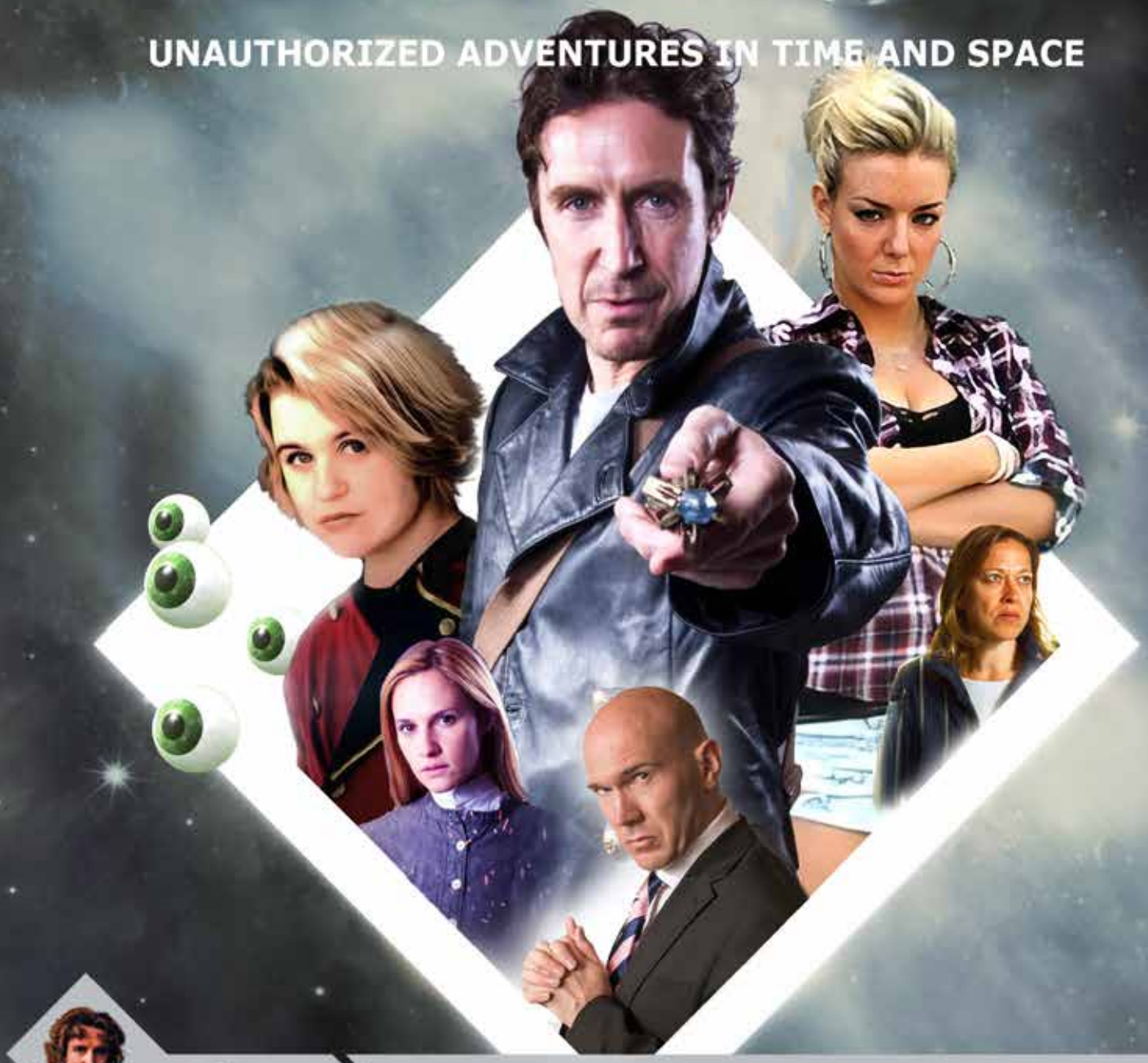
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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE





8TH DOCTOR 1996

EXPANDED UNIVERSE SOURCEBOOK VOL.2

The Eighth Doctor Expanded Universe Sourcebook Vol.2
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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





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WELCOME TO THE EXPANDED UNIVERSE

Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 61 years later, we've seen 26 seasons of the original series, fourteen and counting of the new series, and more than fourteen Doctors.



That's if you were only watching television.

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

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

In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artefacts to discover, all from books, audios and comics based on the Eighth Doctor's adventures. Now, the Eighth Doctor was a very busy Time Lord, and putting all of his extracanonical adventures in the same book would be a difficult endeavour. So we've divided them across threee volumes. Before you is volume 2, which covers all his adventures after meeting Charlie Pollard. This means this book is mostly concerned with Big Finish's audio adventures for the Eight Doctor. Volume 1 already covered his stories between the TV Movie and the Big Finish era (the novels), and the Time War Expanded Universe Sourcebook will cover his participation (and others', including the War Doctor's) in the Time War.

