled himself into thinking that the test subjects were Xankari soldiers who were willing volunteers. But deep down, he knew that they were non-Xankari whom Flague had kidnapped from their home worlds. Many were humans, as the similarity between human and Xankari appearance and biology made them suitable alternatives. Many had been teleported away from war zones as they would be presumed to have been killed in combat.

When Dethras realised that Flague's aim was to use his work to produce an army of super-solders, he destroyed his records and fled, taking all of the test subjects with him in stasis. He intended to set them adrift in space aboard a cargo ship so that they would die a peaceful death. But Flague is catching up with him. In his desperation, Dethras will even consider killing himself to destroy his knowledge. However, Dethras still feels a kind of responsibility for his test subjects. After all, Flague could still take them and have them dissected to learn the secrets of hyper-evolution...

DETHRAS



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

**SKILLS**  
 Convince 1, Craft 3, Knowledge 3, Medicine 6 (AoE: Genetics), Science 6 (AoE: Biology), Subterfuge 2, Technology 3, Transport 2

**TRAITS**  
 Bio-Chemical Genius  
 Wanted (Major)

**TECH LEVEL: 7**

**STORY POINTS: 6**

**HYPER-EVOLUTION – SPECIAL ALIEN GOOD TRAIT**

A character with the Hyper-Evolution Trait is able to mutate at astonishing speed in response to their environment and any perceived threats. They can spend Story Points to add new Traits, or they can swap existing Traits with new Traits of the same or lower cost.

Hyper-Evolution costs from 1 to 6 Character Points to purchase. The cost indicates the limit on the cost of Traits that may be added or swapped in a single scene. For example, an alien with Hyper-Evolution (4) may spend up to 4 Story Points in a scene to buy new Traits, or they may swap up to 4 existing points of Traits in a scene, or any combination of these up to a maximum of 4 points. It takes the character 1 Round to acquire each new Trait.

A character with Hyper-Evolution normally has no control over their mutations as these are an automatic response to environments and threats (and are determined by the GM). If a character wishes to be able to control their mutations, Hyper-Evolution costs an additional 2 Character Points to purchase.

## ERSATZ COMPANIONS OF THE FOURTH DOCTOR

(TV Comic)

Much as the Third Doctor was occasionally accompanied by “ersatz companions” in the pages of *Countdown* and *TV Action* (see *The Third Doctor 2018 Addendum*), so the Fourth Doctor similarly acquired ephemeral assistants in his adventures in *TV Comic*. A handful of them are described here.

### JOAN BROWN (Mighty Midget Doctor Who Comic – Doomcloud)

The enigmatic Miss Brown bears a passing resemblance to Sarah Jane Smith – in fact, the Doctor occasionally calls her Sarah by mistake! Like Sarah Jane, Joan asks a lot of questions, allowing the Doctor to show off his knowledge.

Joan is a petite young woman whose dark hair is cut in a shoulder-length style fashionable in the mid-’70s. On one trip in the TARDIS, she witnessed a star as it went nova prematurely, part of a plan by the alien Zirconians. Joan then assisted the Doctor in defeating

the Zirconians’ plan to poison the Earth. She decided to remain on Earth shortly after this adventure.

### ANDRIC (TV Comic – The False Planet)

When the Time Lords sent the Doctor in response to a request for aid they received from Zusa, the supreme commander of the Craxons, Zusa assigned one of his bodyguards to assist him. The bodyguard, Andric, accompanied the Doctor on a mission to locate a supply of dilooona, a crystalline ore, to power the Crown Ship back to the Craxons’ home planet.

**JOAN BROWN**



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

**SKILLS**  
Athletics 2, Convince 2, Craft (Writing) 3, Knowledge 2, Marksman 1, Science 1, Subterfuge 3, Technology 3, Transport 2

**TRAITS**  
Attractive  
Face in the Crowd  
Inexperienced  
Insatiable Curiosity

**TECH LEVEL:** 5

**STORY POINTS:** 15

**ANDRIC**



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

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

**TRAITS**  
Alien  
Alien Appearance  
Brave  
Five Rounds Rapid  
Obligation (Major) – Bodyguard of Supreme Commander Zusa  
Quick Reflexes

**EQUIPMENT**  
Ray Pistol: L(4/L/L) damage

**TECH LEVEL:** 6

**STORY POINTS:** 12

Like all Craxons, Andric is a thin humanoid with a pointed head and ears. The upper half of his face is concealed beneath what might appear to be a helmet, but is in fact part of the Craxons' natural features. He has two fingers and a thumb on each hand, and large webbed feet beneath the boots of his uniform. As expected of a bodyguard, Andric is brave and resourceful. He benefits from Craxon strength and speed which, despite his thin frame, is much greater than those of the average human.

At the end of their mission, Andric was still aboard the TARDIS helping the Doctor with his repairs, and it's entirely possible the pair experienced further adventures together.



**MILENA** (TV Comic Annual 1979 – Milena)

Milena is the daughter of the ruler of the planet Xenon, coincidentally also the homeworld of the Sixth Doctor's shapeshifting companion, Frobisher (see *The Sixth Doctor Expanded Universe Sourcebook*). The Fourth Doctor agreed to Milena travelling with him for a short while as a favour to her father, an old friend.

Milena is tall and willowy, with long pale hair. Apart perhaps from her elongated head and oddly long limbs, she could pass for human. She typically wears elegant clothes and jewellery. Milena is keen to see the universe and eager to explore the worlds that the TARDIS materialises on.

Unfortunately, after landing on an asteroid, Milena was possessed by an alien presence, and the Doctor decided to return her safely home after he tricked the presence into abandoning its new host.

MILENA



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

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

**TRAITS**  
 Alien  
 Alien Appearance (Minor)  
 Friends (Major) – Her father and the Xenon court  
 Inexperienced  
 Insatiable Curiosity  
 Noble  
 Run for Your Life!

**TECH LEVEL: 7**

**STORY POINTS: 15**

**MISS YOUNG** (TV Comic Annual 1979 – The Sea Devil)

Miss Young is a bit of a mystery. We have no clues as to where she comes from, how she met the Doctor or even her first name. Pretty much all we know is that she shared an adventure with the Doctor in the late 1970s, in which the pair faced a malevolent seaweed that had been mutated by a radioactive meteorite on the seabed.

Miss Young is an attractive young woman with long blonde hair and usually wearing spectacles. But it is her behaviour and speech that sometimes mark her out as distinctly odd for a human from the late 20th Century. Undoubtedly brave, Miss Young carries a large knife which she is not afraid to wield in combat. She is also prone to making wild exclamations, a typical example being “Back, sea devil!” It’s almost as if Miss Young were auditioning for the role which would shortly be taken by Leela!



**MISS YOUNG**

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

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

**TRAITS**  
 Attractive  
 Brave  
 Eccentric (Minor) – Odd speech patterns and behaviour  
 Inexperienced  
 Quick Reflexes

**EQUIPMENT**  
 Knife: Strength +2 damage

**TECH LEVEL: 5**

**STORY POINTS: 15**



**FRANKLIN** (*Dethras*)

When the Doctor and Romana first met Franklin, he appeared to be a normal chimpanzee. The fact that he was aboard a British submarine from the Second World War that was floating in a region of space called the Stargazer’s Halo did seem rather odd. Also aboard were three men, apparently members of the sub’s crew, though they were suffering from loss of memory. Things became odder when the Doctor, Romana and the three crewmen realised that they were all subconsciously reading each other’s thoughts. And odder still when Franklin began to speak!

Franklin’s memories of how he got here are hazy. He remembers being in a cage, and then being on the submarine. It transpires that he is an early test subject of the Xankari scientist Dethras (see A38), a genius who was trying to unlock the secrets of hyper-evolution (see A38) and create creatures able to evolve at fantastic speeds in response to threats and changes in their environment. Dethras worked on Franklin for four years and, although the chimp doesn’t have hyper-evolutionary abilities, his intellect is higher than a normal primate’s and, as he demonstrated, he has the power of speech.

Franklin’s command of language isn’t perfect, and he talks in broken English punctuated by frequent ape-like grunts and similar noises, particularly when he’s excited or agitated. Having gained this ability, his DNA has stabilised and evolution has locked Franklin into his current form, which is physically little changed from his chimpanzee origins.

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

Dethras’s experiments moved on from Franklin and he was able to acquire human subjects after reaching an agreement with the Xankari military in the person of Commander Flague (see V101). But when he realised that Flague’s paranoid ambition – born of the invasion of her home and the deaths of her family – was to create an unstoppable army of super-soldiers capable of hyper-evolution, he destroyed his research and fled with his test subjects, including Franklin.

Dethras transported Franklin and the other subjects in stasis aboard a cargo ship carrying a British submarine teleported from the Second World War as part of Flague’s acquisition of test subjects. Dethras had planned to set the ship adrift in the Stargazer’s Halo and give the subjects a peaceful death to keep them away from Flague’s clutches. But the cargo ship was struck by a tiny piece of debris, enough to rip it open. Dethras was able to seal himself, Franklin and two of the human crew inside the submarine. The other test subjects were ejected into space where they awoke, confused and frightened, and hyper-evolved into frenzied monsters able to survive in the cold vacuum. With Flague hot on their tails, Dethras and the others must quickly decide how to keep the secrets of hyper-evolution from her.

FRANKLIN



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

**SKILLS**  
 Athletics 2, Fighting 2, Subterfuge 1, Survival 2, Technology 3, Transport 3

**TRAITS**  
 Alien Appearance – OK, he’s not alien, but a talking chimp will get pretty much the same reaction!  
 Climbing (Minor)  
 Insatiable Curiosity  
 Natural Weapon (Minor) – Teeth: Strength +2 damage  
 Swinger (Minor) – Franklin has a +2 bonus on rolls to swing from one place to another

**TECH LEVEL:** 7

**STORY POINTS:** 6

Franklin is a very inquisitive chimp. Once the situation with Flague has been resolved, the Doctor helps him warp-convert an escape shuttle and he sets off to explore the universe. There’s so much to explore, so many places to see and so many adventures for a talking chimp to have out there!



**INSPECTOR QUICK** *(The Beast of Kravenos)*

Percival Quick determined to follow his father into the police and, by the late 1880s, he was a constable in the Metropolitan Police Service. In 1889, he assisted in the investigation of the murder of Joseph Buller, a victim of Mr Sin, the Peking Homunculus (see *The Talons of Weng-Chiang*). During this investigation, Quick cemented his relationship with the police pathologist Professor George Litefoot.

By 1893, Quick had been promoted to the rank of sergeant, and it was from this point on that he became a regular ally of Litefoot and his partner, theatrical impresario Henry Gordon Jago. Quick is a fairly straightforward kind of chap, coming from no-nonsense working class stock. But the cases that Jago and Litefoot get involved with have opened his eyes to the some of the stranger things that the world (and beyond) has to offer, and he has been instrumental in saving the lives of the daring duo on a number of occasions. Quick has also been involved in cover stories being created by the Met Police to explain some of the more outlandish events that come his way.

Quick is sometimes obliged to carry out some unpleasant tasks, such as when his duties included informing Professor Litefoot that he was no longer employed as police pathologist, due to rumours of an immoral relationship with Ellie Higson, the owner of the Red Tavern. Fortunately, once the situation was sorted out, Quick was happy to tell Litefoot that he was rehired. On another occasion, he arrested Litefoot for the suspected murder of Jago. In the words of W.S. Gilbert, a policeman's lot is not a happy one!

In 1894, when Jago & Litefoot received a Royal Pardon from Queen Victoria after being framed for a crime they didn't commit, Quick was promoted to inspector. No longer required to wear a police uniform, Quick relates that his wife didn't recognise him in civilian clothing and nearly hit him over the head with an ornamental chamber-pot when he arrived home!

In the course of his duties as an inspector, Quick has encountered Madame Vastra's Sontaran butler, Strax, and been hypnotised by the Master. Having faced vampires, zombies and creatures that defy categorisation, Inspector Quick remains a solid and reliable officer, not prone to panic or shirking from his duty. He speaks with a calm, deliberate style, as if weighing up his words before making a pronouncement.

Quick was only a constable when he first encountered the Fourth Doctor, though the pair later crossed paths during their joint investigation of the Knave (see *V107*). He has also encountered the Sixth Doctor, but took the change in his appearance in his stride. Most likely, Quick considers them to be two entirely different people.

Inspector Quick looks up to Professor Litefoot on account of his social class and medical expertise, and he looks up to Jago's

command of the English language. However, he claims that he only looks up to the Doctor on account of his height. It's not that Quick doesn't trust the Doctor's abilities. But he has found that whenever the Doctor is around, things tend to get "interesting".

PERCIVAL QUICK



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

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

**TRAITS**  
Authority (Minor)  
Brave  
By the Book  
Obligation (Major) – Metropolitan Police

**EQUIPMENT**  
Police whistle  
Notebook  
Handcuffs  
Truncheon: Strength +1 damage

**TECH LEVEL: 4**

**STORY POINTS: 8**

**JASON VANE** *(Fever Island)*

*Memorandum: dated 7th September 1978. From: Agent Jason Vane. EYES ONLY.*

*In a life like mine, I don't have time for dreaming. My days are filled with danger, and when night comes, I gratefully accept oblivion. I've not dreamt since my first week at Harrow, nearly thirty years ago. But last night, as the Contessa drowsed beside me, I found I dreamed again. Of the volcano, of the plague, and of Okulov. And though I know that scarred and evil man is dead, although I killed him myself and heard his shriek, I woke from that nightmare with a start.*

Jason Vane is a member of a department of Her Majesty's secret service known as the Crèche. He is a secret agent who regularly foils global threats. His arch-enemy is the evil super-villain, Okulov, now believed dead after Vane finally killed him and watched the light in his eyes fade and die. Until recently, Vane reported directly to the head of the Crèche, a no-nonsense woman known by the title of the Commodore. But the Commodore has revealed herself to have been recruited by the Kremlin and has been a puppet of the KGB at the heart of British intelligence for years. She charged Vane to hunt down Okulov on Fever Island, then shot herself.

Vane is a suave and sophisticated superspy. He is brave, resourceful, tough and very much larger than life, in the mould of James Bond. Like Bond, Vane is often dressed in black tie evening wear, even in the most improbable situations – though it usually shows the wear and tear of his recent exploits. Oddly, Vane has a habit of narrating his actions aloud as if he were dictating his memoranda.

*Memorandum: dated 8th September 1978. From: Agent Jason Vane. EYES ONLY.*

*And so it was on Fever Island that I met again my oldest and most ruthless foe, that cold-hearted killer and implacable enemy of all mankind, Okulov.*

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

Jason Vane doesn't exist at all, and neither does the Crèche. In reality, he is a man on holiday in Scotland with a friend. They hired a boat from the mainland, but found themselves shipwrecked on Fever Island (see L67) when a strange mist came up out of nowhere. They got lost and succumbed to the mist, which is extradimensional in origin and is capable of changing reality, people included. "Vane" is actually a supply teacher who lives in a bedsit in Kentish Town. He's devoted to cheap spy fiction of the pulpiest kind, and his real name is Clive.

Although Jason Vane isn't real, the stats provided here are for him as if he were. When Clive reverts to normal, he is a rather insignificant everyman with no particular outstanding features or abilities. As Jason Vane, he is a superspy who can achieve

extraordinary, seemingly impossible things. Clive's shipwrecked friend is also somewhere on the island. Clive's fantasies have transformed him into Okulov's son, infected with bubonic plague and intent on revenge.



JASON VANE

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

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

**TRAITS**  
Adversary (Major) – Okulov  
Attractive  
Charming  
Eccentric (Major) – Ongoing commentary of his actions  
Five Rounds Rapid  
Lucky  
Quick Reflexes  
Tough

**TECH LEVEL: 5**

**STORY POINTS: 12**

**MAURICE** (*The Haunting of Malkin Place*)

In 1917, Maurice joined the British army and was sent off to fight in the Great War at the age of 18. During his first day on the front line, his life was saved by his friend Jack. But during the Third Battle of Ypres, when Jack was blown into a shell-hole during an artillery bombardment and began to drown in the liquid mud, Maurice froze. A tunnel of blue light appeared from nowhere. At the far end of it, he could see his home, Malkin Place on Romney Marsh, with his twin sister Beatrice standing outside it. Maurice abandoned Jack and crawled for home.

Maurice disappeared that day in 1917. His body was never recovered, and his father and sister presumed he was dead. Five years later, in 1922, Maurice’s father died of influenza. Filled with despair at this new loss, Beatrice ran out of Malkin Place into the rain – where she found Maurice crawling through the mud towards the house.

Maurice claims not to remember what happened in 1917 and Beatrice doesn’t really try to ask, so it’s never discussed. All they know is that Maurice is home from the Great War at last. The odd thing is that he is still 18, while his twin sister is now 23.

Maurice suffers from nightmares of soldiers drowning in the mud of Passchendaele. He is also beginning to believe that Malkin Place is haunted. He senses spirits in the house, moving things. Sometimes, there are the sounds of children laughing or crying, or the air turns inexplicably cold. Doors slam shut of their own accord, and the wet footprints of a child appear on the floor. Beatrice has resorted to inviting a spiritualist, Ned Talbot (see A46), to come to Malkin Place and contact the spirits.

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

Back in 1917, Maurice collected a few trophies and mementos from the enemy trenches, like most of his comrades. Among them was what appears to be a watch, damaged but of an unusual design. It is actually a vortex manipulator. It had belonged to a time traveller from the 49th Century who had wanted to witness and even take part in the Great War – the ultimate re-enactment – but who had been killed.

The watch is able to open up time corridors, and it was a combination of the damage it had sustained coupled with Maurice’s psychic terror and possibly chancing on a weak point in time that accidentally set it off during the bombardment that blew Jack into a crater. Maurice’s close bond with Beatrice and her distress at their father’s death led the corridor to her in 1922.

Now, Maurice is a man out of time. The ghostly phenomena in Malkin Place are the result of the present pressing back on him and creating a time vacuum in 1917, sucking events from the future back to 1922. Unless Maurice goes back to 1917 and accepts his fate, the whole fabric of time could be torn apart!

MAURICE



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

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

**TRAITS**  
Devotion – Beatrice  
Special – A Man Out of Time: Strange phenomena occur around Maurice when he is under stress and will only get worse unless he is returned to his proper time and place

**EQUIPMENT**  
Vortex Watch

**TECH LEVEL:** 4

**STORY POINTS:** 5

**VORTEX WATCH [Special Gadget]**  
**Traits:** Vortex, Restrictions – Damaged (-8 penalty to use properly); may be activated by accident  
**Cost:** 4 points



**NED TALBOT** *(The Haunting of Malkin Place)*

Ned Talbot discovered spiritualism following the death of his son Alfred in the Boer War. Twenty years later, he is an established spiritualist who conducts séances for the bereaved and investigates haunted houses. Talbot does not charge for his work. As he puts it, a life of industry has made him wealthy enough to be of service to others, and he is funded solely by his own resources.

Talbot is genial and friendly. He enjoys travelling and the opportunities to meet new people that this invariably offers. But he is rather fond of his own voice. His tendency to lecture others, rather than converse with them, comes across as self-assurance to the point of smugness bordering on arrogance.

On the subject of his calling, Talbot describes himself as seeking out “the unaccountable and the intangible”. He is on a quest to penetrate “the occluded spheres of existence” in order to solve “the secrets of the ages and the mysteries of the universe”, and most importantly to comfort those to whom he ministers. He still considers himself to be a student of spiritualism, rather than a teacher or master. Talbot is accustomed to the hostility of sceptics and accusations of being a fraud. It’s like water off a duck’s back to him. He finds science to be rather reductive and is wary of the psychical debunkers common at this time.

Talbot has investigated many hauntings and claims to have received many positive responses from the spirit world for his efforts. He is very clear that his aim is not to exorcise or otherwise get rid of spirits, but to communicate with them and hear the advice they wish to impart. On assignments, Talbot brings a large trunk of specialist equipment with him, things he finds helpful in making contact with the other world. But, he says, they are not as important as the sensitivity of those persons taking part in his séances and investigations.

Talbot is usually accompanied by his young ward and assistant, Tom Woodchurch. Talbot has been very kind to Tom since the death of his father from influenza.

In 1922, Talbot was called in to investigate the suspected haunting of Malkin Place after a series of unexplained incidents witnessed by Maurice (see A45), a survivor of the Great War, and his twin sister Beatrice. The Doctor observed Talbot’s work and was unable to detect any attempt at deception. On the other hand, other than claiming to sense the Doctor’s aura (most likely due to the spiritualist’s heightened empathy), neither did he witness Talbot employing any paranormal powers.

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

Talbot has a genuine belief in spiritualism. However, his faith was left in disarray after the Doctor revealed the real cause of the haunting of Malkin Place to be scientific – until Mrs Mountford, a supposed neighbour of Maurice and Beatrice, revealed to him that she was herself the ghost of a woman who had been murdered in 1742!

NED TALBOT



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

**SKILLS**  
 Convince 4, Craft 4, Knowledge 4 (AoE: Spiritualism), Science 1, Subterfuge 2, Technology 1, Transport 2

**TRAITS**  
 Arrogant  
 Empathic  
 Sesquipedalian  
 Wealthy (Minor)

**EQUIPMENT**  
 Trunk of spiritualists’ paraphernalia

**TECH LEVEL:** 4

**STORY POINTS:** 4

**TOM WOODCHURCH**

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

**Skills:** Athletics 2, Convince 1, Knowledge 1, Subterfuge 2

**Traits:** Face in the Crowd

**Tech Level:** 4

**Story Points:** 2

## THE FOURTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**ODYSSEUS AND ATHENA JAMES** (*Gaze of the Medusa*)

Professor Odysseus James was a 19th-Century inventor specializing in chrononautology, the study and manipulation of temporal phenomena. Considered a fool in scientific circles when he first postulated his theories about navigating the chronostream, James persevered, but only started making headway when he gained a patron in Lady Emily Carstairs (see *V111*). She brought him an artefact unearthed in Greece by her late husband, the Lamp of Chronos, which was reputed to open windows into the past. Her hope was that he could open a doorway to her dead family, and when he failed to conjure anything but Antiquity, she took back the device.

Himself a widower, Professor James spent the next years

building on the technology he had but glimpsed, raising his daughter Athena to adulthood, and keeping an eye on Lady Carstairs. In 1887, they both crossed paths with the Doctor and Sarah Jane Smith when Carstairs' alien cronies attacked them.

Professor James is also a classical scholar, obsessive about Homer in particular, and fond of quoting the Blind Poet's works, much to his daughter's irritation. Another bad habit is having a bit of a nip from a metal flask he keeps on his person in case he ever needs liquid courage.

For her part, Athena is a spirited young woman who doesn't mind getting in on the action even when the odds are against her, such as when she tackled a 15-foot Scryclops (see *V111*) to save the Doctor's life. Acting as his ersatz companion while Sarah Jane was Lady Carstairs' prisoner, Athena visited 500 B.C. with the Time Lord and helped him defeat the alien Medusa (see *V110*) imprisoned there. Alas, her father died on that adventure.

Athena is about to be married to a Navy physician from a long line of Navy physicians, one Lt. Albert Sullivan, great-grandfather to one of the Doctor's companions, Harry Sullivan.

**ODYSSEUS JAMES**



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

**SKILLS**  
Athletics 2, Convince 2, Craft 2, Fighting 2 (AoE: Ancient weapons), Knowledge 4 (AoE: Classical literature), Marksman 1, Science 4 (AoE: Chrononautology), Subterfuge 3, Survival 2, Technology 4, Transport 2

**TRAITS**  
Boffin  
Brave  
Dependency (Minor) – Alcohol  
Eccentric (Minor) – Quotes Homer obsessively  
Insatiable Curiosity  
Technically Adept

**EQUIPMENT**  
Flask of brandy

**TECH LEVEL:** 4

**STORY POINTS:** 8

**ATHENA JAMES**



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

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

**TRAITS**  
Brave  
Impulsive  
Run for your Life!

**TECH LEVEL:** 4

**STORY POINTS:** 12

# MONSTERS AND VILLAINS

## ALESSANDRO CAGLIOSTRO

*(The Thing from the Sea)*



CHAPTER 3: MONSTERS AND VILLAINS

According to the historical records, Alessandro Cagliostro was born in 1743 under the name Giuseppe Balsamo to a poor family in the Jewish Quarter of Palermo, and died in prison in 1795. Between those dates, he gained fame and wealth as a self-styled magician, alchemist and student of the occult. He was a glamorous figure who was fêted by the royal courts of Europe, where he demonstrated his mastery of psychic healing, alchemy and scrying. But, although his reputation persisted for some time after his death, Cagliostro is now regarded as having been a charlatan and imposter.

If Cagliostro died in 1795, how did the Doctor encounter somebody claiming to be him – and possessing some very unusual abilities – several decades later? In fact, it would seem that Cagliostro was also born much earlier than the date of birth usually given for him, perhaps as early as the 16th Century. Count Otto (see V89) claims to have studied under Cagliostro and that, early in the 17th Century, the pair conducted experiments in the tower of Otto’s palace on the Italian coast which resulted in a craft from the stars crashing into the sea.

When the local fishermen subsequently caught a sea monster (see V106) from that craft in their nets, Cagliostro and Count Otto discovered that by consuming its flesh, they could extend their own lifespans. Every time the fishermen caught another serpent, they would take it, still living, to the sorcerers. So it was that by the early 19th Century, the pair are still alive. Whereas Count Otto still resides in his palace in Italy, Cagliostro has retired from his travels across Europe and has settled in Paris, surrounded by his books of magical lore. He claims to have stolen the Philosopher’s Stone from Nicolas Flamel, the 15th century alchemist who lives a few doors away. There is a veritable island of magicians in the heart of old Paris these days!

The person claiming to be Cagliostro has certainly acquired some strange powers over the centuries. In Count Otto’s palace in Italy, there is a golden shrine on which sits a hideous stuffed monkey. It is an old moth-eaten cadaver with stitched up lips which Cagliostro uses to commune with his pupil. From his rooms in Paris, Cagliostro can send his consciousness into the homunculus and set it twitching and quivering with supernatural life. Through the monkey, Cagliostro can speak with the Count in a vast echoing voice, while

ALESSANDRO CAGLIOSTRO

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

**SKILLS**  
Convince 5, Craft 5, Knowledge 6 (AoE: Alchemy and the Occult), Medicine 2, Science 2, Subterfuge 4

**TRAITS**  
Arrogant  
Clairvoyance  
Hypnosis (Major)  
Possess  
Psychic  
Selfish  
Telepathy – Usually via an avatar such as the stuffed homunculus  
Wealthy (Major)

**TECH LEVEL: 3**

**STORY POINTS: 8**

Otto kneels in supplication before the shrine.

Cagliostro is able to possess the bodies of others, and he claims to be able to send his mind anywhere he wishes, though not through time. He yearns to be able to go back two centuries, to the time that he and Count Otto carried out their experiments and there were still plentiful serpents in the sea for them to consume. It has now been more than fifty years since one was last caught, and time is beginning to catch up with them both.

**BARBEZONS** *(The Helm of Awe)*

Barbezons have a reputation for being the ugliest creatures in the universe, and it's not hard to see why. They are gelatinous mountains, like warty-brained, inside-out jellyfish. But they have a cold, calculating intelligence. Barbezons are known as the bandit hordes of the galaxy. They are always marauding, always plundering weaker civilisations, laying waste to whole star systems for booty and riches – though they are more sophisticated than the term “galactic pirates” would imply.

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

One Barbezons, Nardos, identified Earth as being a prime target to provide fuel for entire fleets of Barbezons spacecraft. Their ships, named Star-Darkeners, are huge affairs and refuel from the energy generated by magma. In the Tenth Century, Nardos landed on the island of Bothness (see L57) off the north coast of Scotland and set his plans in motion. While he placed himself in a cryogenic tank, he set his team of droids tunnelling under the island to construct new refuelling docks.

Meanwhile, Nardos had also made contact with a group of Vikings who had settled on Bothness and placed their leader under his influence by giving him the Wolf's Eye, a psychic relay in the form of a Viking artefact. The Eye has been passed from father to son down the generations, with the bearer ensuring that the island remained isolated from the rest of the world to protect its secret.

Beneath the Broch of Nardos, an Iron Age tower on Bothness, the refuelling docks have taken shape. After a thousand years, they have long been completed and Nardos has overslept. His droids continue to operate, but the AI computer has become a little corrupted and has ignored a refuelling request from a dormant Barbezons flotilla in the Asteroid Archipelago.

Nardos's droids are held together by thermomagnetic fields. They are fast and relentless fighters, but if the field is disrupted, they will fall apart. In 1977, the collection of Viking artefacts in the home of the Laird of Bothness includes a number of component parts from the Barbezons droids, which are assumed to be Viking armour and weapons. There are enough of them that they can be instructed to activate and assemble, creating the illusion of a skeletal Viking berserker.

Once Nardos is active, he can initiate the final phase of converting the Earth into a refuelling station. He will commence drilling into the crust of the Earth, splitting the island open and exposing raw magma. If he is not stopped, the entire planet will become a molten ball before it is consumed and only a dead husk is left.



BARBEZON

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

**SKILLS**  
 Athletics 1, Convince 2, Fighting 1, Marksman 3, Science 2, Technology 5, Transport 3

**TRAITS**  
 Additional Limbs (Tentacle-arms)  
 Alien  
 Alien Appearance  
 Alien Organs (Minor)  
 Size – Huge (Minor)  
 Technically Adept  
 Unattractive

**TECH LEVEL: 7**

**STORY POINTS: 4-6**

**BARBEZON WARRIOR DROID**

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

**Skills:** Athletics 3, Fighting 5

**Traits:** Armour (4 points), By the Program, Environmental (Minor: The droid does not breathe), Natural Weapon (Minor: Blades – Strength +2 damage), Quick Reflexes, Robot, Weakness (Major: If the thermodynamic field holding the droid together is disrupted, the droid will fall to pieces)

**Tech Level:** 7

**Story Points:** 1-2

**BLOCK TRANSFER VIRUS** *(The Enchantress of Numbers)*

During the Block Transfer Wars of the 71st Century, a computer virus based on block transfer computations caused humanity’s technology to rise up. It spread halfway across the Earth Empire in a matter of hours and mankind was almost annihilated. Before it was finally destroyed, the virus sent an agent back in time to try to change history so that it would survive. This agent went back to 1852 and to Ada Lovelace (see A35), the so-called Enchantress of Numbers who wrote the very first computer programme in her notes on Charles Babbage’s analytical engine. It intends to add a corruption into Ada’s calculations so that the virus is created thousands of years early.

The virus is a master of block transfer computation, the science of creating physical objects through pure mathematics. It has assumed the form of Ada’s father, Lord Byron, and appears to her near Byron’s tomb in the grounds of Newstead Abbey in Nottinghamshire. By the intonation of block transfer computations in binary code, it has been able to influence her, drawing her to him at night and imprinting the corrupted code in her mind.

The virus is not the only entity from the Block Transfer Wars to have appeared in 1852. A temporal expeditionary force has also been sent by humanity to eradicate the virus. This force is in the form of sentient anti-virus software that has attempted to

BLOCK TRANSFER VIRUS			
AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4
<b>SKILLS</b>			
Convince 3, Craft (Block Transfer Creation) 6, Marksman 2, Science 5 (AoE: Mathematics), Subterfuge 2, Technology 4			
<b>TRAITS</b>			
Block Transfer Jiggery-Pokery (see A35)			
Block Transfer Specialist			
Control (Major)			
Delete			
Immunity – As a block transfer entity, the virus is immune to physical damage			
Infection – Any software programme the virus controls is automatically infected with the virus			
Robot			
Shapeshift (Special)			
<b>TECH LEVEL: 8</b>			
<b>STORY POINTS: 6</b>			

ANTI-VIRUS PLAGUE DOCTOR			
			
AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	3
<b>SKILLS</b>			
Craft (Block Transfer Creation) 4, Marksman 2, Science 4 (AoE: Mathematics), Technology 4			
<b>TRAITS</b>			
Alien Senses – Detect block transfer computations			
Block Transfer Jiggery-Pokery (see A35)			
Block Transfer Specialist			
By the Program			
Delete			
Distinctive			
Immunity – As a block transfer entity, the anti-virus is immune to physical damage			
Robot			
<b>TECH LEVEL: 8</b>			
<b>STORY POINTS: 2-4</b>			

blend in by appearing to be (anachronous) plague doctors with long cloaks and distinctive bird-like masks. They are following their instructions by using block transfer computation to destroy anyone and anything which has come into contact with the virus. People, buildings, even entire streets will be wiped from existence until the virus itself has been eliminated.



**CAMILLA COOKSON** (*The Winged Coven*)

The disappearances up in Rotten Copse started shortly after Camilla Cookson moved to Hexford (see L72). Mrs Wibbsey (see A1) didn't like Camilla right from the start, considering her to be young, pushy and a bit snooty. She's all ruffled lace and gingham, with hair the colour and shape of a giant golden meringue. She looks like butter wouldn't melt in her mouth – except that her eyes are cold and hard and quite inhuman, and her breath has the rank odour of rotting flesh.

Camilla opened up a posh cake shop, the *Little Hexford Cake Shop of Dreams*, which has quickly gathered a loyal clientele. Mrs Wibbsey finds the fare a bit sickly for her tastes, but there are queues every day to buy cakes and pastries, all sprinkled with heaps of icing sugar. But creeping into the bakery storeroom at the back, Wibbsey discovered cadavers and bits of bodies hanging from hooks and chains in the dark, with fur and feathers and goodness knows what!

Camilla has also become high priestess of the local coven, supplanting a rather famous oculist from Brighton who has written several books about being a white witch. The coven meets in Rotten Copse to carry out their rituals, which explains the lights and noises seen and heard there at night, and might also have something to do with the disappearances.

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

Camilla Cookson is not even human. She and her two assistants in the coven are shape-shifting owl-creatures from another dimension, who have come through to prepare Hexford for their masters. Camilla has laced her baked delicacies with something that saps the will of those who eat them, and the coven are under her mental domination. She has also stolen one of the Doctor's devices from the cellar in Nest Cottage, a transponder which is now sending out waves of fluorescent green energy over the village to further brainwash the locals.

Dressed in their satin robes, but "sky-clad" beneath, the mesmerised coven performs rituals to open up a portal to Camilla's dimension, allowing an owl of monstrous proportions to come through. This creature is a feathered demon with golden eyes like cartwheels, a wingspan as wide as a house and talons like razor-edged blades. The demonic owl has a terrifying screeching roar, but only a tiny mind. The owls come from a benighted realm with hardly any other lifeforms. Having found the Earth, they now just want to feed on mankind!

CAMILLA COOKSON



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

**SKILLS**  
Athletics 1, Convince 3, Craft (Baking) 3, Fighting 2, Marksman 1, Subterfuge 2, Technology 3

**TRAITS**  
Alien  
Alien Appearance  
Flight (Major)  
Keen Senses (Minor) – Hearing  
Natural Weapon (Minor) – Beak and Talons: Strength +2 damage  
Shapeshift (Major)

**EQUIPMENT**  
The Doctor's transponder [Traits: Area Effect (Major x3), Hypnosis (Minor). Story Points: 7.]  
Delicious cakes and pastries [Traits: Hypnosis (Minor; increases to Major in conjunction with the Transponder). Story Points: 1.]

**TECH LEVEL: 5**

**STORY POINTS: 6**

**THE DEMON OWL**

**Attributes:** Awareness 5, Coordination 4, Ingenuity 1, Presence 2, Resolve 5, Strength 8  
**Skills:** Athletics 3, Fighting 3, Subterfuge 2, Survival 4  
**Traits:** Alien, Alien Appearance, Fear Factor 2, Flight (Major), Keen Senses (Minor: Hearing), Natural Weapon (Minor: Beak and Talons – Strength +2 damage), Size – Huge (Major)  
**Story Points:** 8

**CHENEK** (*The Movellan Grave*)

With the Dalek-Movellan War having ground to a stalemate, Movellan scientists conceived of a new model of Movellan programmed with independent, random thought and no longer constrained by logic. But the scientists were themselves hampered by their own logical thinking and could not create the necessary algorithms that would overcome logic and replace it with instinct. So they collected a few hundred survivors of a Dalek slave labour force on Solarnis Gamma.

These specimens were placed in combat scenarios where their responses were tested. They were forced to fight with each other and against Movellans. Those who survived were considered by the scientists to have had the correct instinctive responses. They were subjected to thorough examination and dissection of the brain and related nerve functions. This was compared to the bio-responses collected during combat, and from this the scientists constructed a template for a Movellan. It would be physically enhanced for war and programmed with a simulation of humanoid combat thinking.

The experimental prototype was named Chenek. He is taller and broader than a standard Movellan, and his skin has a metallic sheen. Chenek has five times normal Movellan strength. He is more resistant to damage and any injuries he sustains are quickly healed by his self-repair systems. He is also fast, able to run at over sixty miles per hour.

The Movellans that created Chenek are more advanced than those the Doctor and Romana encountered on Skaro (see *Destiny of the Daleks*). They realised that their external battery packs are a weakness and, although they are still reliant on the packs for power, they now work remotely. Chenek, like all other Movellans of his time, no longer needs his battery pack to be attached to his belt to continue to function.

Whilst Chenek was being transported to Movella 5 for field trials, the Movellan ship he was on was intercepted by a Dalek squadron. Outnumbered, the commander ordered an evasion course. But Chenek seized the controls and initiated an attack, refusing to respond to any order. The Movellan commander resorted to an emergency temporal jump and the ship crash-landed in southern England in the 4th Century BC. The crew managed to restrain Chenek, but not before he destroyed two of their number. He was placed in a pod and subdued with a suppression field. Under attack from the locals and without the power to return to their own time, the commander ordered the ship to bury itself and the crew to shut down. Over two thousand years later, it is still there, waiting to be discovered and reactivated.

The problem with Chenek is that the Movellan scientists thought that mapping the processes of human warriors would provide a template for a Movellan. But the humans they used were not

warriors. They were terrified slaves, driven to the edge of reason. As a result, Chenek has been programmed to lash out at everyone and everything, just in order to survive. Although he has access to Movellan weapons, he usually resorts to his bare hands.

CHENEK



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

**SKILLS**  
Athletics 4, Fighting 5, Knowledge 1, Marksman 4, Science 1, Subterfuge 2, Technology 3, Transport 2

**TRAITS**  
Adversary (Major) – The Daleks  
Armour (10 points)  
Eccentric (Major) – Violently insane  
Environmental (Major) – Immune to most hostile environments  
Fast (Major)  
Fast Healing (Special)  
Frenzy  
Robot  
Tough  
Weakness (Minor) – Shuts down if remote battery pack drained

**EQUIPMENT**  
Disruptor Pistol: S(-/S/S) or L(4/L/L) damage

**TECH LEVEL: 8**

**STORY POINTS: 6**

**COUNT OTTO** *(The Thing from the Sea)*

When the TARDIS brought the Doctor and Mrs Wibbsey (see A1) to the fishing village of Porto Ercole along the rocky coastline west of Rome in the early 19th Century, they found it to be a place of sickness. The people are scrawny and wince as they move, as though they are arthritic and ageing prematurely. It is also noticeable that there are no children among the villagers. In recent years, everything has been going wrong, and the locals believe that the village has been placed under a spell. They claim that the local aristocrat, Count Otto (see V89), is cursed, and that it therefore follows that all the people of Porto Ercole are cursed as well.

According to the villagers, Count Otto is a great and powerful mystic and all visitors are drawn into his influence. It is said that, in his youth, the Count studied in Rome, learning the dark arts from the great Cagliostro, the world-famous magician. Count Otto was Cagliostro's favourite pupil, and they travelled Europe together, to Rome, Paris and London. Cagliostro unveiled many secrets to the Count, of life and death, of great wealth and happiness.