To make this book as useful as possible, we've divided it by category (Companions and Allies, Monsters and Villains, Locations in Time and Space, and Gadgets and Artefacts) rather than by story (as Cubicle 7's Doctor sourcebooks have done), and because you might not have discovered these stories yet, we've tried to keep the spoilers to a minimum. Each section is numbered individually to help us add content even after initial publication (see Note, below). We should also start mentioning that though Cubicle 7 has produced a 2nd edition of the game, these sourcebooks follow 1st edition conventions to best partner with the official volumes.

But wait, there's more. We've also included a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did the Doctor have to face Zagreus? – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.



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

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





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

Storm Warning: The Doctor saves Charley Pollard from a doomed airship, changing history but gaining a companion.

Sword of Orion: The Doctor and Charley land in the Orion War and face the Cybermen.

The Stones of Venice: In the far future, our two friends are present as Venice sinks into the sea.

Minuet in Hell: Charley works at the Hellfire Club in America's newest state and meets the Brigadier.

Letting Go: Charley learns a lot about the Doctor when she visits the family of a dead hero.

The Man Who Wasn't There: The TARDIS crew seek out a Victorian explorer, and discover a scheme to change history.

The Mummy Speaks!: The Doctor and Charley encounter a talking mummy at the Carnaval de Paris.

Eclipse: On the planet Pteron, the TARDIS crew face moth-like creatures.

The Slaying of the Writhing Mass: The Doctor and Charley are temporal tourists at a pivotal event in planet Ileiko's history.

Heart of Orion: The TARDIS lands in the middle of the Orion War again.

Hall of the Ten Thousand: The Doctor brings Charley to an alien art gallery.

The End of the Beginning: Three incarnations of the Doctor work together against an enemy hunting them.

Together in Eclectic Dreams: Mari, one of the Sixth Doctor's companions, encounters the Eighth in her dreams.

If I Should Die Before I Wake: The Doctor and Charley find themselves in a monster-filled labyrinth.

The Crowd: While hunting for the Crowd, the Doctor and Charley cross paths with the assassin known as Doom in Medieval England.

The Devouring: While Charley spends some time in Tibet, the Doctor meets Lady Audacity Montague and invites her to become his new travelling companion to save her from the Devouring.

The Great Cyber-War: Audacity's first trip is to a golden space-station above the planet Voga during the Great Cyber-War, after which the Doctor collects Charley.

Twenty-Four Doors in December: While staying at 107 Baker Street, the Doctor and friends help a department store Santa.

The Empty Man: The Doctor accidentally releases a monster in 1940s London on Christmas Eve.

Winter of the Demon: The Doctor, Charley and Audacity investigate a series of deaths in 1880s Edinburgh.

Invaders from Mars: Alien shenanigans during Orson Welles' broadcast of *The War of the Worlds*.

The Chimes of Midnight: The TARDIS crew is trapped in a house where people are murdered every hour, on the hour.

Living Legend: Charley plays Time Lord to save humanity from the Threllip Empire.

Seasons of Fear: The TARDISeers search history for the man who killed (will kill) the Doctor.

Embrace the Darkness: An artificial life-form threatens all life on Cimmeria IV.

Venus: The Doctor and Charley have dinner on a ship about to crash into Venus.

Solitaire: Charley meets the Celestial Toymaker.

Enemy Aliens: The Doctor and Charley are accused of murder in 1930s London.

The Time of the Daleks: A Dalek scheme seems to have erased Shakespeare from existence.

Apocrypha Bipedium: While attempting to return young Will Shakespeare home, the TARDIS crew visits Asia Minor and the Doctor is briefly reunited with Vicki.

Foreshadowing: The TARDIS crew visit an RAF base to stop a Time Roach.

Neverland: Charley's paradoxical survival comes home to roost as Gallifrey takes an interest.

Zagreus: The Doctor faces an ancient evil – Zagreus! To keep it from destroying our universe, he and Charley are exiled to the Divergent Universe.

Scherzo: The Doctor and Charley are trapped in an evolution chamber, in a timeless universe, and have lost the TARDIS.

The Creed of the Kromon: C'rizz joins Charley and the Doctor on their quest to find the TARDIS, taking him away from his people.

The Natural History of Fear: The team's memories are used in a social experiment in Light City.

The Twilight Kingdom: The Doctor and his friends face a creature in a dark cave.

Faith Stealer: The travellers discover a community that practices many religions.

The Last: The heroes are trapped on a dying world readying for evacuation.

Caerdroia: The TARDIS is found inside a surreal maze.

The Next Life: The Doctor faces Rassilon as the Divergent Universe ends.

Terror Firma: On his return to N-Space, the Doctor faces Davros and the Daleks.

Scaredy Cat: The Doctor, Charley and C'rizz visit an Edenic planet with a mind of its own.

Other Lives: The TARDISeers foil a plot to dethrone Queen Victoria.

Time Works: The TARDIS lands in between times, a world ruled by the Clockmen.

Something Inside: The Doctor visits the Cube, where telepathy is forbidden.

Memory Lane: The TARDIS crew find themselves in a strange suburban prison.

The Battle of Giant's Causeway – In Ireland in 55BC, the Doctor and his friends encounter a battalion of Sontarans who believe they are Roman legionaries!

Absolution: C'rizz is killed in a dead zone in space.

The Girl Who Never Was: In the wake of C'rizz's death, Charley

asks to be brought home, but Cybermen must be defeated first.

Gazing Void: The Doctor, now travelling alone, visits an old tyrant he once defeated.

Not in My Back Yard: The Doctor takes Ayfai to a Christmas do.

DS AI Fine: Someone is killing people who have heard a certain piece of music and the Doctor gets to the bottom of it.

Nettles: The Doctor recruits former companion Lady Bazima to a silent rebellion on Valdamar IV, then to the TARDIS.

The Centenarian: The Doctor meets Edward Grainger, a man visited by the Doctor many times over the course of his life.

Blood of the Daleks: Lucie Miller joins the Doctor on his adventures after appearing on the TARDIS. First stop, foiling a plot to convert colonists into Daleks.

Horror of Glam Rock: In 1974, a diner known to attract glam rockers is under siege.

Immortal Beloved: The Doctor and Lucie help young lovers who don't want to become receptacles for their parents' minds.

Phobos: The TARDIS lands on Mars' moon Phobos, where the most extreme sports are played.

No More Lies: A time ship is attacked by Vortisaur-riding warriors.

Human Resources: The Headhunter finally catches up to Lucie and places her in an office job while the Doctor fights Cybermen.

The Dalek Trap: The TARDIS and a Dalek saucer find themselves on a planetoid inside a black hole's event horizon.

The Revolution Game: For her birthday, Lucie is taken to the games on Castus Sigma.

The House on the Edge of Chaos: The TARDIS lands on Horton's Orb, under threat from a static electricity creature.

Island of the Fendahl: The Doctor encounters the Fendahl again.

Dead London: The TARDISeers land in a maze made up of Londons from across history.

Max Warp: Murder and intrigue around a 21st-Century test flight attracts the Doctor's attention.

Brave New Town: The TARDIS lands in a resort town stuck in time.

The Skull of Sobek: The Doctor and Lucie tangle with crocodile-like aliens on Indigo 3.

Grand Theft Cosmos: In 19th-Century Sweden, the time travellers stymie attempts at stealing the famed Black Diamond.

All the Fun of the Fair: The TARDIS is taken for a fairground attraction.

The Young Lions: The Doctor and Lucie stop in Little Morton, where local soldiers are surprisingly healthy.

Flashpoint: Lucie is stranded on the surface of a stormy world.

The Zygon Who Fell to Earth: The Doctor and Lucie tangle with Zygons in the 1980s.

The Curse of the Fugue: Lucie plays carer to a secretive old woman in a care home.

Sisters of the Flame/The Vengeance of Morbius: The Sisters of Karn and Morbius return! In the end, the Doctor is believed dead and Lucie is returned to Earth by the Time Lords.

Orbis: Lucie is pulled back into a life of adventure when she is taken to Orbis where the Doctor has been searching for her for centuries.

Hothouse: On 21st-Century Earth, the Krynoid rise again.

The Beast of Orlok: The TARDIS crew fight a beast from folklore in 1827 Germany.

Wirrn Dawn: The Doctor and Lucie find themselves In a military outpost besieged by Wirrn.

The Scapegoat: Lucie becomes part of a theatre of horrors in Nazi-occupied France.

The Cannibalists: The TARDIS lands in a space station populated only by robots.

The Eight Truths/Worldwide Web: The Spiders of Metebelis III make a bid for Earth.

Death in Blackpool: Christmas in Blackpool is ruined by Zygons, and Lucie leaves the Doctor's company.

An Earthly Child: The Doctor visits an adult Susan and helps straighten out her son, Alex.

Running Out of Time: The Doctor helps Jeff Smith with an alien witch's spell.

Quantum Heresy: A creature from another reality tries to break into our own.

Situation Vacant: A personal ad to travel in the TARDIS brings several possible companions to the Doctor. He selects Tamsin Drew.

Nevermore: The Doctor and Tamsin visit a terrible world based on Edgar Alan Poe's imagination.

The Book of Kells: The TARDISeers find the Meddling Monk in an 11th-Century abbey.

Deimos/The Resurrection of Mars: The TARDIS lands on Mars' moon Deimos, where Ice Warriors might be revived with the help of the Monk. Tamsin leaves with him and Lucie Miller returns to the fold.