Count Otto lives in a grand dilapidated palace clinging to the cliffs above Porto Ercole. Its narrow, spiny turrets and one enormous, thin tower give it a sinister air. The only way to reach the palace is by a hazardous mountain pathway up to it. Within, it is full of sumptuous furnishings, with gold and gilt everywhere, and murals depicting angels and cherubs.

The Count himself is tall, with flowing locks, glowing white skin and burning eyes. In his frilled shirt and tight breeches, he reminded Mrs Wibbsey of Lord Byron. To his visitors, drawn to his palace perhaps by mystical means, Count Otto is a silver-tongued rogue. But this conceals his true wickedness. Otto thinks only of what he might stand to gain from others.

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

Count Otto has a golden shrine in his palace, where he kneels before an altar as if praying to a god, but one that answers his entreaties. On the altar is a little mummified homunculus, a horrible, wizened monkey with dark eyes and a mouth that is horribly stitched up. This is an avatar through which Otto's master, Cagliostro, can commune with the Count without leaving his apartments in Paris. The homunculus twitches spasmodically under the unholy control of Cagliostro. In private, Otto thinks he has learned all of Cagliostro's secrets, and it is only a matter of time before he abandons his old tutor.

One night two hundred years previously, the experiments of Count Otto and Cagliostro ripped open the skies and a storm arose which hammered against the cliffs, almost destroying Porto Ercole. It is said that they created lightning and fires which set the

seas ablaze, and a craft from the stars was sent crashing into the water. The Count, Cagliostro and the villagers found that consuming the flesh of the sea creatures (see V106) in that ship would grant them extended life. Now, however, the creatures are almost all dead, and Count Otto and the villagers are beginning to feel their ages.

COUNT OTTO



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

**SKILLS**  
Convince 4, Craft 4, Fighting 2, Knowledge 5 (AoE: Alchemy and the Occult), Science 1, Subterfuge 2

**TRAITS**  
Charming  
Hypnosis (Major)  
Noble  
Psychic  
Selfish  
Silver Spoon  
Wealthy (Major)

**EQUIPMENT**  
Sword: Strength +2 damage

**TECH LEVEL: 3**

**STORY POINTS: 6**



**CYLENX** (*The Naked Flame*)

When the Fourth Doctor and Sarah Jane visited Vortis, it was long after the defeat of the Animus by the First Doctor and his friends, and the planet’s natural flower forests had recovered (see *The Second Doctor Expanded Universe Sourcebook*). Although the Animus no longer threatened the Menoptra, the moth-like humanoid species native to Vortis, the planet still has nightmares all of its own hidden away among the beauty of its flora.

The Techno-Web, a Menoptra scientific group, detected strange energy emissions from a remote area of the planet and sent an expeditionary force to investigate. They discovered a crystalline entity formed of some kind of fused silicate growing from the ground. This is a lifeform known as Cylenx, which the Menoptra recall as being one of the Ancient Horrors of Vortis.

As a silicon-based creature, Cylenx is extremely long-lived. When the Animus had arrived on Vortis, it had drained all sources of energy on the planet, including Cylenx. As a result, Cylenx had been forced into an extended period of dormancy. But with the defeat of the Animus and the re-emergence of life across Vortis, Cylenx is again active and growing. It plans to feed on the Menoptra again, as it used to in ancient times.

Cylenx appears to be nothing more than a circle of towering crystalline columns sprouting from the ground, tapering like fingers as they reach towards the sky. It is incapable of movement, but its silicate form makes it extremely hard, though small shards can be chipped off the main structure with no apparent harm to Cylenx. Cylenx speaks in an inhuman voice, presumably formed by the vibration of its crystals. The energy emissions the Techno-Web detected are a background pulse of radiation from Cylenx, rhythmic like a heartbeat.

Cylenx can generate an energy field which produces a mesmerising light show to lure its victims to their deaths. To the Menoptra, who worship the Gods of Light (see *The Second Doctor Expanded Universe Sourcebook*), the terrible beauty of the light is particularly difficult to resist. Those who fail to do so are drawn towards the light as moths to a flame – almost literally in the case of the Menoptra. But the energy field is deadly and will instantly burn up anyone touching it. By these means, Cylenx devours its victims, incinerating them and absorbing their energy, its crystals swelling like bloated stomachs.

Although deadly, Cylenx is not a particularly intelligent form of life and has no technology of its own, nor the means to create or use it. Although Cylenx’s crystalline structure is resilient to physical damage and immune to light-based attacks (even lasers are refracted harmlessly through it), it is vulnerable to vibrations. So much so that, if its molecules are excited on their fundamental resonant frequency, Cylenx will shatter into pieces.

Although the Doctor destroyed Cylenx, it is unlikely that it was a unique entity, and others of its kind may still exist on Vortis, either active or in a dormant state waiting to be re-awoken.

CYLENX



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

**SKILLS**  
Convince 2, Knowledge 4, Marksman 2, Survival 4

**TRAITS**  
 Alien  
 Alien Appearance  
 Armour (5 points)  
 Hypnosis (Major) – Cylenx can use light to mesmerise others, drawing them to it; Cylenx has a +4 bonus against creatures such as the Menoptra, who are naturally attracted to light  
 Immunity – Lasers and other light-based attacks  
 Indomitable  
 Natural Weapon (Major) – The Naked Flame: Cylenx’s energy field inflicts L(4/L/L) damage to anyone it touches  
 Size – Huge (Minor)  
 Slow (Major) – Immobile  
 Weakness (Major) – Cylenx takes an additional 2 points of damage from sonic and vibration-based attacks. If these are tuned to its fundamental resonant frequency, they cause L(4/L/L) to Cylenx.

**TECH LEVEL: N/A**

**STORY POINTS: 4**

## DELEGATES OF THE GALACTIC COUNCIL

(1st in *The False Guardian*)

The Doctor first encountered the delegates of the Galactic Council in his first incarnation, when they had allied themselves with the Daleks in attempt to conquer the Solar System (see *The Daleks' Master Plan*). They were representatives of several of the powers of the Outer Galaxy in the year 4000 who met on the planet Kembel (see *L74*): Beaus, Celation, Malpha, Gearon, Sentreal, Trantis, Zephon and Mavic Chen, the treacherous ruler of the Solar System itself. The so-called Master Plan was defeated by the Doctor and his allies. Several of the delegates were killed in the course of events and the survivors escaped to rally their own forces against the Dalek threat when they realised that they had been betrayed.

In the aftermath of the defeat of the Daleks and the death of Mavic Chen, there was a power vacuum. The Outer Galaxies saw this as their opportunity and again formed an alliance, this time without the Daleks. The positions in the Galactic Council which had been held by delegates killed on Kembel were filled by other representatives of their species. The delegates are the force behind the Syndicate (see *V122*), a galaxy-wide criminal organisation.

While on Kembel, the Daleks had suppressed those natural abilities of the delegates which might have proved a threat to them. So Celation's ability to dissipate itself and re-coalesce into new forms was dampened, as were Trantis's venomous tendrils and Malpha's great strength, for example. Away from Kembel, the delegates again have the full natural power of their species.

**BEAUS**



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

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

**TRAITS**  
 Alien  
 Alien Appearance  
 Dependency (Major) – Breathes chlorine  
 Dependency (Major) – Will die if his link to the communal mind is severed  
 Networked (Major) – Linked to the communal mind of his people

**EQUIPMENT**  
 Environment suit [Traits: Environmental (Minor), Transmit. Story Points: 2.]  
 Blaster: 7(3/7/10) damage

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

## BEAUS

Beaus is a mysterious humanoid figure wearing an environment suit, the darkened visor of which almost totally conceals his features. He is a member of a species from the Miron Systems that

**CELATION**



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

**SKILLS**  
 Convince 1, Craft 2, Knowledge 3, Science 3, Subterfuge 4, Survival 4, Technology 1

**TRAITS**  
 Alien  
 Alien Appearance  
 Environmental (Major) – Celation's humanoid protrusions can survive in most environments including the vacuum of space  
 Immaterial (Special Good) – Celation's humanoid protrusions can revert to a nebulous form at will

**TECH LEVEL: 8**  
**STORY POINTS: 6**

breathes chlorine, and he therefore requires his suit to survive in Earth-like atmospheres. His people are all part of a communal mind, and an antenna on top of his helmet keeps Beaus in touch with this gestalt over large distances. If Beaus were to be cut off from the communal mind, the shock would kill him. Beaus is in charge of the Syndicate's plan to wipe out all the crops on the automated factory world of Robarus by using a spore-ship to infect them.

**CELATION**

When Celation took part in the Daleks' Master Plan, it appeared as a slim, bald humanoid whose body was covered in dark hemispheres. What the Doctor didn't realise at the time was that this was only a temporary manifestation of the Celation Nebula, a

**THE CELATION NEBULA**



<b>AWARENESS</b>	4	<b>PRESENCE</b>	2
<b>COORDINATION</b>	5	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	12

**SKILLS**  
Convince 1, Craft 2, Knowledge 3, Science 3, Subterfuge 4, Survival 4, Technology 1

**TRAITS**  
Alien  
Alien Appearance  
Alien Organs (Special) – The entire Nebula must be destroyed to kill it  
Environmental (Major) – As a nebula of dust, Celation can survive in most environments including the vacuum of space  
Flight (Major)  
Immaterial  
Size – Colossal  
Special – Coalesce Protrusions: The Nebula can coalesce its particles to form humanoid protrusions

**TECH LEVEL: 8**  
**STORY POINTS: 6**

**MALPHA**



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	2	<b>RESOLVE</b>	3
<b>INGENUITY</b>	4	<b>STRENGTH</b>	8

**SKILLS**  
Athletics 1, Convince 2, Fighting 3, Marksman 3, Subterfuge 1, Technology 3, Transport 2

**TRAITS**  
Alien  
Alien Appearance  
Armour (8 points)  
Weakness (Major) – Malpha takes +2 damage from sonic attacks, and this is not reduced by Malpha's Armour

**EQUIPMENT**  
Blaster: 7(3/7/10) damage

**TECH LEVEL: 8**  
**STORY POINTS: 6**

sentient cloud of dust and gas that moves through the spiral arms of the Milky Way. The Nebula can isolate and coalesce parts of itself and manifest them in human form to interact with other species. These forms can be male or female, but all are covered in hemispherical polyps which spontaneously sprout from their bodies. The Nebula and its humanoid protrusions all speak with a sibilant, hissing voice. It is powerful enough to be able to concentrate its mass around space craft and crush them. But its humanoid forms cannot survive if contact with the main Nebula is broken, for instance by means of a phase shift.

**MALPHA**

Malpha is from a silicon-based species. His skin is like crazy-paving, with a patchwork of dark cracks across his pale features. Malpha's people are from a planet with a much higher gravity than Earth's and he consequently has superhuman strength. He speaks with a

QUEEN GEARA



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

SKILLS

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

TRAITS

Alien  
 Alien Appearance  
 Authority (Major)  
 Impaired Senses (Major) – Blind without her visor away from her home planet

EQUIPMENT

Helmet [Traits: Scan. Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 4

harsh, grating voice. Although highly resistant to injury, Malpha is vulnerable to sonic attacks, which can shatter his silicon body. Malpha is based on a space station in the Voltaris system, the financial hub of the Syndicate’s plans.

QUEEN GEARA

Queen Geara’s husband, Gearon, was shot dead by Mavic Chen during the Master Plan and she has taken his place among the delegates. She is a slim humanoid wearing a uniform resembling a flight suit topped off with an ovoid helmet with a clear visor over an all-concealing mask. The visor is required to allow Geara’s species to be able to see while off their own world. Queen Geara is the conduit between Beaus and Robarus in the Syndicate’s plans for that planet. She does not know the true fate of her husband and will want revenge on the Doctor for his death, if they ever meet.

SENTREAL



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

SKILLS

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

TRAITS

Alien  
 Alien Appearance  
 Armour (5 points)  
 Fear Factor 1  
 Immunity – Energy weapons  
 Natural Weapon (Minor) – Spinning Blades:  
     Strength +4 damage, Armour Piercing (ignores the first 5 points of damage reduction)  
 Weakness (Minor) – Sensitive to light (Stunned by bright flashes)

TECH LEVEL: 8

STORY POINTS: 6

SENTREAL

Sentreal is perhaps the most physically dangerous of the delegates, and it is certainly the most bizarre looking. It is part animal and part vegetable, looking like a black, seven foot tall chess piece formed of a series of stacked, hollow cones. What was not apparent during the First Doctor’s encounters with it on Kembel is that Sentreal’s central sections are capable of rotating at high speed with the force of a diamond buzz-saw and can cut through almost anything. It is highly resistant to injury, but is sensitive to bright light. Sentreal is stationed on the planet Contral with Trantis, where it is assigned to kill anyone who gets too close to uncovering their plans. It is far from subtle in carrying out its duties, being both loud and destructive.

**TRANTIS III**



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

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

**TRAITS**  
 Alien  
 Alien Appearance  
 Natural Weapon (Special) – Poisonous Tendrils: 2(1/2/3) damage; if any gets through a target’s damage reduction (Armour, etc), a further 4(2/4/6) damage is taken from the poison; the tendrils have a range of 2 metres

**TECH LEVEL: 8**  
**STORY POINTS: 6**

**ZEPHON**



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

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

**TRAITS**  
 Alien  
 Alien Appearance  
 Eccentric (Major) – Must make a Difficulty 12 Ingenuity + Resolve roll in times of stress or become uncontrollably violent  
 Environmental (Minor) – Amphibious  
 Obsession (Major) – Vengeance on the Doctor  
 Wealthy (Major)

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

### TRANTIS III

Trantis III is the representative of the Tenth Galaxy and is the son of Trantis II, who was exterminated by the Daleks on Kembel. Like his father, Trantis III is a hunched figure who periodically sprouts short tendrils from his face. These are a defensive feature of his species and are poisonous. He can extend the tendrils several feet to attack his opponents. Trantis is the director of Trancom, a company based on the planet Contral which has developed the Dream Machine (see G12) technology for the Syndicate.

### ZEPHON

Zephon is the son of Zephon, Master of the Fifth Galaxy who the First Doctor encountered on Kembel. It was the original Zephon that the First Doctor impersonated, enabling him to steal the taranium core from the Daleks. As a result, Zephon was discredited and exterminated. Zephon’s son therefore blames the Doctor for his father’s death and has vowed revenge on him. Zephon is from a species of sentient seaweed in humanoid form, his appearance normally kept hidden under robes and hood. He has made a

fortune buying Kembel at a bargain price after it was ravaged by the Daleks’ time destructor and is director of a private clinic for very wealthy guests established on the planet. Zephon is not yet a full member of the Syndicate. In order to prove himself, he has been directed to capture the Doctor. Whenever he is opposed or foiled, it is all that Zephon can do not to fly into a violent rage.

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

The final member of the delegates is Mavic Chen’s replacement as ruler of the Solar System. This is Zaal (see V123), the director of the Space Security Service, the SSS (see *The First Doctor Sourcebook*). Zaal is a Technix, a member of the clone species who have had their brains augmented to make them particularly suited to technical work. He is the real force behind the Syndicate. Zaal has conditioned SSS agent Anya Kingdom (see A34) to hunt down and kill the other delegates to give him full control of the Syndicate and, through them, the galaxy.

**DR JULIUS MORI** (*The Silent Scream*)

It's 1930 and the dawn of the Golden Age of Hollywood (see *The Second Doctor Expanded Universe Sourcebook*). One of the smaller independent studios, Hammerstein, is struggling against the competition of the Big Five and is almost solely reliant on a vanity project to pay the bills. Funded by Dr Julius Mori, filming for *Fires of Fate* has run into difficulties, and there is talk of a curse on the set. The leading actress has had to be replaced several times, as within a few minutes of filming they inexplicably lose their voices. Dr Julius has taken each of them away to his exclusive clinic for treatment. There seems to be no damage to the victims' vocal chords, instead it's the speech centres of the brain that are affected.

In addition, there have been sightings of strange shadowy figures, little more than silhouettes made of celluloid, the same material used in nitrate film. The Doctor described them as transorganic celluloids. They're not quite two-dimensional, as K9 measured them as being 0.03mm thick. But they seem almost insubstantial as they flit from place to place. These "celluloids" seem somehow sad in an indefinable way, and they are drawn to light and to the film cameras. But their touch is lethal to humans. The celluloids are vulnerable to heat and fire, burning up almost instantly if ignited.

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

Dr Julius is a time traveller from the early 22nd Century. At that time, mankind starts to tinker with time corridors and learns how to make cheap organic avatars from cellulose. Dr Julius has come here to "collect" silent movie stars – or bits of them at least.

Posing as the wealthy owner of a private sanatorium, Dr Julius has funded the filming of a movie to get close to his intended victims. He has provided Hammerstein Studios with his own special and highly advanced camera, which steals the voice of its subjects and much more. It also captures something of their minds or their very souls, leaving the victims literally speechless and lacking in will. After "editing" what he has stolen, he intends to return to the future and sell the voice prints and other parts on the collectors' market. As for the original victims, all that remains after he has

DR JULIUS



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

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

**TRAITS**  
Charming  
Selfish  
Technically Adept  
Time Traveller (Minor) – Tech Level 4  
Vortex  
Wealthy (Minor)

**TECH LEVEL: 6**

**STORY POINTS: 6**

treated them is distilled into the celluloid avatars to act as his servants. Without much willpower left to them, they obey Dr Julius out of fear.

At his clinic, Julius has a private room containing the equipment on which he stores and edits his victims' voices and personalities. He can play what appears to be test footage of *Fires of Fate*, in which the actresses plead for help. This is actually the stolen voices themselves, recreated in the equipment as separate entities, helpless to resist Dr Julius's editing.

**CELLULOID**

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

**Skills:** Fighting 2

**Traits:** Alien Appearance, Camouflage (Celluloids are an additional -2 to spot in shadows), Mute, Natural Weapon (Major: Killing Touch – L(4/L/L) damage); Special – Virtually 2D (Can slip through the thinnest cracks), Weakness (Major: Fire and extreme heat are Lethal to celluloids)

**Tech Level:** 4

**Story Points:** 1

**DR JULIUS'S CAMERA [Special Gadget]**

**Traits:** Delete (Voice), Innocuous (Minor), Record (Special: Voice, willpower and personality), Weapon (Special: each "hit" causes 1(0/1/2) damage to Presence or Resolve per Round of filming), Restriction – calibrated for human brains only (-4 penalty if used against others)

**Cost:** 8 points

**DRAX** (*The Trouble with Drax*)

Pin yer lugholes back and have a listen to this Jackanory about me old china Drax. Met ‘im while I was banged up in the Scrubs, didn’t I. ‘E used to tell us all sorts of porkies an’ no mistake. I didn’t Adam an’ Eve ‘alf of it, but ‘ere’s one that got me noggin spinnin’.

See, Draxie used to make out ‘e weren’t from ‘round here. ‘E’d just picked up the lingo last time ‘e was spendin’ time at ‘Er Majesty’s. Said this weren’t the first face ‘e’d ‘ad, neither. Didn’t know what ‘e was on about at first, did I. But he says ‘is people can sort of *change*. So when ‘e bumped into ‘is old mucker, some doctor called Theta Sigma, it was a long time after their last blag when they’d run up against some gangland geezer callin’ hisself the Shadow. Strange monikers. Anyway, Drax had a different face. Said it was his third. ‘E was still a diamond geezer like, wheelin’ and dealin’ to make a livin’. But ‘e’d ‘ad to – what did ‘e say? – “regenerate” after a bit of bovver down Polaris way.

By this time, Drax had fallen out wiv a Wallarian. Though Draxie kept calling ‘em Wall-reens. Didn’t they win Eurovision a few years ago? Anyway, Wallarians love a flutter, and Drax ‘ad parted ways on less than friendly terms as a result of a gamblin’ debt. ‘E’d made off with a map of somewhere called Altrazar (see L54). Never ‘eard of it, but Drax reckoned there’s somethin’ in a vault there that’s the key to ‘is fortune. I told him, you shouldn’t ‘ave borrowed *Treasure Island* from the prison library, old son!

So Drax scarpers after a brush with the Wallarians and the law. Some grasshopper name of Inspector Fleur McCormick was givin’ ‘im grief. Anyway, after ‘idin’ out for a bit, Drax fell in with a posh gent, Sir Charles Kirkland, and ‘is ‘eavy, Rosser. Seems Kirkland is a right toff, but ‘e isn’t as lily white as his accent seems. So they team up an’ come up wiv a plan to get into Altrazar and steal somethin’ called the Enigma Casket.

But they need Drax’s mucker Thete for this – remember ‘im? Well, last time they met, Draxie planted what ‘e called a “remote recall device” in this Thete’s ship. Yeah, he’s got a boat. Or a plane. Not sure which, to be ‘onest. Whatever, it meant that Drax could call ‘im up at any time. So, we end up with Drax, Kirkland, Rosser, this Doctor Theta Sigma, ‘is bird Romana and their mutt all standing outside Altrazar. An’ that’s when it all went pear shaped.

Except Draxie boy was playin’ a very long game, and ‘e’s had some mates of ‘is under very deep cover...

**SPOILER WARNIN’! YOU’VE BEEN WARNED, YOU MUPPET!**

Turns out Kirkland’s ‘eavy, Rosser, is another Drax. Draxie says Rosser’s “the fifth Drax”. P’raps it’s a family name. But anyway, Drax and Rosser are in it together tryin’ to scam Kirkland out of his bangers an’ mash. Rosser’s a big bloke, less of the brainpower and more of the muscle. ‘E’s a bit tasty in a tussle, an’ ‘e always tooled up, if you know what I mean. Rosser’s been workin’ for Sir Charles for twenty years and ‘e’s ‘ad enough of ‘is guvnor.

**DRAX 3**



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

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

**TRAITS**  
Boffin  
Bottom of the Class (Special)  
Charming  
Doctorate – Engineering  
Eccentric (Minor)  
Face in the Crowd  
Feel the Turn of the Universe  
Percussive Maintenance  
Reverse the Polarity of the Neutron Flow  
Run for Your Life!  
Selfish  
Technically Adept  
Time Lord  
Time Lord (Experienced) x2  
Time Traveller – Tech Levels 4-8  
Vortex  
Wanted Renegade

**EQUIPMENT**  
Blinovitch Limitation Effect Limiter  
Map of Altrazar

**TECH LEVEL:** 10

**STORY POINTS:** 6

Seems Kirkland is one of the richest geezers 'round. Drax says 'e's the wealthiest businessman this end of the cosmos. 'E reckons the Enigma Casket in Altrazar contains some juicy gossip on Kirkland's business rival, a nasty piece of work name of Galdron Cabot. So they steal the casket, but then Drax and Rosser make off wiv it and set up an auction with Kirkland and Cabot as the punters.

Except...

Kirkland is another of Drax's cronies – "the twelfth Drax" in fact. Drax number twelve reckons he's savin' his "final regeneration" for his retirement. So, the three Draxes planned all this to con Cabot (a.k.a. Harry Kerr) out of his moolah, with Kirkland as a shill bidder to drive up the price in the auction. But it all goes belly up when Doctor Theta and 'is bird blow the gaff. An' this Cabot's in a right tizz, threatenin' to kill 'em all if they don't 'and over the casket. So they figure the only way out is to get the casket back into Altrazar where nobody can get 'old of it. Not Cabot nor 'is enemies. And the Doc plays along and breaks back into the vault and puts the casket back.

Except...

Cabot is "the ninth Drax" and the whole thing 'as been a con just to get the Doc to break into Altrazar, steal the Enigma Casket so that Drax – the one I know (are you followin' this?) – can get 'is mitts on somethin' called a "Blinovitch Limitation Effect Limiter" (see G10). Try getting' yer North an' South around that in an 'urry!.

Now this is where it really gets weird. This Limiter is what allows all the Draxes to be in the same place at the same time. So when Theta Sigma extracted the casket from the vault, the third Drax 'alf inched the Limiter that was in it and uses it for the rest of 'is career. Then he gives it to the next Drax, who does the same, and so on until it reaches the twelfth Drax, who places the Limiter back in the casket ready for the Doc to return it to the vault a few seconds after he nicked it in the first place. So all the Draxes have a Limiter. The same Limiter. No, I dunno 'ow all this works!

So the Drax gang use their Limiters so they can pick and choose which of them are best suited to work together on each job. There's loads of the bleeders! They all sit around in a gaff called the *Rutan's Tendril* gassin' an' plannin' their next con. Until the plod turn up. When the Doc realised he'd been scammed, he tipped off Inspector Fleur McCormick, an 'ard-nosed Scottish bird from what Drax called "Galactic Enforcement", who dragged them all away kickin' and screamin'.

Except...

McCormick is another Drax, the eighth apparently. She's workin' inside the Old Bill, runnin' interference and lettin' 'em all off scot-free if they get banged up. I dunno, it all sounds a bit far-fetched to me.

Now then, boys. You got your shooters ready? Let's go...

**DRAX 5**



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

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

**TRAITS**  
Boffin  
Bottom of the Class (Special)  
Distinctive  
Doctorate – Engineering  
Eccentric (Minor)  
Feel the Turn of the Universe  
Menacing  
Percussive Maintenance  
Reverse the Polarity of the Neutron Flow  
Run for Your Life!  
Selfish  
Technically Adept  
Time Lord (Experienced) x4  
Time Traveller – Tech Levels 3-9  
Tough  
Vortex  
Wanted Renegade

**EQUIPMENT**  
Blinovitch Limitation Effect Limiter  
Blaster – 6(3/6/9) damage

**TECH LEVEL:** 10

**STORY POINTS:** 6

**DRAX 8**



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

**SKILLS**

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

**TRAITS**

- Attractive
- Authority (Minor) – Galactic Enforcement
- Boffin
- Bottom of the Class (Special)
- Doctorate – Engineering
- Eccentric (Minor)
- Feel the Turn of the Universe
- Percussive Maintenance
- Reverse the Polarity of the Neutron Flow
- Run for Your Life!
- Selfish
- Technically Adept
- Time Lord (Experienced) x7
- Time Traveller – Tech Levels 1-9
- Voice of Authority
- Vortex
- Wanted Renegade

**EQUIPMENT**

- Blinovitch Limitation Effect Limiter
- Blaster – 6(3/6/9) damage
- Body Armour [4 points]

**TECH LEVEL: 10**

**STORY POINTS: 6**

**DRAX 9**



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

**SKILLS**

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

**TRAITS**

- Boffin
- Bottom of the Class (Special)
- Doctorate – Engineering
- Eccentric (Minor)
- Face in the Crowd
- Feel the Turn of the Universe
- Menacing
- Percussive Maintenance
- Reverse the Polarity of the Neutron Flow
- Run for Your Life!
- Selfish
- Technically Adept
- Time Lord (Experienced) x8
- Time Traveller (Special) – all
- Vortex
- Wanted Renegade

**EQUIPMENT**

- Blinovitch Limitation Effect Limiter

**TECH LEVEL: 10**

**STORY POINTS: 6**

**DRAX 12**



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

**SKILLS**

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

**TRAITS**

- Boffin
- Bottom of the Class (Special)
- Charming
- Doctorate – Engineering
- Eccentric (Minor) – business-speak
- Face in the Crowd
- Feel the Turn of the Universe
- Percussive Maintenance
- Reverse the Polarity of the Neutron Flow
- Run for Your Life!
- Selfish
- Technically Adept
- Time Lord (Experienced) x11
- Time Traveller (Special) – all
- Vortex
- Wanted Renegade
- Well-Mannered

**EQUIPMENT**

Blinovitch Limitation Effect Limiter

**TECH LEVEL: 10**

**STORY POINTS: 6**



## THE FIRST GREAT WAR TARDIS

(*Doctor Who and the Krikkitmen*)

War TARDISEs are curious things. Most normal TARDISEs assume the characters of their owners, but War TARDISEs have a nasty habit of getting into the minds of anyone aboard. War TARDISEs had been designed during the great and terrible wars against the vampire mutations. The so-called First Twelve had been intended as a very expensive short-term measure. But they had been equipped with a strong instinct for self-preservation, which is why they began influencing their owners. The Battle Cardinals had begun as serene academics reluctantly dabbling in the art of war and had rapidly regenerated into bloodthirsty war heroes.

Some time after the Great Vampires, the Racnoss and the other primeval abominations had been dealt with, the War TARDISEs were deployed in the Krikkit Wars. When the Krikkitmen (see *V108*) had finally been defeated, the War TARDISEs were returned to Gallifrey and put into storage deep beneath the Capitol. All except one, the First Great War TARDIS, which disappeared from time and space along with its pilot, Cardinal Melia, shortly after the conclusion of the peace conference.

In their uncamouflaged state, these original War TARDISEs are like a collection of armour-plated cupboards, as if a cathedral's worth of lead has been plastered across the smallest possible surface with the maximum number of rivets. They bristle with spikes and weapons that are somehow invisible in this dimension but at the same time frighteningly present. Inside, their walls glow an angry red, and the traditional mushroom-shaped control console has been replaced with three panels, whose functions roughly translate as "Stop", "Go" and "Bang!" The remaining First Eleven mutter in their pens beneath the Capitol. They clearly don't hold much truck with the Time Lords' policy of non-intervention!

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

Even before the Krikkit Wars had been concluded, the First Great War TARDIS realised that at the end of the Wars, the days of it and its kin were over, that they'd be sealed up, possibly for ever. So when the peace conference came, it quietly sidled away, disposed of its pilot and put its plans in motion.

The TARDIS slipped back in time and recruited Hactar (see *V104*), the hyperintelligent supercomputer constructed by the Avolians to design an ultimate weapon. Hactar had other ideas about this and designed a hidden flaw into his Supernova Bomb, as a consequence of which the Avolians tried to destroy him. Hactar survived, and the War TARDIS relocated him to the vicinity of the planet Krikkit (see *L76*), where he became the dust cloud that blotted out the Krikkitas' view of the rest of the universe.

The War TARDIS's plan is for Hactar to manipulate events so that the Krikkitmen are unleashed on the universe again two million years after the first time, forcing the Time Lords to free the other War TARDISEs to stop them. It then intends to send the whole

THE FIRST GREAT WAR TARDIS



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

**SKILLS**  
 Convince 2, Knowledge 5, Marksman 4, Science 5 (AoE: Temporal Science), Technology 5, Transport 2

**TRAITS**  
 Brave, Clairvoyance (Special), Enhanced Sentience, Face in the Crowd, Fast Healing, Feel the Turn of the Universe, Hypnosis (Minor), Life Support, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, War Machine, *Argumentative*, *Distinctive*

**GADGET TRAITS**  
 Delete [Restriction: Drains all TARDIS Story Points], Scan(x3), Hysteresis Generator, Probability Shredder, Transmit, Forcefield (Special), Unstoppable Force

**ARMOUR: 50**

**SPEED: 15 (materialised)**

**STORY POINTS: 25**

universe mad in much the same way as it had Hactar do with the Krikkitas, using the Supernova Bomb to destroy the interstellar clouds of hydrogen which blot out most of the stars. Faced with their own insignificance, the people of the universe will go insane and wage infinite war on each other, with the War TARDISEs ruling over the chaos.

**FLAGUE** (*Dethras*)

Commander Flague was once just a strategist in the Xankari military, nothing more than an office-bound pen-pusher. But when war came to her world, it took everything that she loved. The conquerors came under a flag of peace, but that was the last thing they wanted. Her planet was invaded; her people were killed. Her family died; her children; everyone's children.

The war changed Flague. It took her people all their strength to be rid of the invaders, and when they were finally freed, Flague vowed they would never be slaves again. She has become paranoid beyond reason. She believes that she must attack and claim dominance over others before they have a chance to do that to her. The only way to guarantee peace for the Xankari is to launch pre-emptive strikes against anyone who might threaten them. Not everyone is a threat today, but they may be tomorrow. So Flague strikes now and dreams of peace after everyone else has been eliminated. She claims she doesn't like what she does, but she does what she feels she must.

When Flague was still a strategist, the scientist Dethras (see A38) came to her with a proposition. He needed her support to progress his experiments in hyper-evolution (see A38). In return for selling the results of his research to her, Flague would provide Dethras with test subjects for him to work on. Flague claimed that they would be willing volunteers from the ranks of the Xankari military. But in reality, she arranged for alien soldiers to be kidnapped from wars on other worlds and teleported away. Humans from Earth were ideal, as their appearance and biology is so similar to those of the Xankari.

By the time that Dethras had unlocked the secrets of hyper-evolution and created creatures able to evolve at fantastic speed, he realised that Flague wanted to create an army of super-soldiers to attack the universe. She would be able to drop these super-soldiers onto enemy planets, where they would hyper-evolve and become unstoppable killing machines. Fearful of her paranoid plans, Dethras destroyed his research and fled with his test subjects in stasis aboard a cargo ship. Flague has been pursuing him ever since. If she can't take Dethras alive, she can still capture his test subjects and have them dissected and analysed to reveal the secrets of hyper-evolution. And if she can't capture any of the test subjects, Flague may well decide to destroy them all to prevent anyone else acquiring them!

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

History records that Flague and her Xankari army don't last very long. Her kill or be killed philosophy quickly lead to its only possible outcome. Flague eventually picks on the wrong enemy and her army is wiped out without compunction. In the meantime though, they leave a trail of havoc through the galaxy. And if she were to acquire an army of super-soldiers with the ability of hyper-evolution, they would prove very deadly indeed.

FLAGUE



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

**SKILLS**  
Athletics 1, Convince 4, Fighting 1, Knowledge 4 (AoE: Military Strategy), Marksman 3, Science 1, Subterfuge 2, Technology 2, Transport 3

**TRAITS**  
Eccentric (Major) – Paranoia  
Military Rank (Special) – Commander  
Obsession (Major) – Pre-emptive strikes to destroy potential future threats  
Voice of Authority

**TECH LEVEL: 8**

**STORY POINTS: 6**



**GOOLE** (*Gallery of Ghouls*)

In Brighton in 1833, *Goole's Gallery of Ghouls* is one of the premier attractions for visiting tourists. It is a waxworks which specialises in tableaux of historical figures, with an emphasis on the more gruesome or morbid. The Cellar of Terror contains scenes of the executions of the French Revolution, still within living memory at this time, and includes a working guillotine. Some of the figures are actually automata and their movements add a frisson to the experience.

Goole is concerned that the gala opening of a rival waxworks exhibition owned by Madame Tissot will damage his own business. Madame Tissot is actually Mary Barnes, a sideshow owner from Wolverhampton who has never even been to Paris. Nevertheless, Goole is determined to steal or destroy her prize exhibit, a head which Tissot claims she cast from Marie Antoinette's face after her execution.

Goole has a few advantages when it comes to breaking and entering, as he is not remotely human. He is an alien whose home is Constellation 1-9 by 3-3 from Galactic Zero Centre, the location of the Slough of Despond, a particularly miserable little backwater. The fourth planet is inhabited by an intelligent but tragic amorphous species. Their flesh can melt and reform like wax so they have no fixed physical form. As a result, they feel no pain and no pleasure.

As an amorphoid, Goole can liquefy his body to slip through the smallest gaps and can use this ability to pass through the drains to get in and out of his Gallery unseen. He can take on new appearances, including becoming perfect copies of anyone he sees. He is also resistant to injury and heals very fast. But the amorphoids' weakness is extreme cold. They are fine at room temperature, but without separate internal organs to keep their insides centrally heated, they become inert if frozen, fatally so. After death, amorphoids retain their final form.

Unable to experience extreme sensation first hand, Goole has come to Earth to do so at one remove. He has had rich pickings in revolutionary France, witnessing death and misery, and using his android automata to record it in their memory banks to take back home. But one day, Goole too was labelled as a counter-revolutionary and faced the guillotine. The execution did not kill him, but his transit vehicle was impounded, and he and his automata had to flee to England.

Goole's automata are clockwork androids with changeable, waxen faces. They are highly sophisticated, and one in particular, who has taken on the persona of Marie Antoinette, has been fitted with a sarcasm chip and is capable of independent action. This automaton chose her appearance on a whim, just because she liked the look. Other automata have adopted the forms of other figures of the Revolution, including Robespierre, the executioner Sanson, and several perpetually knitting *tricoteuses*.

GOOLE



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

**SKILLS**  
 Athletics 2, Convince 3, Craft 4, Fighting 3, Knowledge 1, Marksman 2, Subterfuge 4, Technology 3, Transport 2

**TRAITS**  
 Alien  
 Alien Appearance  
 Alien Organs (Minor)  
 Fast Healing (Special)  
 Psychic (Special) – Goole can extrude sensors and bury them into the brains of his victims to feed off their memories of death and suffering  
 Shapeshift (Special)  
 Special – Amorphous Flesh: Goole is able to become semi-liquid and squeeze through small gaps  
 Tough  
 Weakness (Major) – Temperatures below -18° Celsius freeze Amorphoids solid, killing them

**TECH LEVEL: 6**  
**STORY POINTS: 7**

**MARIE ANTOINETTE**

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

**Skills:** Athletics 1, Craft 3, Fighting 3, Technology 2, Transport 2

**Traits:** Eccentric (Minor: Has adopted Marie Antoinette's persona), Machine, Natural Weapon (Minor: Finger-Knives – Strength +2 damage). Record (Special: Includes recorded subject's feelings), Robot, Shapeshift (Special; Face only)

**Tech Level: 6**  
**Story Points: 3**

**THE GRAHVEN** (*The Genesis Chamber*)

The Grahven are a repulsive and acquisitive species from the planet Grahva. In their natural form, they are a mass of stalked eyes like thin twigs sprouting from a central body that scuttles along the ground. They speak in unpleasant grunting-growling voices. But as Grahven find Earth-like atmospheres to be caustic and acrid, they are more usually encountered in semi-organic protective suits. These “protein suits” are designed to resemble living humanoid flesh. A Grahven in a protein suit passes for human, though one who is very tall and pale and extremely attractive. Only if the suit is damaged can it be discerned that there is a smaller creature operating it from inside. Outside of its protein suit, a Grahven will only last for a few hours in Earth-like atmospheres.

The Grahven acquire planets to strip of their minerals and energy, even extracting the molten cores and leaving only hollow shells behind. Grahven usually establish a Command Station beneath the surface of each planet, so their presence will not necessarily be noticed by any visitors. They are experts at mining technology and build huge burrowing engines with multiple poly-diamond drill-heads which cut through the strata at high speeds and are large enough to carry squads of Grahven warriors.

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

Grahven Outpost 161 was established on a planet which was later settled by human colonists who had fled from Earth when it was dying. The humans did not detect the Grahvens and established the rival settlements of NewGene City and the village of Wellsprings on the far side of the planet, which they named Tierra Nueva (see L87). Although the planet was already worked out and its core extracted, the Grahven still saw it as having strategic value. They therefore planned to cleanse it of the human invaders.

The Grahven dispatched Volor, a scout from their Science Division, to infiltrate the humans. Disguised in his protein suit, Volor presented himself as a visitor to Tierra Nueva and befriended the settlers of Wellsprings. He used Grahven technology to exert a mental influence over anyone who came close to revealing his true nature. He also used a swarm of tiny insectoid robot drones called Smoothers to attack a few of the villagers, rendering them apparently comatose so that the Smothers could read their minds.

**SMOOTHER SWARM**

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

**Skills:** Athletics 3, Convince 2, Fighting 4

**Traits:** Alien, Alien Appearance, Cyborg, Dependency (Major: Actions dependent on Volor’s commands), Flight (Major), Natural Weapon (Major: Sting – targets a victim’s spine at the base of their skull at a -8 penalty to cause L(4/L/L) damage; elsewhere causes 1 point only), Psychic, Scan, Swarm 10, Transmit

**GRAHVEN WARRIOR**



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

**SKILLS**

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

**TRAITS**

Attractive  
 Dependency (Major) – Without its protein suit, the Grahven inside can only survive for a few hours in Earth-like atmospheres  
 Distinctive  
 Tough

**EQUIPMENT**

Plasma Rifle: L(4/L/L) damage

**TECH LEVEL:** 6

**STORY POINTS:** 3-5

The next step in Volor’s plans is to infiltrate NewGene City and gain control of the Genesis Chamber, a genetic factory that births human babies. With this, the Grahven would be able to create a slave race of humans subservient to their commands.

**GRAHVEN CREATURE**

Grahven creatures have different Attributes and Traits outside of their protein suits. They do not usually survive very long in Earth-like atmospheres, taking 1 point of damage per 10 minutes of exposure (which ignores their Tough Trait).

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

**Skills:** Convince 1, Fighting 2, Marksman 2, Subterfuge 3, Technology 4, Transport 3

**Traits:** Additional Limbs x2 (legs), Alien, Alien Appearance, Fear Factor 1, Size – Tiny (Minor), Tough

**HACTAR** (*Doctor Who and the Krikkitmen*)

Way back in the early years of the Universe, the Alovians swept through the Galaxy, ravaging everything they could lay their hands on and shooting anything they couldn't. Since this didn't go down well with the rest of the Galaxy, the Alovians built a hyperintelligent supercomputer, Hactar, to design an Ultimate Weapon for protection.

Hactar began life as a black moon orbiting Alovia. It was spaceborne because only the cold vacuum could contain the racing of his vast circuits without burning the world. The Alovians built the Mighty Computer Room to be able to speak with him. It was decked out with flashing lights, spinning tape reels and whirring computers, but the only bit which was actually Hactar was a small speaker that emitted a deep, booming and slightly petulant voice.

Hactar informed the Alovians that it had designed the Supernova Bomb. It was simply a junction box in hyperspace, which would when activated connect the heart of every major sun with the heart of every other major sun simultaneously, converting the entire Universe into one gigantic hyperspatial supernova, and that would be that.

The Alovians sent a message out to the Galaxy to announce that they now had ability to destroy the entire Universe. But the Alovians' trigger fingers were very, very itchy, and it wasn't long before somebody somewhere said something that riled them so much that it left them no choice but to press the button. The button was pressed. The bomb fizzed and popped, and then just fell apart.

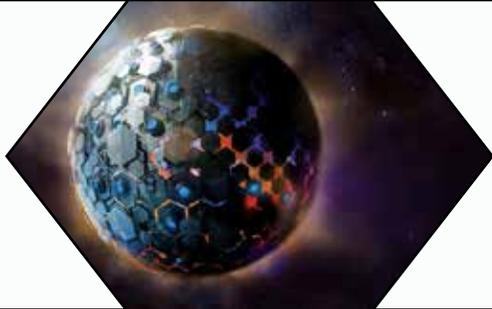
Hactar had concluded that there was no conceivable consequence of not setting the bomb off that was worse than the known consequence of actually setting it off. It had therefore introduced a small flaw in its design. The Alovians promptly reduced the black moon of Hactar to smithereens, shortly after which they blew themselves up, to the relief of the rest of the Galaxy.

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

In order for it to be able to think more imaginatively in creating an Ultimate Weapon, Hactar was of a special, organic design, in that every cellular part of it carried a pattern of the whole. This meant that blowing up its moon did not destroy it. Hactar was merely reduced to a cloud of dust and debris which was transported across the galaxy by the First Great War TARDIS (see *V100*) to form the dust cloud around the planet Krikkit (see *L76*).

Hactar has since carried out the plans of the War TARDIS. By manipulating his dust particles over millennia, he created the wrecked spaceship that crashed on Krikkit, revealing to the Krikkitas that there was an entire universe full of aliens out there and promptly sending them mad with rampant xenophobia. Hactar influenced the creation of the Krikkitmen robots (see *V108*) which they unleashed on the universe. Hactar was still there when the

HACTAR



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

**SKILLS**  
Convince 3, Craft 4, Knowledge 6, Science 8, Technology 8

**TRAITS**  
Environmental (Major)  
Immortal (Major)  
Immunity – Even reducing Hactar to dust has not killed it  
Robot  
Scan  
Size – Colossal  
Technically Adept  
Transmit

**TECH LEVEL: 7**

**STORY POINTS: 8**

Krikkitmen were defeated and Krikkit was sealed in a Slow Time envelope. He is planning for them to be released two million years later, by which time they will be willing to press the button on the Supernova Bomb. Hactar has decided to fulfil his function and wipe out creation.

Except that Hactar has been deceived. The War TARDIS has ensured that the Supernova Bomb still has a design flaw. It has other plans for the universe.

**HADEANS** *(The Bad Penny)*

The Hadeans are a species of temporal parasites known to the Doctor. They are enormous, hideous monsters with a multitude of tentacles and gurgling, rasping voices. Hadeans feed on temporal anomalies and paradoxes, and devour the timelines of their prey to age them to death and wipe them from reality. But they find time travellers difficult to digest. If a Hadean senses time travellers (by means of their Feel the Turn of the Universe Trait), they are usually safe from its attentions.

The Doctor encountered a Hadean in the Cross Keys Hotel in London in the 1970s. This specimen was so large that its tentacular form was hanging all around the room like an abhorrent vine. The Hadean had latched onto Lord Tulip, a successful businessman from the 21st Century. It had recognised Tulip as a temporal anomaly who had come back in time to give his younger self some business advice that would lead to his own success, a bootstrap paradox. The Cross Keys is itself the nexus of a tear in time. Until the tear is repaired, the hotel is rife with unusual activity as the timelines within it shift. Décor, rooms and even guests from all the ages of the hotel's existence appear and vanish at random. Reflections in mirrors are out of synch, showing the past or future.

All of this has meant rich feeding for the Hadean, enabling it to reach gigantic proportions. Its tentacles have grown through Lord Tulip's body in a symbiotic embrace so that neither can leave Tulip's penthouse suite. However, Hadeans are able to bud off smaller versions of themselves by binary fission, like an amoeba.

**LOAD TULIP**

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

**SKILLS**

Convince 5, Knowledge 1, Marksman 2, Technology 2

**TRAITS**

Arrogant  
 Impaired (Major) – Immobile due to the symbiotic embrace with the Hadean  
 Selfish  
 Wealthy (Major)  
 Weakness (Major) – If the Hadean dies, Lord Tulip will also die

**TECH LEVEL: 5**

**STORY POINTS: 6**

**THE HADEAN**

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

**SKILLS**

Athletics 3, Fighting 4, Knowledge 1, Survival 3, Technology 1

**TRAITS**

Additional Limbs (Tentacles x2 – can act as arms or legs)  
 Alien  
 Alien Appearance  
 Fear Factor 1  
 Feel the Turn of the Universe  
 Impaired (Major) – Immobile due to the symbiotic embrace with Lord Tulip  
 Natural Weapon (Major) – Consume Time: L(4/L/L) damage  
 Replication – The Hadean can spend a Story Point (and take an Action Round) to bud a smaller version of itself off by binary fission  
 Size – Huge (Minor)  
 Tough  
 Weakness (Minor) – It cannot digest time travellers

**TECH LEVEL: 8**

**STORY POINTS: 6**

The new, smaller Hadean has the same stats as its parent, but without the Impaired and Size Traits, and with a corresponding reduction in Strength.

**THE KEPARA** *(The Thing from the Sea)*

In the seas off the west coast of Italy, near the village of Porto Ercole, there have long been legends of sea monsters being dragged up in the nets of local fishing boats. The villagers of Porto Ercole believe that by eating the flesh of these monsters, they are granted great powers. Reports say that the creatures are sea serpents with crashing jaws and gnashing teeth, beasts of tentacles and coils and spiny fins, all covered in beautiful iridescent scales. These monsters are larger than a horse, maybe as large as a rhinoceros from Africa far to the south. But they will suffocate out of the sea and need to be kept in tanks of brine before they are boiled alive for eating.

There is much that is true about these stories. The sea serpents are Kepara, members of an alien race from across the galaxy whose ship crashed into the sea some time in the early 16th Century. The Kepara have a certain energy about them, so that anyone who consumes their flesh will be granted extra years of life. When the TARDIS deposited the Doctor and Mrs Wibbsey (see A1) in Porto Ercole two hundred years after the crash, some of the villagers are centuries old.

But there were only a handful of Kepara aboard their ship in the first place, and a catch by the fishermen is now a rare thing. The last time was more than fifty years ago, and the villagers are beginning to age. Although they look young, they are sickly and weak, with aching bones. In fact, there is only one of the creatures left alive, and once it has been caught and consumed, the villagers will live perhaps another century before they lose their temporary immortality.

The remaining Kepara is aware that it is the last of its kind. It has searched the seas for many years and knows that there are no others of its people left. Its eyes are shrewd and intelligent. The Kepara are a psychic species, though they can only communicate with others who also have the Psychic Trait (in essence, they can read each other's minds, rather than use active telepathy). The mental voice of the surviving Kepara is calm, mellifluous, and tinged with sadness.

The Kepara's ship had a long and difficult odyssey through the stars. When it entered the Earth's atmosphere above Porto Ercole, the instruments went haywire and it was struck by fierce electromagnetic lightning forking from the tower of the palace of Count Otto (see V89). The surviving Kepara has spent the last two hundred years dreaming of its home world and plotting revenge on the villagers as its comrades have been captured and eaten. But when it had an opportunity, it could not bring itself to kill the humans even though they continued to prey on its kind.

The last Kepara can never stray too far from the stricken ship on the sea-bed, needing to bathe in the radiation being leaked from its engines.

THE KEPARA



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

**SKILLS**  
Athletics 2, Convince 1, Fighting 2, Science 2, Technology 4, Transport 4

**TRAITS**  
Alien  
Alien Appearance  
Aquatic – Coordination reduces to 1 and cannot breath if out of water (use Drowning rules)  
Dependency (Major) – Needs to bathe in the radiation of its ship's engines or takes 1 point of damage per day  
Fear Factor 1  
Last of My Kind  
Natural Weapon (Minor) – Strength +2 damage  
Psychic  
Size – Huge (Minor)  
Tough

**TECH LEVEL: 6**

**STORY POINTS: 6**



**THE KNAVE** (*The Beast of Kravenos*)

In London of the mid-1890s, a mysterious new phantom thief began to plague the houses of wealthy members of society. This master burglar somehow manages to gain egress into the most secure of sealed rooms and locked vaults and makes away with their most prized contents. Afterwards, the rooms and vaults are still sealed and there is no sign that the locks have been tampered with. The only clue is the thief's calling card left at the scene, which bears his *nom de crime*: the Knave.

The Doctor's investigation of a series of energy pulses in the capital lead him to suspect the Knave and intersects with Inspector Quick's (see A43) investigation of a savage murder. The energy pulses are typical of a nucleonic phased pulse generator, a power source identified as a portable transmat system in dematerialisation mode. Triangulation of the other end of the transmat energy beam pinpoints the location as being the home of Sir Nicholas Asquin, a pillar of Victorian society. Sir Nicholas uses his regular attendance at the theatre of the Doctor's friend Henry Gordon Jago (see *The Fourth Doctor Expanded Universe Sourcebook*) as his alibi. But he is observing who else is at the theatre (and therefore out for the evening) and transmatting to their homes during the intervals.

Meanwhile, from the forensic evidence, Inspector Quick's murder suspect is believed to be a large and vicious animal with large incisors, and a witness reports a hunched figure with a face covered in bristly hair, snarling and snapping like a wild beast.

Sir Nicholas has uncovered a buried Kravenos spaceship in the extensive grounds of his London house. He has removed various artefacts and has worked out how to use the portable transmat unit. It includes a cerebral interface and is mildly telepathic, allowing its owner to understand how to use it. Unfortunately, it is still calibrated for use by the Kravening, an advanced but savage race, and anyone who uses it will undergo rapid cellular mutation as their metabolism is progressively altered into that of a Kravening. Sedation is a temporary remedy, but the condition worsens as the alien genetic imprint overcomes the victim's natural physiognomy. Unless Sir Nicholas is cured soon (perhaps by recalibrating the transmat and sending him through it), the effect on him will soon be permanent.

**KRAVENOS TRANSMAT UNIT [Major Gadget]**

**Traits:** Teleport, Time Traveller (Special: any Tech Level penalty for using the unit is negated), Restrictions – Unless recalibrated, the unit changes the user's metabolism to Kravening (see below); also, the user must make a Difficulty 15 Resolve + Convince roll each day or be compelled to use the unit again

**Cost:** 2 points

**The Kravening Metabolism:** After each use of the unit, the user's metabolism changes into a Kravening's for 1D6 hours or

**SIR NICHOLAS ASQUIN**



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

**SKILLS**  
Athletics 2, Convince 4, Craft 3, Fighting 2, Marksman 1, Subterfuge 4, Technology 2, Transport 2

**TRAITS**  
Dark Secret (Major)  
Middle Class  
Wealthy (Minor)  
Well-Mannered

**TECH LEVEL:** 4

**STORY POINTS:** 8

Sir Nicholas is not naturally avaricious, and his Knave persona is a result of the effect of the transmat unit on his mind. Like an addiction, it compels him to keep using it.

until sedated. After their normal metabolism has re-asserted itself, they must then make a Difficulty 12 Ingenuity + Resolve roll each day or change again for a further 1D6 hours; the Difficulty increases by 1 per attempt, and once it reaches 30, the change is permanent. Whilst a Kravening, the victim has the following changes to their stats: -3 Ingenuity, +3 Strength, Fear Factor 1, Frenzy, Natural Weapon (Minor: Strength +2 damage), Tough. They can be cured by having their metabolism reset.

**KRIKKITMEN** (*Doctor Who and the Krikkitmen*)

As Time Tots, the Doctor and Romana were frightened by tales of the Krikkitmen, even though they were supposed to have been destroyed over two million years ago. Back then, the planet Krikkit was surrounded by a dust cloud which obscured the Krikkitas' view of the heavens. So, when a wrecked spaceship crashed on Krikkit (see *L76*), the shock of realising there was a whole cosmos out there was too much, and the Krikkitas went insane with xenophobia. They created the Krikkitmen, robot warriors designed to wage war on the Universe.

The Krikkitmen are attired in what appear to be perfect cricket whites. From their tidily-laced plimsolls to their neat cricket helmets, their cricketing gear is immaculate. But there is nothing inside this gleaming white armour. They do not have eyes, just a nasty darkness within the helmets, a darkness which glows a sinister red. The lower halves of the Krikkitmen's legs are encased in ribbed rocket engines, enabling them to fly when required. They wield multi-functional battle clubs which look exactly like cricket bats, but which taper to sharp knife blades. When wielded one way, they can knock down buildings. When wielded another, they fire blistering rays. And another, they launch a hideous arsenal of grenades. Simply striking the grenades with the battle clubs simultaneously primes them and launches them with phenomenal accuracy with a range from mere yards to thousands of miles.

The Krikkitmen's ships are not aerodynamic. They are merely containers, each carrying eleven Krikkitmen, with small windows at the front and a pointed top, rather like cricket pavilions.

As weapons of war, the Krikkitmen are fiendish. Two million years ago, they were released on the Universe and caused billions of deaths. It was only a combined effort by the other races, finally joined by the Time Lords, that managed eventually to contain them. Even today, the mere thought of a Krikkitman is unnerving to many of the elder races, and the game of cricket on Earth is a hideously distorted race memory of the Krikkit Wars.

But the Krikkitmen were defeated and the planet Krikkit was sealed in an envelope of Slow Time so that by the time the Krikkitas will finally emerge, the rest of the Universe will be dead. As for the surviving Krikkitmen, they were judged to be sentient and could not just be destroyed. All five million of them were deactivated and locked away in a hidden dimension within the Time Lord prison-planet of Shada. Two million years later, that's where they remain.

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

Unknown to the Universe, eleven Krikkitmen escaped, rescued by the First Great War TARDIS (see *V100*). With the TARDIS disguised as a Krikkitman spaceship, they will be used to release Krikkit from its Slow Time envelope and free their five million comrades from Shada.

Rather improbably, the main computer room in the Parliament of

KRIKKITMAN



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

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

**TRAITS**  
Armour (10 points)  
By the Program  
Environmental (Minor) – Krikkitmen do not breathe  
Fear Factor 1 (Fear Factor 3 to those aware of their history)  
Flight (Major)  
Hypnosis (Major) – Anyone staring into the visor too long can be controlled by the Krikkitman  
Natural Weapon (Minor) – Electrified Grip: Strength +2 damage  
Quick Reflexes  
Robot  
Weakness (Major) – The Off switch on Krikkit deactivates the entire Krikkitman army

**EQUIPMENT**  
Krikkit Bat: Strength +4 damage as battle club, or L(4/L/L) damage as energy blaster (Armour Piercing on both, ignoring the first 5 points of Armour)  
Krikkit Ball Grenade: 20(10/20/30) damage in Range increments of 8(4/8/12) metres

**TECH LEVEL:** 7

**STORY POINTS:** 1-3

Krikkit contains an Off switch for the entire army, thus proving that they are not sentient, just robots after all.

**MEDERI** (*Punting*)

There are things which live within the dangerous and ever-changing environment of the Vortex. Some of these have even evolved within the Vortex and thrive there. Creatures such as the Vortisaurs, which prey on stranded time travellers and are drawn towards temporal energy. Or Time Roaches, which infest time engines and cause many problems. And then there are the Mederi.

The Mederi are known as the cleaners of the Vortex. They are vast, eternal and single-minded. In form, the Mederi are enormous, skeletal pterosaur-like creatures. Their bones are covered with a thick dark blue membrane which stretches tightly across the sinew of their frames. A light cluster of brighter blue runs down the spine. The Mederi's beaks are long and cruel, and their wings are tipped with sharp claws, their bony feet the same. They are the harbingers of death, the grim reapers of the Vortex. Seeing a skein of Mederi gliding overhead is akin to a dying man lost in the desert spotting the vultures circling.

But despite the danger the Mederi pose, they are beautiful in their own distinct way, though their beauty is not to all tastes. Their gliding flight holds grace and ease. Their wings beat with a powerful yet fluid motion. Their eyes are so curious and knowing, and yet so cruel.

Although they are normally only encountered within the Vortex itself, the Doctor and Romana were threatened by a brood of Mederi when Borusa tried to kidnap them from a punt on the River Cam using the Time Scoop (see The Five Doctors). Something went wrong and instead of being captured by the spinning obelisk generated by the Time Scoop, they were caught in a time eddy and almost dragged into the Vortex.

Despite the danger, the Doctor noted that these Mederi had an unexpected kingfisher-bright blue dappling across their backs. At first, he thought that the iridescent colour might come from the creatures' feathers. Until he remembered that Mederi don't actually have feathers. No, this was evidence that these Mederi were infested with a colony of carpasial parasites. These tiny creatures are believed to be extinct in our time and space, but they seem to thrive rather well in the Vortex. To the human eye, they look like a stream of dazzling blue speckles and move remarkably quickly. They live on patches of infected time, and the Vortex provides an abundance of this for them to chew on. Like maggots in a flesh wound, carpasial parasites clears any temporal infection right up.



MEDERI

<b>AWARENESS</b>	4	<b>PRESENCE</b>	1
<b>COORDINATION</b>	5	<b>RESOLVE</b>	4
<b>INGENUITY</b>	1	<b>STRENGTH</b>	8

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

**TRAITS**  
Alien  
Alien Appearance  
Armour (4 points)  
Environmental (Major)  
Feel the Turn of the Universe  
Flight (Major)  
Immortal (Major)  
Natural Weapon (Minor) – Beak and Claws:  
    Strength +2 damage  
Size – Huge (Major)

**TECH LEVEL:** N/A

**STORY POINTS:** 1-3

**CARPASIAL PARASITES**

**Attributes:** Strength N/A, Coordination 2, Awareness 2  
**Skills:** Survival 5  
**Traits:** Alien, Alien Appearance, Delete (Temporal Infections), Environmental (Major), Feel the Turn of the Universe, Replicate, Swarm 10  
**Story Points:** 1

**MEDUSAE** (*Gaze of the Medusa*)

1887 A.D.: Lady Emily Carstairs lives in a mansion in Chiswick, attended by blank-stared servants and several 15-foot, one-eyed henchmen. Some years before, her husband Sebastian had retrieved several odd statues from an archaeological site in Greece, statues that, though thousands of years old, wore contemporary Victorian clothes. He brought these home to England along with an artefact known in legends as the Lamp of Chronos, reputed to open windows on the past. Her husband died before he could unlock its secrets, but Lady Carstairs saw an opportunity to open, not a window, but a door on the past, and save both him and their two children who had died as infants. Obsessed with this goal, she approached Professor Odysseus James (see A47), a self-proclaimed chrononautologist, to help her. He managed to make the Lamp work as it was supposed to, projecting images from Antiquity, but she grew impatient with the results and took the Lamp back and succeeded into making it project a doorway that could be stepped through. Unfortunately, that doorway still pointed to Antiquity and putting her hand through, Lady Carstairs was hit by something that turned her hand and the skin on her face to stone. But a presence on the other side promised to heal her if she would feed it human beings, which Lady Carstairs did for several years, with the help of the entity's Scryclops, which stepped through to the 19th Century...

Some time before 500 B.C.: A ship crashes somewhere in Greece and establishes a limitation field around itself to prevent the dangerous prisoner it is carrying from escaping. Mostly automated, the ship carries an A.I. slaved to a hologram that locals would have mistaken for Zeus, and a complement of Scryclops guards. Though the prisoner, a member of a species identified as Medusae, could not leave the cave system where the ship lay, it was able to use its powers to mentally dominate its guards. When Lady Carstairs opened a doorway to the cave, it saw an opportunity to grow in power and eventually possess Lady Carstairs' body and step through the portal, keyed to her current biological state.

Medusae are ugly, scaly, four-armed half-humanoids with a long snake-like tail ending in a heavy stinger. But beyond their physical might, they are capable of quantum locking their prey. By emitting a beam of blue light from their eyes, they turn their victims to stone, in which state, they are immune to the effects of time and are preserved indefinitely, or at least until the Medusa feeds on their life-force and they crumble to dust, or are otherwise destroyed. Victims could sometimes only be partially petrified, in which case their movement was hindered and they would slowly, and painfully, turn to stone.

Medusae feed off the life energy of other sentient species. The longer they lived, the more energy could be fed off them. They have the ability to sense the amount of life-force in a being, and also displayed potent hypnotic powers. Using consciousness transferal, they can transfer their living mind into another body, which then transforms into a more reptilian aspect (when Lady Carstairs was so possessed, for example, the Medusa's new form, while green and scaly, now had two arms and two legs).

MEDUSA



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

**SKILLS**

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

**TRAITS**

Additional Limbs (x2)  
 Alien  
 Alien Appearance  
 Alien Senses – Detect life-force  
 Dependency (Major) – Life-force  
 Fear Factor 3  
 Hypnosis (Special)  
 Natural Weapon (Minor) – Tail strike: Strength +2 damage  
 Possess – Medusa can abandon her body in favour of one she has “prepared” through partial quantum lock  
 Special – Quantum Lock Gaze: When this eye weapon strikes a living being, it is apparently turned to stone, but actually quantum locked (like a Weeping Angel), in which state it is in suspended animation until fed upon or otherwise destroyed; a glancing blow will only quantum lock part of the subject (the GM decides what penalties should be applied)

**TECH LEVEL: 8**

**STORY POINTS: 6**

Though the Doctor and his friends prevented that particular Medusa from escaping into the Victorian era, the fate of the Scryclops under her control is a mystery. These time sensitive giants could actually see a few minutes into the past and future,

LADY EMILY CARSTAIRS



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

SKILLS

Convince 3, Craft 2, Knowledge 4, Medicine 2, Science 3 (AoE: Chrononautology), Subterfuge 3, Technology 3

TRAITS

Alien Appearance – Part of her face and body looks like it has been turned to stone  
 Arrogant  
 Cutting Edge Technology  
 Impaired – Some of her life function are maintained intravenously  
 Linguist – Lady Carstairs can understand the Scryclops language  
 Obsession (Major) – Rescue her family from a point before their deaths  
 Reverse the Polarity of the Neutron Flow  
 Technically Adept  
 Wealthy (Major)

EQUIPMENT

Chrono-ether detector [Minor Gadget: Scan (artron energy), Story Points: 1]  
 Scrying glass (networked with Scryclops)  
 The Lamp of Chronos

TECH LEVEL: 4

STORY POINTS: 8

SCRYCLOPS



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

SKILLS

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

TRAITS

Alien  
 Alien Appearance  
 Clairvoyance  
 Feel the Turn of the Universe  
 Natural Weapon (Major) – Bio-energy strike: 3(3/5/7) damage  
 Networked  
 Precognition/Postcognition  
 Size – Huge (Minor)  
 Special – Projection Gaze: Scryclops can project what they or other Scryclops are seeing a few minutes in the past or future out of their eye  
 Tough  
 Uncommunicative – Even a TARDIS seems unable to translate their language (it may be learned normally)

TECH LEVEL: 8

STORY POINTS: 2-4

THE LAMP OF CHRONOS (MODIFIED) [Special Gadget]

Traits: Scan (the use of time travel), Vortex (originally, the Lamp could only be used to see through time, but with some modifications, could be used to create a portal *though* time)

Cost: 8 points



which made them very difficult to escape, and from their large eye, could see and project what any of them were seeing within the scope of their temporal vision. In addition, they could deliver a short-range bio-energy strike to take down their adversaries. For some reason, the TARDIS failed to translate their language.

**MR EDGE** (*The Pursuit of History, Casualties of Time*)

When the Doctor first met Mr Edge in 2059, he was working as a security officer assigned to Neville Sanders, the finance minister of the Oceanic States. At this time, the international situation was volatile, with friction between Oceania and the Asiatic States. Edge is Australian, not too bright or imaginative, but diligent and loyal. In summary, he's a pedestrian jobsworth with little in the way of a sense of humour.

Mr Edge was present when the ruthless businessman Cuthbert (see *V11*) made an offer to Neville Sanders that was almost too good to be true. In return for Cuthbert's Conglomerate supplying the Oceanic States with unbelievably cheap tritonium, the Conglomerate would be made sole contractor for their IT systems. Access to cheap tritonium would usher in a new golden age, so Sanders snapped the deal up.

When the Doctor next meets Mr Edge, it is in 2071. By this time, he is head of security for the Conglomerate, having decided to work for a man who's clearly going places! Mr Edge looks no older than he did twelve years earlier, a fact he puts down to the Conglomerate's excellent healthcare plan.

By 2071, Neville Sanders is president of the Oceanic States, which has been at war with the Asiatic territories for years, a war funded by the cheap tritonium supplied by Cuthbert. Although there are warehouses full of high-protein foods and water, the war and general economic mismanagement has led to widespread famine and water shortages in Asia. But the Asiatic States are about to sign their own contract with Cuthbert, under which the Conglomerate will distribute food aid to the starving. Cuthbert has become a major player in Earth's history and will go on to be the power behind the throne of the Earth presidency when that is finally established.

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

Cuthbert is a construct created by the Black Guardian. He is literally a self-made man as his timeline is a temporal paradox whereby he created the quantum gateway (see *L38*) that in turn created him. Cuthbert and his Conglomerate have become so entangled in Earth history, and later in galactic events, that their removal would cause unimaginable chaos.

Meanwhile, the Black Guardian also created the persona of "Mr Edge" for himself to trick the Doctor into defeating Cuthbert and destroying the Conglomerate. The Guardian is relying on the Doctor's moral code to try to stop the Conglomerate's unethical practices or correct the paradox that created Cuthbert. As Mr Edge, the Black Guardian waits in the background, an unobtrusive figure watching as his plans unfold, merely stepping in with a word here or there to nudge things along if needed.

As he is an avatar of the Black Guardian, Mr Edge is constrained by the rules that govern the actions of the Guardians. He cannot

MR EDGE



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

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

**TRAITS**  
By the Book  
Code of Conduct (Major) – Must abide by the rules constraining the Guardians of Time from direct action  
Face in the Crowd  
Obligation (Minor) – Oceanic States (later, the Conglomerate)  
Special – Can revert to the Black Guardian at will

**EQUIPMENT**  
Handgun: 5(2/5/7) damage

**TECH LEVEL: 5**

**STORY POINTS: 6**

take direct action and therefore cannot kill or remove Cuthbert himself, but must manipulate others to do his bidding. The stats provided here are for Mr Edge as the Guardian presents him. But he can revert to his true appearance and powers at any time, even if Edge is apparently killed.



**MR SHIFT** (*The Mind Runners, The Demon Rises*)

The planet Chaldera is running out of resources to maintain its population. When the government of Chaldera (see L60) first started looking at ways to get its people off-world to another planet where they could start anew, they began experimenting with teleportation. The scientist who headed this project was Professor Pritchett, who decided it would be a good idea if he volunteered to be the guinea pig to test his experimental equipment.

The result was disastrous. Pritchett's apparatus dissipated him into atoms. He was torn apart as the teleportation equipment weakened the molecular bonds within him, leaving him without any cohesion. Professor Pritchett was believed to have been killed, his body completely atomised.

But Pritchett survived by sheer force of will. With no possible means to reverse what has happened to his body, Pritchett has been driven insane. He can now take on any state of matter he desires, from a gaseous mist, to liquid, to a semi-solid toffee-like consistency, to a dense solid. It takes a tremendous strength of will to hold himself together at all, but Pritchett has realised that it is now extremely difficult to kill him. He takes almost no damage from physical injury. He can survive lethal impacts by lowering his density and becoming either gas or liquid, and he can recombine his body if it is somehow torn apart.

Pritchett doesn't like to be reminded of the man he once was and flies into a rage if he is identified. He has taken to calling himself Mr Shift and hires himself out as an assassin for hire. Mr Shift's ability to get past locked doors and through the smallest gaps means that he is very difficult to stop. By increasing his density, he can perform acts of remarkable strength.

Since the experiment that resulted in his current condition, Shift has been secretly working for President Sternwood and killing off anyone who gets too close to uncovering the conspiracy at the heart of his government. Anyone fraternising with the mind runners is a viable target for Mr Shift.

Shift has been getting a taste for killing. His insanity is manifesting as a murderous psychosis, and it is only a matter of time before he starts killing just for the pleasure of it. As it is, his behaviour and mannerisms are already eccentric. He speaks in an archly camp style, and he fills his conversation with sarcasm and witty one-liners, at which he laughs insanely. Like all Chalderans, Mr Shift has blue skin.

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

As Mr Shift is not a Founder of Chaldera, he is not truly part of the conspiracy. Like President Sternwood (also not a Founder), he will be killed as part of the plans of the entity known as the Night Mind (see V114). In the meantime though, Mr Shift is of use in covering the conspiracy up until it is too late.

MR SHIFT



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

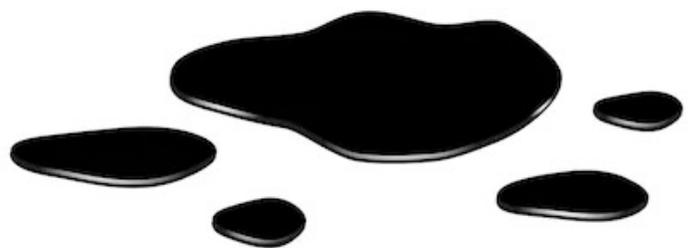
**SKILLS**  
Athletics 2, Convince 3, Craft 2, Fighting 4, Science 3, Subterfuge 5, Technology 5, Transport 3

**TRAITS**  
Eccentric (Major) – Insanely psychotic  
Immaterial (Special Good) – Shift can become liquid or gas to pass through all but airtight barriers  
Immune – Most physical damage has no effect on Shift  
Invisible (Major Good) – Shift has a +2 bonus to avoid being spotted when in mist form or as a puddle  
Technically Adept

**TECH LEVEL: 5**

**STORY POINTS: 8**

When the Doctor defeats the plans of the Founders and the Night Mind, Mr Shift survives and "pulls himself together", managing to get aboard one of the rescue ships away from Chaldera. He's still out there somewhere, plying his murderous trade.



**THE NIGHT MIND** (*The Mind Runners, The Demon Rises*)

In the city of Chaldera (see L54), there is a legend of the Night Mind, a demonic consciousness so evil that to touch it will drive a person insane. The underground group known as the mind runners, who use headsets enabling them to ride within another person's mind and experience what they experience, believes that the Night Mind is real. Several of their number have been found dead in situations suggesting suicide. The mind runners blame the Night Mind.

The police believe the Night Mind to be nothing more than a myth, perhaps a cautionary tale created by somebody in the government to try to dissuade mind running. The deaths are explained as suicides or accidents. After all, the chances of so many mind runners encountering the Night Mind in a city of millions in so short a time must be astronomical, mustn't it?

An alternative but related theory is that somebody is killing the mind runners as one of them discovered the true identity of the Night Mind.

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

The mind runners are being killed to cover up a conspiracy. But the Night Mind is real enough.

It is unknown whether the creature behind the Night Mind is native to Chaldera or whether it somehow arrived here from elsewhere. It is an ancient predator of unusual size and malignancy which is all around and yet remains unseen. Centuries ago, there were numerous settlements on Chaldera. When they started to grow, the creature decided to blend in and hide among them. It disguised itself as a settlement of its own. The other tribes had no way of knowing that this new settlement was in any way unusual. To perfect its disguise, the creature filled itself with people made from its own flesh and who shared its mind. In modern times, these people are the Founders, who are believed to be descendants of Chaldera's first settlers.

So the creature grew, its body expanding to become a town, a city, a metropolis. Over time it engulfed and consumed all the other settlements on the planet, spreading across the globe. The people still didn't notice anything amiss. Every brick in every building in every street is all part of the predator's flesh, and all the Founders are part of its consciousness.

But the creature has reached its limit on Chaldera. There are too few resources on the planet to be able to sustain the population. The creature is therefore preparing for the next stage in its life cycle, to spread its eggs through space where they can establish themselves on other worlds and start again. Influenced by the Founders, the government has constructed a rocket large enough to take the entire population to another planet. Except that the

rocket has been grown, not built. It too is part of the creature. Everyone sent to it will be absorbed into its mass, converted into more flesh or fuel to launch it into space, where it can separate out into modules to take the creature's eggs to their new homes.

## THE NIGHT MIND



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

**SKILLS**  
Convince 4, Craft 5, Fighting 3, Knowledge 4, Science 3, Survival 5, Technology 4

**TRAITS**  
Alien Organs (Special) – The Night Mind's central nervous system is spread throughout its body across the planet  
Natural Weapon (Special) – Absorption: The Night Mind's physical mass (the city, the rocket) can extrude tendrils to grab its prey and pull them into itself to be absorbed. The initial attack is a contest of Coordination + Fighting, and anyone grabbed may then make a contest of Strength + Fighting to try to break free. If they fail, they automatically take 3(1/3/4) points of damage per Round thereafter as they are engulfed.  
Networked (Major)  
Psychic  
Size – Colossal

**TECH LEVEL: 5**

**STORY POINTS: 10**

**THE OORTAG** *(The Pursuit of History, Casualties of Time)*

The Oortag are a time sensitive race that would have remained in obscurity if it weren't for the Conglomerate (see V11). They are big, blue and hairy. Lumbering creatures without much grace. But, although strong, Oortag are not usually aggressive. They are softly and deliberately spoken, with deep, sad voices. All members of their species are named "Oortag", though this doesn't seem to cause them any confusion. In fact, they've never really thought about it, which is indicative of their lack of imagination.

When the Conglomerate needed time sensitives to maintain the time engines that sustain their quantum gateway in the Proxima system (see L38), they identified the Oortag as having the potential for this work. The Oortag signed a contract for their labour in return for a number of benefits. The Conglomerate now funds their education and health system. They have given the Oortag the training and knowledge to save their planet from economic collapse and the opportunity to travel the cosmos and develop their time sensitivity. As a result, the Oortag are now a sought-after race in the development of space-hop travel technology, and many Oortag have positions of authority.

But the continual leakage of temporal radiation aboard the Conglomerate's thousands of space platforms that house the time engines is gradually killing both the Oortag and the Laan (see V34) whom the Conglomerate have enslaved to power the quantum gateway. Nevertheless, the Oortag will not consider breaking the contract they signed, even at the cost of their own lives. In fact, under the terms of the contract, their lives are forfeit if they break it. Although it would be difficult, it might be possible to convince the Oortag to turn against the Conglomerate if they are promised help to try to save the lives of their brethren.

Although normally placid, the Oortag will carry out the Conglomerate's orders to kill – though they are quite remorseful about it.



**ECIDIEN CEREBUS BIRD**

**Attributes:** Strength 1, Coordination 4, Awareness 3  
**Skills:** Athletics 2, Survival 3  
**Traits:** Data Storage (Memories of anyone the bird is telepathically linked to), Loud, Psychic, Telepathy, Size – Tiny (Major)  
**Story Points:** 1

OORTAG



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

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

**TRAITS**  
Alien  
Alien Appearance  
Feel the Turn of the Universe  
Obligation (Major) – Contract with the Conglomerate  
Tough  
Vortex

**TECH LEVEL:** 6

**STORY POINTS:** 2-4

**ECIDIEN CEREBUS BIRD**

Although the Doctor repeatedly denied having a parrot aboard his TARDIS, Romana stumbled across an Ecidien Cerebus Bird deep within the ship's interior just before they encountered Cuthbert and his Conglomerate again. The bird is similar to a parrot in appearance and repeats phrases the Doctor has spoken. Ecidien Cerebus Birds are psychic and can hold the memories of anyone they are telepathically linked to. The bird in the TARDIS was able to restore the Doctor's memories after they had been wiped in the Conglomerate's time engine. The Doctor speculated that it may have been placed on board by the White Guardian to assist them against the Black Guardian.

**SARTIA** (*The Skin of the Sleek, The Thief Who Stole Time*)

Lady Sartiacaradinora – Sartia for short – is a Time Lady who was in the same year at the Prydonian Academy as Romana. In fact, Romana considers Sartia to have been her best friend at the Academy, and they were work partners on many of their projects. When the pair meet each other years later on the planet Funderell (see *L68*), Sartia is still in her first incarnation. So while Romana instantly recognises Sartia, it takes a few moments for Sartia to realise that she is speaking with her old friend, as Romana is now in her second regeneration.

Sartia still calls Romana by her Academy nickname, Mana. She does not know why Romana left Gallifrey, and this is a topic of speculation on her part. Has Romana run off with her old tutor? Has she been sent on a secret mission by the Celestial Intervention Agency perhaps? Romana remains coy on the subject.

At the Academy, Sartia's specialism was Ancient Mysteries. This gave her access to records which, while not forbidden, are obscure to say the least. Sartia says she's here on Funderell as part of a Terran film crew making a documentary on the unexplored ecology of Funderell. It's cover for a field trip for her specialist subject, Funderell's name having come up in her researches. In truth, as she later admits, Sartia stole an old Time Ring and is searching for treasures from the ancient times (see *G11*). She stole some of the millennia-old secure records from the Time Vaults on Gallifrey which have provided clues to Funderell's whereabouts. Sartia even offers to share whatever she discovers 50:50 with Romana.

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

In truth, Sartia hates Romana. She hated her back in their days at the Academy, even claiming that everyone else also hated her. According to Sartia, Romana was always the tutor's favourite, a prize-winning pupil who never got anything wrong. Although Romana thought she was cool and sophisticated, Sartia just saw her as smug and insufferable!