Relative Dimensions: The Doctor's attempt to give Lucie a perfect Christmas with him, Susan and Alex, resulting in Lucie staying with the latter.

The Turn of the Screw: The Doctor's sonic screwdriver is stolen and he aims to get it back before others do.

Prisoner of the Sun: The Doctor spends 6 years as a prisoner of the liquid Mercurials.

Lucie Miller/To the Death: Lucie, Tamsin, Susan and Alex save the Doctor from the Monk. Only Susan survives the ordeal, sending the Doctor into a deep depression.

The Great War: On a mission for the Time Lords in World War I, the Doctor meets nurse Molly O'Sullivan and makes her his companion. The Doctor starts wearing his leather jacket.

Fugitives: The Doctor and Molly encounter Daleks at different points in history.

Tangled Web: The Daleks' schemes continue as the Doctor aims to find out what happened to Molly when she was two.

X and the Daleks: The Doctor puts a stop to the Dalek Time Controller's plans, then returns Molly to her time.

Till Death Us Do Part: Jenny Flint's relationship with Madame Vastra runs into problems when she tries to buy a wedding dress from Miss Faversham, whose betrothed seems to be the Eighth Doctor!

The Truth of Peladon: The Doctor helps a seamstress create a cloak on Peladon.

The White Room: The Doctor finds Molly on Baker Street, and back in WWI, the Vyrans are up to no good.

Time's Horizon: On a ship at the edge of the universe, the Doctor

and Molly meet past and future companion Liv Chenka and fight the Eminence. A new incarnation of the Master rears his bald head.

Eyes of the Master: The Doctor, Molly and Liv find the reborn Master in 1970s London.

The Traitor: The Doctor leaves Molly and Liv on Earth so he can meet Liv in the proper order, on a Dalek-occupied world.

The World Beyond and the Trees: In 1972, Liv is visited by the Doctor in her dreams.

The Death of Hope: Molly is kidnapped by the Master to deal with the Eminence on Heron's World, while the Doctor is arrested by the Time Lords.

The Reviled: The Eminence War continues to rage. The Doctor and Liv are sent to the oppressed Ramossans to help.

Masterplan: The Doctor and the Master are trapped together on a doomed ship.

Rule of the Eminence: The Eminence War ends and the Master is defeated, but the Time Lords decree Molly is too dangerous to travel with the Doctor, so Liv officially starts travelling with him instead.

A Life in the Day: A mysterious woman hunts Liv down in 1921 London.

The Monster of Montmartre: The Doctor and Liv's investigations bring them to Paris, where a monster stalks the streets.

Master of the Daleks: The Master and the Dalek Time Controller forge an alliance in an alternate 1961 Moscow.

Eye of Darkness: Molly sacrifices her life as the Eminence/Master/Dalek Time Controller arc comes to an end at the Eye of Orion.

The Eleven: After travelling together for years, Doctor and Liv are called to Gallifrey to hunt the Eleven, a Time Lord criminal.

The Red Lady: Hunting the Eleven in 1963, the Doctor is sidetracked by the Red Lady. Helen Sinclair joins the TARDIS crew.

The Galileo Trap: The TARDIS crew meet Galileo.

The Satanic Mill: The Doctor and his friends track the Eleven to a Victorian space station.

Beachhead: The Voord attack Earth.

Scenes From Her Life: On the other side of the universe, the TARDIS crew encounters a new Time Lord villain – Caleera.

The Gift: The Doctor, Liv and Helen face a psychic threat in 1906 San Francisco.

The Sonomancer: River Song calls the Doctor to a mining planet as the Eleven returns.

Absent Friends: A village starts receiving phone calls from dead loved ones.

The Eighth Piece/The Doomsday Chronometer: The Doctor and his friends tangle with the Clockmaker.

The Crucible of Souls: A Time Lord calling himself the Nine pretends to be an incarnation of the Doctor.

Ship in a Bottle: The Doctor, Liv and Helen are trapped in an escape shuttle hurtling into non-time by the villainous Padrac.

Songs of Love: River and the Doctor go to the ancestral seat of the Time Lords.

The Side of the Angels: The Doctor stops a Time Lord alliance with the Weeping Angels from bearing fruit.

Stop the Clock: Helen appears lost at the end of the climactic battle with the Doctor's various Time Lord enemies.

Their Finest Hour: Searching for Helen, the Doctor and Liv stop by Earth to help Winston Churchill.

How to Make a Killing in Time Travel: The TARDIS is attracted by a disturbance in the vortex from Scapegrace space station.

World of Damnation/Sweet Salvation: The Doctor and Liv find Helen, but must get through the Eleven and the Kandyman to rescue her.

Escape from Kaldor: On Liv's homeworld, a shopping mall opening goes wrong when the Robots of Death attack.

Better Watch Out/Fairytale of Salzburg: The Doctor spends Christmas fighting the Krampus.