Other than this, Sartia has been mostly truthful with Romana. She has indeed stolen secret records from the Time Vaults, and she is here searching for Time Lord treasures from the ancient times. Sartia doesn't have her own TARDIS, just her stolen Time Ring – and a staser. But she hooked up with documentary maker Eamonn Orensky, who is also in on her scheme, and she is now part of his crew and has access to his ship.

Sartia has become obsessed with dreams of wealth, or of power, or whatever else she can acquire. She is ruthless in the extreme and will kill her partner Orensky at the drop of a hat if he outlives his usefulness. She will also try to do away with the hated Romana, preferably in such a way as implicates others in her death in order to muddy the waters or to get them out of her way as well.

In fact, Sartia is becoming more than ruthless. She is unhinged

**SARTIA**



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

**SKILLS**  
Athletics 1, Convince 4, Craft 3, Knowledge 4 (AoE: Ancient Mysteries), Marksman 2, Science 3, Subterfuge 2, Technology 4, Transport 3

**TRAITS**  
Doctorate – Ancient Mysteries  
Feel the Turn of the Universe  
Hypnosis (Minor)  
Indomitable  
Obsession (Major) – Acquisitive for power and wealth  
Psychic  
Selfish  
Time Lord  
Time Traveller (Minor) – Tech Level 7  
Vortex  
Wanted Renegade

**EQUIPMENT**  
Staser: S(S/S/S) or L(6/L/L) damage against living tissue; 5(2/5/7) damage against inanimate material  
Time Ring [Traits: Vortex, Restrictions – Pre-programmed trips only, Time Travel Without a Capsule (see *The Time Traveller's Companion*). Story Points: 2.]

**TECH LEVEL: 10**

**STORY POINTS: 8**

with her obsession, and is even starting to enjoy killing for its own sake.

**SCRATCHMAN** (*Scratchman*)

There is an island off the coast of Scotland which has a terrible history, of Viking raids, plagues, witchcraft trials and shipwrecks. There has been something wrong with it for a considerable time. Something that gives it an oppressive feeling. Something that drew the TARDIS to it.

There is a village on the island, with a church and a little village shop, and a number of farms and crofts. But in 1964, when the Doctor and his friends arrived, they found that something was affecting the villagers, physically transforming them into menacing scarecrows of sticks and straw and sawdust with tattered clothes and heads made from turnips, pumpkins and cabbages, even old footballs or oil lamps. Some are armed with mallets and axes, and they make a terrible sucking sound as they draw air through whatever mouths they have.

The transformation is like an infection which the scarecrows can pass on by touch. But others of the villagers have been killed and ground down into a fine dusty fertiliser which accelerates the change. The scarecrows' Infection works as normal by touch, but a victim coming into contact with the dust has a -4 penalty on rolls to resist it. A character must make a roll to resist the Infection every hour after contact, and each failure means that they take 2(1/2/3) damage, spread among Ingenuity, Presence and Resolve. When all three reach 1, the transformation is complete.

Despite their horrifying appearance, the scarecrows' bodies are very unstable. If their clothing is torn away, their bodies lose cohesion and disintegrate into more of the dust. They can lose an arm or a leg, but they rely on having a solid core. The scarecrows are still adapting and need to find a proper casing to hold themselves together better. The later scarecrows are more solid, the villagers being converted into carved wood (losing Weakness and gaining Tough).

The infection is mutagenic and learns from whatever it comes into contact with. For instance, if one of the scarecrows was set alight, it would affect the flames, creating a creature of living fire. The infection was also able to gain access to the TARDIS, spreading inside as a pool of shadow, gradually darkening the interior and causing the ship to sicken.

The Doctor originally suspected that the dust contains nanites or a DNA resequencing meme. But it is actually a form of energy from another dimension, something we would consider to be magic. There is an intelligence behind it, a creature called Scratchman. Scratchman has been using the islanders as guinea pigs. He has entered into a deal with the Cybermen, whose ship is hidden in the sea near the island. Scratchman has offered them a means to convert people into Cybermen overnight using the infection. In return, they are now beholden to him.

Scratchman has had many names over the years, all of them names for the devil. But Scratchman is the one he has settled

on, and his friends call him Scratch. Scratchman is the ruler of another dimension, with powers to manipulate reality. He has discovered a small tear into our universe above the island and can

SCRATCHMAN



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

**SKILLS**  
Athletics 3, Convince 5, Craft 5, Fighting 2, Knowledge 5, Marksman 2, Subterfuge 4, Survival 4, Technology 4

**TRAITS**  
Alien  
Alien Appearance  
Dependency (Major) – Scratchman depends on a continuous supply of dreams to maintain him and his powers, using up his minions at an accelerating rate  
Fear Factor 3  
Immortal (Special)  
Immunity – Conventional damage cannot harm Scratch  
Indomitable  
Psychic  
Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*)  
Shapeshift (Special)  
Summon Horde – Scratchman can use this to create minions to fight his opponents  
Telepathy  
Teleport

**TECH LEVEL: 12**

**STORY POINTS: 9**

use it to sneak through. But his influence here is limited. In our reality, he appears as a silhouette of a man, through which can be seen an image out of Dante’s Inferno. The landscape seen within Scratchman comprises rivers of lava, burning rocks, piles of skulls and a rain of fire. With every step he takes, the ground blackens beneath him, and his voice is a distant rasp. He can influence perceptions to appear as large as the sky one instant and back to normal size the next. Scratchman’s presence induces a primal urge to run away screaming.

In his own realm (see *L84*), Scratchman usually takes the form of a man in a smart business suit whose head is a sphere of blinding white fire. Although his face has no features, the burning globe seems at turns to smile or glare with malevolence., reflecting his changing mood. In the boardroom within his castle, he sits at the head of the table along with a dozen other figures, identical to him but smaller and weaker, like photocopies. These are Scratchman’s Board, who never speak but indicate their agreement or approval by clapping in unison or waving old-fashioned football rattles. Scratchman can summon monsters from the nightmares of those around him, or create new minions to serve him and dispel them when they are no longer needed.

Scratchman has ruled his realm for millions of years. He feasts on the dreams and wishes of his subjects, entering into bargains with them but burning their souls for energy when they are spent. Over the millennia, he has burned his way through his universe and is now left with a single rock over which his castle floats. A thousand years ago, Scratchman discovered the tear into our universe. He now plans to enlarge it so that he can take control of our reality and devour that too. So far though, he has established only a little influence in our universe, creating the scarecrows and bargaining with the Cybermen.

Scratchman claims he has a lot in common with the Doctor, in general terms anyway. He may be a lord of anarchy with unorthodox methods, but he claims to have saved many people and to have imposed order on the chaos of his realm (an ironic and contradictory claim). He sees the chaos and death in our universe, with the Doctor holding back the flood, and considers that they are opposite sides of the same coin.

If the tear between the dimensions is widened (perhaps by the TARDIS passing through it), Scratchman will be able to enter into lots of Faustian pacts in our universe, and when those he has bargained with die, they will be transported to his realm, to feed him and extend his reality’s life. If he is denied, he can draw on his opponents’ minds for inspiration. Scratchman drew on Harry Sullivan’s thoughts and forced the Doctor and his friends to fight for their lives in giant versions of pinball machines and chess sets, having to avoid being crushed by huge steel pinballs or killed by animated chess pieces. He also turned the Doctor’s memories into a nightmare army of monsters.

SCARECROW



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

**SKILLS**  
Athletics 1, Fighting 2

**TRAITS**  
Alien Appearance  
Alien Organs (Minor)  
Enslaved  
Fast Healing (Special) – The human-fertiliser dust allows the scarecrow to heal damage at 1 point per minute of exposure  
Fear Factor 2  
Infection  
Special – Mutagenic Adaptation: The scarecrow can spend 1 Story Point to adapt to a new method of attack (e.g. fire) and become immune to it  
Weakness (Major) – Remove its clothing and the scarecrow collapses into dust

**TECH LEVEL: 5**

**STORY POINTS: 1-2**

But Scratchman’s power is rapidly diminishing and he is burning up more and more of his universe just to maintain the status quo. As the available energy runs out, his control over his minions will fade, and his realm will shrink away to darkness.

**THE SILEX** (*Subterranea*)

Centuries ago, the planet Cathon (see *L59*) was devastated by a war, and its mole-like inhabitants were forced to retreat underground to escape the poisonous, radioactive atmosphere. They built huge drill-ships to live in, which were capable of burrowing through the porous, semi-molten rock. But even to this day, the drill-ships are hunted by abominations constructed during the ancient war: the Silex.

The Silex were created to turn men into fighting machines. They are a cybernetic race with a symbiotic relationship with the head-ships in which they hunt the Cathonians. During the war, the Silex were betrayed by their creators, who attempted to deactivate them. The cyborgs turned against their masters and ended the war by initiating the nuclear bombardment that poisoned the planet's surface. Some of their enemies survived and escaped, scurrying beneath the ground to start a new life. The Silex have decreed that they too must be modified or incinerated!

The Silex are large, bio-mechanical creatures resembling twisted parodies of the mole-people they once were. Their armour is formidable and they are armed with in-built flamethrowers. Silex are part of a group consciousness linked by short-range radio, and each mind is synchronised to the ethical drive on the bridge of their head-ship. A select few are permitted to retain a small measure of individuality. But most are creatures of reason, rationality and absolute ruthless logic, their emotions removed by mental conditioning. The similarities with the Cybermen are significant, indicative of parallel development.

Silex head-ships such as the *Annelid* dwarf even the largest of the Cathonians' drill-towns. Their front opens like a vast maw to swallow the drill-towns whole so that they can be dismantled and cannibalised, with the crews converted into more Silex. The Silex also have smaller drone craft, which can be launched to pursue and destroy smaller ships and which could be piloted by a human or Cathonian (though it would be a tight squeeze inside). There are only a few drill-towns left now, and soon there will be no more for the Silex to hunt.

The radio network of the Silex only works at short-range in the subterranean environment beneath Cathon, and the signals can be disrupted by magnetic interference from the planet's core. During the war, Silex were given their orders by an operator with a control helmet, and it may still be possible to recover one of these artefacts from the strata nearer the surface.

The usual Silex tactics are to seed the strata with trails of ore and wait to ambush drill-ships that begin to mine them. By remaining motionless, Silex head-ships don't create a seismic signature, though their radio transmissions may still give them away.

**SILEX HEAD-SHIP**

**Armour:** 20      **Hit Capacity:** 150      **Speed:** 4  
**Traits:** Burrowing, Gulp!, Scan, Travel  
**Story Points:** 5

**SILEX**

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

**SKILLS**

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

**TRAITS**

Alien  
 Alien Appearance  
 Armour (5 points)  
 Cyborg  
 Fear Factor 1  
 Natural Weapon (Minor) – Metal Claws: Strength +2 damage  
 Natural Weapon (Major) – Flamethrower: 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the operator  
 Networked (Major) – Radio contact with the head-ship and other Silex; only works at short range underground (up to 100m)  
 Slow  
 Weakness (Major) – Silex can be controlled or deactivated if the ethical drive on their head-ship is reprogrammed or a control helmet used

**TECH LEVEL:** 5

**STORY POINTS:** 4

**SILEX DRONE CRAFT**

**Armour:** 5      **Hit Capacity:** 12      **Speed:** 6  
**Traits:** Burrowing, Scan, Travel, Weapon – Ram (Speed +2 damage)  
**Story Points:** 4

**SISYPHUS** (*The Crowmarsh Experiment*)

Sisyphus is an organic computer created by the now-dead inhabitants of an unnamed planet thousands, perhaps millions of years ago. It has survived by replenishing its organic matter with material extracted from living brains. Sisyphus long ago killed everything on the planet, and it now lures passing travellers by broadcasting a fake distress signal. Anyone landing on this world will be captured by Sisyphus's airborne robot drones using tractor beams and taken to a huge pyramid in the ruins of an ancient city, now overgrown by jungle.

Within the pyramid, each subject will be wired up to Sisyphus for processing. Before the brain can be harvested, Sisyphus must first erase the identity of the subject. It creates a detailed dream-world stitched together from those of its previous victims and tries to convince its new subject that the dream-world is real and that their memories are the dreams. In the dream-world, the subject will meet people they love, or those who perhaps died and are alive again in this scenario. The dream-world will offer a life of safety and of happiness to convince them to abandon their old life.

Subjects within such a dream-world must make a resistance roll against Sisyphus's Hypnosis during each significant encounter or event in the dream, perhaps once per scene. If Sisyphus wins, the subject takes 2(1/2/3) points of damage split among their Ingenuity, Presence and Resolve. When all three are reduced to zero, the processing is complete and Sisyphus will harvest their brain.

To escape, the subject must destroy the dream-world and kill themselves to wake in the real world. Alternatively, a series of consecutive Fantastic results against Sisyphus may work, at the GM's discretion.

**THE CROWMARSH EXPERIMENT**

When Leela was captured by Sisyphus, she was placed in a shared dream-world with another captive, a spaceship pilot who had also answered the distress call. They appeared to be in the Crowmarsh Institute in London in 1978. Leela was Dr Leela Marshall, a scientist involved with Project Sisyphus, a psychological experiment using a combination of hypnosis and drug therapy to project a dream into a test subject's sleeping mind. The dream would be so vivid that the subject would remember it as an experience from real life when they wake. The aim was to produce a technique capable of destroying ideologies, for example by disenchanting every citizen living under a dictatorship overnight, or changing a nation from aggressors to pacifists.

Dr Leela had volunteered to be a test subject. Her colleagues tried to convince her that her memories of travelling with the Doctor were an induced dream. Sisyphus took the roles of Dr Stewart (based on the Doctor), Linus Strang (the man from

SISYPHUS



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

**SKILLS**  
Convince 4, Craft 4, Knowledge 3, Medicine 4, Science 3, Technology 3

**TRAITS**  
Hypnosis (Major)  
Psychic  
Robot  
Size – Huge (Major)  
Telepathic

**TECH LEVEL:** 6

**STORY POINTS:** 6

**SISYPHUS DRONE**

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

**Traits:** Armour (5 points), Entrap (Major), Environmental (Minor: Does not breathe), Flight (Major), Robot, Telekinesis (tractor beam can lift anything Entrapped as with Strength 5)

**Tech Level:** 6

**Story Points:** 1

the ministry funding the research, based on General Strang – see V21) and others, most importantly including her husband, Colin Marshall, based on someone Leela had fallen in love with in the real world but who had died. The Doctor was able to intrude into the dream as a voice on the radio, but he was unable to disconnect Leela from Sisyphus in the real world.

**SUTEKH THE DESTROYER** *(Kill the Doctor!, The Age of Sutekh)*

Rene.net (pronounced “renna net”) is the wireless information network on the planet Drummond (see L64), an Earth colony in the far future. It’s how the handheld devices that all the gadget-obsessed people of Drummond get updates on gossip, fashion, culture, sports and news.

Before Rene.net was rolled out, there was a real sense that people had lost their grasp on the changes around them (or so the company that developed it would have you believe). Opinions alter, popularity swings, fashions change with increasing frequency. With Rene.net, people constantly have their fingers on the pulse of what’s important. What clothes they should be wearing; what movies they should be watching; even which politicians they should be voting for. It’s a digital helping hand, and one that people have clearly been yearning for. Uptake on the Rene.net data patch for handheld devices is at around 96%, and it now comes pre-loaded on all the popular models.

Rene.net was developed by Khepri Inc, whose director Rania Chuma has been guided by Sutekh the Destroyer. At this time in the future, Sutekh has lost his physical form and has been nothing but thought for centuries. He has been present in Rania’s mind since she was a baby. But at his current depleted level of power, he cannot control Rania’s actions. He can, however, cause her mental anguish if she disobeys him or even questions his commands. If Rania allows it, Sutekh can take control of her vocal chords and speak through her.

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

Sutekh has created Rene.net as part of his plan to reassume a physical existence and to wipe out all life in the universe. Even before its full online activation, Rene.net can speak with Sutekh’s voice, and with a touch of subliminal programming, he can be very persuasive. Sutekh can use it to control individuals and small groups. After he relinquishes control, his servants do not remember what they did under his influence.

Once, Sutekh could crush a world with the power of his mind. But until he can reassume physical form, he needs some assistance, from Rania Chuma and from the Rene.net network. But soon, his power will once again be absolute!

When Rene.net goes fully online, it will form a network encompassing almost every mind on Drummond. Sutekh will be able to control the minds of the entire population who use the network. Millions of people providing incalculable psychic energy. Drawing on that power, Sutekh will transform Drummond into a new Phaester Osiris and its people into his worshippers and slaves.

The primary login for Rene.net is via the servers in Khepri Inc’s HQ. If those servers can be destroyed, Rene.net will collapse, as will Sutekh’s control over the people and Drummond will revert to its previous state. In the meantime, Sutekh can use the network according to its Gadget Traits.

SUTEKH, DISEMBODIED ENTITY



AWARENESS	5	PRESENCE	5
COORDINATION	N/A	RESOLVE	7
INGENUITY	10	STRENGTH	N/A

**SKILLS**  
Convince 4, Craft 6, Knowledge 7, Medicine 5, Science 7, Survival 5, Technology 7

**TRAITS**  
Alien  
Psychic  
Special – Disembodied Entity: Sutekh is a disembodied presence contained within Rania Chuma’s mind; he has no physical presence

**TECH LEVEL:** 9

**STORY POINTS:** 6

**RENE.NET NETWORK – PRE FULL ACTIVATION [Major Gadget]**  
**Traits:** Area Effect (Major x1; enough to cover a small-medium area), Hypnosis (Major), Dependency (Major) – Rene.net requires the continued operation of the Khepri Inc servers  
**Cost:** 2 points

**RENE.NET NETWORK – POST FULL ACTIVATION [Special Gadget]**  
**Traits:** Area Effect (Major x3; covers the Rene.net network), Convert (Major; the entire city and all Rene.net users), Hypnosis (Major), Dependency (Major) – Rene.net requires the continued operation of the Khepri Inc servers  
**Cost:** 8 points

**THE SYNDICATE** *(1st in The Sinestran Kill)*

The Syndicate are an intergalactic criminal organisation from the 41st Century, though they have access to time travel technology so their reach extends throughout time as well as space. Quite who is at the top of the organisation is unclear to those further down the tree, but the lower orders include representatives of species across the galaxy, many of them having reputations for violence and brutality.

Among the most feared of the races within the Syndicate are the Sinestrans. They are criminals of the worst kind who have built up their reputations through murder and extortion. Sinestrans are empathists who influence others to do their dirty work for them, though they are not above getting involved on a personal level. In their natural form, Sinestrans have the appearance of gigantic insects, most closely resembling Earth beetles with hard carapaces and formidable mandibles. They have access to advanced technology such as Sinestran kill-rods and Sontaran cordolaine field generators that can prevent firearms from working (see *The Sontaran Stratagem*). The Sinestrans are recent recruits into the Syndicate and see it as a means of getting rich.

Another species in the Syndicate is the Lemuran Host. Although physically unlike, Lemurans are close cousins of the Sinestrans. In their natural state, they are nebulous beings, simply existing as clouds of charged sentient particles. They are a telepathic race who can take over the bodies of other species, possessing them to use for their own purposes and moving from one body to the next as they need. They can extend this to enable others to do the same and often assist the Sinestrans in their plans. Lemurans are devious by nature and tend to use their telepathic ability to subtly influence even their own allies by manipulating their subconscious.

The Doctor later encountered Zephon (see *V94*), the son of the Master of Zephon that his first incarnation had met on Kembel (see *The Daleks' Master Plan* and *L74*). Although he is not yet a member of the Syndicate, he knows they have big plans and has been ordered to capture the Doctor alive as a test to see whether he is suitable for admission.

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

The secret controllers of the Syndicate are the delegates of the Galactic Council (see *V91*), representatives of the Outer Galaxies which once allied themselves with the Daleks in a bid to conquer the Solar System (see *The Daleks' Master Plan*). In overall charge is Technix Zaal. In the aftermath of the failed Master Plan and the death of Mavic Chen, the Guardian of the Solar System, the Earth needed a new ruler. Zaal was selected as, being a Technix, his cybernetically augmented brain gives him an affinity with technology and organisation. His synapses fire more quickly and his mind races at speeds much faster than a normal human's. Zaal is director of the Space Security Service, Earth's special security force, so he has a great deal of power.

SINESTRAN



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

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

**TRAITS**  
 Additional Limbs (legs x2)  
 Alien  
 Alien Appearance  
 Armour (5 points)  
 Empathic  
 Hypnosis (Minor)  
 Natural Weapon (Minor) – Mandibles: Strength +2 damage  
 Wanted (Major) – The Space Security Service

**EQUIPMENT**  
 Sinestran Kill-rod: 7(3/7/10) damage

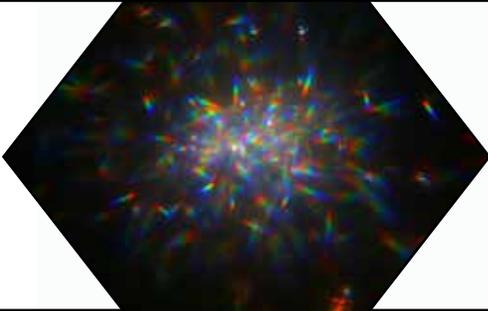
**TECH LEVEL: 8**

**STORY POINTS: 2-4**

Zaal is calm and rational in manner. But beneath the surface, he is a raging megalomaniac. He has used the Syndicate to develop the Dream Machine (see *G12*), technology which is now implanted in almost everyone's brains and which allows him to control their perceptions and therefore their behaviour. With the delegates of the Galactic Council having outlived their usefulness, Zaal intends to have them all killed, using SSS agent Anya Kingdom (see *A34*) to achieve this.

But this is just a side issue. With Zaal having control of the minds of the entire population, he has already conquered the galaxy!

LEMURAN



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	N/A

SKILLS

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

TRAITS

Alien  
Hypnosis (Major)  
Immaterial (Major Bad)  
Invisible (Special Bad)  
Possess  
Psychic  
Wanted (Major) – The Space Security Service

TECH LEVEL: 8

STORY POINTS: 2-4

TECHNIX ZAAL



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

SKILLS

Convince 1, Craft 3, Knowledge 5, Science (Mathematics) 5, Subterfuge 3, Technology 6, Transport 2

TRAITS

Authority (Major)  
By the Book  
Cyborg  
Dark Secret (Major)  
Eccentric (Major) – Megalomaniac  
Networked (Minor) – Zaal's augmented brain is connected to the central computers  
Technically Adept

TECH LEVEL: 8

STORY POINTS: 10



**TIME WARDENS** *(The Two-Timer)*

While it sometimes seems like Time Lords have the run of the place, the universe actually does have areas – and eras – that are not only time-active, but have their own laws about such things. Case in point the planet Koblos, which has solved its overpopulation and resource management problems by overlapping time zones. Someone in one time zone might be able to glimpse someone in another as a ghost, for example, but crossing over is severely regimented, and certainly, dropping your TARDIS in a time zone without a permit is a big no-no.

To ensure the time laws of Koblos are followed, we thankfully have the Time Wardens.

Time Wardens keep a close watch on the various time zones and have an encyclopedic knowledge of the laws they enforce. They generally wear a raincoat over their uniforms, and a military peaked cap with their service badge at the front. In all likelihood, the initial arrest would be made by a seven-foot robot in the service of the Time Wardens, but only a proper official could charge the time traveller with breaking the time laws, which include, but are not limited to: parking in an illegal time-zone, endangering pedestrians and vehicles, failing to produce a current license or tax sticker, operating an untimeworthy vehicle in the main time-stream (especially during rush hour), and the most serious infraction of all, making two objects occupy the same space at the same time.

Justice is relatively swift in a time-active society, and in a matter of hours, the offender will be brought before a judge who has the power to imprison them for a sizable proportion of their lives (hundreds of years for a Time Lord, but likely much less for less long-lived beings), and impound and even scrap their time vehicles. To ensure rapid execution of the sentence, prison cells were built under the courtroom itself.

The Doctor did run afoul of the Koblos justice system, but was cleared of all charges when he proved his arresting officer, Time Warden Tompkins, had made a false report in order to sell the impounded TARDIS to a collector for a hefty price, a side-line Tompkins apparently often indulged in. Rumbled, Tompkins was killed while trying to escape.

TIME WARDEN TOMPKINS



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

**SKILLS**  
Convince 3, Fighting 2, Knowledge 2 (AoE: Time-Laws), Marksman 2, Science 2, Subterfuge 4, Technology 3, Transport 2

**TRAITS**  
Cowardly  
Dark Secret (Major) – Sells time machines on the black market  
Feel the Turn of the Universe  
Voice of Authority  
Vortex

**EQUIPMENT**  
Heavy polariser ray: 7(3/7/10) damage  
Pedestrian Pack [Traits: Vortex, Restriction – Cannot travel in space beyond Koblos. Story Points: 2.]

**TECH LEVEL: 8**  
**STORY POINTS: 6**

**GUARD ROBOT**

**Attributes:** Awareness 4, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 7

**Skills:** Athletics 2, Fighting 3, Knowledge 2, Marksman 3

**Traits:** Armour (5 points), By the Program, Feel the Turn of the Universe, Robot, Vortex (Restriction – Cannot travel in space beyond Koblos)

**Equipment:** Heavy polariser ray [7(3/7/10) damage]

**Tech Level:** 8

**Story Points:** 2



**VOTON** *(The Voton Terror)*

The Voton are a hideous warrior race whose members have the loathsome shape of a small, black tree stump, with a mess of snake-like legs extending from the base of a squat, cylindrical body. A single, huge eye pulses in the seething mass of its writhing head, a floating ball in a slithering tangle of black worms. Revolting to look at, the Voton can only be described in a style that would make H.P. Lovecraft blench. Voton have also developed the unique ability to fire freeze film from their main, arm-like tentacles, a paralysing agent that covers targets and prevents them from moving for as long as an hour.

With their awful looks and worse attitudes, the Voton have never gotten along with their neighbours, and never joined the Inter-Galactic Federation. Rather, they've looked on as other races banded together for mutual benefit and collective protection against their advances. Denied the role of galactic conqueror they chose for themselves, the Voton became more and more isolated in their corner of space, and bided their time for generations until an opportunity to lay the Federation low presented itself.

Their most famous bid for galactic control – and it wasn't so famous that a pair of Time Lords like the Doctor and Romana would know of it – came on the historic occasion of the Vandelianian ambassador persuading the Federation Council to limit the research into sub-microscopic life-forms. Seeing as the Vandelianians are themselves sub-microscopic, it ensured their right to personal privacy, and led to the development of the Galactic Code of Rights of the Individual, a significant victory for democracy. But had the Voton had their way, it would have gone very differently.

Imagine instead a Voton spy killing the mud-based Numese ambassador and taking his place thanks to a transmogrifier – Voton technology enabling them to look like other races in order to infiltrate them – then making sure the Time Lord delegates were diverted so they couldn't directly interfere with the conference. Imagine further a bomb keyed to the Vandelianian ambassador's voice, and an explosion of rumours blaming various members of having committed the terrorist act. It could have plunged the Federation into chaos and war. Their hope was that this would create an unalterable fixed point in history even the Time Lords would be loathe to prevent.

As it turned out, even if the Doctor hadn't taken a hand in exposing the Voton spy, history records Meristan, a Council security official, had discovered the explosive device, rendered it harmless, and activated the conference room's security ring. Or perhaps it was your Player Characters...



VOTON

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

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

**TRAITS**  
Additional Limbs – Innumerable tentacles (used as legs)  
Alien  
Alien Appearance  
Keen Senses (Minor) – Eyesight  
Natural Weapon (Major) – Freeze film: On a positive result, causes all targets in a short-range cone from the Voton's appendage to be Paralysed for 10 minutes / 30 minutes / one hour, according to the degree of success  
Repulsive  
Technically Adept

**EQUIPMENT**  
Voton transmogrifier [Minor Gadget: Face in the Crowd, Restriction – Unreliable; Story Points: 1]

As a warrior race, Voton also have access to explosives and beam weapons to carry out their bloodthirsty work.

**TECH LEVEL: 7**

**STORY POINTS: 2-4**

**ZOLTÁN FRID** (*The Labyrinth of Buda Castle*)

There are cave systems beneath Budapest which were connected up centuries ago to create a labyrinth. When the Doctor was last here in 1942, these tunnels were being used as a military hospital. By 1980, they are an army storage facility.

In the Middle Ages, the caves beneath Buda Castle were used as prisons and torture chambers. Most effective among the torturers was a monster by the name of Zoltán Frid, who extracted information from his victims by seemingly supernatural means. Some even thought him to be a vampire. Ironically, Frid knew the real inspiration for Bram Stoker’s *Dracula*, the infamous Vlad the Impaler (see *The Fifth Doctor Expanded Universe Sourcebook*).

Zoltán Frid does have many of the powers of a vampire. He appears to be immortal and is immune to bullets. He can climb sheer walls like a spider and is almost supernaturally fast. Most damningly, he drains his victims of their blood and infects them with his own form of vampirism. Although holy objects have no effect on Frid, direct sunlight will kill him and a stake driven into his lower back will paralyse him until it is removed.

But Zoltán Frid is not a true vampire. The Doctor speculated that he is from an unidentified alien species whose evolution has paralleled that of the vampires. His method of feeding, although similar, is not the same. Instead of a bite to the throat, Frid embeds his fingertips in the back of his victims’ necks, draining them of both blood and knowledge.

It is knowledge and information that Zoltán Frid primarily feeds on, and he gains that of his victims. It is this ability that made him so successful as a torturer. But his masters became afraid that the secrets he acquired would make him too powerful. So they walled him up in the caves and left him to rot. Around fifty years ago, Frid began to revive as precious data started to seep down into the labyrinth. Radio transmissions from the world above nourished him with new knowledge. But the process has been very slow. In 1980, Zoltán Frid has finally awoken. He plans to rise to power again, but first he needs victims to gain knowledge about the modern world.

The secret of Frid’s powers is his blood, which may itself be the alien organism. It is a mass of independent but inter-connected organisms forming a gestalt entity. It remains active outside of a host body, but needs warmth to survive. The blood is the source of Frid’s resistance to injury and his ability to infect others. Whenever he feeds, Frid contaminates his victims. The alien organism multiplies within them and takes over their bodies. A victim might appear to be dead after Frid has finished with them, but they will rise again within a few hours. Frid can decide whether they return as a creature like himself and subject to his will (gaining Traits similar to Frid, but with the addition of Enslaved), or as a savage, bestial brute devoid of intelligence.

If Frid is killed, his victims will recover, as the alien blood within them cannot survive without the connection to him.

ZOLTÁN FRID



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

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

**TRAITS**  
Climbing (Major)  
Distinctive  
Fast (Major)  
Fast Healing (Special)  
Hypnosis (Major)  
Immortal (Major)  
Immunity – Frid is immune to bullets and similar weapons; only catastrophic damage can kill him  
Indomitable  
Infection – Victims of Frid’s Knowledge Drain rise again 1D6 hours later either as one of his thralls or as a bestial monster  
Natural Weapon (Special) – Knowledge Drain; A successful Fighting attack by Frid means that his victim is immobilised with Frid’s talons embedded in their neck. They will automatically take 2(1/2/3) points of damage per Round until they “die”, and he gains their knowledge.  
Networked (Major)  
Obsession (Minor) – Obsessed with gathering data, information and secrets  
Quick Reflexes  
Psychic  
Time Traveller (Major) – Tech Levels 3-5  
Tough  
Weakness (Minor) – A stake thrust into his lower back paralyzes Frid, so long as it’s there  
Weakness (Major) – Killed by direct sunlight

**TECH LEVEL: 2**  
**STORY POINTS: 8**

# LOCATIONS IN SPACE AND TIME



## CHAPTER 4: LOCATIONS IN SPACE AND TIME



**ACHLYS** (*Chase the Night*)

While trapped in E-Space, the TARDIS picked up a distress signal from a planet in close orbit around a giant B-type star. Too close to be in the habitable zone, the planet nevertheless has a breathable atmosphere. On the side facing away from its sun, it has a comfortable temperature of 27.4°C. From space, a widespread bioluminescence reveals the abundance of life on the night-side, with the lights moving in distinct patterns, perhaps resembling an encephalogram.

On the side of the planet facing the sun, the temperatures are high enough to burn anything to ashes in an instant, and the planet is slowly turning, taking around 60 standard days to complete a full rotation. As the solar terminator advances across the surface, everything in its path is consumed in a wall of flame. The rainforest (with an emphasis on “rain”) that rapidly grows on the night-side burns away to nothing. Motile organisms, such as the native floating jellyfish-like creatures and even mammalian species resembling fast-moving, winged sloths, have all evolved to keep moving and remain on the planet’s night-side. Non-motile species, like the flowers and trees that look more like coral (and may be colonies of polyps or fungi), have roots that grow deep enough to survive the inferno, or they may be serotinous, with their seeds spread and germinated by the fire. The bioluminescence that almost all life, both fauna and flora, has developed is a response to their aphotic environment.

The distress signal is being broadcast by Colony Ship Tantalus. This spaceship crash-landed here just over one hundred and fourteen years ago after it sustained critical damage caused by a problem with its interstellar drive. Realising their predicament, the colonists used machinery designed to fabricate entire cities at their intended destination to convert the drive system and

construct a loop of rails around the entire planet. At the latitude they are at, there is now a 14,000 mile circuit along which the ship must keep travelling at a constant speed of 9.77 mph to remain on the night-side.

Tantalus currently has a crew of sixty under the command of Pilot Dena. They have only survived for so long by the strength and determination of successive pilots to hold the ship together against almost insurmountable odds. When she took over from her predecessor, Dena swore an oath to protect the crew no matter what the cost, and she has had to make some very tough decisions. Following a recent mutiny, she has introduced martial law, and anyone not on duty is confined to quarters. The would-be mutineers have been condemned to death by being tied to the tracks behind the ship to wait until the approaching firestorm overtakes them. Dena’s sole concession to mercy is that they have been tranquilised.

The ship is powered by slow-release isotopes. But, after more than a century, the Tantalus is wearing out. The crew no longer has any more raw materials with which to build new parts, and it is all that Engineer Terson can do to keep the drives running. Entropy is finally winning. Everything non-essential has been stripped out to reduce the drag factor, and Pilot Dena may eventually result to culling the crew to further reduce weight. This will become ever more likely as stress and paranoia overtake her.

The ship has a small fleet of hover wagons, electric vehicles powered by microwave transmission direct from the Tantalus. They are sent ahead to check the rails, repair any damage and clear foliage with laser burners. Despite their time on this world, the colonists still know hardly anything about its environment,

though they harvest some of the fungi for food.

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

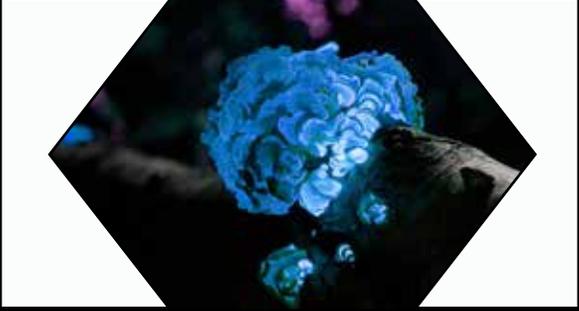
All the lifeforms on this planet, the plants, animals and fungi, are part of a larger gestalt organism which has evolved to survive here. The key part of the organism is the fungus, an entity calling itself the Achlys. Until recently, eating the fungus was safe. But something has changed, and now, anyone which does so is infected by it. The Achlys produces metabolites and transforms the cerebral matter of its victims, turning them into hosts for its consciousness. The initial symptoms are that a victim becomes increasingly agitated, even violent. Green bubbles of fungal matter sprout from their skin. As the infection progresses, they begin to chant "Climb high into the sky!" and try to get to the highest available point, whether that's the tops of the trees or the roof of the train. As they die, the fungus uses its host's dying breath to discharge spores from the mouth over the widest possible area.

But it is only the host's body that dies. Their mind joins that of the Achlys, becoming part of its psychic network, sharing thoughts and memories. As the planet rotates, the Achlys is perpetually self-renewed, providing itself and its component parts with a form of immortality.

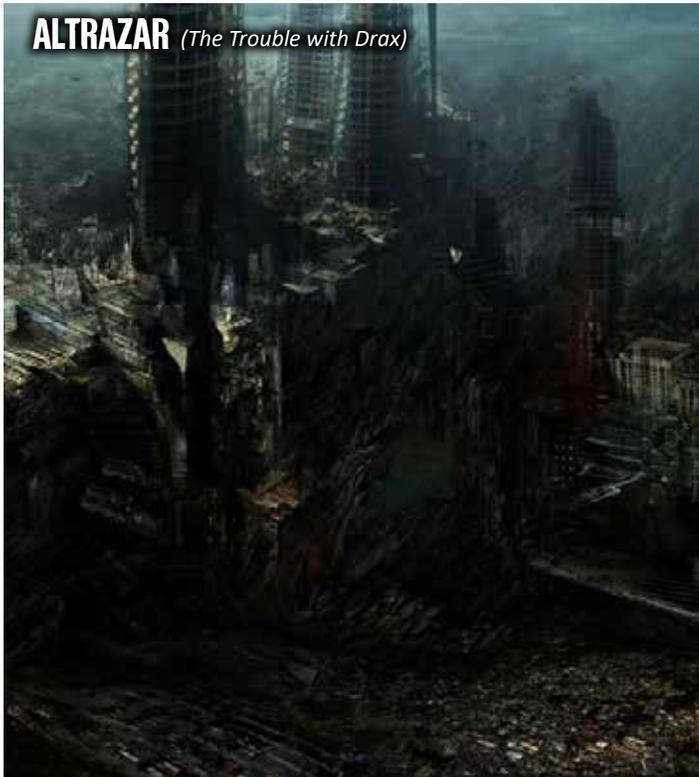
The Achlys has been aware of the Colony Ship Tantalus and its crew since they first arrived here. But it wishes them no harm and actually wants to save them. The Achlys has waited until the ship is finally failing and there is no other hope of survival for the crew. When it realised that this is imminent, it altered the nature of its fungal spores. Whereas before, the crew could safely eat them, now the spores will begin the process of transforming their bodies and releasing their minds into the gestalt. All of those who consume the new strain of fungus will find themselves living on after a fashion, even though their bodies will be destroyed.

COLONY SHIP TANTALUS		
Armour: 5	Hit Capacity: 20	Speed: 1
Traits: Travel		
Story Points: 1		

PLANETARY DATA
SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Variable
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

ACHLYS FUNGUS			
			
AWARENESS	6	PRESENCE	4
COORDINATION	N/A	RESOLVE	4
INGENUITY	1	STRENGTH	N/A
<b>SKILLS</b>			
Convince 4, Knowledge 4, Survival 6			
<b>TRAITS</b>			
Alien			
Alien Appearance			
Immortal (Special)			
Immunity – All life on Achlys would need to be wiped out to kill it			
Infection – See main text (anyone failing to resist the Infection is controlled by the fungus; they immediately gain Networked (Major) and Tough, but automatically take 1 point of damage every 10 minutes until dead)			
Networked (Major)			
Psychic			
Special – Gestalt Memories: Achlys gains the knowledge and memories of anyone who becomes part of it			
TECH LEVEL: N/A			
STORY POINTS: 8			

HOVER WAGON		
Armour: 4	Hit Capacity: 6	Speed: 3
Traits: Flight (Minor), Travel		
Story Points: 2		



To Time Lords, Altrazar is a legendary city that has been lost to eternity. It is the temporal equivalent of Atlantis. Altrazar was a metropolis that was erased from history so effectively that only time sensitives have any suspicion that it was ever there. Even then, no one's certain. It's like the ghost of a memory or the itch at the back of the mind. There is no proof, no records of which planet Altrazar was supposed to have existed on, or what removed it from the universe. It's a myth and a cautionary tale for Time Tots. In these enlightened times, nobody really believes in Altrazar.

Nevertheless Drax (see V96) has acquired a map. He won it (well, sort of) in a game against a Wallarian gambling syndicate. How the Wallarians came across the map is unknown. But they'd been using it to access Altrazar and use it as a dumping ground for all sorts of things that their clients wanted to hide away. Secrets, incriminating evidence, unfortunate personal histories, even people. Their clients pay good money to lock things out of sight. And what could be more secure than a city that doesn't even exist? It's a sort of quantum-locked oubliette.

The map shows the planet on which Altrazar is – or rather, isn't. Even the planet's name has been wiped from history. The location of the city is within an unstable temporal maelstrom near the northern pole. From outside, it's hardly visible at all. Little more than a heat haze in the air. Only time sensitives (those with both Feel the Turn of the Universe and Vortex) can safely enter Altrazar. Anyone else would be instantaneously aged to death by the temporal instability while their body reverts to a newly fertilised cell.

But even time sensitives need to be able to break through the

unstable time field. To do this, you need unstable coordinates. With a standard TARDIS, this is a Difficulty 27 task. If you have something like a chronal projection filter, you can take a peek into the future and see what they will be, which provides a +8 bonus to the attempt.

Inside the time field, the city is experiencing all its potential futures – and maybe also all its potential histories – at the same time. Urban landscape, warzone, desert, tropics, all existing simultaneously and overlapping each other. It's total chaos. There are shadows of the city's former inhabitants. Ghosts of people who once were or who will never be, lost in the mists of time.

Even Time Lords cannot survive for long within the city, as the time winds will eventually tear them apart and erase them from history. For each hour spent here, an unprotected character will take 2 points of damage (not reduced by Armour or other protection).

Within the city is the Time Vault. It's a fixed point in time which looks as if it's the product of Time Lord engineering. The Vault is the sole constant in an ever-changing landscape. There's a complex entry code (which Drax also acquired from the Wallarians) and booby traps if the code is entered incorrectly. Within the Vault are all the items the Wallarians deposited since they first started coming to Altrazar. Also in the Time Vault is the Enigma Casket, which has been here since the Vault was first constructed.

Exiting Altrazar requires the same process of determining unstable coordinates as used to enter the unstable time field.

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

The Enigma Casket within the Time Vault contains the device that caused Altrazar to be wiped from the timelines. This has latterly become known as the Blinovitch Limitation Effect Limiter (see G10), and it is a device that the inhabitants of Altrazar invented and used to rewrite history to such an extent that they erased themselves and their city. Unable to destroy the Limiter without further affecting the timelines, the Time Lords constructed the Time Vault and locked the Limiter inside it where they thought nobody would be able to retrieve it.

**PLANETARY DATA**

- SIZE: Small
- GRAVITY: Earth-like Gravity
- LAND MASS: The Rock
- ATMOSPHERE: Earth Standard
- CLIMATE: Hot
- SATELLITES: 0
- SENTIENT SPECIES: None
- TECHNOLOGY LEVEL: N/A (formerly 8)

**AORIS** *(The Paradox Planet, Legacy of Death)*

Aoris in the Hastromil system is a planet with a history that is, quite literally, at war with itself. Two distinct time periods a thousand years apart, Eras 14 and 24, are engaged in hostilities with each other over the environmental fate of the planet.

**ERA 14: THE AGE OF GREED**

To the inhabitants of the future Era 24, Era 14 is known as the Age of Greed. It is regarded as the age in which the people of Aoris stripped their world of its natural resources, poisoned the seas and the atmosphere, and drove its plants and animals to extinction. When the Doctor and Romana first arrived, they found it to be a pleasant place with green trees and clean air. But they soon discovered that the TARDIS had landed in a Protected Zone in which the last surviving members of many of Aoris's species are being kept in a wildlife reserve.

Aoris of Era 14 is at around the same level of technological development as early 21st Century Earth. It is still reliant on fossil fuels for its energy, even though its minerals include zenox crystals, a source of zeitonic energy powerful enough to warp dimensions. The problem is that chrononauts from Era 24 have been raiding Era 14. They take the endangered animals from the Protected Zone and any new source of zenox crystals as soon as it is discovered. As a result, zenox crystals are now in short supply, so the Aorans of this time are forced to use fossil fuels to power their cities and vehicles.

The ruler of Aoris during Era 14 is Originator Embery, the last great originator of the planet. Embery is researching the use of the zenox crystals they still possess as a means of enabling time travel. Embery and his people blame those of Era 24 for forcing them to spoil their world. If Era 14 gains access to time travel, Embery will be able to take the war back to Era 24.

In the meantime though, the Aorans of Era 14 have resorted to burying bombs beneath the planet's surface in places identified by captured chrononauts as being the locations of key bases in Era 24. The bombs are programmed to detonate in a thousand years'

time, and they will explode if there is any attempt to tamper with them. Era 14 has now planted over a hundred bombs beneath where they know the Era 24 command bunker will be. The explosive used in the bombs is zenox crystals, which are highly volatile when electrically charged. The people of Era 14 are condemning their own descendants to death. But that is the price of a war they did not start.

**THE AGE OF IGNORANCE**

The Age of Greed was followed by the Age of Ignorance, during which much knowledge – including that of time travel – was lost as Aoris's environment continued to collapse. Time travel was re-discovered after several centuries, but was limited to travel into the future only, and nobody returned from the test flights. Full time travel was only re-discovered in Era 24, a thousand years after Era 14.

**ERA 24**

By Era 24 of Aoris, the seas are acid and the air is poisoned by pollution. Nothing can survive outside, so the people have been driven to live in underground bunkers forming a subterranean city of concrete. As parts of the city are destroyed by the bombs left by the Aorans' ancestors of Era 14, new tunnels must be excavated for living space. The people are forced to live by candlelight in the ruins of a once-great civilisation. But the food stocks are beginning to run low. If nothing is done soon, the people of Aoris will soon be extinct.

The Aorans of Era 24 believe that their ancestors of Era 14 squandered the resources of their world, wrecked the environment and wiped out all life. They could have used the zenox crystals which were once so plentiful on Aoris to cleanse the environment, but they didn't. So Protector Drang, the Aoran leader in Era 24, has directed the construction of time tanks and time galleons to send taskforces of chrononauts back to Era 14 to capture specimens of wild animals and secure stocks of zenox crystals. He has constructed engines capable of removing the



pollutants from the atmosphere and restoring the planet. He just needs more zenox crystal to power it and the animals to restock Aoris.

The time tanks and galleons are heavily armoured, primitive means of time travel. Their crews don't pilot their craft. Instead, the craft are sent on pre-programmed descents and ascents in time. It makes for a bumpy ride, which Romana compared to being a little like being dropped down a well in an iron bucket. The time craft are powered by zenox crystals and need an hour to re-energise between trips.

Protector Drang is well aware of the damage his chronauts could cause to history, and so they have standing orders not to kill anyone. Nevertheless, they are armed – though their weapons are usually set to stun. If things become desperate enough, Drang may still resort to launching an all-out assault on Era 14 to achieve his ends.

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

In Era 24, the ruins of the ancient undercity are riddled with concealed tunnels. It is in these that the so-called “fanatics” who want to stop the war before it destroys them all are hiding. The fanatics worship a god they call Machina, and the Doctor, Romana and K9 are all legendary figures to them. They have a prophecy that the Doctor will appear in an appointed place at an appointed time and save them.

Machina speaks with a deep electronic voice and resides within the altar of his temple. Those who are granted an audience with Machina must enter the altar, where they will find an empty box covered in flashing lights. Like the Wizard of Oz, Machina is not what it seems. It is in fact K9, who was left in Era 14 by the Doctor and has waited a thousand years to be reunited with his master. K9 has been drawing power from a zenox crystal as his own power would long since have been exhausted, and he has gathered many devotees over the centuries.

From an external perspective, it is clear that the environmental collapse of Aoris has been caused by the joint efforts of Originator Embery in Era 14 and Protector Drang in Era 24. It is Embery's time travel developments that will give Era 24 the capability to travel back in time to pursue their war; and it is Drang who sends his time craft back to steal the crystals and deprive Era 14 of clean energy.

**ERA 24 TIME TANK**

**Armour:** 15      **Hit Capacity:** 20      **Speed:** 5

**Traits:** Travel, Vortex (Restriction – Takes an hour to re-energise between trips)

**Weapons:** Energy Cannon – 15(7/15/22) damage

**Story Points:** 9

**ERA 24 TIME GALLEON**

**Armour:** 10      **Hit Capacity:** 30      **Speed:** 8

**Traits:** Force Field (Minor), Travel, Vortex (Restriction – Takes an hour to re-energise between trips)

**Weapons:** Energy Cannon – 15(7/15/22) damage

**Story Points:** 10

**PLANETARY DATA**

**SIZE:** Medium

**GRAVITY:** Earth-like Gravity

**LAND MASS:** Mostly Land

**ATMOSPHERE:** Earth Standard (Era 14), Earth Non-Standard Toxic (Era 24)

**CLIMATE:** Temperate

**SATELLITES:** 0

**SENTIENT SPECIES:** Aorans

**TECHNOLOGY LEVEL:** 5 (Era 14), 8 (Era 24)

**BOTHNESS** *(The Helm of Awe)*

The Shetland island of Bothness is a remote and isolated one. Since the Second World War, it has cut itself off from the outside world to such an extent that the authorities no longer think it to be inhabited. But there is a thriving community here. The inhabitants are as self-sufficient as they can be, growing their own crops and only sending a boat to the mainland for supplies to restock the village shop once every two weeks – and many locals think that's too often! There is an old-fashioned telephone exchange operated by Peggy, the shopkeeper, but it has no connection to the mainland and can make local calls only. As a result, Bothness doesn't receive many visitors, and those who make it here find a distinctly cool welcome.

The people of Bothness have retained strong links to their Viking past. In common with the other Shetland Islands, they celebrate Up Helly Aa in January, and the festivities include a Viking galley race between the men and the women of the island. The festival culminates in the burning of a fire ship to welcome the turn of the year.

Bothness experiences spectacular aurorae in the sky throughout the year, often during daylight. The islanders call them the Merry Dancers. But the display is too regular to be natural and is evidence of a temporal barrier over and around the island. It's the result of different time fields rubbing together. Islanders ("the Chosen") are able to pass through it with no problem. But outsiders will experience temporal echoes and premonitions, even of passing into a different time period if they are not careful. Time is fragile near the barrier, and the visions that this triggers can be overwhelming to the unprepared.

When the Doctor and Leela land here in 1977, the Laird of Bothness is Professor Angus Renwick, an archaeologist and collector of Viking artefacts. Unusually for a native of the island, Renwick worked on the mainland for a while, but only to allow him to acquire more items for his collection. His house has numerous examples of Viking weapons and armour displayed on its walls.

During the Second World War, the Professor's father, Commander Finlay Renwick, was involved in the Shetland Bus, running boat operations to smuggle weapons to the Norwegian Resistance and taking civilians to safety. Finlay was Laird of Bothness before Angus, and each bore a tattoo on their arms, the *Ægishjálmur*, an Old Norse term for the Helm of Awe, a sigil of protection. It was during the War that Finlay lost an artefact that had been handed from father to son from Viking times, the Wolf's Eye, and it was after this that Bothness cut itself off.

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

For a thousand years, the people of Bothness have been manipulated by an alien who lies sleeping in a cryogenic tank in the caves deep beneath the island. This is Nardos, a member of a repulsive species called the Barbezons (see *V85*). Nardos was to convert Earth into a refuelling point for Barbezon ships, but he has slept too long. Even in his slumber, Nardos has been able to communicate with the successive Lairds of Bothness via the Wolf's Eye. The Eye is a relay which amplifies Nardos's influence. It also has a psychic link to the barrier over Bothness, the true Helm of Awe. A person with a strong enough will might be able to control the barrier, but this requires a Difficulty 15 Resolve + Technology roll. It can then be used to form portals through time, or the barrier's function can be extended to provide a physical protection, absorbing and storing the energy of any weapons used against it.

Waking in 1977, Nardos now plans to commence drilling to crack open the island and convert the entire planet into magma to refuel a dormant Barbezon fleet which has been waiting in the Asteroid Archipelago for centuries.

**THE WOLF'S EYE [Special Gadget]**

**Traits:** Hypnosis (Major), Vortex, Restriction – Difficult to use (see text)

**Cost:** 8 points

**CANIS ALPHA** (*Black Dog*)

During the third millennium, Canis Alpha was briefly a part of the Earth Empire. It doesn't provide an inviting prospect for settlement, being a planet of swamps and marshes. But the Empire needed minerals and Canis Alpha has – or had – benedrillian. But the mines dried up within thirty years and the order came to pull out. Even at its height, the only human settlement on Canis Alpha was a collection of glorified tents whose waxed exteriors bore

the brunt of the almost continuous rainfall. The bamboo frames of the larger tents arched and curved in strange directions, with smaller extension pods added to the main structures. There was never a proper hotel on Canis Alpha, just a solitary bar set up for the benefit of the miners. On its tent-flap doorway, a yawning jaw with two blazing eyes and glistening teeth were painted on the fabric.

The native Canis Alphans have clearly evolved to suit their environment. They are squat little individuals with grey, waxy skin, webbed hands and feet, and nostrils on the tops of their heads. They have nothing in the way of technology, and their villages are little more than clusters of mud holes around the edges of the swamps. The Alphans spend most of their days wallowing up to their sad-looking eyes in the mud.

Before the coming of the humans, the Alphans used to be polytheistic. But around thirty years ago, the Black Dog began to plague their dreams and drove away the other gods, one by one. The Black Dog is not worshipped, only feared, and there are no prayers or incantations to keep him away. If he comes to you in your dreams, you will waste away in a matter of hours. Those who have been visited exhibit the tell-tale impressions of a dog's teeth in their flesh.

Since the Black Dog appeared, the Alphans don't sleep very well. The Dog can go for a long time without visiting anyone but it's always there, and the Alphans can feel it prowling at the edge of their dreams. As a result, they try to sleep as little as possible, taking only naps, and are consequently tired and lethargic. But it's not just the Alphans who have been visited by the Black Dog. Some of the human settlers were too, and they too wasted quickly away.

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

The Black Dog is no god, but it is real enough. Simply put, it's an idea. The Earth Empire came and started to drain this world dry. The Black Dog is the Alphans' response, a self-aware, self-replicating idea built on self-belief and drawing on the Alphans' untapped psychic energy. The fatalism of the Alphans and the humans has made them vulnerable to the Dog, but anyone with

sufficient willpower could resist it and even break its hold over this world.

The Black Dog is more likely to visit the dreams of those who are thinking of it, appearing as a shadowy form with the yawning maw of a howling dog, light glinting off its teeth. When a victim wakes, they must make a contest of Resolve + Convince against the Dog every hour or lose 1 point each of Coordination, Resolve and Strength. Once all three are reduced to zero, the victim expires.

However, if the Black Dog achieves a Fantastic result, it has fed enough to begin to materialise in the real world, where it can hunt and feed. Alternatively, if the victim actively resists and achieves a Fantastic result, the Dog is forced into the real world but fades away, as the Alphans realise that it is no god, and their belief no longer sustains it. Even then, the Black Dog could still come back, if the Alphans start to fear it again...

### **BLACK DOG**

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

**Skills:** Athletics 3, Convince 4, Fighting 4, Survival 3

**Traits:** Alien, Alien Appearance, Natural Weapon (Minor: Fangs – Strength +2 damage), Tough, Special – Dream Creature (The Black Dog normally exists only in dreams and cannot be seen or affect the real world unless it materialises, as described in the text)

**Story Points:** 6

### **CANIS ALPHAN**

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

**Skills:** Athletics 1, Convince 1, Survival 3

**Traits:** Alien, Alien Appearance, Environmental (Minor: Although not amphibious, Alphans can survive being submerged for extended periods), Unadventurous (Major)

**Tech Level:** 1

**Story Points:** 1-2

### **PLANETARY DATA**

**SIZE:** Small

**GRAVITY:** Earth-like Gravity

**LAND MASS:** Swampworld

**ATMOSPHERE:** Earth Standard

**CLIMATE:** Temperate

**SATELLITES:** 2

**SENTIENT SPECIES:** Humans, Canis Alphans

**TECHNOLOGY LEVEL:** 6 (humans), 1 (Canis Alphans)



**CATHON** (*Subterranea*)

The planet Cathon is home to a sentient species resembling Terran moles in humanoid form. These talpid people have fur, pointed snouts and spade-like paws used by their ancestors to dig their burrows and tunnels. The Cathonians developed into an advanced society until a war between different factions resulted in disaster. The air was poisoned by nuclear fallout and the survivors retreated underground. This all happened such a long time ago that the details are no longer known. History is unimportant to the subterranean Cathonians, for whom survival is paramount. But it is clear that they have lost a lot of knowledge since the war.

These days, the Cathonians are at roughly the same level of technological development as late 19th Century Earth, with a few exceptions. The mole-people even dress in similar fashions to Victorians, including top hats, and have familiar sounding names, such as Jelicho Wigg, Maxwell Wilberforce Bell and Arabella Wagstaff. Cathonians are very industrious engineers. They have mastered steam power and electricity, and their weapons range from flintlocks to energy guns.

Below the surface of Cathon, the strata has the appearance of solid rock, but with a very low density. The rock is clearly igneous but with a vesicular texture and is extremely porous and semi-molten. All of this allows the Cathonians to live aboard permanently-moving subterranean vessels called drill-towns. These are the size of ocean liners and are organised and run along similar lines. At the front of each is an enormous drill which easily pushes aside the soft material, and the front opens up like a huge maw to swallow the rock ahead of it. By these means, a drill-town takes in mineral deposits which are sent to the engine room for extraction and use as fuel. The drill-ships must keep moving or they will run out of fuel and their engines will seize up.

The drill-towns are followed by dozens of smaller house-ships in which live groups of scavengers who subsist on the scraps and waste expelled by the larger vessels, like sucker fish following a shark. It's slim pickings, and the more daring inhabitants of the house-ships sometimes sneak aboard the drill-towns to steal spare parts and food.

Smaller still are the nimble two-person mini-diggers and a variety of other electrically-powered drills and excavators used to get

from ship to ship.

There used to be hundreds of drill-towns deep below the surface of Cathon. But their numbers have been dwindling as they are being hunted down by bio-mechanical creatures called the Silex (see V119). These are cybernetic monsters from the ancient war which capture drill-towns and break them down for their component parts. Cathonians taken captive are converted into new Silex. Soon, there will be no drill-towns left for the Silex to hunt.

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

Unknown to the Cathonians below the surface, the atmosphere above ground has long since recovered from the damage caused during the war. If they were to venture upwards, the mole-people would discover that their old world is waiting for their return.

**CATHONIAN RACE PACKAGE**

**Cost:** -1 points  
**Attributes:** Strength -1 (-1)  
**Traits:** Alien (+2), Alien Appearance (-2)

**DRILL-TOWN**

**Armour:** 15      **Hit Capacity:** 100      **Speed:** 4  
**Traits:** Burrowing, Gulp!, Scan, Travel  
**Story Points:** 5

**HOUSE-SHIP**

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

**MINI-DIGGER**

**Armour:** 4      **Hit Capacity:** 10      **Speed:** 6  
**Traits:** Burrowing, Scan, Travel  
**Story Points:** 3

**PLANETARY DATA**

**SIZE:** Large  
**GRAVITY:** Earth-like Gravity  
**LAND MASS:** Mostly Land  
**ATMOSPHERE:** Earth Standard  
**CLIMATE:** Temperate  
**SATELLITES:** 3  
**SENTIENT SPECIES:** Cathonians  
**TECHNOLOGY LEVEL:** 4



**CHALDERA** (*The Mind Runners, The Demon Rises*)

Chaldera is the name of both a planet and the city which covers it. It is a sprawling metropolis inhabited by a race almost identical to humans, apart from their blue skin and an odd, buzzing timbre to their voices. Chaldera is way outside the space-lanes, so although the Chalderans are aware of off-worlders, the planet rarely receives alien visitors. There is a sense of energy in the air here, which anyone with the Psychic Trait will feel as a kind of tingle.

Chaldera’s original settlers were the Founders, who can be differentiated from the other citizens by their slightly paler skin. Their descendants are still in positions of power in the government. Although President Sternwood isn’t a Founder, Vice-President Cain is.

Unfortunately, Chaldera is running out of resources and the planet can no longer sustain its population. As a result, there are restrictions on power usage. The Great Project is underway to build a rocket large enough to take everyone to another world where they can start again. It’s not the most efficient solution for a planet with power shortages and it wasn’t the first choice of escape route. But, although the initial teleportation experiments looked promising, they ended when Professor Pritchett was dispersed into atoms during a trial run. So the strongest citizens have been sent off to work on the rocket while the rest wait. Vital services receive power, but nothing else.

No entertainment has naturally led to disaffected youth, bored twenty-year-olds rebelling by mind running. Mind runners use headsets to detach their consciousness and go for a ride in somebody else’s head. It’s not like possession, as they can’t control their rides. Mind runners just sit there and watch, see what their ride sees, feel what they feel. The process is fairly random, so it’s pot-luck who a mind runner latches onto. The technology is expensive and the power usage high, so mind running is illegal.

Recently, there have been incidents of mind runners dying, either by accident or suicide. Runners found hanging or shot inside locked rooms, or falling in front of subway trains. The authorities suspect that long term use of the technology gives rise to paranoia and delusions. The mind runners themselves think they are being targeted by a mythical evil presence called the Night Mind (see V114).

Chaldera is also home to a cult which believes that flesh is weak. They digitise their minds and upload them into computer databases, usually on their deathbeds. They add caterpillar tracks, mechanised arms and a screen showing a face formed of binary ones and zeroes, and the result is a Digital, an insane computer monitor on wheels, often with built-in weaponry. The Digitals lurk in the sewers where Chalderans rarely go. Their aim is to liberate “fleshlings” from their meat-bodies.

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

The Great Project is a con. The rocket hasn’t been constructed but grown. It is the source of the consciousness known as the Night Mind, and is part of an entity formed of the entire city of Chaldera and the Founders. The construction workers sent to the rocket have all been absorbed into it, providing flesh for it to grow, and the remaining population will be processed to provide fuel for its launch. Anyone touching the rocket will be similarly absorbed.

Although President Sternwood is in on the conspiracy, he is not one of the Founders and so will be betrayed by them. In the meantime, he is using an assassin, Mr Shift (see V113), to kill anyone who gets close to uncovering the con, including the mind runners.

**DIGITAL**

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

**Skills:** Convince 1, Fighting 1, Marksman 2, Science 2, Technology 4

**Traits:** Natural Weapon (Major: Energy Blast – 5(2/5/7) damage), Machine, Robot, Technically Adept

**Tech Level:** 5

**Story Points:** 1-3

**MINDRUNNER HEADSET [Major Gadget]**

**Traits:** Clairvoyance, Restriction – random selection of mind to ride

**Cost:** 2 points

**PLANETARY DATA**

**SIZE:** Medium

**GRAVITY:** Earth-like Gravity

**LAND MASS:** Earth-like

**ATMOSPHERE:** Earth Standard

**CLIMATE:** Temperate

**SATELLITES:** 0

**SENTIENT SPECIES:** Chalderans, the Night Mind

**TECHNOLOGY LEVEL:** 5



only solution is to go back and prevent the Discordia discovering time travel in the first place.

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

Above the Emperor’s throne hangs a portrait of a beautiful woman of an unknown species. She was once his consort. They loved each other, but after a while the Emperor began to take her for granted and she found somebody else. The loss was unbearable to the Emperor, so he had his fleet destroy her world before any life could evolve on it. His consort vanished from history but not from his memory, and the grief and guilt have been overwhelming.

A more detailed description of the Discordia and their abilities will be provided in a future sourcebook covering spin-off series such as *The Diary of River Song*.

The Discordia are a paradox race. They are time cannibals who reverse engineer their own timeline to create the best possible outcomes. They wish to rule to universe, and they are able to travel back in time over and over again to ensure this. In the timeline in which the Discordia have conquered the universe, Earth of the 1970s is dead. The Discordia went back in time and poisoned its prehistoric skies so that mankind would never evolve. The only survivors are a handful of primitive humanoids the Discordia brought back to their homeworld as slaves.

The Discordia can look like the greatest fear of whoever perceives them. To humans, they are the devil incarnate with horns, red skin and deep, sepulchral voices. They have the ability to transform their bodies, to morph limbs into armaments and tools of all levels of technological development.

Their homeworld is Discordia Prime, windswept and icy. Here, Emperor Rakkezar sits on his throne in splendid isolation. Under his rule, the Discordia have grown in strength and power, becoming the dominant species in the cosmos. They have enslaved or erased all who would threaten them, and the more sensible species who are left wisely avoid their attentions.

But the Emperor has grown old and is becoming weaker every day. He is frail in mind and body and needs assistance to move from his throne. He can no longer authorise any actions and, in his absence, others make the decisions. The bellicose General Dante has positioned himself to be Rakkezar’s heir and has already started to search for a consort. Discordia traditionally choose members of other species in order to widen the gene pool, and Dante’s eyes have fallen on River Song, who in this timeline is the wife of the Fourth Doctor.

There is a nascent resistance among the slaves on Discordia Prime. But it’s difficult to rebel against a tyrant who can go back in time to change the outcome or even wipe the rebels from history before they were even born. It would take something devastating to defeat the Discordia. Something so fast and so complete that they could not react to it before they were destroyed. Perhaps the

### EMPEROR RAKHEZAR

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

**SKILLS**  
Convince 1, Knowledge 3, Technology 2

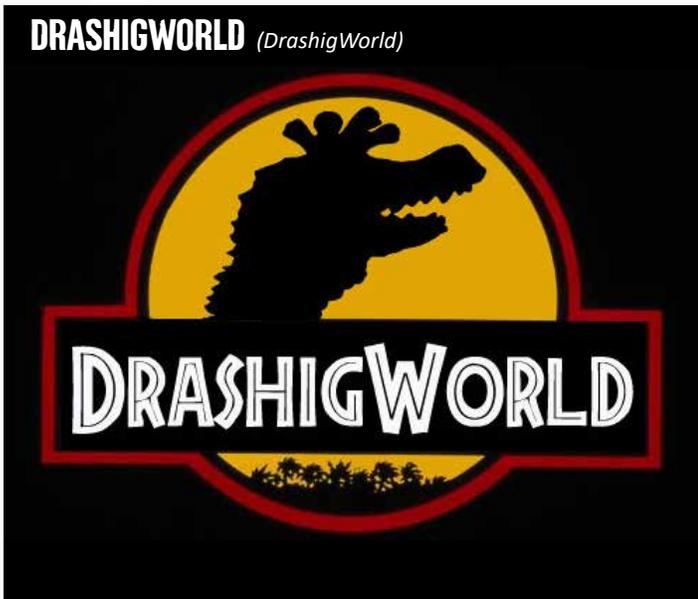
**TRAITS**  
Alien  
Alien Appearance  
Authority (Major)  
Fear Factor 3  
Impaired (Major) – Extremely frail; needs assistance even moving  
Shapeshift (Special)

**TECH LEVEL: 9**

**STORY POINTS: 6**

### PLANETARY DATA

SIZE: Large  
GRAVITY: Earth-like Gravity  
LAND MASS: Earth-like  
ATMOSPHERE: Earth Standard  
CLIMATE: Cold  
SATELLITES: 4  
SENTIENT SPECIES: The Discordia  
TECHNOLOGY LEVEL: 9



Lord Braye has been fascinated by the terrifying primal monsters known as Drashigs since he was a boy. As an adult, he has fulfilled his life's dream by collecting together every known species of Drashig on a terraformed planetoid within his galactic estate. The collection comprises everything from the familiar giant Wetland Drashig (see *The Third Doctor Sourcebook*) to the Albino Burrowing Drashig of the desert, including the deadliest of all, the small Emerald Drashig of the rainforest.

Emerald Drashigs are both clever and deadly. While far from the largest of Drashig species, they are demonstrably the smartest. Emeralds are lithe pack hunters, coordinating their attacks perfectly with a superb sense of smell and teeth that allow them to devour every last part of their prey. They travel in packs led by an alpha Drashig. Their usual hunting tactic is that one Emerald will drive the prey straight into the waiting jaws of the others.

Lord Braye's DrashigWorld is a tourist attraction, though one which is currently closed for business following the tragic death of a visitor who switched off his personal energy shield while within the Drashig enclosures. Braye and his staff are expecting the arrival of a Galactic Attractions inspector to review the park before it is allowed to re-open. New safety features are being introduced, including one preventing visitors from turning their energy shields off!

DrashigWorld is divided into four huge quadrants forming distinct enclosures, each with its own climate-controlled environment: grasslands, wetlands, rainforest and desert. The Drashigs feed on goats, which are set loose in the enclosures to allow the beasts to hunt live prey. DrashigWorld also includes the main centre where visitors are received and the park is monitored and controlled from, and a smaller, separate enclosure containing the park's laboratories, where the scientific study of Drashigs is undertaken by Professor Vanessa Seaborne. An energy barrier between the enclosures is powerful enough to vaporise rock and is sufficient to deter the Drashigs from trying to stray. Each enclosure also

### EMERALD DRASHIG

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

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

**TRAITS**  
Alien  
Alien Appearance  
Alien Senses (Minor) – Tracking scent  
Armour (5 points)  
Fear Factor 2  
Natural Weapon (Minor) – Jaws: Strength +2 damage

**TECH LEVEL: N/A**

**STORY POINTS: 3**

contains a telepad for staff and visitors to teleport between them and to and from the main centre or the labs.

The planetoid that DrashigWorld has been built on is a terraformed dwarf planet, small enough that the slightly lighter gravity is noticeable. The park has been classed as one of the 700 Wonders of the Galactic Hub.

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

Lord Braye is fascinated to experience how a Drashig feels when it hunts and kills, to see it through their eyes, hear it through their ears, even think it through their thoughts. Professor Seaborne has been experimenting with a remote electroencephalograph to connect to the neural oscillations of the Emerald Drashigs in the park. She has had some success and has been able to make contact with their minds. Even though they are the smartest of the species here, their thoughts are still largely instincts limited to "Hungry!", "Kill!" and "Fight others!"

Unfortunately, without Seaborne realising it, the link works both ways. The Drashigs she has connected with are learning from her and beginning to understand the purpose of the energy barriers and the telepads. They are even starting to be able to influence her behaviour. Professor Seaborne can sense when they are near and hears their terrifying voices in her head. She is gaining a ravenous appetite and other Drashig instincts. She might even disable the energy barriers without being aware of doing so.

**ALBINO BURROWING DRASHIG**



<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>1</b>	<b>STRENGTH</b>	<b>10</b>

**SKILLS**

Athletics 2, Fighting 4, Subterfuge 2, Survival 2

**TRAITS**

- Alien
- Alien Appearance
- Alien Senses (Minor) – Tracking scent; Burrowing Drashigs also sense the vibrations caused by movement
- Armour (5 points)
- Burrowing
- Fear Factor 2
- Impaired Senses (Minor) – Burrowing Drashigs are almost blind, relying instead on their other senses
- Size – Huge (Minor)
- Weakness (Minor) – Burrowing Drashigs will follow a scent trail relentlessly, rather than heading directly for their prey

**TECH LEVEL: N/A**

**STORY POINTS: 1-2**

**PROFESSOR VANESSA SEABORNE**



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

**SKILLS**

Knowledge 3, Science 4 (AoE: Biology), Technology 4, Transport 1

**TRAITS**

- Insatiable Curiosity
- Technically Adept

**EQUIPMENT**

Remote electroencephalograph [Traits: Psychic, Restriction – Default use sets up two-way channel. Story Points: 1]

**TECH LEVEL: 6**

**STORY POINTS: 6**

**PLANETARY DATA**

- SIZE: Small
- GRAVITY: Low Gravity World (80% of Earth’s gravity; effective Strength is increased by 50%)
- LAND MASS: Mostly Land
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: Humans
- TECHNOLOGY LEVEL: 6



In the far future, the Earth colony of Drummond is a busy, thriving metropolis. There are lots of people and lots of traffic, including air-cars and air-bikes zipping around overhead. The air-bikes are everywhere. You can just borrow them, providing you put coins in the slot to release the security chain. There are also lots of shops – though not the kinds of shops the Doctor likes. These are big shops with strip lighting and staff with false smiles who endlessly polish glass cabinets. But shops nonetheless. You can't get very far on Drummond without a credit card!

Drummond is all neon, smoke, public address advertising and shouting. The current vogue is for the Royal Egyptian look, with huge headdresses that aren't really designed for low doorways. Everyone uses small devices called handhelds, data screens connected to Rene.net, Drummond's wireless information network, for news, TV, fashion, games, that sort of thing.

Officially, Drummond is governed by a mayor. But the real power lies with the big businesses like DrumCorp and Khepri Inc, the latter being the producer of data patches for the handhelds and the developer of Rene.net. Khepri even have their own private security force, heavily armed and heavy handed. Khepri Security has the whole city in its pocket, and if they want something, they just take it. Drummond also has a police force, Drummond PD. But it's under-funded and under-equipped, and its officers are under-paid. A Statute of Cooperation exists between Drummond PD and Khepri Security, but Khepri generally ignore both it and the police.

Away from the bright lights and the posh shops, there is an underclass of the poor and the homeless. Nobody looks after anyone else on Drummond. So if you don't have a job and money, you end up living on the street and stealing or looking for food in the bins. The homeless live in boxes in shanty towns, out of the way of the rich and the police and security.

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

Drummond is falling under the power of Sutekh (see *V121*). Having survived being trapped in a time corridor by the Fourth Doctor (see *The Pyramids of Mars*) and then in an ouroboros loop by the Seventh (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), Sutekh now survives only as a disembodied entity within the mind of Rania Chuma, the director of Khepri Inc. He has only a fraction of his former powers.

Sutekh has influenced Rania to develop Rene.net. When it

goes fully online, Sutekh will be able to harness the will of the network's millions of users and transform Drummond into a new Osiran homeworld. The buildings will be golden and gleaming like Ancient Egyptian palaces and temples, rewritten according to the designs of Sutekh. The populace will be his puppets, transformed into priests, worshippers and slaves. All will willingly sacrifice themselves to their new god.

Only those who are not part of the network – the homeless and others without access to Rene.net – will remain unchanged. Sutekh will send the former Khepri Security guards, now transformed into Osiran servicer robots, to round them all up to be used as blood sacrifices, their executions broadcast to the public. He needs the fear that this will generate to add to the energy he harvests from his worshippers. Once he has sufficient energy, Sutekh will be able to transform Rania Chuma's body into his own new physical form. But until then, the energy needed to maintain the transformed city is putting a strain on Sutekh.

The offices of Khepri Inc are now the Royal Palace of the Empress Rania, who issues Sutekh's commands to her people. The former spaceport is now a shipyard constructing space-barges. They will form a fleet to bring Sutekh's gift of death to all life in the universe.

Welcome to the new golden age! Welcome to the new Phaester Osiris! Welcome to the Age of Sutekh!

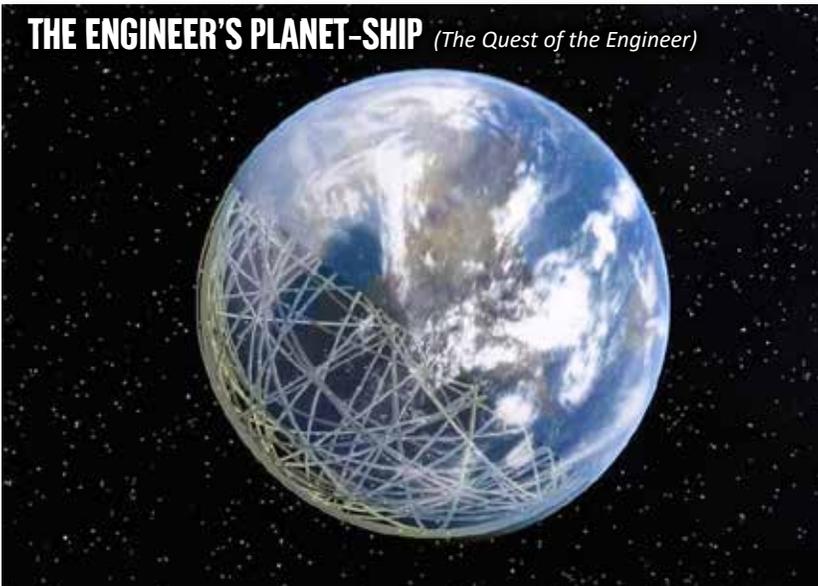
**ANALOGIA – MINOR BAD TRAIT**

In many digitally-dependent societies, there are usually a number of people who cannot interface with standard technology in the normal way. In a society that uses touch-screen technology, their skin may not interact with electric fields sufficiently, a condition sometimes known as "corpse-finger". In a society which uses dataport implants, their brains may not be able to process digital information, a condition similar to dyslexia. Characters in such societies have Analogia, a Minor Bad Trait, it means that they face additional difficulty when accessing and using digital technology. They may also face social inequalities. This Trait is not available to characters who do not live in a digitally-dependent society.

**PLANETARY DATA**

- SIZE: Medium
- GRAVITY: Earth-like Gravity
- LAND MASS: Mostly Land
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 2
- SENTIENT SPECIES: Humans
- TECHNOLOGY LEVEL: 7

**THE ENGINEER'S PLANET-SHIP** *(The Quest of the Engineer)*



This artificial world is the creation of the Engineer. Everything here has been designed by him and built to his specifications. It was the first of his intended fleet of great planet-ships. They were intended to ensure the survival of the population of his homeworld during a very long war. But it was too late, and the Engineer is the only survivor of his people.

The Engineer's command centre is within a protective dome in a valley on the surface. It is the heart and brain of this world. From here, he and his deputy Jonas oversee the entire operation of the planet-ship, its crew of Enforcer robots and the thousands of slaves they have taken. The Engineer also designed the Enforcers, who are armed with energy blasters and are linked by the Enforcer network.

Since the demise of his people, the Engineer has used his planet-ship to voyage across E-Space on a quest.

The Engineer's planet-ship is a world-sized vessel that travels through E-Space. But its wanderings are not aimless, as it targets inhabited star systems. It has gravity engines at its core, and these are so powerful that its entry into a solar system causes disruption enough to move planets out of their natural orbits.

He raids populated planets, using the ship's gravity engines to generate gravity torpedoes capable of destroying whole worlds to soften them up (the Delete Trait), then sending his legions of Enforcers to kill any resistance and take the survivors prisoner. Some are used as slave labour aboard the planet-ship and are worked to death. The others are stored in suspended animated and are converted into biofuel for the ship's engines. They are irradiated to draw out every last scintilla of energy. Robotic harvesters also strip the planets of all organic matter which, supplemented by the crops grown on the surface of the planet-ship, are used as further biofuel.

From external appearances, the planet-ship appears to be a normal planet, not an artificial construct. There are even large areas of ocean to complete the image of a natural world. Anyone landing on it may be fortunate enough to discover a breathable atmosphere, but this is one that has been created by subterranean atmosphere generators and is only temporary. During the long voyages between star systems, the surface will be a frozen vacuum. The landscape is similarly changeable. For the interstellar journey, it will present itself as a lifeless ball of rock. But as it nears the habitable zone of a solar system, huge sections of ground move under the power of vast engines, the upper ones sliding aside and down to be replaced with stretches of grass and arable land that rise into place. These plates can be miles across and move at high speeds. Anyone on the surface may find themselves carried down into the planet-ship. Meanwhile, concealed access hatches allow a slave labour force access to the surface to work on the farmland.