Seizure: The Eleven returns once more, but this time, he's being hunted by a new threat – the Ravanous.

Deeptime Frontier: A Ravanous clan threatens to hunt down the Doctor and his friends.

Companion Piece: The Doctor allies with the Eleven to get his companions, past and future, out of the Nine's prison.

L.E.G.E.N.D.: The TARDIS crew get information on the Ravenous from the L.E.G.E.N.D. database.

The Odds Against: The Doctor's team go to a Time Lord outpost where the Ravenous were once imprisoned.

Whisper: The Doctor brings the Eleven to the Still Foundation to recuperate from a battle with the Ravenous.

Planet of Dust/Day of the Master: The Ravenous kills the Master, leading to the crew meeting various incarnations of the Doctor's oldest enemy until the Master's timeline is restored.

Lost Property: The Doctor and his friends are trapped on Baker Street in 2020 until he can fix the TARDIS console, and meet the mysterious Curator and Tania Bell, who becomes part of the group.

Wild Animals: Liv gets a job at a convenience store, but is non-fatally shot in a robbery gone wrong.

Must-See TV: Televisions start to malfunction on Baker Street, which points to a handyman who is not what he seems.

Divine Intervention: Rarkelians from the future attack the Doctor to prevent him from doing something in the future.

Dead Time: The Doctor test pilots the TARDIS to a time when Earth is a dead world. Tania Bell, Sergeant Andy Davidson, and Robin Bright-Thompson get their first trip in the TARDIS.

UNIT Dating: The Doctor and Andy go to the 1970s to get a part for the TARDIS *from* the TARDIS.

Baker Street Irregulars: More Baker Street residents – Aisha and Zakia Akhtar – make their first trips in the TARDIS, to London during the Blitz.

The Long Way Round: The Doctor investigates 2050, which has gone wrong thanks to the Divine Intervention organisation.

Patience: The Doctor and his friends are hunted by Judoon in a paradoxical timeline.

Twisted Folklore: The TARDIS visits Rarkelia at a time when humanity – and Divine Intervention – rule the world with an iron fist.

Snow: The Doctor returns to Baker Street in 2030, where Divine Intervention is taking hold.

What Just Happened?: The final confrontation with Divine Intervention.

Crossed Lines: The Doctor returns to the events of *Dead Time* to try and change Robin's future.

Get Andy: The Doctor rescues Andy from his fate in *What Just Happened?*.

The Keys of Baker Street: The Doctor tries to prevent the Bright-Thompsons from ever moving to Baker Street. With the help of the Curator, the timeline is finally restored.

Best Year Ever: The Doctor, Liv and Helen finally leave Baker Street after the 2020 lockdown. A future Liv returns to Baker Street after further travels with the Doctor, having fallen in love with Tania.

Paradox of the Daleks: The TARDIS crew stop a Dalek temporal scheme.

The Dalby Spook: The TARDISeers compete with a famous paranormal debunker to solve an infamous case on the Isle of Man.

Here Lies Drax: The Doctor receives an invitation to Drax's funeral.

The Love Vampires: The TARDISeers visit a space station haunted by lost loves.

Albie's Angels: The Doctor and his companions encounter the Weeping Angels in 2025 Soho.

Birdsong: The TARDIS crew find themselves on a world inhabited by a pair of settlers threatened by something dark lurking in the forest.

Lost Hearts: In 1903, M.R. James helps the Doctor and his friends uncover a sinister secret society.

Slow Beasts: The Doctor takes Liv and Helen to see one of the Wonders of the Outer Galaxy, a planet on which the half-mile-high "Slow Beasts" stand almost frozen in time.

The Pictures of Josephine Day: Some time later (as Helen and Liv are no longer travelling in the TARDIS), the Doctor fights living paintings and gains a new companion – Josie Day. At this point, the Doctor is wearing the coat from *The Night of the Doctor*, though it is cleaner.

Music of the Spherions: The Doctor and Josie visit Lumin's World where a war rages between the Calexi and the Spherions.

The Silvering: The TARDISeers go to a dangerous magic show in 1850 Edinburgh.

Briarwood: Animated forests beset Briarwood House and ruin a jazz party.

A Matter of Life and Death: The TARDIS lands on a Bakri Resurrection Barge.

The Time Ball: The Doctor and Josie take a hand in a 19th-Century explorer's fate.

Empire of the Wolf: Some time later (Josie no longer travels in the TARDIS), the Doctor crosses paths with his eleventh incarnation and Rose Tyler.

Dr. Eighth: The Doctor takes part in a conflict between Silurians and Sea Devils.

The Teeth of Ice: The Doctor once again meets journalist James MacFarlane, this time in Antarctica, where an expedition is threatened by werewolf-like monsters.

Hellbound: The Master and Vienna Salvatori discover the Doctor is a prisoner of Axos on an unnamed planet.

Echoes of Extinction: The Doctor faces the Network while on a quest to visit the 700 Wonders of the Universe.

He Kills Me, He Kills Me Not: The Doctor finds one of the Wonders missing and meets an Ood assassin.

Canaries: The Doctor calls the Verbier Museum of the Impossible to give them a warning.

The Enemy of my Enemy: Recruited by the Dalek Time Squad, the Doctor investigates anomalies cause by a time fracture.

The Knight, the Fool and the Dead: The Eighth Doctor tries to stop the Tenth from becoming Time Lord Victorious.

All Flesh is Grass: The Eighth Doctor helps the Tenth renounce the title of Time Lord Victorious, and helps defend Gallifrey from the Dalek Time Squad.

Mutually Assured Destruction: The Doctor escapes the Dalek Time Squad's ship as the Last Great Time War looms.





COMPANIONS

C'RIZZ *(1st in The Creed of the Kromon)*

Shortly after the Doctor and Charley (see *A90*) entered the Divergent Universe (see *L142*), they encountered C'rizz (pronounced "ker-iz") on the planet Bortresoye (see *L118*). C'rizz is a Eutermesan, a member of a humanoid reptilian species native to the planet Eutermes in this universe. At some time in the past, a section of Eutermes was transported to Bortresoye, where it forms one of the planet's many zones. Like all Eutermesans, C'rizz has a vestigial exoskeleton, with bony protrusions running from the back of his neck and around his eyes, nose and mouth. He has the ability to change his skin colour to blend into the background or in response to his moods. C'rizz also has excellent hearing and his vision extends into the x-ray range of the spectrum. Eutermesans are emotional and mental chameleons as well as physical ones, and C'rizz's behaviour and personality are influenced by those around him.

In the Eutermesan Zone (see *L148*) on Bortresoye, C'rizz had been an adherent of the Church of the Foundation. He had turned aside from this path to marry his love, L'da (pronounced "ly-da"). But the Kromon (see *V239*) which had taken over the Eutermesan Zone captured L'da and subjected her to experimentation. They were trying to create a hybrid Kromon queen in order to widen their genetic pool, and the experiments transformed L'da into a gigantic slug-like breeding machine. L'da begged for death and, seeing no other way to save his beloved, C'rizz killed her to put her out of her misery.

After helping to overthrow the monstrous Kromon, C'rizz joined the Doctor and Charley on their journey through Bortresoye's zones. After they had recovered the TARDIS, he stayed with them when they returned to our Universe.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On the day of his wedding to L'da, C'rizz was given a moonstone pendant by his father, Guidance (see *A151*), which forms one half of a key to open a portal between the Divergent Universe and ours, though neither are aware of this. The other half is now in the possession of Perfection (see *V304*). Rassilon (see *V274*) has manipulated events to ensure that both halves will be brought to the Foundation World (see L*151*) so that he can escape the Divergent Universe.

Unknown to the Doctor and Charley, C'rizz is an emancipator, an adept in the Church of the Foundation

C'RIZZ



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

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

TRAITS
Alien
Alien Appearance
Alien Senses – X-ray vision
Camouflage
Dark Secret (Major) – C'rizz has killed in the name of his religion
Eccentric (Major) – C'rizz takes on some of the personality traits of those he spends time with, and can hear the voices of those he has killed
Emotional Complication (Major) – L'da's death
Empathic
Keen Senses (Minor) – Hearing
Psychic
Special – The Absolver: C'rizz Is a vessel for the souls of everyone he has killed, which are released if his reliquary is opened
Tough
Weakness (Minor) – Eutermesans are mental and emotional chameleons, leaving C'rizz susceptible to mental influence and having a -2 penalty to resist hypnotism or similar

EQUIPMENT
Moonstone pendant
The Absolver, C'rizz's reliquary (see *G26*)

TECH LEVEL: 6

STORY POINTS: 10

who absolves the sins of others by killing them. While he remains with the Doctor and Charley, this side of his personality is usually subdued unless influenced by others. C'rizz can converse with all those he has killed. He was created to be a vessel for their souls, being the Eutermesans' attempt to secure their own immortality, and has a small reliquary which is the key to releasing the souls from within him. C'rizz is mildly telepathic as a result of "absolving" somebody with this ability.

Eventually, on the planet Utebbadon-Tarria (see *L232*), C'rizz was granted immense psychic powers and transformed into an entity resembling Lucifer. But he retained enough control to deliberately absorb the effects of a genetic assimilator in order to save the Doctor and Charley, sacrificing his own life.

CHARLEY POLLARD *(1st in Storm Warning)*

Charlotte Elspeth Pollard, more usually called Charley by her friends and Lottie by her family, was born on 15th April 1912, the day the *Titanic* sank. She is the middle daughter of Lord Richard and Lady Louisa Pollard, having an older sister Margaret (Peggy) and a younger sister Cecilia (Sissy). Charley had an English upper-class upbringing, and was educated at boarding school and finishing school.