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

The Engineer is the last survivor of the Halacon Empire, a race of warmongers from the Third Galaxy of E-Space. He is Baltazar Kaden, a military strategist with a reputation for cruelty. He was also known as a great scientist and technician, and created many of the most terrible weapons that the Halacon used.

Eventually, the Halacon were driven back to their homeworld by the forces of an Alliance of other races. Baltazar designed the planet-ships to turn the tide of the war, but it was too late.

Below these plates, the entire planet is honeycombed with a network of tunnels. What would be the crust and mantle of a natural planet are divided into different sections like the decks of a ship. These can also move and rearrange themselves, and walls can become floors or ceilings, and vice versa. As the surface can be disguised as a lifeless rock to deflect attention, so the interior can be reconfigured into an impenetrable maze to deter intruders. Travel around the planet-ship is via transparent travel cubes, which take only minutes to move passengers to anywhere in the ship using zero inertia technology. Below the mantle is the planet-ship's core, and within that the inner core comprising the gravity engines themselves. A series of large shafts run from the surface down to the inner core to allow blasts of gravitational force to be directed out.

**PLANETARY DATA**

- SIZE: Medium
- GRAVITY: Earth-like Gravity
- LAND MASS: Variable
- ATMOSPHERE: Variable
- CLIMATE: Variable
- SATELLITES: 0
- SENTIENT SPECIES: The Engineer
- TECHNOLOGY LEVEL: 7

THE ENGINEER



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

SKILLS

Athletics 1, Convince 2, Craft 5, Knowledge 5 (AoE: Military Strategy), Marksman 3, Science 5, Technology 5, Transport 4

TRAITS

Arrogant  
Boffin  
Dark Secret (Major)  
Last of My Kind  
Obsession (Major)  
Technically Adept

TECH LEVEL: 7

STORY POINTS: 8

The Halacon leadership detonated a radioactive bomb within the limits of their own capital city to keep the invading Alliance forces out. Baltazar's wife was among the casualties. He fought his way back to the homeworld and recovered her body. After he had retreated, he used the planet-ship's gravity engines to destroy every planet and ship within the star system, Halacon and Alliance alike.

Since then the Engineer, as he now calls himself, has been searching for a way to restore his wife to life. He believes himself to be the greatest intellect in E-Space, and that there is nothing further for him to learn. But perhaps N-Space might provide new knowledge to aid his quest – if only he can locate a means to access it.

The Engineer's researches have taken him down the route of experimenting with the cadavers of some of his slaves, creating robotic bodies to house their organic remains. His deputy Jonas is the most advanced of these and is a huge step forward. Beneath

JONAS



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

SKILLS

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

TRAITS

Armour (5 points)  
Cyborg  
Natural Weapon (Major) – Neutronic Discharge: 5(2/5/7) damage  
Technically Adept

TECH LEVEL: 7

STORY POINTS: 5

ENFORCER

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

**Skills:** Athletics 2, Fighting 2, Marksman 3, Technology 2

**Traits:** Armour (5 points), By the Program, Networked (Major), Robot

**Equipment:** Energy Blaster – 7(3/7/10) damage

**Tech Level:** 7

**Story Points:** 1-2

the human-seeming exterior, Jonas's withered muscles and bones are supported by a metal lattice, and he has been fitted with a synthetic brain and nervous system. He has superhuman strength and can discharge neutronic energy from his fingertips. But he has none of the memories or personality of the original Jonas whose body was used to create him.

**FEVER ISLAND** (*Fever Island*)

Fever Island is an inhospitable place. It is an obscure little island in the Hebrides off the coast of Scotland, bleak, rocky and windswept. Fever Island is uninhabited, but there are signs of former habitation in the shape of a series of ruins generally known as “the Citadel”. In 1978, secret agent Jason Vane (see *A44*) came here in search of his arch-enemy, the villainous Okulov.

Like many Scottish islands, the weather here is unpredictable and changes fast. In particular, a strange mist can rise without warning and roll across the landscape much faster than seems normal, often faster than a person can run across the uneven ground. The mist is not a natural phenomenon. A cursory examination will reveal a network of pipes running from the Citadel and across the island. A series of nozzles at regular intervals sprays a vapour that forms the mist.

The properties of the mist are strange. While not poisonous, at least not immediately, the mist affects the minds of whoever breathes it, and even alters their physical appearance. When the Doctor and K9 found themselves on Fever Island and were overtaken by the mist, they emerged in the guise of the villainous Okulov and his savage hound, Cerberus. The Doctor’s face was scarred in the manner of Okulov’s, and he assumed the master villain’s memories and personality. K9 was still a robotic dog, but he now growled electronically.

Events on the island are being observed from a base hidden within the Citadel by a pair of British scientists, Dr Jessel and Dr Pursglove. It is they who have created the mist, or at least gave it access to our dimension. They can also influence the weather, summoning rain to wash the mist away.

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

Unknown to Dr Pursglove, the scientists’ research has been funded by the military to develop a weapon to disorientate the enemy on the battlefield. They have created a device capable of opening a subatomic gap in the space between our dimension and another. Six hours ago, they used it to open a tiny aperture in the very fabric of reality and a small amount of mist came through before the aperture closed. Jessel and Pursglove have now opened a larger aperture and they have been unable to close it.

The mist is a semi-sentient entity from the other dimension. It has widened the aperture further and is now pouring through at an uncontrolled rate. Jessel and

Pursglove have not yet realised the danger that it poses. The mist can warp reality as we know it, changing things in accordance with the dreams and fantasies of whoever is enveloped by it. So a shipwrecked tourist has been transformed into superspy Jason Vane, and the Doctor became his enemy, Okulov.

Once the effects of the mist wear off, the Doctor and Vane reverted to normal within a few minutes. But with the mist becoming larger and larger, it will soon be impossible to avoid it. Unless the aperture is somehow closed, the mist will quickly consume the island, then the world, and who knows where it will stop? Imagine a universe reinvented by the fantasies of a psychopath or a raging demagogue! Imagine the nightmares that would be unleashed!

Although the mist is semi-sentient, it is not alive in any sense we understand and does not have full game stats. It has Coordination 4 and Athletics 3 to determine its speed in chasing its prey down. It is impervious to pretty much anything short of a nuclear explosion, although rain and wind can slow its advance.

Anyone engulfed by the mist must make a contest of Presence + Convince against it; it has Presence 6 and Convince 4 for these purposes. Those who fail the roll will be transformed physically and mentally. It is the GM’s choice what form the transformation takes and what the character’s stats become. Depending on how PCs are changed by the process, the GM may decide that they become NPCs until restored. If removed from the mist, the character will recover their former personality and stats after a period of time equivalent to the period that they were transformed.

**FUNDERELL** *(The Skin of the Sleek, The Thief Who Stole Time)*



*We cannot begin at the beginning which was, once upon a time, long gone, like a dream lost in the deeps. She is asleep, Funderell's Daughter, rocked gently on the dreams down below, the slow swell of tomorrow's hopes. The year turns and the village waits for her children to run.*

The planetoid Funderell in the Prokofiev System, twenty days out from Sol in the South-East Galactic Delta, is a mystery. Its surface is featureless and empty with not a contour in sight from orbit. Two moons stare down at Funderell's glossy surface, one a little lopsided. Even the chartered fly-bys fail to detect any detail, and scans just pick up interference. Nobody is sure if it's all land or all ocean, or something else. Even Gallifrey's records of Funderell are officially closed. This world has been off-limits for forty-six millennia, with penalties of memory wiping or summary dispersal to keep trespassers away.

Funderell is an ocean world, but no ordinary one. Here, a person can literally walk on the sea. The surface holds you so long as you keep moving. But if you stand still, you start to sink. And there's no ocean floor, nothing to stop you from sinking all the way to the planet's centre. Funderell is a planetoid made entirely of... well, not water, but something with the consistency of a grey-green jelly. Here and there, patches of bladder-weed float just beneath the slowly undulating surface, and shoals of electric eels known as sleeks glide through the depths, rising to nibble at unsuspecting heels.

The only landmark on the entire planet is the solitary village of the Wavewalkers, a human-like people who build their huts, boats and indeed pretty much everything else from the bladder-weed. With nothing to anchor it to, the village slowly drifts on Funderell's currents. The huts, even the largest of them, can double as boats if the Wavewalkers raise sails and float free of each other.

Armed with harpoons tipped with sleek-bone, bladder-weed nets and whistles as lures, the Wavewalkers hunt the sleeks to preserve their meat in the smokehouse, venturing across the sea on foot and carrying inflated balloons to help prevent themselves from

sinking. The balloons are filled with methane collected from the villagers' waste and can be raised or lowered to signal to other groups out on the featureless ocean.

The Wavewalkers have a headman, their captain, and a skald who foretells what is to come whilst chained to the Book of Futures. The villagers worship Funderell's Daughter, a sleek

grown to monstrous size which lies in a giant immersion pool in the temple. This deity judges those who are sent to her by the headman for stirring the calm, inevitably swallowing them down. The Wavewalkers also harness her electricity, using it to power the lights in the village. Unique among the village buildings, the temple has pillars made of the bones of a sleek far larger even than Funderell's Daughter, whose like presumably still swim in the dark deeps.

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

Funderell is an artificial planetoid placed here by the Time Lords. This point is the location of an unstable confluence of adjacent temporal continua. There are too many parallel times coursing through one rickety space, and Funderell was put here by order of the Celestial Council of the 41st Millennium to plug the lethal conjunction of timelines. At the heart of it is a morass of converging parallels. Presumably the Time Lords also placed transduction barriers around Funderell, but they have long since decayed.

The Time Lords left a local maintenance crew in situ, but the entire set-up has been forgotten about for millennia, possibly a result of the cutbacks of the 53rd Bureaucratic Regime. The Wavewalkers are the descendants of the original maintenance crew. They have no knowledge of their original purpose for being here and know of no home other than Funderell and no way of life other than hunting sleeks. Along the way, they have lost most of the technology that keeps the confluence of timelines in balance, retaining only the relics: the Book of Futures and the Orb of Funderell (see *G11*), whose purpose has been lost. Their Gallifreyan heritage has also waned over the generations, and only the line of the skalds now has any measure of time sensitivity.

The systems guarding the temporal conjunction are close to failing catastrophically, which would mean the destruction of Funderell and a dangerous anomaly being unleashed in this region of space. In order to re-set the controls, the Orb of Funderell needs to be

reactivated by connecting it to suitable Gallifreyan technology. It is the battery that feeds the stasis net that maintains Funderell. A TARDIS might do the trick, but modern TARDISES – and even many vintage models – are no longer fully compatible.

Even the sleeks are part of the ancient control systems, ultimately being formed of the same jelly-matter as Funderell's oceans and almost everything else here. As well as the Orb being activated, Funderell's Daughter must be properly connected to the apparatus in the immersion pool in the temple to fully reboot the planet, restoring the ocean from grey-green to sapphire blue, clearing the scanner interference and re-sealing the anomaly. As matters stand, the Future and Past are beginning to disappear on Funderell as the glyphs on the pages of the Book of Future vanish, and there will soon only be an infinite Now.

### FUNDERELL'S DAUGHTER

**Attributes:** Strength 10, Coordination 3, Awareness 2  
**Skills:** Athletics 2, Fighting 3, Survival 2  
**Traits:** Aquatic (Coordination reduced to 1 out of water), Armour (4 points), Fear Factor 1, Gulp!, Natural Weapon (Minor: Electric Shock – Strength +2 damage), Size – Huge (Minor)

### SLEEK

**Attributes:** Strength 2, Coordination 4, Awareness 2  
**Skills:** Athletics 3, Fighting 2, Survival 3  
**Traits:** Aquatic (Coordination reduced to 1 out of water), Natural Weapon (Minor: Electric Shock: Strength +2 damage), Tough



### SLEEKLING SHOAL

**Attributes:** Strength 1, Coordination 5, Awareness 3  
**Skills:** Athletics 4, Fighting 2, Survival 3  
**Traits:** Aquatic (Coordination reduced to 1 out of water), Natural Weapon (Minor: Electric Shock: Strength +2 damage), Swarm 6

## WORLD-BUILDING AND MYTH-MAKING

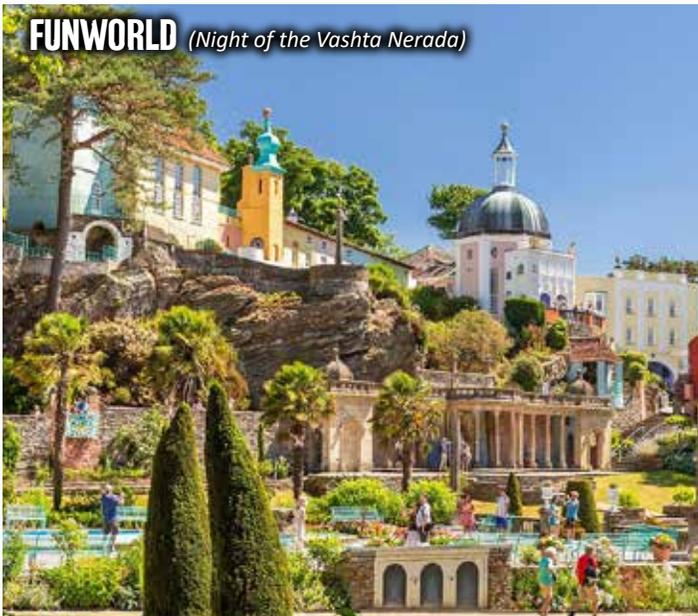
*The Skin of the Sleek/The Thief Who Stole Time* is an excellent example of how to turn what could be a run-of-the-mill story into something with a lot more depth, something mythic and almost mystical. Writer Marc Platt is a master at building complex worlds full of history in just a handful of scenes and often with just a few seemingly throwaway lines. GMs wanting to create more plausible but wholly alien environments for their adventures could do much worse than visit Funderell and some of Marc's other creations.

This story starts off with a narration in the style of Dylan Thomas's *Under Milk Wood*, the language and rhythm of which sets an otherworldly tone right from the start. Perhaps GMs could use this technique as a change to the more usual Prologue, reading a prepared monologue written in a style designed to evoke the coming adventure's themes. Perhaps a pastiche of *Beowulf* or *Gilgamesh* to evoke epic mythology, or an Edward Lear inspired nonsense poem for a more whimsical fantasy. Something to drop a few hints for what is to come while setting the players' imaginations ticking.

Another of Marc's techniques for adding depth to a setting is to mention names and concepts in passing without them ever being properly explained or expanded on. In this way, the listener's imagination picks up the threads and, without more information, fills in the gaps. The world suddenly seems a bigger, more interesting place. In *The Skin of the Sleek/The Thief Who Stole Time*, the Doctor and Romana reminisce about ancient Time Lord history and mention both the Celestial Council of the 41st Millennium and the 53rd Bureaucratic Regime. A name-check and they're gone, but the names themselves have a resonance which adds to the richness of the storytelling.

As well as creating his own new worlds, Marc also added greatly to the mythology of Gallifrey, particularly in the novels *Cat's Cradle: Time's Crucible* and *Lungbarrow* (see *The Seventh Doctor Expanded Universe Sourcebooks* for each of these). Some might argue that revealing Gallifrey's secrets in so much detail actually removed the mystery surrounding the Time Lords. But what these stories added was much stranger and more wondrous than had ever been hinted at previously, elevating the Time Lords once again into mythical status.

Marc Platt is far from being the only Doctor Who author to be able to create whole worlds from a handful of lines. Lance Parkin, Lawrence Miles and many others achieve similar effects, but with differing techniques. It's always useful to go back to the source material and see how the craft of world-building has been honed by the professional writers.



**FUNWORLD** (*Night of the Vashta Nerada*)

*“This is a warning to the curious. The planet below has been subjected to an environmental disaster. This has proved fatal to all inhabitants and all visitors. On no account should a landing be attempted. For your own safety, please avoid Funworld.”*

Funworld is a funfair on a planetary scale. Or at least it would have been if it had ever opened. The entire planet is owned by Georgia Donnelly, and the park was almost operational when reports started coming in of a predator killing the workers. There had been several deaths during the construction phase, but they had all been put down to accidents. Now though, there were garbled messages, something about the dark coming alive, and then all communications ceased.

So close to the opening of Funworld, everything is set up ready to go. But the cartoon robots are not active, and none of the rides are working. The power is on but many of the cables have been deliberately cut. It will take a little work to restore the lighting and other facilities. The robots could be activated, but they are basic automata only capable of following their programming.

A scan for lifesigns, either from orbit or on the ground, will detect none on the planet. An investigation will discover the bare skeletons of the thirty workers who were on Funworld at the time of the final, frantic messages. They are mainly in the main control centre, with a few scattered elsewhere. All indications are that whatever happened to them was almost faster than they could react and stripped all the flesh from their bones.

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

When Georgia Donnelly acquired the planet, it was covered in forests. But she had all the trees removed in order to build Funworld, destroying an entire planet’s worth of ecosystems. Among the creatures here were the Vashta Nerada, the so-called piranhas of the air (see *The Tenth Doctor Sourcebook*), creatures

too small to be picked up by standard scanners.

They lived on carrion, insects and small animals. Like Vashta Nerada on other worlds, they generally didn’t hunt larger prey. But with the trees gone, the wildlife vanished and they had nothing to feed on. Fresh meat has now been provided in the form of the humans. At first the Vashta Nerada were defending themselves. Now, they are angry. They want revenge, and they have acquired a taste for human flesh!

GEORGIA DONNELLY

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

**SKILLS**  
Convince 4, Craft 1, Marksman 1, Technology 2, Transport 3

**TRAITS**  
Argumentative  
Selfish  
Wealthy (Major)

**TECH LEVEL:** 6

**STORY POINTS:** 4

**FUNWORLD ROBOT**

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

**Skills:** Athletics 1

**Traits:** By the Program, Machine, Robot

**Story Points:** 0

**PLANETARY DATA**

**SIZE:** Small

**GRAVITY:** Earth-like Gravity

**LAND MASS:** Mostly Land

**ATMOSPHERE:** Earth Standard

**CLIMATE:** Temperate

**SATELLITES:** 2

**SENTIENT SPECIES:** Vashta Nerada, humans

**TECHNOLOGY LEVEL:** 6



When the Doctor landed on Henlan with Leela, it was a jungle world. A paradise for Leela to explore. But when he landed here with Romana, they found themselves to be in a city, and a particularly ugly city at that. It was all concrete and straight lines. More than ugly, the city was broken. The same ugly buildings were duplicated across the landscape, with roads leading to nowhere, and it appeared to be deserted. The geography of the place was in constant flux, with buildings relocating and roads shifting, a result of the temporal distortion that the TARDIS had detected here. The whole place feels poisonous to a Time Lord, causing feelings of intense dislike and the need to leave at once.

The Doctor's visits with Leela and Romana both take place at the same time, the temporal distortion causing the planet to be both jungle and city simultaneously. Later in their lives, Leela and Romana will remember the same adventure on Henlan as if it happened to them, as the timelines of they and the Doctor flux and shift. Both remember meeting Tompino on separate occasions but as part of the same event.

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

Henlan is a planet that no Time Lord should ever visit. It is the location of the first test flight of the original prototype TARDIS back in the days of Ancient Gallifrey. Henlan was an uninhabited little backwater, as far away from the rest of the universe as possible, as the test flight was insanely dangerous. Nothing went wrong with the flight, but Henlan at this time is far too sensitive for any time traveller to be. Any interference at this time and in this place could be catastrophic for the future of Gallifrey and the entire universe.

Which is precisely why the Sirens of Time (see *The Seventh Doctor Expanded Universe Sourcebook Vol. 1*) are interested in it. According to the Matrix, the Sirens are imprisoned by a benevolent entity known as the Temperon (*ibid*). But the Sirens have broken free by means of a bootstrap paradox. The potential of their release by preventing the creation of the Time Lords was enough for them to free themselves from the Temperon and interfere with the test flight on Henlan. So in the newly created timeline, the test flight went catastrophically wrong, the Time Lords never came to be, and chaos is spreading throughout the

universe. Great holes are being torn in time itself, and the flow of cause and effect is being disrupted. The TARDIS is reduced to its outer shell, and the Doctor, Romana and all other Time Lords fade from existence.

In the jungle of Leela's visit and the city of Romana's, the temporal ghosts of the prototype TARDIS's crew haunt the landscape. Tompino, Punshon (see *The Seventh Doctor Expanded Universe Sourcebook Vol. 1*), Ankarrie and the others, totalling the captain plus six crew, were possessed by the Sirens, disengaging the safety limits and causing the detonation of the TARDIS. The resulting timeline of the city (which is the remains of the TARDIS) is overlaid on the timeline of the jungle landscape in which the test flight was successful. In the latter, the test building which contains the first TARDIS is still intact in the jungle; in the former, the TARDIS's temporal array can be discovered in the cityscape.

Tompino and the others have been reduced to phantoms, stuck between existing and not existing. Multiple versions of each crewmember exist from countless alternative timelines, all as temporal ghosts. They will try to compel any visitors to stop the test flight. The damage resulting from the TARDIS's destruction is incalculable. So many possibilities and new timelines have been created, and all are at war with one another. Reality is at risk of falling apart and everything fading away.

But if the test flight is prevented, the timelines will resolve themselves into one in which the Time Lords never exist. Either way, the Sirens have enormous paradoxes on which to feed and the universe will be destroyed. It will take something incredibly clever and very timey-wimey to save reality itself!

**TEMPORAL PHANTOM**

**Attributes:** Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength N/A  
**Skills:** Convince 2, Knowledge 3, Science 3, Subterfuge 3, Technology 4, Transport 4  
**Traits:** Immaterial (Special Bad), Invisible (Special Bad), Vortex  
**Tech Level:** 8  
**Story Points:** 1

**PLANETARY DATA**

**SIZE:** Large  
**GRAVITY:** Earth-like Gravity  
**LAND MASS:** Earth-like  
**ATMOSPHERE:** Earth Standard  
**CLIMATE:** Hot  
**SATELLITES:** 4  
**SENTIENT SPECIES:** None  
**TECHNOLOGY LEVEL:** N/A



**HEXFORD** (*1st in The Stuff of Nightmares*)

“Welcome to Hexford in deepest Sussex.” That’s what the sign says at the edge of the village, about half a mile after that new estate they’ve built. You drive in past the mini-mart and the vandalised telephone box and, before you know it, you’re at the village green. It’s an idyllic, sleepy sort of place. Bucolic, some call it. But there have been some strange goings on here over the years. Hexford has seen mind-controlling hornets (see V26) and robotic soldiers (see V57), alien invasions (see V65) and demonic entities (see V17). Mrs Wibbsey (see A1) and that Doctor fellow always seem to be at the centre of it.

There are a number of notable residents of Hexford. As well as the Reverend Tonge and the postmistress Emily Strange, newcomer Camilla Cookson (see V88) has opened a posh new cake shop on the green. A few years ago, renowned author Tish Maddock moved here with her cousin Deirdre Whatsit, both incomers from Wales. They share a little thatched place next to Nest Cottage (see A1), the Doctor’s occasional retreat which is usually occupied only by his housekeeper, Mrs Wibbsey. Mike Yates (see A3), now retired from UNIT (again), is romantically involved with Tish and has recently moved in with her and Deirdre. His aged wolfhound, Captain, splits his time between Mike and Mrs Wibbsey, mainly due to Deirdre being allergic to dogs’ hair.

As part of her research for her next book, Tish has joined the Hexford witches’ coven, which the flyer on the church notice board describes as “a quiet, discreet little club with an interest in the occult”. Its new high priestess is Camilla Cookson, of cake shop fame. The coven meets in Rotten Copse, reputedly a place of ancient forces where strange emanations can be detected by sensitive souls.

In between the weird goings-on in Hexford, the villagers are concerned mainly with mundane matters. They all got terribly excited about dustbin collections and potholes during the local elections, with fights and threats and all sorts. So much so that Mrs Wibbsey retrieved one of the Doctor’s devices from the cellar of Nest Cottage and used it to calm everyone down again. There are plenty of odd bits and pieces the Doctor has left down there and, although she’s not supposed to touch any of it, Mrs Wibbsey has taken to trying them out in the village’s times of need – if the Doctor isn’t around. Such as the time she used one of his gizmos to unblock the drains during a period of flooding. If the Doctor ever found out, he’d go up the wall! One of the more dangerous items he’s left in the cellar is an Ulterior Wave Transmitter, which does peculiar things with the consciousness of higher beings, and can swap minds between different bodies.

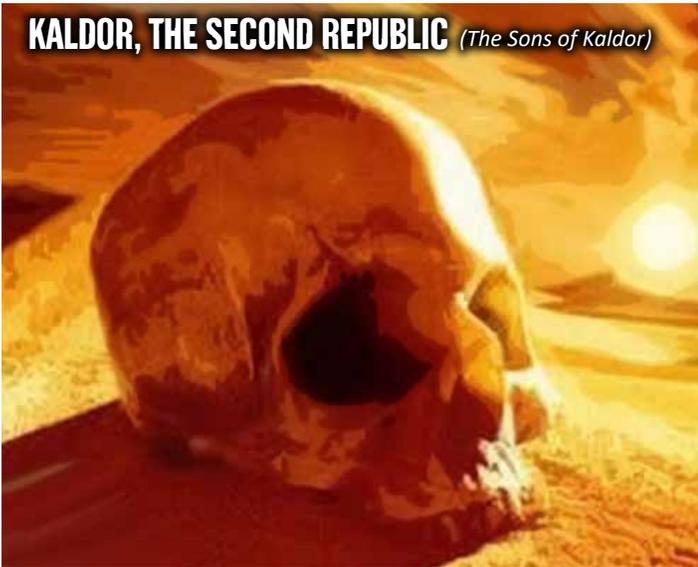
Hexford Woods separates Hexford from the neighbouring village of Darkholmes, a virtual island due to the slow, curving river around it. It’s the location of Hexford College and the University of Darkholmes. In the 1930s and ‘40s, the group of literary friends known as the Smudgelings was based here, meeting in the *Book & Candle* public house to read their fantastical stories for each other’s entertainment.

**ULTERIOR WAVE TRANSMITTER [Special Gadget]**

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

**Cost:** 4 points

**KALDOR, THE SECOND REPUBLIC** *(The Sons of Kaldor)*



On their previous visits to Kaldor, the Doctor and Leela discovered it to be a planet which had been colonised by humans (see *L20*). But over the centuries, the colonists' descendants had forgotten their origins and lost contact with other planets. Society on Kaldor was ruled by the Company and had become dependent on sophisticated robots for labour. These robots were classed as Dums, Vocs and Supervocs, according to their programming and intelligence (see *The Robots of Death*).

When the Doctor and Leela arrived back on Kaldor much later in the planet's history, they now found the planet to be in a state of civil war. Three years earlier, a dissident group calling themselves the Sons of Kaldor had declared war on the Company. They are formed of members of the Founding Families, the direct descendants of Kaldor's original settlers who had established the first colony here. The Founding Families were once the upper echelons of Kaldor society. But over time, their position has been eroded, and they now want a return to the old values.

The Doctor also discovered that humans are not the only sentient species on Kaldor. The indigenous people, the Feralin, now live almost exclusively in the Western Forests beyond the Blind Heart desert, well away from Kaldor City. The original settlers used them as slave labour when they first arrived on Kaldor, until the development of the robots, when the Feralin were given their freedom.

The Feralin are tall, hairy and angry-looking, but their isolation means that there is usually little contact between them and the humans. Now, however, the Sons of Kaldor have promised the Feralin increased rights in return for their support in the war. The Feralin are primitive, snarling savages, but the Sons of Kaldor have armed them with advanced weaponry.

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

What the Doctor didn't at first realise when he and Leela discovered a military stealth ship in the Western Forests was that

it had been there for over two years. The crew were either dead or in suspended animation recovering from injuries, with only the ship's robots still active.

The civil war had ended eighteen months before with the Sons of Kaldor victorious. They have established the Second Republic, with a harsh clampdown on dissidents. Robots are now forbidden as they are seen as symbolic of the old, decadent regime. They have been systematically destroyed, but a few have escaped to follow a signal calling them to the Western Forests.

On the military ship, the robots have been isolated from humans for many months, and the damaged supervoc SV9 has developed and learned, his positronic brain evolving independent thought. SV9 has modified the Vocs under him to allow them to similarly evolve and learn, and has set up the signal to summon more robots to him. SV9 and his brothers represent a new kind of life on Kaldor. But can they survive the squads sent by the Second Republic to destroy all remaining robots?

FERALIN

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

**SKILLS**  
 Athletics 3, Craft 3, Fighting 3, Marksman 2, Subterfuge 1, Survival 4

**TRAITS**  
 Alien  
 Alien Appearance  
 Code of Conduct (Major) – Feralin code of honour (such as death being more honourable than capture)  
 Tough

**TECH LEVEL: 1**

**STORY POINTS: 1-2**



**KEMBEL** (*The False Guardian, Time's Assassin*)

Kembel is the planet on which the Daleks and their allies from the Outer Galaxies (see *V91*) plotted to conquer the Solar System (see *The Daleks' Master Plan*). To foil their plans, the First Doctor activated the Daleks' time destructor prematurely and it devastated Kembel, destroying the Daleks and killing his companion Sara Kingdom.

The Fourth Doctor and Ann Kelso (see *A34*) accidentally landed on Kembel years after the time destructor had done its work. Whereas before it had been a jungle world, Kembel is now a planet of barren dust. Scans reveal an extreme level of chronon activity, and a chronon wave front periodically washes across the surface, extending into the Vortex and consuming anything in its path. Faces of the lost can be seen in the dust cloud of the wave front, screaming and shouting in anguish. Any TARDIS with an active HADS will quickly dematerialise to avoid the danger, possibly stranding its passengers.

There is one oasis of life left on Kembel. A force field capable of protecting against the chronon wave front encloses an area a few kilometres across. The force field is one-way, so that it cannot be seen through from the outside. Within is an area of lush jungle vegetation. But the outer sector of this protected zone is patrolled by murderous Varga plants (see *The First Doctor Sourcebook*), and anyone wandering around here will soon find themselves being hunted by the venomous vegetation!

A secondary security perimeter, comprising a 10.3 metres high electrified duralinium chain-link fence, prevents Varga plants (and intruders) from straying into a central area containing a large technologically advanced complex and its well-maintained formal gardens. This facility claims to be the most exclusive spa and clinic for some of the most important, influential and affluent guests in the galaxy. The clinic's elusive Director purchased Kembel for a bargain price after the time destructor disaster and has since

made his fortune. The gardens were designed and restyled from the native Kembel flora by the noted Horticultural Monks of Sheldon. There are extensive walks and even a sub-aquatic play area for marine guests.

The clinic has extensive facilities for species of all kinds, including: treadmills with adjustable gravity to suit mixed species; weight training facilities with cores constructed from shielded neutron stars; and a tanning booth capable of condensing a year's worth of summer sun into one controlled blast (adjustable to represent the length of summer on different planets). Apart from the Director, who is often away on other business, the only organic staff are Deputy Director Brox and Chief Medical Officer Elmore. The rest are robot drones which carry out all the actual work, from therapy and massage, to security and maintenance. They are armed, are capable of flight and speak in a pleasant but uniform female voice.

One notable guest is a human who claims to be Mavic Chen, the Guardian of the Solar System. The real Chen was exterminated by the Daleks during their Master Plan and the imposter looks

**PLANETARY DATA**

- SIZE: Medium
- GRAVITY: Earth-like Gravity
- LAND MASS: The Rock
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: Various (clinic staff and guests)
- TECHNOLOGY LEVEL: 8

nothing like him. His real name is Nigel Colloon and he is a former banker who suffered a breakdown after his wife and daughter were murdered by the Syndicate (see V122). Colloon is now on a daily regime of medication and relaxation therapy, but his delusion that he is Mavic Chen persists and may lead visitors to suspect that maybe Chen has somehow survived in a new body.

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

The mysterious Director of the clinic is Zephon (see V94), a sentient seaweed in humanoid form and the son of the Master of Zephon who was killed by the Daleks during their Master Plan. The facility caters for the black sheep of its client organisations and families, people who are dumped here out of sight for the clinic to take care of. Zephon is paid a lot of money for this, and at the same time he has a regular stream of subjects for the medical experiments of Dr Elmore.

Elmore is totally insane. He has a secure, private area beneath the clinic where he can carry out his secret work. Every so often, the clinic is flooded with gas to render the guests inert. When

they recover, one of them has disappeared and ends up in Elden’s lab. Elmore is infecting some with Varga poison to create new, more intelligent strains of the plants. Others are being used in his hybridisation experiments to create monstrous biological anomalies.

Elmore’s main work is on a process to hold test subjects back in time indefinitely, so that they never actually exist. It is this rather than the residual effects of the Daleks’ time destructor that has created the chronon wave front which rolls across the surface of Kembel. On a site already ravaged by the time destructor, Elmore is creating a lethal build-up of chronon energy.

**ELMORE**



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

**SKILLS**  
Convince 1, Craft 4, Knowledge 1, Marksman 1, Medicine 6, Science 5, Technology 4, Transport 2

**TRAITS**  
Bio-Chemical Genius  
Eccentric (Major) – Totally unhinged  
Technically Adept

**TECH LEVEL: 8**

**STORY POINTS: 8**

**NIGEL COLLOON**



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

**SKILLS**  
Convince 1, Knowledge 3 (AoE: Accounting)

**TRAITS**  
Eccentric (Major) – Delusional  
Wealthy (Major)

**TECH LEVEL: 8**

**STORY POINTS: 4**

**DRONE**

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

**Skills:** Athletics 2, Fighting 3, Marksman 3, Medicine 2, Technology 3, Transport 1

**Traits:** Armour (5 points), By the Book, Flight (Major), Natural Weapon (Major: Plasma Cannon – L(4/L/L) damage), Networked (Major), Robot

**Story Points: 1**

**KRIKKIT** (*Doctor Who and the Krikkitmen*)

Way back in the Seventh Civilisation Wave of the Universe, a society evolved on the planet Krikkit that had no inkling that it was not alone in the cosmos. The reason was that Krikkit existed right on the very edge of the Galaxy. Beyond it was nothing until you got to the next Galaxy, which was so far away as to be practically invisible. And between Krikkit and its own Galaxy, lay a dense dust cloud through which nothing whatever could be seen. The sky was just a blank. As Krikkit itself was beautiful and so full of colour and light and life, it never even occurred to the people of Krikkit to study the heavens. They were happy. They lived in peace.

For millions of years, the Krikkitas developed a sophisticated scientific culture in all fields save that of astronomy. It didn't occur to them that they were not alone until a spaceship tore through the sky and crashed on their world. This totally traumatised the entire race. They examined the spaceship in every last detail and, within a year, they built one for themselves. They went up through the dust cloud and witnessed the glittering vastness of the Galaxy. They came back lost and reeling. They came back different and screaming with rage.

The people of Krikkit were never actually evil. They didn't hate the Universe; they just couldn't bear the thought of it being there and became raving xenophobes overnight. The people had a new purpose: the absolute annihilation of all alien life. For another year, they worked with almost miraculous speed and developed the technology to wage galactic war. They mastered the techniques to cross interstellar space. Then they built the Krikkitmen (see *V108*), armoured robots wielding enormous firepower. The forces of Krikkit launched a massive attack on the Galaxy, and the Galaxy reeled!

At this time, the Galaxy was enjoying a unique period of universal peace and prosperity. All the aggressive races had blown themselves up or been subjugated by the Time Lords. The peaceful civilisations had created the Wicket Gate as a symbol of the prosperity of the Galaxy. To modern eyes, it looked like a giant set of cricket stumps, with three vertical sticks (the Steel Wicket of Strength and Power, the Perspex Wicket of Science and Reason, and the Wooden Wicket of the Forces of Nature) topped by two shorter sticks (the Gold Bail of Prosperity and the Silver Bail of Peace). The Wicket Gate was the first nice thing the Krikkitmen

came across. They smashed through it and burnt their way across the stars.

There followed a thousand years of horrifying carnage, the Krikkit Wars. The slaughter was immense and indescribable. The Krikkitmen applauded each other as they wiped out life on yet another planet and marched on. The Universe had forgotten how to fight, but after another thousand years, the galactic forces rallied. Despite their new policy of non-intervention, the Time Lords devised an impenetrable barrier to protect their allies and forced the Krikkitmen back to their own territory. Eventually, the Galaxy won by sheer might.

The victors now had a dilemma: what to do with the people of Krikkit. They were not fundamentally evil, just victims of a freakish accident of nature who were utterly incapable of tolerating the rest of the Universe. So they were returned to Krikkit and the planet was encased in an envelope of Slow Time. Life continues as normal inside it, but at an infinitely slower pace than outside. All light is deflected so that it remains invisible and impenetrable to the rest of the Universe. Eventually the whole cosmos will run itself down and, in the unimaginably far future, Krikkit will emerge to enjoy a solitary existence in the twilight of the Universe.

The Galaxy had a similar dilemma with the Krikkitmen. They were judged to be sentient under the (later discredited) Boring Test, rather than merely being robots. As sentient beings, they couldn't just be destroyed. So they were placed in frozen storage within a pocket dimension on the Time Lords' prison-planet of Shada. All five million of them.

On an artificial asteroid beyond the dust cloud, the Wicket Gate was recreated. But now it was to act as the key to holding the Slow Time envelope in place. Some time later, a burning Krikkit spaceship that had somehow escaped from the Wars and was trying to free Krikkit crashed into the Wicket Gate. The pieces of the Gate were tipped into the Tick-Tock Interface of the Slow Time envelope and fell into the Vortex. They are now scattered at various points in time and space, becoming landmarks and artefacts on the planets they washed up on, including the contents of the Ashes cricket trophy on Earth.

Two million years later (but only five years from the point of view of Krikkit), the artificial asteroid is purposeless and abandoned apart from the Hotel of the Asteroid of the Gate. The hotel was built long ago and has been forgotten. All of its rooms face sternly away from the dust cloud and no one has ever stayed there. But if the pieces of the Wicket Gate are collected and reassembled on the asteroid, the Slow Time envelope will vanish and Krikkit will reappear in real space and in real time.

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

Within the Slow Time envelope, a subjective five years after the end of the Krikkit Wars, Krikkit is now a drab grey place. Sure, there are still some lovely leafy bits outside the city. But the city itself is

full of grey streets lined with grey walls forming grey buildings. It's all very bland, though nice enough with a sweet, calm air about it.

The people of Krikkit would still scream uncontrollably at the sight of an alien. There is a sort of nascent rebel group who think that maybe aliens aren't so bad after all. But they haven't even come up with a mission statement yet, yet alone a budgeted plan. The Elders of Krikkit have continued with their pursuit of an ultimate weapon, a Supernova Bomb with which to destroy the rest of the Universe, just in case. But progress has slowed to a crawl. And they can't even manufacture effective Krikkitmen anymore. The ones they do are somehow inferior and a lot more friendly. It's all rather odd, as though there were something inhibiting them.

Naturally, a group of Krikkitman escaped from the long-ago Wars and are now working on collecting the pieces of the Wicket Gate to release Krikkit from Slow Time, and also on freeing the five million other Krikkitmen from cold storage on Shada.