Charley was an adventurous child (or wilful and disobedient, as her mother put it) and a dreamer. Even while still at school, she became interested in the R101 airship, plans for the construction of which began in the early 1920s. In 1930, Charley met a young man, Alex Grayle, and they agreed to meet on New Year's Eve in Singapore. Styling herself an "Edwardian adventuress", she stowed away on board the R101 during its maiden overseas voyage by posing as a male steward.

History records that the R101 crashed in flames over France with no survivors. But Charley was rescued by the Doctor. Afterwards, she could still remember dying in the flames, the result of her now being a temporal anomaly. What neither she nor the Doctor realised at first was that Charley had become a source of chronon energy and that time was starting to unravel around her. For example, there were changes to the Web of Time so that Benjamin Franklin became President of the USA and William Shakespeare (see *A109*) was unknown.

The Doctor and Charley made a great team, sharing a joie de vivre. In fact, Charley fell quickly in love with the Time Lord. For a while, she believed that he needed her, but she later realised that it was her who needed him and that the Doctor did not return her love. As their travels continued and it became clear that Charley was now a living portal for anti-time, the Doctor became infected, temporarily transforming into Zagreus (see *V304*), and sent himself into exile in the Divergent Universe (see *L142*), where time does not exist. Although the Doctor tried to leave Charley behind, she crept back aboard the TARDIS and they shared a further series of adventures, shortly being joined by a new travelling companion, C'rizz (see *A89*), who eventually accompanied them back into our Universe.

CHARLEY POLLARD



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

SKILLS

Athletics 2, Convince 3, Knowledge 3, Medicine 2, Science 2, Subterfuge 3 (AoE: Deception), Survival 2, Technology 1

TRAITS

Attractive
Brave
Charming
Devotion – The Doctor*
Insatiable Curiosity
Run for Your Life!
Special Bad – Living Paradox: Charley is a danger to the stability of the Web of Time and is a magnet for temporal paradoxes and instability*
Upper Class

*Charley later loses both of these Traits.

TECH LEVEL: 4
STORY POINTS: 12

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When C'rizz sacrificed himself to save them on Utebbadon-Tarria (see *L232*), Charley was shocked that the Doctor simply started to plan their next journey. Appalled at the Doctor's apparent lack of feelings, she demanded to be taken back to the R101's crash site, where she would take on a new identity to prevent herself being any threat to the Web of Time. However, the TARDIS landed in 2008 instead, and after a final adventure, Charley was marooned on an island in the far future. Ever-resourceful, she built a crystal radio to send SOS messages, and the TARDIS eventually materialised… but with the Sixth Doctor at the controls. Charley now has a new Doctor to get used to. One who must never know what the future has in store for him…

Charley's story continues in *The Sixth Doctor Expanded Universe Sourcebook.*

THE CURATOR *(1st in Lost Property)*

Many lifetimes into his future, when the Doctor finally decided he wanted to retire from "getting involved", he returned to his favourite planet and took up a position at the Under-Gallery beneath the National Gallery in London. Titling himself "the Curator", he is responsible for looking after the Under-Gallery's collection of artworks deemed too dangerous for public access.

The Curator has retained his TARDIS, still in its old police box form. Although he can be at the Under-Gallery when he's needed, he's otherwise free to do what he wishes. One of his sidelines is to keep a quiet eye on 107 Baker Street (see *L105*), a house the Doctor acquired way back in one of his earliest incarnations. Apart from that, he's always on the lookout for new pieces for the Under-Gallery, and he can often be found feeding the birds in Trafalgar Square or one of London's parks.

Although the most famous form that the Curator takes is an elderly version of the Fourth Doctor, he is by this stage of his life "regeneration-fluid". His physical form is flexible and he tends to switch between some of "the old favourites", as he puts it, taking on not only their appearances (though at an advanced age) but also aspects of their personalities. The Eighth Doctor and his friends encountered the Curator when he resembled an elderly Sixth Doctor, and Tania Bell (see *A108*) was given her key to 107 Baker Street by a version which she described as "all bowties and elbows".

The Curator is a cryptic character with a tendency to make enigmatic comments rather than plain statements. The "Sixth Curator" proved to be particularly adept at this and is Machiavellian in his planning, so much so that the Eighth Doctor expressed surprise that he didn't have a Scottish accent! This aspect wears a colourful, striped waistcoat, echoing the Sixth Doctor's patchwork coat, with a cat motif. He is more pragmatic than some of his other selves and bends the rules to help when he can.

REGENERATION-FLUID – MINOR GOOD TIME LORD TRAIT

A Time Lord character with this Trait can spend 1 Story Point to change their appearance to resemble any of their previous incarnations, albeit in an elderly form. Although most of the character's stats remain the same, up to 5 points of Attributes, Skills and Traits can be "rearranged" to allow the new version to more closely reflect the relevant incarnation's appearance, personality or interests.