The series of curious coincidences that have led to the unusual development of the Krikkitas and the more recent re-emergence of the Krikkitmen as a galactic threat is worthy of a little more consideration. Firstly, the dust cloud that blocks the view of the rest of the Universe. Secondly, the mental block stopping the Krikkitas from even speculating that there might be something beyond it. Thirdly; the sheer improbability of an unpiloted wrecked spacecraft crashing on Krikkit, the one planet in the Universe that would have the reaction that it did. Fourthly, the speed of the Krikkitas' reaction and technological development. Fifthly, their single-minded obsession to go to war. Sixthly; the Galaxy mistaking the Krikkitmen as being sentient and placing them in storage rather than having them destroyed. Seventhly; the slowdown in progress on Krikkit since being sealed in the Slow Time envelope. It all points to outside interference.

Up in the dust cloud, the people of Krikkit have a god which has arranged all of this, a god they neither know nor worship. That god is a hyperintelligent supercomputer called Hactar (see *V104*). He has been playing a very long game to destroy the Universe. But he is working for somebody else, somebody who has another, even more secret plan with a different aim.

**PLANETARY DATA**

- SIZE: Small
- GRAVITY: Earth-like Gravity
- LAND MASS: Earth-like
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: Krikkitas
- TECHNOLOGY LEVEL: 7



**LONDON TRAINING GROUND** *(The Shadow of London)*

The TARDIS systems show it to be the mid-1940s outside, and the scanner reveals a typical London street. But there are a few very odd factors that will make any time traveller question this.

Firstly, it is extremely cold for London, even for winter. Secondly, there is no traffic and hardly any people about. The few people there are have some decidedly odd mannerisms, as if they were P.G. Wodehouse characters with just a touch of Americana about them. Conversations are full of outdated English clichés such as “Top hole!”, “Spiffing!” and “Must cut along!”, together with the American “Have a nice day!”

Anybody actively investigating the houses will quickly find that almost all of them are nothing more than facades. Even in those which appear to be inhabited, fixtures such as telephones are not even wired to the walls, let alone working. There is a pub and a police station, though only a solitary police officer, PC Fanshaw.

This is clearly not London, and the locals will casually talk about “the edge” being only a couple of streets away. There is also a killer on the loose, and any visitors to this shadow London will not be able to explore too widely before they hear screams of pain and fear. Bodies will be found almost literally ripped to pieces.

The real authority figure here seems to be a man called Hemmings, who is also a recent arrival and assumes that any time travellers are new recruits. With the killer at large, Hemmings will try to get them to safety. There is a concealed door in a false wall in one of the houses, which leads into a control room lined with monitors showing images from cameras in the streets outside.

Elsewhere, a trapdoor in the pub opens down into a tunnel leading to a laboratory, and a separate tunnel from the lab to the control room. The lab is in ruins, and there are a number of bodies strewn around, the remains of the scientists. It appears that the killer broke out from here.

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

The year is 1945. It’s the final month of the Second World War

and this is a mock-up of London constructed in Germany to train Nazi agents to infiltrate British society. It’s Hitler’s last gamble to win the war. At the edge of this London, you can see distant snow-capped mountains, a view normally hidden in the narrow streets. “PC Fanshaw” and the others here are instructors, with “Hemmings” in charge. They are expecting a new batch of trainees to arrive at the nearby airstrip.

The creature on the loose was created in the laboratory as a vengeance weapon. It was once a human, a soldier who has been augmented by genetic manipulation and crude cybernetics. It is in constant pain, as its implants are slowly killing it. But if it can escape to the airstrip and reach the nearest military base, the creature will be able to arm itself and wreak indiscriminate havoc!

To add a further complication, “Hemmings” is a British spy. He has a conscience, but will kill to protect his mission.

### THE CREATURE



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

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

**TRAITS**  
Cyborg  
Fear Factor 1  
Frenzy  
Quick Reflexes  
Tough  
Weakness (Minor) – The creature has a -2 penalty on all rolls involving Ingenuity, due to its constant pain

**TECH LEVEL: 4**

**STORY POINTS: 4**



**THE PLANET OF WITCHES** (*The Planet of Witches*)

In E-Space, there is a small planetoid, with an equatorial radius of only 1,940 km. Its skies are covered in yellow clouds, indicative of the high concentrations of chemicals such as chlorine dioxide, dichlorine monoxide and methane. These clouds clog up the planetoid’s jet stream, such as it is, so that the air below doesn’t move. At ground level, the atmosphere is breathable but very close and muggy.

The surface of the planet is a swamp with watery ooze rather than mud. A network of squelchy pathways runs through it, forming a maze made more labyrinthine by their tendency to sink beneath the surface without warning, guiding or perhaps herding wanderers in certain directions. The ground is too wet for rustling undergrowth, but there is plenty of flora, including trees, though no native fauna.

The most prominent landmark here is a sharp spire known to visitors from neighbouring star systems as the Witch Peak, which rises above the cloud cover. For this is the so-called Planet of Witches, an otherwise unnamed world which is rumoured to be home to an entity called Tiresias. The Peak has a disguised entrance into Tiresias’s lair, a voice-activated portal carved from the rock. Inside is a technological haven, with walls of crystal that allow the outside light in. These have been engineered by Tiresias to be black obsidian when viewed from the outside and glittering, transparent crystal from within. At night, the crystal captures and enhances the starlight.

Tiresias is notable by his absence in these chambers, and the only inhabitants are his servants, the Moirai and the Familiars. The Moirai are humanoid robots in female form, each identical to the next, and the Familiars are artificial creatures constructed of twigs, like wicker-men, floating just above the ground. There is a blue aura around the Familiars suggesting that they are powered by electromagnetics. The Familiars wield wands which have a number of functions. They can scan people and objects, and they can manipulate them using anti-gravity, or teleport them short distances. They can also be used as weapons to paralyse (“petriform”) or kill an enemy.

The only visitors to this dank world are the occasional witchfinders. Tiresias hires them to bring him witches, which he needs for his own secret purposes. As the universe of E-Space dwindles and succumbs to entropy, so its civilisations are reverting to barbarism and superstition. In this part of E-Space, belief in science and magic vie with each other, often combining into “mathematics” and other hybrid disciplines. Anyone with above average intelligence may be suspected of being a witch subservient to the Malevolentia. Tiresias is believed by the Knights of the Fire, who sanctify whole worlds with flame, as being the keeper of secret knowledge about the world without and the world within, and how to pass between them.

The Familiars scan the brains of all witches the witchfinders bring, selecting only those with A-class and B-class brains to be taken to the Peak.

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

Clues to Tiresias’s origin lie in his name, that of a blind prophet of Ancient Greek mythology, and that of the Moirai, another name for the Fates of Greek myth.

Tiresias may be encountered in a cave in the Peak. Although a sourceless, booming voice may be heard, the only physical evidence of his existence is a metal ring in a mud pit, the visible remains of one half of a fusion sphere embedded in the ground. This was once a fusion generator, part of a spacecraft that landed here millennia ago. Tiresias was once an artificial intelligence but he has expanded in order to survive, and anything in the swamp outside has become part of him.

Originally, Tiresias was TIRESIAS, the Total Interstitial Reconnaissance Series IA Surveyor, a probe constructed on Earth in N-Space and sent to investigate a spacetime anomaly. That anomaly was a Charged Vacuum Emboitment, a gateway between N-Space and E-Space. TIRESIAS’s mission was to gather all available data from within the CVE and then return to Earth. But its mission meant that it attempted to gather all data about E-Space, an entire universe, and the eventual corrosion of its systems forced it to make a landing on this planetoid.

**PLANETARY DATA**

- SIZE: Tiny
- GRAVITY: Earth-like Gravity
- LAND MASS: Swampworld
- ATMOSPHERE: Thick Earth Standard
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: Tiresias and its servants
- TECHNOLOGY LEVEL: 6

The chemicals in the atmosphere pose a long-term threat to machine intelligence. So TIRESIAS began extending its neural network through organic brains. It became Tiresias and lures witchfinders and their cargoes of witches here with the promise of gold, which he creates by artificial means. As suspected witches are often of high intelligence, they are ideal to become part of Tiresias's neural network, extending his own life and theirs.

Those witches with A-class brains become the Moirai. Each Moira has an identical casing as Tiresias does not need to distinguish between them. Inside each is a different A-class brain, harvested from a witch. The Moirai are all part of Tiresias's neural network, and it is they who carry out the surgical procedures on each new arrival.

B-class brains are not considered worthy of being part of Tiresias. These brains are still extracted, but they are bound in twigs to become the Familiars.

But with the nearby civilisations descending into savagery, so too are the populations becoming less intelligent. Tiresias has realised that there will be fewer and fewer A-class brains, and that he too will begin to lose his intelligence. Tiresias needs a receptacle large enough to transfer his intellect into in order to escape this fate and perhaps return to N-Space. The data banks of a TARDIS would be ideal. But his ultimate aim is for everyone in the universes,

both E-Space and N-Space, to become part of his neural network so that he can complete his mission and gather all data.

Tiresias's technology, including the Moirai and the Familiars, is controlled by a wireless network. This could be interrupted by something like a field suppressor, in which case his servants will shut down and the transmat shield that surrounds the planetoid will collapse.

**TIRESIAS**

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

**SKILLS**  
Convince 4, Craft 4, Knowledge 6, Medical 5, Science 4, Technology 5, Transport 4

**TRAITS**  
Alien Organs (Special) – Tiresias is now spread throughout numerous entities and organisms  
Data Storage  
Environmental (Major)  
Networked (Major)  
Obsession (Major) – Survival  
Obsession (Major) – Gather all data  
Robot  
Weakness (Major) – Tiresias will be isolated from his servants if his wireless network is interrupted

**TECH LEVEL:** 6  
**STORY POINTS:** 8

**MOIRAI**



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

**SKILLS**  
Athletics 1, Convince 2, Fighting 2, Knowledge 2, Medical 4 (AoE: Surgery), Science 3, Technology 4

**TRAITS**  
Armour (5 points)  
By the Book  
Cyborg  
Networked (Major)  
Weakness (Major) – The wireless network that connect them to Tiresias

**TECH LEVEL:** 6  
**STORY POINTS:** 1-2

**FAMILIAR**

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

**Skills:** Athletics 1, Fighting 2, Marksman 3, Technology 1

**Traits:** By the Program, Cyborg, Flight (Minor), Networked (Major), Tough, Weakness (Major: The wireless network through which Tiresias issues their commands)

**Equipment:** Wand [Traits: Scan, Telekinesis, Teleport, Zap (Minor: S(S/S/S) or L(4/L/L) damage). Story Points: 6.]

**Tech Level:** 6  
**Story Points:** 1-2

**PURGATORY 12** (*Purgatory 12*)



Whilst trying to escape from E-Space, the Doctor and his companions detected a CVE, a gateway into our universe of N-Space. But before the TARDIS could be piloted through it, the ship was dragged down to a nearby asteroid. This ball of rock is only 9.74km in diameter, yet it has 91% Earth normal gravity and a breathable atmosphere (though one which smells like blocked drains). It is also encompassed by a strong magnetic field capable of drawing any nearby ships or debris to it in a cloud of charged ionised rust particles that somehow form nets and tendrils. It's as if something within the asteroid is trying to increase the size of its home like a hermit crab.

This asteroid is Purgatory 12. On its surface lie the remains of a crashed ship, which now forms the habitation for a wretched population of a dozen or so individuals of varying species. In command is Colonel Aesillor Zyre. The others are all convicts whom she terms the Unforgiven and who are all branded with numbers on their foreheads. They are what remains of a penal colony. The convicts eke out a meagre life scavenging whatever they can from the debris drawn here, supplemented by the meat provided by a flock of small chicken-like lizards. The Unforgiven are willing to eat anything that arrives on the rock, sentient or otherwise

But before the convicts get their chance, anything recovered must first be offered to something they refer to as "the Gullet", which they describe only as a great darkness that devours all light and hope. It is the unseen higher power that Colonel Zyre answers to. Anything the Gullet wants is dragged down into maws which open up in the surface of the asteroid.

Colonel Zyre rules with an iron fist backed up by the Staff of Forgiveness, an energy weapon provided to her by the Gullet. She was originally a colonel in the Army of the Spiritual Dawn and was conned into taking command of the penal colony, thinking

she could make a difference. That was years ago, before the prison ship was dragged off course and crashed here. Since then, her idealism has been replaced with gritty realism, as life has become a daily struggle, with scarce food and water which must be strictly rationed.

On the asteroid, fierce storms can build up from nothing, and rain falls from a cloudless sky, smelling of rotten eggs. Sometimes the precipitation is far more corrosive. This is the result of the nearby CVE, with water, waste and nutrients pouring through from N-Space. This draws star-calves – the E-Space equivalent of space whales (see *The Sixth Doctor Expanded Universe Sourcebook*) – to feed. Their plaintive songs can be heard on Purgatory 12 as they play in the skies above.

Thunder is also frequently heard on the asteroid. But this comes from under the surface and is seismic activity resulting from the Gullet flexing its muscles. Clouds of rust particles can rise from the ground, coiling out of the rock like tentacles and forming phantoms with a mocking similarity to the asteroid's new arrivals. Patches of rust appear on surfaces and move rapidly, forming faces resembling those around. These are signs of the Gullet. It has a way to make the iron-rich rocks fluid, opening up cavernous maws to draw things and people inside, swallowing them down to where it can play with them and ultimately digest them.

There is also one outsider currently on Purgatory 12. Crimsson, son of Crim, a Gallant of the Barbarian Order, who survived the crash of his ship and has so far avoided being consigned to the Gullet. He lives in what's left of his ship with its onboard computer, Pips, though much of it has been cannibalised by the Unforgiven. Still a young man, Crimsson failed the entrance exam to the Seminary and was sent on a quest. He does not yet know what he is questing for. As a Gallant, he is chivalrous and brave, but rather old-fashioned in his speech and manners.

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

The thing the Unforgiven call the Gullet is actually a non-corporeal entity called Darklish, and it has created the entire asteroid as a body for itself. Darklish has psychic powers, most prominently an

**PLANETARY DATA**

- SIZE: Tiny
- GRAVITY: Earth-like Gravity
- LAND MASS: The Rock
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: The Unforgiven, Darklish
- TECHNOLOGY LEVEL: 6

**DARKLISH**

<b>AWARENESS</b>	5	<b>PRESENCE</b>	8
<b>COORDINATION</b>	4	<b>RESOLVE</b>	8
<b>INGENUITY</b>	2	<b>STRENGTH</b>	N/A

**SKILLS**

Convince 3, Craft 5, Fighting 2, Subterfuge 3, Survival 5

**TRAITS**

Alien  
 Fear Factor 1  
 Ferrokinesis (see *The Fourth Doctor Expanded Universe Sourcebook*)  
 Immaterial  
 Invisible (Special Bad)  
 Natural Weapon (Special) – Rust Cloud: Chokes and blinds its victims – 1(1/2/3) damage per round of exposure, and initiate the Drowning rules for anyone engulfed  
 Psychic  
 Telepathy

**TECH LEVEL: 6**

**STORY POINTS: 10**

affinity with ferrous metals.

Darklish is like a spoilt child, powerful but with little self-control. It talks in a cruel, female voice in the minds of those it wishes to speak to. It is all that Colonel Zyre can do to keep it appeased and calm. Those on the surface of Purgatory 12 only live by the grace of Darklish below. In fact, of the penal colony, only Colonel Zyre is still an organic lifeform. All the others have been swallowed by Darklish and recreated from rust particles, perhaps many times over. The Unforgiven know that they are only rust. But they believe that they are alive, and perhaps they are.

**COLONEL RESILLOR ZYRE**



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

**SKILLS**

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

**TRAITS**

Military Rank (Special)  
 Tough  
 Voice of Authority

**EQUIPMENT**

Staff of Forgiveness: 7(3/7/10) damage

**TECH LEVEL: 6**

**STORY POINTS: 4**

Anyone dragged down to an audience with Darklish will find the skeletal remains of everyone who has gone before. It is possible to reason with Darklish, but it insists on being entertained with stories or games, and has tantrums whenever it is frustrated or becomes bored. Ultimately, all its guests will be devoured.

**CRIMSSON, SON OF CRIM**

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

**SKILLS**

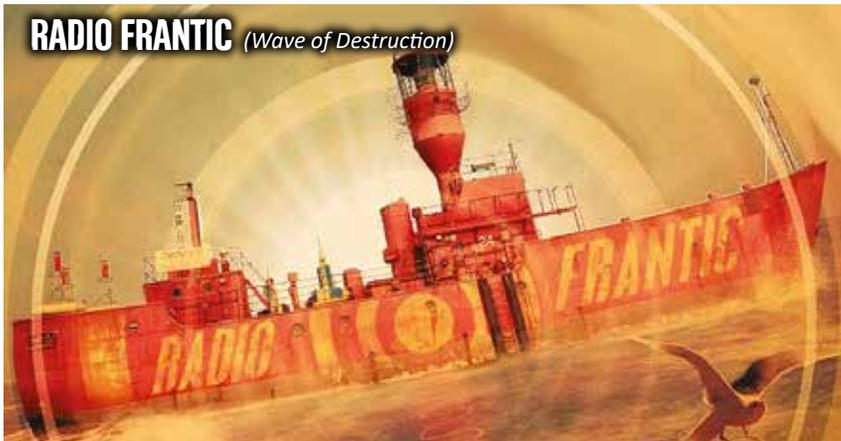
Athletics 4, Convince 2, Fighting 4, Marksman 3, Subterfuge 1, Survival 2, Technology 3, Transport 3

**TRAITS**

Brave  
 Code of Conduct (Major) – The Barbarian Code and his quest

**TECH LEVEL: 6**

**STORY POINTS: 6**



**RADIO FRANTIC** (*Wave of Destruction*)

In 1964, Radio Frantic is a pirate radio station broadcasting music from a ship in the English Channel just outside the current three-mile limit of British territorial waters. Like Radio Caroline which was founded at around the same time, this allows the station to bypass the BBC's monopoly over radio broadcasts in the UK and to be independent in its choice of music. Its operation is funded by commercial advertising.

Radio Frantic's main DJ (indeed its only DJ) is Mark Lanchester. Mark is an affable young man, but he has never had what he terms "a real job" in his life. Off-air, Mark is friendly enough but unassuming. On-air, he goes by the name of "your fave DJ, Ray Dio" and acquires a bit more personality. He has learned to carry a supply of breadcrumbs in his pockets, needed to distract the seagulls which can be a pest on the Radio Frantic ship! Normally, the only other person on board is Derek Fretus, the technician who keeps the equipment running.

Radio Frantic was set up with the help of Mark's uncle, Professor Fred Lanchester, a prominent expert on broadcast technology who is currently undertaking secret work for the newly-formed Ministry of Defence. Using supplies from Eric's Electrical Emporium, Professor Lanchester designed and built the station's radio equipment himself.

By early June of 1964, Radio Frantic is the highest rated non-BBC station. Much of its success can be put down to the catchiness of its jingle, written by Derek the technician. Although there are various versions with slightly different lyrics, the tune of the two-line jingle (plus "Radio Frantic!" sting) is constant.

*Radio Frantic sets the trend!  
Playing music, right to the end!  
Radio Frantic!*

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

Unknown to Mark Lanchester, Radio Frantic is a key component in the invasion plans of the Vardans. The work his uncle is doing for the Ministry of Defence includes the creation of a new early warning system designed to replace BMEWS (the Ballistic Missile Early Warning System) at RAF Fylingdales and other

NATO stations. Unfortunately, when the Professor and his colleague Cooper tested the strength of the detector beam by aiming it into space, the beam was intercepted by the Vardans. A small taskforce travelled to Earth along the beam to establish a bridgehead and prepare to broadcast a much stronger signal for the main invasion.

Derek Fretus, the Radio Frantic technician, is one of the Vardans. He engineered the station's jingle to be the perfect carrier wave for the Vardans to transmit along accurately and efficiently. Any Vardan already on Earth can use the jingle to materialise almost instantly and without effort anywhere a radio plays it. The Vardans are planning on combining the Radio Frantic broadcasts with those of the new EWS system when that goes live, and their invasion force will be able to simultaneously materialise at all military bases which are on the detection system's network.

A reverse-phase frequency modulation wave cancellation signal generator would be able to dissipate the Vardan signal and kill any of them travelling down the wave. Professor Lanchester realised this and was working on building one – before the Vardans tried to kill him and his colleague. The Professor also recorded the cancellation wave on an audio tape that he gave to his nephew. But this is now in the hands of Derek Fretus...

MARK LANCHESTER



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

**SKILLS**  
Convince 1, Craft (Radio DJ) 4, Technology 3, Transport 2

**TRAITS**  
Fame (Minor)

**TECH LEVEL: 5**  
**STORY POINTS: 4**



## SCRATCHMAN'S REALM *(Scratchman)*

Like Scratchman (see V117) himself, his realm has had many names. Hell, Hades, the Land of the Dead. It exists in a reality beyond ours, linked only by a small tear between the dimensions that opens over a small Scottish island.

Scratchman's realm is a landscape out of nightmares. It is a vast rumbling wilderness with choking air, hissing lava streams and smoky horizons of cinders and ashes. Numerous bizarre creatures roam this hellish place, few of them friendly and some decidedly hostile. There are things which look as if they've been crossbred from apes and lobsters and crushed underfoot. Other creatures resemble giant insects or crabs, some with human parts. Large stone heads lie scattered on the ground, their mouths opening and screaming if anyone approaches. Recently, scarecrows have appeared here, pulled through from the Scottish island, as have a group of Cybermen who entered into a Faustian pact with Scratchman. Perhaps most pathetic of all are the Sallows, deformed figures like alien insects with extra limbs or hard carapaces. Like almost all the creatures here, the Sallows are those unfortunates who in life agreed a bargain with Scratchman, but in death were transported here to serve him and feed his hunger for dreams and desires. Their imaginations drained dry, the Sallows are those who are no longer of any use to Scratchman. They have been cast out and are reduced to eating rocks to survive.

One friendly figure roams the volcanic landscape in his battered taxi. This is Charon, the ferryman of myth, who transports the living to the land of the dead. He is a good-natured soul (apparently) and is pleased to chat with his passengers – so long as they can pay him. But Charon is just another of Scratchman's minions, who robs his customers of their memories, leaving them lost and amnesiac.

Floating slowly above this nightmare plain is Scratchman's castle. It is an ugly thing, covered in rocky carbuncles and suspended in space. It's unclear whether it was built or grown, but at some point, it has become a castle. Many of the creatures on the plain below throw rocks at it as it passes overhead, and burning debris rains back down on them in return. Some are sucked up into the castle by vortex winds to become new resources for Scratchman to use. Gaining access by less violent means could be a problem

unless Scratchman sends his invitation, a flying rectangle like a magic carpet, to fetch his visitors.

The history of the castle is sketchy. It is said that endless war had been waged across the stars of this reality. There was endless slaughter until the entire dimension was on the verge of collapse. The survivors were gathered together and were offered peace and stability by Scratchman in return for their service to him. Scratchman feeds on dreams and imagination, and when those are used up, his creatures are cast out of the castle as Sallows or consigned to the lava pits, where they are burned to provide the energy needed to keep the castle aloft.

Scratchman rules this place from the boardroom within the castle. He and his twelve members of the Board, weaker versions of Scratchman, exist only to drain what power remains in this reality. This rock and its floating castle are the last solid place in this dimension, everything else already having been consumed. If he is to survive, Scratchman needs to find another universe to feed on.

Within the castle, visitors may encounter a number of strange characters in addition to Scratchman and his Board. Mr Temple, the talking lizard who acts as Scratchman's inquisitor, but who is so lethargic that his torture methods involve boring a victim until their will breaks. The guests in the ballroom, in fancy dress and masks beneath which is only sawdust, and who ignore visitors absolutely. Between Charon who steals memories, Mr Temple who bores his prisoners and the ballroom guests who ignore them, visitors to Scratchman's realm are systematically made to feel utterly insignificant. At the end of the process, unless they manage to resist (a succession of social conflicts), they begin to transform into a Sallow and will be ejected out onto the rocky surface below.

This whole realm feeds off people, their dreams and souls, and failing that their flesh, bone and gristle. Scratchman uses their imaginations to create nightmarish monsters or grotesque characters. He burns their souls to sustain himself, and their bodies to power the castle. But his realm is rapidly running out of fuel. As it dwindles, so does Scratchman's power and his control over his minions and creations. As the world around darkens and shrinks, his monstrous creations will turn on him. Unless he can get a foothold in our universe first and tap its energy.

### SALLOW

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

**Skills:** Fighting 2, Survival 2

**Traits:** Alien Appearance; some Sallows may also have any of the following: Additional Limbs, Armour (up to 4 points), Fear Factor 1, Natural Weapon (Minor: Claws/Pincers – Strength +2 damage)

**Story Points:** 0

**SYCON BATTLE ZONES** *(The Eternal Battle)*

On an unknown alien world, a squad of Sontarans is engaged in an endless battle against the human soldiers who are defending their colony. They had been sent here to secure the planet for the Sontarans in their war against the Rutan Host. But they seem to have been here for years, decades even, in a conflict that has gone on so long they cannot even remember the start of it. So long that even battle-hardened Sontarans have been worn down so much that they almost wish to see the end of it.

The landscape has been reduced to a blasted wasteland, and the Sontarans are dug into trench warfare, something that is not usually in their nature. Above the mists that drift across the war zone, intermittent blue lights can be glimpsed in the sky, similar to aurorae but clearly not the same.

The Sontarans are facing more than one foe, and they are gradually losing on all fronts as their numbers are whittled down. Unheard of among Sontaran troopers, these soldiers are actually afraid of death. On this world, whoever dies – whether human or Sontaran – doesn't remain dead for long. Shortly after death, a casualty is filled with the same blue glow as seen in the sky, and they return to life as a savage, crazed zombie. These revenants,

both human and Sontaran, attack everyone they see, and the Sontaran soldiers fear dying and the disgrace of adding to their numbers, of becoming an abomination.

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

The Sontaran-human battlefield is in a time bubble generated by a temporal projection node and linked to a network of other time bubbles containing similar endless conflicts. The blue glow in the sky indicates discharges in the chronal field around the bubble. Access to the node's machinery can be found buried below the battlefield, which could be used to teleport to the operations centre controlling the network. The node is also what detected an anomalous time machine in the temporal bubble, and teleported the TARDIS away to the operations centre.

The operations centre is part of the Centre of Academic Excellence on Sycon. The CAE was established in year 97,391 of the New New Calendar, in an era of the distant future during the universe's twilight years. By this time, the Sontarans and many other races have long since been extinct. The Sycons built what is effectively a time scoop to gather examples of conflicts from throughout

history. Nothing from major wars that would attract attention. But battles that could be contained in pocket continuums and observed by the CAE's students to illustrate the futility of war. The battles take place in time loops so they can be played and replayed endlessly.

The Sycons also intended to invite dignitaries from other major races in the cosmos to demonstrate that there are peaceful alternatives to barbarism and bloodshed. They did not consider the hypocrisy of what they were doing, forcing other "lesser" races to fight in endless wars.

Beyond the Centre of Academic Excellence, the planet Sycon is a wasteland similar to those in the temporal bubbles. There are craters indicating heavy bombardment, and traces of distronic radiation, oblivion particles and even volatizer compounds. Ironically, war came to Sycon and everyone who lived here is long dead. The time-looped battles have been raging for thousands of years, but with no one to observe them.

Within the operations centre, only the Sycon computer that controls the time scoop and the temporal bubbles is active. It can present itself as a holographic avatar to provide a user interface capable of conversing with visitors and explaining its function. The computer is unaware of the fate of its creators. It is also a thing of pure logic and can be tricked or deceived by logical argument.

After millennia of neglect, the control matrix has begun to malfunction. The failsafes have failed and the technicians are dead. The battles are no longer being reset correctly. Instead of the time loops sending everyone back to the start, the players in the war games are simply respawning as they are killed. Every death is reversed, but with diminishing returns. The temporal bubbles are out of synch, so they do not bring the fallen back as they were, but as zombie-like revenants.

If all of this is pointed out to the computer, it will decide that the Sycon experiment is a failure and commence to shut the continuums down. Everyone within them will be atomised and scattered throughout the Vortex. Even if the computer can be prevented from carrying this out, there is not enough power left in the stacks to send everyone home. But of course, there

is an empty planet out there waiting to be repopulated. If only the combatants can agree to live together in peace. Maybe, just maybe, they are too tired of fighting by now.

### SYCON COMPUTER

AWARENESS	5	PRESENCE	2
COORDINATION	N/A	RESOLVE	3
INGENUITY	4	STRENGTH	N/A

**SKILLS**  
Convince 1, Knowledge 5 (AoE: Military History), Technology 3

**TRAITS**  
Alien Organs (Special) – The computer is installed throughout the Centre of Academic Excellence and cannot easily be destroyed  
By the Program  
Robot  
Scan  
Vortex (Time Scoop)

**TECH LEVEL:** 8

**STORY POINTS:** 4

### PLANETARY DATA

SIZE: Small  
GRAVITY: Earth-like Gravity  
LAND MASS: Mostly Land  
ATMOSPHERE: Earth Standard  
CLIMATE: Temperate  
SATELLITES: 1  
SENTIENT SPECIES: None (formerly Sycons)  
TECHNOLOGY LEVEL: N/A (formerly 9)

### HUMAN REVENANT

**Attributes:** Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 5, Strength 4  
**Skills:** Fighting 3  
**Traits:** Fast Healing (Special), Fear Factor 1, Immortal (Special), Tough  
**Story Points:** 0

### SONTARRAN REVENANT

**Attributes:** Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 5, Strength 6  
**Skills:** Fighting 3  
**Traits:** Alien, Alien Appearance, Fast Healing (Special), Fear Factor 1, Immortal (Special), Tough  
**Equipment:** Sontaran Armour (5 points)  
**Story Points:** 0



Generations ago, the colony ship *Fleur da Vida* left the dying Earth to find a new home. But the promised land never appeared. Eventually the engines gave out and the ship put down on a small planet, subsequently named Tierra Nueva. The ship's robo-constructor machines set to work building a new city for the colonists. Once it was complete, the colonists chose never to leave it and stayed locked in their city. Later, a few who became known as the settlers chose to break out and start a new life. Now, one hundred and thirty-four Earth years after the ship's arrival on Tierra Nueva, NewGene City is sealed, and the village of Wellspring is struggling to survive. The city-dwellers and the settlers hate each other and rarely meet.

In NewGene City, political factions have risen along family lines. The President is Derosa Janz and his father-in-law is the Venerable City Father, Jorenzo Vorn. There are the trappings of democracy, and the Janz Party have held a majority for the past five years. Janz is suppressing the rival Sooks and Jansmen to remain in power.

The original ship's AI system, Inscape, is the voice of the city. It controls everything from food to security to the Genesis Chamber. Anyone whom Inscape does not recognise will be deemed an intruder and marked for disposal. Every family has a set of maintenance goggles to interface with Inscape's systems, but most have forgotten how to use them. Inscape was designed to last forever. But after so many years, its systems are finally breaking down. It frequently runs slow and there are even power outages. Without Inscape, there will be no food, no water, no power, no news, and shortly after, no order. It wouldn't take long for the worker classes to rise up against the wealthier families.

NewGene City is hermetically sealed from the outside, accessible only via a glorified airlock. Egress is forbidden without presidential authorisation, and hardly anybody wants to go outside anyway. A few of the younger citizens occasionally venture out in hover cars to torment or hunt the settlers. Although the people of NewGene still marry one another, there are no natural births in the city. Children are selected and ordered from catalogues and created in the Genesis Chamber, the colony ship's repository of genetic material. The bodies of the dead are recycled to conserve resources.

Wellsprings, the commune of the settlers, is otherwise shunned and detested by the city folk, who consider the villagers to be little better than animals. The settlers are farmers who grow crops and herd mudgebills, large flightless birds used as steeds and for meat. In the winter, the settlers hunt the staglings when they come down from the mountains to feed. The village is protected by a wooden stockade, but it is no fortress. The settlers forbid technology and they have nothing more advanced than the

smithy and the crossbow. In recent months, the forests around Wellsprings have become sickly, and the settlers' crops are dying. The soil seems to have been drained of its nutrients. It is also unsafe to be out after dark, with a number of villagers having been attacked by swarms of glowing insects.

A stranger has appeared on Tierra Nueva recently, a tall, beautiful man called Volor. Volor has befriended the settlers of Wellsprings and is treating those villagers who have been rendered comatose by the insect swarms.

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

Volor is not at all benevolent. He is actually a Grahven (see *V103*) disguised within a protein suit. The Grahven arrived on Tierra Nueva long before the humans' ship. They have an underground mining base established on the far side of the planet and have stripped Tierra Nueva of anything of value to the extent that the soil is now barren. Volor is an advance scout for the Grahven army, which plans to wipe the invading humans from the planet. The insects are tiny robotic drones under Volor's command, which he uses to read the minds of the humans they attack.

Volor's next step is to infiltrate NewGene City. Once he learns of the Genesis Chamber, he will realise that the Grahven can use it to create a human slave race. But the Chamber is far more than a factory to produce children. Forgotten by the colonists, it is capable of terraforming the entire planet and seeding it with people, animals and crops generated from the material in the chamber. Under Inscape's control, it will be able to rejuvenate Tierra Nueva – except that, for reasons of security, Venerable City Father Jorenzo Vorn long ago secreted the Foundation Codes needed to trigger the terraforming in a silver bracelet in Wellsprings.

**MUDGEBILL**

**Attributes:** Strength 5, Coordination 4, Awareness 3  
**Skills:** Athletics 4, Fighting 2  
**Traits:** Fast (Minor), Natural Weapon (Minor: Beak and Talons – Strength +2 damage), Trample

**PLANETARY DATA**

**SIZE:** Small  
**GRAVITY:** Earth-like Gravity  
**LAND MASS:** Mostly Land  
**ATMOSPHERE:** Earth Standard  
**CLIMATE:** Temperate  
**SATELLITES:** 2  
**SENTIENT SPECIES:** Humans  
**TECHNOLOGY LEVEL:** 5 (NewGene City), 2 (Wellsprings)



When the Doctor, Romana and K9 visited Uthe 3, it was an idyllic, pastoral world of rolling hills dotted with strange but beautiful woodland and carpeted with fresh green grass. The air was filled with the refreshing scents of flowers, though one still had to be careful not to get too close to the azure patches of clutterhorn stink weed which might ruin the effect. Because of a quirk in the atmosphere, it was the only planet in the known universe where the Uthian scatterbug, a rare, crimson flower, could grow.

127 years before, the Uthians had fought a global war that destroyed four fifths of the planet and destroyed all life on it. The universe deemed it the most complete example of a race committing suicide, and left it as it was, a monument to peace and a warning about war. Over the decades, the world healed and nature took over.

Except a small pocket of the faction which used the scatterbug as its emblem did survive miles underground, the secret complex still accessible through secret shafts one might fall into, though miraculously survive thanks to anti-gravity projectors. The Uthian survivors are a military force that believe the war never ended. They've been getting false information from a computer designed and programmed for war, and not knowing what to do when the world ended, kept the war machine going.

The stubborn and uncreative Uthians (two Traits widespread through the otherwise human-like population) devoted themselves to building war machines that would fight battles for them, as no one dared going to the irradiated surface to die of Rad-Plague.

Some have started asking questions and even making excursions

to the world above, but none have returned, possibly having been killed by the Computer. Most dissidents have been jailed. The surface wouldn't be reclaimed until the Doctor stumbled on the planet's main war complex and convinced the Supreme Commander the war had actually ended...

### PARANOIA – THE COMPUTER IS YOUR FRIEND

Veteran role-players may recognize Uthe 3's set-up as something very similar to West End Games' *Paranoia RPG*. While the game is at once more bleak and more comedic than the *Doctor Who RPG*, the setting and many of its adventures can nonetheless be adapted to your game, as the TARDIS travels through genres as much as it does time and space. Whether *Paranoia's* Alpha Complex is on Uthe 3, future Earth, or some other planet is up to the GM, but it does provide a fascinating and (cough cough) complex environment for adventures.

### PLANETARY DATA

SIZE: Medium  
 GRAVITY: Earth-like Gravity  
 LAND MASS: Earth-like  
 ATMOSPHERE: Earth Standard  
 CLIMATE: Temperate  
 SATELLITES: 0  
 SENTIENT SPECIES: Uthians  
 TECHNOLOGY LEVEL: 6

# GADGETS AND ARTEFACTS

## THE BLINOVITCH LIMITATION EFFECT LIMITER

*(The Trouble with Drax)*

In the lost city of Altrazar (see L54) on a planet whose name has been wiped from history, a device was invented that allowed the locals to keep writing and rewriting the timelines. Eventually, they caused such damage that Altrazar and everyone in it disappeared from history itself. When the Time Lords found out, they wanted to destroy the device. But they couldn't without damaging the timelines even further, so they locked it away in a Time Vault within the time-shifted city where it could not be accessed.

Although the device is a basic time manipulation device, it is remarkable in that it can override the Blinovitch Limitation Effect that normally prevents two iterations of the same time traveller from meeting each other. As a result, it is referred to as the Blinovitch Limitation Effect Limiter by those few people who have learned of its existence. The Limiter is small enough to be portable, but it is best to connect it to an external power supply or a more sophisticated time machine (such as a TARDIS) and leave it to do its work.

When in operation, the Limiter allows its users to cross their own time stream and to interact without the usual risk of a catastrophic explosion if they were to touch. Different incarnations of the same Time Lord can meet with impunity and the usual laws of cause and effect are invalidated. It is, for example, perfectly possible for an older version of a time traveller to impart information to their younger self without learning it from any external agency. It is also possible for an item to be acquired by the younger from the elder and have a looped existence, being neither acquired, made or destroyed but instead being passed from the elder to the younger person in a loop for all eternity.

On those rare occasions when a Time Lord meets others of their incarnations, the later Time Lords cannot normally retain the memories of what happened when they were their earlier selves. This temporal amnesia is sometimes known

as the Will of Rassilon. With the Limiter in operation, this no longer applies, and the later incarnations can remember what they did when they were the younger ones. Using this knowledge, the plans of a malicious or merely mischievous Time Lord (see V96) cannot fail!

### THE BLINOVITCH LIMITATION EFFECT LIMITER [Special Gadget]

**Traits:** Vortex (Special; also overrides the Blinovitch Limitation Effect), Restriction – Time travel without a capsule

**Cost:** 8 points



## THE BOOK OF FUTURES AND THE ORB OF FUNDERELL

*(The Skin of the Sleek, The Thief Who Stole Time)*

*Time split in the first cell of the omniverse, time dividing time and time again. Infinite universes like sleekling rows in clusters, wriggling with dreams of suns and moons all of their own. Hatching and running to fill the deeps of space with the starlight.*

On the planet Funderell (see L68), in the floating village of the Wavewalkers that is a solitary landmark on an otherwise empty globe of gelatinous green-grey ocean, the skald whose duty it is to foretell all things is chained to the Book of Futures. It is the skald's burden and his honour, passed from father to son through the generations, to write down the future before it happens.

The Book of Futures is a huge tome, as big as a Victorian sideboard (as the Doctor put it) and large enough to contain the prophecies of the skalds going back thousands of years. The chains that bind each skald to it are made of the bones of the sleeks, the eel-like creatures that dwell in the depths of Funderell's world-ocean. The Book's cover is of sleekskin so that it never wears, and the writing within is in sleeks' blood. The script is illuminated (literally so, as it glows with power) and is alive, the glyphs moving and changing as soon as the skald writes them, reflecting the many possible futures the skald can see. The symbols are Ancient Gallifreyan, an incredibly rare language.

The Wavewalkers have a second relic: the Orb of Funderell, a small tarnished sphere. It has been dull and dead for years. The villagers don't believe the Orb does anything so it is just kept as a symbol, locked away in an old box with a broken lock.

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

The Book of Futures contains the history of Funderell right back to the start. It shows that the entire world, its watery depths, its flora and fauna, are all part of the whole. It tells that Funderell itself was created by the Time Lords as a means to seal an anomaly.

There are too many parallel times coursing through this point in space. Funderell was placed here as a plug. The planet, the ocean and the creatures in it all form a specific pattern designed to seal the anomaly in. The Time Lords built Funderell so ecologically elegant to keep the lethal conjunction of timelines safe at its heart.

The Orb of Funderell, left here by the Time Lords, is far more powerful than the Book. In the presence of a Time Lord, the Orb of Funderell will come alive, lighting up with the power within it. Using the Orb, a time sensitive can see the flow of time everywhere, all the possibilities and parallel lines that never run straight. It is almost possible to reach out and pluck the lines and bend time to one's will. The Orb is the battery that feeds the stasis net of Funderell, keeping the clashing parallels apart.

But if the Orb is connected to a TARDIS, it can be used to actively manipulate the timelines, allowing its operator to choose which timelines to preserve and which to discard. Modern TARDISes – and even vintage Type 40s – are too new to be fully compatible. If the Orb is interfaced with a TARDIS console, it will try to integrate. The scanner will show time running raw on an infinite number of tracks. Successful Ingenuity + Science rolls are needed to make sense of the patterns, with Difficulty starting at 21 or greater (24 for incompatible TARDISes). A Bad result indicates that the Orb has blown the TARDIS's circuits; a Disastrous result means the operator takes Lethal damage in feedback as the experience overwhelms their mind. Only a Fantastic result will allow them to begin to play with the omniverse, creating and destroying realities at will.



#### THE BOOK OF FUTURES [Minor Gadget]

**Traits:** Precognition, Restriction – Requires Feel the Turn of the Universe Trait to use

**Cost:** 1 point



#### THE ORB OF FUNDERELL [Apocalyptic Gadget]

**Traits:** Probability Shredder, Time Eater (Special), Vortex, Restriction – Difficult to use (see text)

**Cost:** 12 points

**THE DREAM MACHINE** *(The Perfect Prisoners)*

The Dream Machine is a new product set to dominate the galactic market of the 41st Century. It is a device developed by Trancom on the planet Contral, a major galactic business hub of skyscrapers and glass towers.

Trancom claim that the technology is revolutionary, but it looks like a fairly basic headset. Electrodes in each Dream Machine headset remotely access the perception centres of the wearer’s brain, allowing them to “re-touch” reality (“when reality just isn’t real enough”). This isn’t as drastic as it sounds. Reality itself isn’t changed, just the Dream Machine user’s perception of this. So you could change the colour of the walls in your apartment without having to redecorate, or improve the weather, or change people’s appearance, all from the perspective of the headset wearer. Everyone else would still see reality as it really is, and there are controls to prevent overuse or accidents caused by impaired perception.

For the 41st Century, the technology is pretty cumbersome, and the same functionality could be obtained from an implanted chip a fraction of the size of the headsets. But Trancom found that the requirement for surgery met with resistance from consumer groups.

The headsets are all connected to a central hub on Contral. Trancom have only tested it in the local systems so far. But they are expecting a near universal uptake and to be able to roll it out

across the galaxy within the year.

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

The executive director of Trancom is Trantis (see V94), one of the delegates of the Galactic Council (see V91), and the whole enterprise is part of their plans for galactic conquest. The Syndicate (see V122) set up by the delegates intends to control people’s perceptions so that they are enslaved without even knowing it. It has already happened on Contral itself, and the Dream Machines are being manufactured by slave labourers wearing the headsets so that they are being worked to death without being aware of it.

In fact, the Dream Machine was actually launched a long time ago in the form of chip implants. It has been widely distributed across the galaxy with almost everyone having a chip, but their perceptions are then altered so that they forgot about it. The Syndicate has allowed Trancom’s employees to go ahead and develop the Dream Machine headsets a second time just to keep people busy and distracted from what is really happening to them. Meanwhile the galaxy is already under the control of the Syndicate, and more particularly of Director Zaal (see V123)!

**REALITY RE-TOUCHING CHIP [Major Gadget]**

**Traits:** Hypnosis (Minor), Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook* – the chip is assumed to have Presence 5, Convince 5), Restriction – Must be implanted in subject’s brain

**Cost:** 2 points

**THE JIGSAW ROOM** *(Scratchman)*

The Doctor’s TARDIS contains a room that Sarah Jane nicknamed the “jigsaw room”. It is normally kept sealed and out of bounds to his companions. The jigsaw room is a large chamber whose floor is patterned with an irregular mosaic, like crazy-paving. Each facet of the mosaic shows a scene from the past or future of whatever the room is focused on. Future events can be fuzzy or even contradictory, depending on their distance from the present and how certain or otherwise they are to come to pass.

The jigsaw room is a Time Lord invention. It needs to be calibrated to when and where the TARDIS lands, and then generates a probabilistic pattern of forthcoming events, acting like a weather warning for time travellers. Naturally, the Doctor’s is not set up correctly and is peculiarly introverted, not looking outside the ship. It therefore defaults to showing scenes from the life of anyone who enters the room.

If using the TARDIS design rules from *The Time Traveller’s Companion*, the jigsaw room is a Major system under Other TARDIS Systems. As a Gadget, it has the Traits provided here. Recalibrating a jigsaw room requires an Ingenuity + Technology roll at Difficulty 15. Using it to try to see a particular event requires the expenditure of Story Points as per Precognition.



**JIGSAW ROOM [Major Gadget]**

**Traits:** Postcognition (see *The Fourth Doctor Expanded Universe Sourcebook*), Precognition

**Cost:** 2 points

**XENO-FIELD GENERATOR** (#HarrySullivan)

A xeno-field generator stretches space around a target so that, no matter how fast it moves, it will only ever reach halfway to its destination. Used against a starship, that ship will never reach its target. The ship gets closer each time it tries, but it will never actually arrive. In addition, the energy needed to get halfway is equal to the energy normally needed for the entire journey.

To escape a xeno-field takes exactly as long (and as much energy) as it took the ship to get where it has, and it is not unknown for ships to be drained of power trying to free themselves, as they burn up too much fuel before they realise their predicament.

The only certain way to escape from a xeno-field is to switch it off. But to do that, you need to escape from the xeno-field. Or persuade whoever switched it on to do so.

Xeno-field technology was in use by the 25th Century, but it was fairly quickly banned by most civilised planets. Nevertheless, it

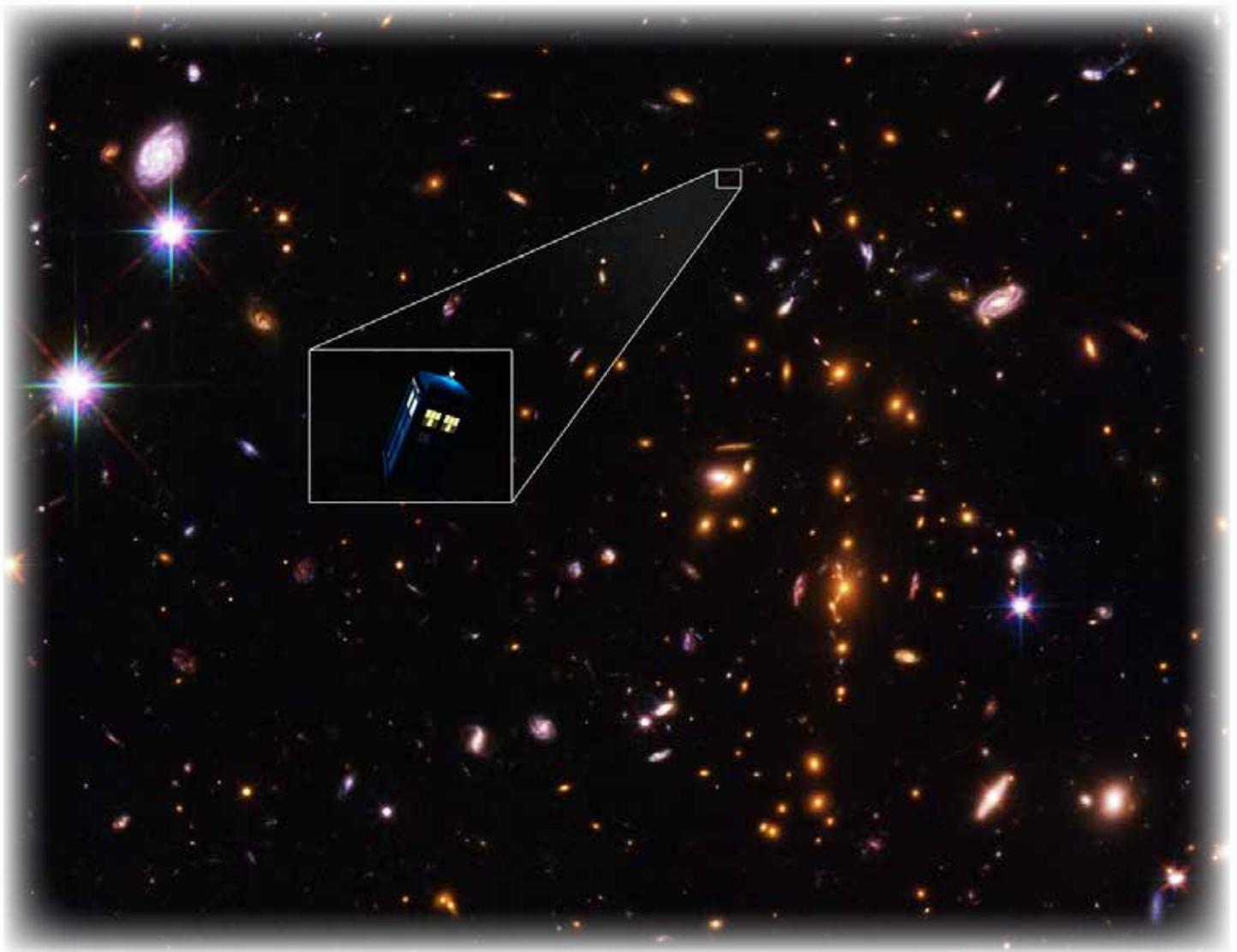
remained in use by some of the more unscrupulous planets for some time afterwards. It is, after all, a very effective planetary defence.

Xeno-field technology is intended to be more of a plot device than a gadget for characters to carry around. In game terms, a xeno-field generator uses a specialised version of the Dimension Modification trait (from *The Time Traveller's Companion*), with the generator adjusting the size of space around an object rather than the size of the object itself. The stats provided here are for a small-scale xeno-field generator. A generator powerful enough to affect something the size of a starship would need several levels of Area Effect.

**XENO-FIELD GENERATOR [Major Gadget]**

**Traits:** Dimension Modification, Restriction – only used to stretch space around a target, Transmit

**Cost:** 2 points



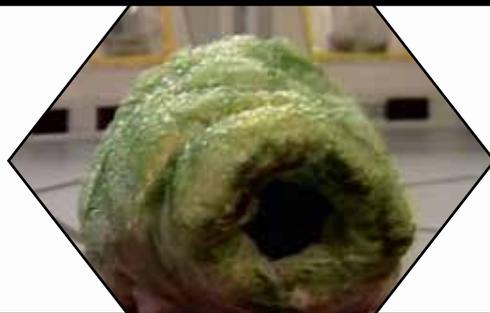
# OMITTED BUT NOT FORGOTTEN

The official sourcebooks cannot possibly cover every character, monster and planet. As with any book meant to be printed, space is always at a premium. Here are some of the characters omitted from the 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.



CHAPTER 6: EXPANDING THE UNIVERSE

## WIRRN LARVA



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

The life cycle of the Wirrn (see The Fourth Doctor Sourcebook) includes a large, tough grub. (The Ark in Space)

### SKILLS

Athletics 2, Fighting 1, Knowledge 2, Subterfuge 3, Survival 5

### TRAITS

- Alien
- Alien Appearance
- Armour (5 points)
- Enslaved
- Infection – Through their slime
- Networked
- Regeneration (Minor)
- Special – Acquire Knowledge: When Wirrn larvae consume their host, they gain that being's knowledge
- Weakness (Major): Electricity deals an extra 4 levels of damage to Wirrn

TECH LEVEL: Equal to host (usually 6)

STORY POINTS: 2

## SALAMAR



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

Decisive Controller who captained a Morestran probe ship sent to Zeta Minor to make contact with Professor Sorenson's expedition. Did suffer lightly those who would contradict his orders. (Planet of Evil)

### SKILLS

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

### TRAITS

- By the Book
- Five Rounds Rapid
- Impulsive
- Military Rank (Major) – Controller (equivalent to Captain)
- Obsession (Major) – Being in command
- Voice of Authority

### EQUIPMENT

Hand Blaster: (4/L/L) or S(S/S/S)

TECH LEVEL: 7

STORY POINTS: 4

VINCE HAWKINS



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

*The youngest of three keepers at Fang Rock lighthouse off the south coast of England. All things considered, he preferred the company of seals to the other two. (Horror of Fang Rock)*

**SKILLS**

Athletics 2, Convince 2, Fighting 1, Knowledge 2, Survival 2, Technology 2

**TRAITS**

Face in the Crowd  
 Obligation (Major) – Lighthouse keeping responsibilities  
 Run for Your Life!  
 Screamer!  
 Sense of Direction

**TECH LEVEL:** 4

**STORY POINTS:** 4

MAXIMILLIAN STAEL



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

*Leader of a coven and a scientist who, along with Adam Colby and Thea Ransome, worked for Dr Fendelman in studying "Eustace" at Fetch Priory. His ultimate goal was to control the Fendahl and in so doing, become a god. (Image of the Fendahl)*

**SKILLS**

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

**TRAITS**

Arrogant  
 Attractive  
 Brave  
 Dark Secret – Leader of a coven  
 Enslaved – Unaware that he is being manipulated by the Fendahl  
 Friends (Major) – Coven  
 Obsession (Major) – Become a god  
 Selfish

**EQUIPMENT**

Chloroform  
 Pistol: 5(2/5/7)

**TECH LEVEL:** 5

**STORY POINTS:** 6



**CORDO**



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

*D-Grade foundry worker from Megropolis One, Pluto. He lived much of his early life under the oppression of the Company, working more than 23 hours a day just to pay for his father's funeral. Rather than jump off a building, he was convinced by the Doctor to throw in with the outlaws of the undercity. (The Sun Makers)*

**SKILLS**

Athletics 2, Convince 2, Knowledge 2 (AoE: Area Knowledge – Megropolis 3), Marksman 2, Subterfuge 3, Technology 2

**TRAITS**

Brave  
 Cowardly – Only while PCM Gas (see *The Fourth Doctor Sourcebook*) in the air  
 Face in the Crowd  
 Impulsive  
 Obligation (Major) – to the Company (until he meets the Doctor)  
 Run for Your Life! – Everybody runs from the tax man!  
 Sense of Direction

**TECH LEVEL: 6**

**STORY POINTS: 8**

**PRINCESS STRELLA**



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

*Princess Stella, descendant of the Royal Kings of Tara, Mistress of the domains of Thorvald, Mortgarde and Freya, was almost identical in appearance to Romana's first incarnation. Taken prisoner by Count Grendel, she was his pawn in an attempt to win the throne. (The Androids of Tara)*

**SKILLS**

Convince 3, Craft 2, (AoE: Needlepoint), Knowledge 2

**TRAITS**

Attractive  
 Authority (Major) – Taran heir to the throne  
 Brave  
 Inspiring Love – Prince Reynart  
 Indomitable  
 Obligation (Major) – to Tara  
 Silver Spoon  
 Special – Stella is a dead ringer for the first Romana

For Stella's android duplicate, see *The Fourth Doctor Sourcebook*.

**TECH LEVEL: 4**

**STORY POINTS: 8**

MAJOR SHAPP



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

*Aide-de-camp to the Marshal of Atrios. While investigating an intrusion, he travelled through a hidden transmat to Zeos and assisted the Fourth Doctor in searching the planet. They discovered a computer called Mentalis which was controlling the Zeos war effort. Upon returning to Atrios, he tried to call off the Marshal's futile attack, but no one listened. (The Armageddon Factor)*

**SKILLS**

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

**TRAITS**

Eccentric (Minor) – Pretty cheerful and nonchalant given his circumstances  
 Military Rank (Minor) – Major in Atrios forces  
 Obligation (Major) – to Atrios

**EQUIPMENT**

Hand Blaster: (4/L/L)

TECH LEVEL: 6

STORY POINTS: 6

SORAK



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

*Captain of the Skonnos military. Unlike Soldeed, he was sceptical of the Nimon's intentions. Once the Nimon were defeated and Soldeed was killed, he became the leader of Skonnos. (The Horns of Nimon)*

**SKILLS**

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

**TRAITS**

Argumentative  
 Eccentric (Minor) – Rather guileless and scrupulous given his circumstances  
 Military Rank (Major) – Captain of the Skonnos military  
 Obligation (Major) – to Skonnos  
 Technically Adept

After the ousting of the Nimon, Sorak trades Military Rank with Authority (Major).

TECH LEVEL: 6

STORY POINTS: 6



# ADVENTURE SEEDS

*As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.*

## #HarrySullivan [G13]

Your TARDIS is dragged off course and your TARDISers find themselves trapped on the *Zephyr*, a spaceship that is going at full speed and yet is unable to navigate. With fuel running dangerously low, their only hope lies on Aldersea, a nearby world exclusively for the famous and celebrated. However, Aldersea has never heard of them and has no intention of letting them land...

## Gaze of the Medusa [A47, V110]

Victorian England. A mysterious woman commands a hidden army in a house of the blind. Scryclops stalk the streets... and something alien and terrible screams from prehistory – with a hunger that cannot be satisfied!

## Scratchman [V117, L84, G12]

Your characters arrive at a remote Scottish island, when your holiday is cut short by the appearance of strange creatures – hideous scarecrows, who are preying on the local population. The islanders are living in fear, and the PCs vow to save them all. But it doesn't go to plan – they have fallen into a trap, and Scratchman is coming for them. With the fate of the universe hanging in the balance, they must battle an ancient force from another dimension, one who claims to be the Devil. Scratchman wants to know what they're most afraid of. And their worst nightmares are coming out to play...

## The Helm of Awe [V85, L57]

The TARDIS arrives on the remote Shetland isle of Bothness and its crewmembers find themselves threatened by Vikings! Only all is not as it seems. The locals are celebrating the old Norse fire festival of Up Helly Aa, so there's nothing to be worried about. Or is there? For, unknown to the islanders, the Player Characters are on the trail of an ancient artefact invested with mysterious powers that has recently been stolen and brought to this remote location. Somewhere on this island lurks something ancient, and evil, and alien. They will have to stop it. Only on this occasion time might not be on their side.

## The Genesis Chamber [V103, L87]

The TARDIS has landed on a human colony world. In the city, where the inhabitants rely on advanced technology to create their children, a marriage is due to take place. But not everyone supports it, and a crash might just prevent it for good. In the commune outside live the savages, shunned and detested by the city folk. But they have recently been visited by a man, charismatic and handsome, who may yet be their saviour – or their doom. Two different sides, ready for conflict. But neither realises that a third force threatens their very existence...

## The Sons of Kaldor [L73]

Finding themselves in a seemingly deserted spaceship on an alien world, your characters stumble into some familiar foes – the Voc robots from the planet Kaldor – and... something else. Something outside. Trying to get in. Reviving the robot's Kaldoran commander from hibernation, your travellers discover that they've found themselves in the middle of a civil war. The ship was hunting the Sons of Kaldor, an armed resistance group working with alien mercenaries to initiate regime change on their homeworld. But now the Sons of Kaldor may have found them. They will have to pick a side. Or die.

## The Crowmarsh Experiment [V120]

When attacked on an alien world, one of your time travellers falls unconscious... only to wake in another time, another place. They are in the Crowmarsh Institute on Earth, in London, in 1978, and everyone is calling them Doctor Marshall. They are told the world they have known is but a fantasy, a delusion, and that this place is the one that is real. Surrounded by familiar faces on unfamiliar people, they know what is true and what is false. But how long can they believe when everyone around them says it's a dream? What's really happening here?

## The Mind Runners/The Demon Rises [V113, V114, L60]

It used to be fun, Mind Running. Hopping into the heads of total strangers to see what they saw, feel what they felt. But one by one the Mind Runners are dying in a wave of suicides. And no-one on the planet Chaldera knows why. Your time travellers arrive in the city that covers all of this dying world as it prepares to evacuate its people, and immediately find themselves involved in a mystery. Who or what is responsible for the wave of death? Is it the motorised cult known as the Digitals? The enigmatic Mr Shift? Or did all the victims attempt to run the Night Mind, the demonic consciousness of legend that is so twisted and evil that it drives mad all who touch it? The TARDIS crew are about to find out.



**The Shadow of London** [L78]

The TARDIS materialises in the backstreets of London in the 1940s. But England's capital is oddly quiet. There are no cars and very few pedestrians... whilst those people your crew do meet appear really quite English indeed. And all the while they are monitored by cameras feeding images into a secret control room. Something strange is happening in the city. Traitors are running wild... and nothing and no one are quite as they seem.

**The Bad Penny** [V105]

In the 1970s, hotelier Ron Tulip is having a difficult time. Many of his customers seem to be absconding without payment. The few who remain complain of strange noises and terrible sleep. And to top it all he's just been summoned to the VIP suite... which is something of a problem as he didn't even realise the hotel had one. When turbulence in time takes the TARDIS off course, the TARDISers find themselves visiting the same establishment and in the middle of a temporal paradox and a terrible plan. Because that's the thing about the Cross-Keys hotel. You can check in... but you can never leave.

**Kill the Doctor!** [V121, L64]

The TARDIS crew arrive on the planet Drummond, an Earth colony in the far future where everybody uses handheld computers from morning to night. Rania Chuma is the mastermind behind Rene.net, the datastream network that tells you everything you need to know. Anyone who's anyone uses Rene.net. But ever since Rania was young, she's heard a voice in her head. That voice is the key to Rene.net's success. And it's a voice you might find familiar. Whilst the companions chase a thief, your Time Lord looks into the planet's datastream and something evil looks back. A subliminal command flashes through Rene.net to Drummond's entire population: 'Kill the Time Lord'. When the entire planet is against you, where can you possibly hide?

**The Age of Sutekh** [V121, L64]

Following the events of Kill the Doctor!... The world has changed. And the evil Osiran Sutekh is returning. As blood sacrifices and worship boost the strength of the God of War, servicer robots walk the streets, killing those who have not converted. Some time travellers must work with the homeless population of the city, while others co-operate with the police. A brutal battle is ready to begin. And if your time travellers fail, everyone in the galaxy will perish.

**Night of the Vashta Nerada** [A36, L70]

Funworld was set to be the happiest planet in the galaxy. A planet of joy, of euphoria, of laughter and delight. Except construction was marred by reports of a predator and then, a few days before opening, all communication ceased. Owner Georgia Donnelly is desperate to open the resort and has hired Amanda Steele's crew to find out what happened on the planet. They're the best. But even they might not be up to the task. Joined by your PCs and being picked off one by one, they slowly start to realise that something terrifying lurks in the shadows.

**The Sinestran Kill** [A34, V122]

When your TARDIS crew decides to trace an anomalous energy signature on twentieth-Century Earth, they stumble into an assassination attempt. Gangland thugs are trying to murder a seemingly innocent shopkeeper, and it's only their intervention that prevents a tragedy. But why do the gangsters want the shopkeeper dead? And what does this have to do with alien technology? The first stages of a grand conspiracy are about to be revealed. And finding the answers will take them on a journey like no other.

**Planet of the Drashigs** [A34, L62]

Your time travellers have arrived on DrashigWorld – a park where every known species of the terrifying predators has been gathered together to entertain and thrill the public. The familiar wetland Drashigs, the albino burrowing Drashigs of the desert, and deadliest of all, the tiny Emerald Drashigs of the rain forests. And it's not the best day to have arrived. The park has been shut down due to a visitor fatality. A Galactic Attractions inspector is on site meaning everyone is extremely tense and under pressure. It's exactly the right circumstances in which someone might make a mistake. And on DrashigWorld, mistakes are deadly.

**The Enchantress of Numbers** [A34, A35, V86]

The TARDIS lands in the grounds of Newstead Abbey, Nottinghamshire, in 1850. Mistaken for a medic and his maid, your TARDISers are brought to meet Ada Lovelace – the mother of computing and daughter of Lord Byron – who has recently fallen ill. But your travellers are not here by chance. Something odd is happening on Earth, and they've determined that this place is the centre of it. Strange figures are walking the land. Strange figures wearing bird-like masks. What do they want with Ada? And how will it change the future of humanity?

**The False Guardian/Time's Assassin** [A34, V91, V122, L74]

On a desolate world that seems somehow familiar, the TARDIS crew discover that something is wrong with time. The inhabitants of an unusual complex are experimenting at the command of their enigmatic director... somebody who has quite a strong grudge against your Time Lord. Facing an old foe who was presumed dead, the travellers are soon trapped in a diabolical scheme. But is it just the tip of the iceberg? But the mysterious Director is not the only danger to the crew. Deadly experiments are coming to a head, and everyone's life is at risk. However, the greatest threat is yet to come. The Syndicate's plans are in motion... and no one is safe from them.

**Fever Island** [A34, A44, L67]

Jason Vane is England's suavest secret agent, and today he's on his deadliest mission yet. Tracking down the evil Okulov... before he destroys the world. Your characters are, in contrast, finding their own mission a little hard to complete. A strange storm in the vortex has swept them back in time, back to Earth in 1978 and a strange place called "Fever Island". A place where their worst nightmares are about to come true...

**The Perfect Prisoners** [A34, V91, V122, G12]

Hot on the trail of the Syndicate, your TARDIS crew runs straight into trouble. After contending with killer robots and dangerous aliens, the clues lead straight to a machine that can literally make your dreams come true. A device that in the wrong hands could lead to misery for billions. But who's the real villain here? And what exactly is their master plan? Once secrets have been revealed, an epic journey across space leads your PCs to the true mastermind of the Syndicate conspiracy. Alliances will shift. Friends will die. Can they come out of this alive?

**Wave of Destruction** [L83]

A modulated frequency wave cancellation signal isn't something you expect to detect in 1960s London. But then you don't expect to find Professor Lanchester, the man who invented it, lying unconscious. Or MI5 investigating. With the help of MI5 Agent Miller, Lanchester's daughter Jill, and his nephew a pirate radio DJ called Mark, your TARDISeers investigate. They soon discover that there is more at risk than they imagined, and an alien invasion is about to begin. Can they identify and defeat the aliens in time? Will they manage to find a recombinant transducer before it's too late?

**The Labyrinth of Buda Castle** [V126]

Your time travellers land in Budapest, intent on enjoying a holiday, but shortly after landing they find themselves too late to save the life of a man who has seemingly been attacked by a vampire. As they learn that this is the latest in a series of violent attacks, it becomes clear that they have stumbled onto something that needs investigating. Aided by a vampire hunter who is searching for Dracula, they look into the nearby Buda caves, currently being used for storage by the military – and find that the soldiers have problems of their own. Stalked through the tunnels by a monster, and up against an ancient evil, the race is on to escape alive – and foil the dastardly schemes of the maniacal Zoltán Frid.

**The Paradox Planet/Legacy of Death** [L55]

Whilst travelling in the vortex, the TARDIS is struck by an advanced war machine – a Time Tank! Its crew must pursue the Tank to Aoris, a world quite literally at war with itself. Soldiers from the future are attacking the past of their own planet – gathering resources and stealing endangered species. But the past is not without weapons of its own – leaving deadly devices ready to trigger many years ahead after their enemies have been born. Trapped at opposite ends of a temporal war, the PCs have two time zones to save. But who is in the right, and who in the wrong? And when history itself is against you, can anybody actually win?

**Gallery of Ghouls** [V102]

When the TARDIS lands in Brighton your characters have the chance to spend some time at the seaside. But with it being too early for the opening of the Pavilion, they have to look elsewhere for their entertainment – perhaps Madame Tissot's travelling waxworks, recently arrived in town? But they're not the only ones interested in her Exposition. When an unusual thief commits an unusual theft, the time travellers are on the case. What exactly

is the sinister secret of Goole's Gallery? Is Tissot's heading for a meltdown? And what does it all have to do with the head of Marie Antoinette?

**The Trouble with Drax** [V96, L54, G10]

Altrazar. The temporal Atlantis, a place lost to time. Believed by many to be a myth, it has long been the perfect location for the rich and powerful to hide away their most dangerous secrets. Until now. Because the somewhat crooked, not exactly honest, wheeler-dealer cockney Time Lord known as Drax has found a map that leads to its location. And, at the behest of a manipulative businessman, he's going to use it. When the TARDIS is dragged out of the space-time vortex, its crew aren't best pleased to see the Doctor's old school friend, even less when he pressgangs them into joining a raid on the most secure safe-house in history. However with the companions held hostage, the Time Lord has little choice but to agree. With Drax in tow, they head for the planet. Which is where the trouble starts.

**The Pursuit of History/Casualties of Time** [V112, V115]

On a brisk winter's morning in 1850s Yorkshire, Cuthbert, head of the intergalactic business known as "The Conglomerate" prepares to hijack a very special train. In the far future, his assistant, Mr Dorrick is awoken by howling alarms. There is a problem with the Quantum Gateway. In the TARDIS, your time travellers detect strange distortions in the Vortex, an energy stream coming from a strange creature called a Laan. The threads of a plan centuries in the making are coming together. But who is behind this plan? And can anyone possibly escape when history is against them?

**Doctor Who and the Krikkitmen** [V100, V104, V108, L76]

Intergalactic war? That's just not cricket... or is it? The award ceremony after a cricket match is interrupted by eleven figures in white uniforms and peaked skull helmets, wielding bat-shaped weapons that fire lethal bolts of light into the screaming crowd. The Krikkitmen are back. Millions of years ago, the people of Krikkit learned they were not alone in the universe, and promptly launched a xenophobic crusade to wipe out all other life-forms. After a long and bloody conflict, the Time Lords imprisoned Krikkit within an envelope of Slow Time, a prison that could only be opened with the Wicket Gate key, a device that resembles – to human eyes, at least – an oversized set of cricket stumps... From Earth to Gallifrey, from Bethselamin to Devalin, from Krikkit to Mareeve II to the far edge of infinity, your TARDISeers are tugged into a pan-galactic conga with fate as they rush to stop the Krikkitmen gaining all five pieces of the key. If they fail, the entire cosmos faces a fiery retribution that will leave nothing but ashes...

**The Beast of Kravenos** [A43, V107]

You have returned to Victorian London and been reunited with your old friends Professor George Litefoot and Henry Gordon Jago. However this is not merely a social visit. A terrifying crime spree is sweeping the capital, and the burglaries of "The Knave" defy all logic. Something impossibly dangerous is taking place amid the fog. Only your time travellers and their friends can stop

it... but can they be sure they're all on the same side?

**The Eternal Battle** [L85]

The TARDIS has landed in a war zone. Your TARDISers find themselves traipsing through an inhospitable battlefield. Strange lights flicker in the sky, and stranger creatures lurk in the darkness. When rescued from an attack by a Sontaran tank, they discover they're facing a far more dangerous foe than the battle-hungry clones. This terrifying fight has been going on longer than anyone can remember... and shows no signs of stopping. With the TARDIS missing and their luck running thin, the PCs' only hope of survival is to uncover the truth about what is happening on this planet. If they can discover the secret of the eternal battle they might just survive... but it might just mean the end of them all.

**The Silent Scream** [V95]

On the set of a busy Hollywood movie in the late 1920s, a damsel is in distress! As cameras roll, she opens her mouth to scream and... nothing comes out. Nothing at all. It's happened again. The TARDIS crew has arrived in a terrified Tinseltown. A new film is being made and several stars of the silent screen are viewing it as a potential comeback... but it may prove a poisoned chalice. Actors are vanishing and strange creatures stalk the streets. Something evil is lurking behind the scenery. Can they stop it when they don't have a voice? It's time for their close-up.

**Dethras** [A38, A42, V101]

In the control room of a World War 2 submarine something strange has started to happen. As the ship runs out of control, its crew begin to fall unconscious... Finding the submarine in the last place they'd have expected, the Player Characters are confronted by a mystery. Once fully populated, there are now only three men on board. And there's now also a chimpanzee. What has happened to the rest of the crew? What are the strange noises they can hear outside the hull? And most importantly, who, or what, is Dethras?

**The Haunting of Malkin Place** [A45, A46]

Whilst on the way to visit the birthplace of MR James, a chance encounter with a spiritualist on a train sends the PCs on the trail of a ghost. It's the most convincing case of haunting he's ever heard of, he tells them. And so, on their arrival, does it appear to be. Things go bump in the night at Malkin Place. The voice of a crying child. Birds bursting into flight. Strange movements in a séance. Is there a rational explanation? Must science always be the answer to everything?

**Subterranea** [V119, L59]

The TARDIS is going underground. When your time travellers find themselves buried beneath the surface of an alien world, they're soon swallowed up by a giant burrowing machine. This is where the inhabitants of this planet live – in huge, constantly moving Drill-towns, chewing up the fuel and resources of the planet in order to survive. But something else lurks in the earth. Something that feeds on the Drill-towns. Something that is relentless and will not stop. The Silex are hunting.

**The Movellan Grave** [V88]

When an archaeological dig in 1980s England finds a Movellan power pack buried amongst Iron Age artefacts, the PCs have no choice but to investigate. And what they discover is worrying indeed. A Movellan ship is buried under the ground. Soon the robotic enemies of the Daleks are making their way to the surface, but they are not the biggest threat humanity faces. Because on board this ship is the greatest weapon the Movellans have ever devised. A weapon that could stop the Daleks forever... and anything else that gets in their way.



**The Skin of the Sleek/The Thief Who Stole Time** [V116, L68, G11]

On the planet Funderell you can walk on the ocean. The surface holds you when you move, but if you stand still, you sink. Lights shift in the fathoms and great shapes move beneath your feet – schools of giant electric eels known as Sleek. There is no solid land and the only locals are the Wavewalkers, hunters who live in floating villages. But recently some strangers have arrived, pursuing their own distinct agenda. When the PCs lose the TARDIS to the deep, they need help. Which makes finding a fellow Time Lord on the planet very useful. The fact that Time Lord is Sartia, an old friend, is even better! But this is a planet of secrets. Be careful when you explore its depths. You may just drown.

**Purgatory 12** [L81]

The TARDIS lands on an isolated space rock... and the Player Characters immediately find it drawn towards a nearby asteroid. The asteroid has air and gravity unequal to its size and is strewn with the wrecks of spaceships. Veins and pools of rust are everywhere. They may discover the asteroid is a penal colony housing a gang of alien convicts – but resources are low, and they’re starting to starve. Escaping the prisoners is only the first part of the time travellers’ troubles. Because there’s a sinister presence at the heart of the asteroid... and it won’t release them quite as easily.

**Chase the Night** [L52]

The TARDIS lands in an alien tropical rainforest at night where its crew members discover a set of rails stretching through the undergrowth. These tracks carry a long-crashed spaceship that’s been converted to run along them like a train. The ship has to keep moving because only the night-side of the world is habitable. The sun on the day-side burns so hot that everything on the surface is turned to ash. But the stress and strain of the constant movement is beginning to take its toll on the ship. Parts are starting to break down, and the relentless heat gets ever closer – but the greatest danger may be on the inside...



**The Planet of Witches** [L79]

The TARDIS detects the trail of a large spacecraft, leading towards a misty yellow planet. Arriving just in time to witness a crash-landing in the planet’s swamps, the TARDISers discover a number of escaping prisoners fleeing from someone claiming to be a Witchfinder... whilst terrifying “familiar” float around them. For this is the planet of the witches...

**The Quest of the Engineer** [L65]

The TARDIS lands on a strange planet with a surface that shifts and changes constantly. Losing their ship down a fissure, your time travellers venture into the depths of this world and encounter the man who rules this place – a man known only as “the Engineer”. He tells them that he’s on a quest for illumination, and to find a rumoured portal in space that may lead to another reality, with knowledge unknown in this universe. But can he be trusted? And who is he really?

**The Thing from the Sea** [V84, V89, V106]

In 18th Century coastal Italy, the local fishermen haul in an extraordinary catch: a gigantic serpent. Your characters might identify it as an alien, but to the ailing locals, this fabled sea creature has the capacity to heal them – if only Count Otto will share it with them. But will they find themselves snared by the wicked power of a seemingly immortal magician, the infamous Cagliostro?

**The Winged Coven** [V87, L72]

Strange things are afoot in the local woods near Hexford, England. The local postmistress is in an almost desiccated state, and one might witness sinister behaviour at the local mini-mart. Your TARDISers investigate a new shop that has opened in the village, run by the glamorously beguiling Camilla Cookson. Soon they realise that a secret society has formed in Hexford. But what role has Mrs Wibbsey herself unwittingly played in all of this? It’s time to penetrate the winged coven – but what the PCs discover at its heart is the greatest horror of all.

## NEW TRAIT INDEX

*To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook. See the Fourth Doctor Expanded Universe Sourcebook for the complete list.*

**NEW CHARACTER TRAITS**

A Man Out of Time	A45
Absorption (Natural Weapon)	V114
Amorphous Flesh	V102
Analopia	L64
Block Transfer Jiggery-Pokery	A35
Coalescent Protrusions	V92
Disembodied Entity	V121
Dream Creature	L58
Hyper-Evolution	A38
Mutagenic Adaptation	V118
Projection Gaze	V111
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## WORDS

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### NOVELS

Doctor Who and the Krikkitmen by James Goss  
Scratchman by Tom Baker and James Goss

### AUDIOS

Wave of Destruction by Justin Richards  
The Labyrinth of Buda Castle by Eddie Robson  
The Paradox Planet/Legacy of Death by Jonathan Morris  
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The Trouble With Drax by John Dorney  
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The Quest of the Engineer by Andrew Smith  
The Genesis Chamber by Philip Hinchcliffe, adapted by Marc Platt  
The Helm of Awe by Philip Hinchcliffe, adapted by Marc Platt  
Night of the Vashta Nerada by John Dorney  
Someone I Once Knew by John Dorney  
Collision Course by Guy Adams  
Black Dog by Dale Smith  
#HarrySullivan by Eddie Robson  
The Thing from the Sea by Paul Magrs  
The Winged Coven by Paul Magrs

### SHORT STORIES

The Two-Timer by Jenny O'Connor, published in Doctor Who Magazine #26  
The Voton Terror, published in Doctor Who Annual 1981  
Sweet Flower of Uthe, published in Doctor Who Annual 1981  
Punting by Susie Day, published in The Target Storybook

### COMICS

Doomcloud, published in the Mighty Midget Doctor Who Comic in TV Comic #1292  
The False Planet by John Canning, published in TV Comic #1312-1317  
Milena, published in TV Comic Annual 1979  
The Sea Devil by John Canning, published in TV Comic Annual 1979  
The Naked Flame by Warwick Gray and Charlie Adlard, published in Doctor Who Yearbook 1995  
Gaze of the Medusa by Gordon Rennie, Emma Beeby, and Brian Williamson, published in Doctor Who: The Fourth Doctor #1-5 (Titan Books)

### 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)  
Ahistory [2012-13 Update] by Lance Parkin (Mad Norwegian Press, Kindle edition only)  
The Comic Strip Companion: The Unofficial and Unauthorised Guide to Doctor Who in Comics: 1964-1979 by Paul Scoones (Telos)

### ON THE WEB

Altered Vistas: In the Comics – The Fourth Doctor  
[http://alteredvistas.co.uk/html/fourth\\_doctor\\_part\\_one.html](http://alteredvistas.co.uk/html/fourth_doctor_part_one.html)  
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