In addition to being a Time Lord, this Trait has pre-requisites of Tailored Regeneration and at least ten levels of Time Lord (Experienced).

THE CURATOR



AWARENESS	4	PRESENCE	5
COORDINATION	1	RESOLVE	5
INGENUITY	10	STRENGTH	1

SKILLS
Convince 5, Craft 2, Knowledge 6, Medicine 3, Science 5, Subterfuge 4, Survival 2, Technology 5, Transport 3

TRAITS
Artron Battery
Bio-rhythmic Control
Boffin
Brave
Code of Conduct (Minor) – His moral code
Distinctive
Eccentric (Major) – Enigmatic and Machiavellian
Feel the Turn of the Universe
Friends (Major) – UNIT
Hypnosis (Minor)
Indomitable
Insatiable Curiosity
Obligation (Major) – The Under-Gallery
Psychic
Regeneration-Fluid
Resourceful Pockets
Sesquipedalian
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced (multiple instances: the Curator has regenerated many, many times)
Time Traveller (Special) – All Tech Levels
Unadventurous (Minor) – In retirement
Vortex

TECH LEVEL: 10

STORY POINTS: 8

GUY THE GORILLA *(The Mummy Speaks!)*

In 1841, the Doctor and Charley (see *A90*) visited the Carnival de Paris, enjoying many of the exhibits and sideshows until they caused a near-riot after interrupting a demonstration of Khaset, an Egyptian mummy that could actually speak (see *V233*)!

Among the exhibits were examples of caged exotic animals, including a large, male silverback gorilla. To Charley's amusement (and incredulity), the Doctor was able to understand the animal's grunts, and he later freed the beast to deter a pursuing crowd headed by the Prefect and his dogs.

During the chase, Charley was separated from the Doctor and was caught by the Prefect, who sentenced her to execution for a series of burglaries and murders. At the last minute, the Doctor appeared and rescued her from her fate, accompanied by the same gorilla, who was by now sporting a natty cravat and a red waistcoat.

As they made their getaway in the TARDIS, Charley was introduced to Guy as the gorilla had named himself (using the French pronunciation, [gi]). Charley was nonplussed to see that Guy had learned how to use the controls to open and close the TARDIS doors, and she was less than pleased when it became apparent that the Doctor and his newest companion had actually enjoyed a series of adventures in time and space together before they came back to rescue her!

In mitigation, the Doctor claimed that they had been trying for some time to get the TARDIS to land in the courtyard where Charley's execution was to take place, and that the adventures they had experienced along the way were purely coincidental. Charley wasn't hugely mollified, particularly as she had believed that the Doctor was dead, having been strangled by the mummy. Nevertheless, she was grateful for Guy assisting her and the Doctor when they caught up with Khaset.

The Doctor treats and converses with Guy exactly the same as if he were just another companion, seemingly ignoring the fact that he's a four hundred pound gorilla capable of striking fear into the hearts of any humans who cross his path. Charley's friendship with Guy, brief as it is, is a little more circumspect, and she's perhaps even a little envious of the Doctor having a second companion. At this point in their travels, Charley is still in love with the Doctor and probably doesn't want to share his attentions with somebody else.

As for Guy, he seems to take travelling in time and space in his (admittedly large) stride. He is perhaps more intelligent than the average silverback, but even so, he sticks out like a sore thumb in many times and places. Which may have contributed to the Doctor's decision to return Guy to the Congo where he belongs, though both Guy and the Doctor were sorry to part company after their time together.

GUY



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

SKILLS
Athletics 3, Fighting 3, Survival 3

TRAITS
Climbing (Minor)
Fear Factor 1
Keen Senses (Minor) – Exceptional sense of smell
Mute – Guy can't speak any language intelligible to humans
Tough

TECH LEVEL: N/A

STORY POINTS: 12



HELEN SINCLAIR *(1st in The Red Lady)*

In 1963, Helen Sinclair had been working at the National Museum in London for several years. She's a language scholar working for Professor Pritchett and tasked with translating ancient texts. Although she found the work fascinating, Helen was frustrated that she was being overlooked for promotion. In the latest instance, the vacancy went to a man much younger and less qualified and experienced than her.

According to the fusty old men in charge of such things, women just don't have the temperament for serious academic study. Besides, Helen could marry a man and leave at any time. She's already thirty, practically an old maid so far as her superiors are concerned! In fact, Helen has never been much of a relationships person, as she always has too many other things to keep her occupied. So she was stuck as an assistant to Professor Pritchett, who although more sympathetic to her predicament, didn't want to lose her.

It was through her work that Helen met the Doctor and Liv Chenka (see *A98*) . She had spent the previous six months attempting to translate a Greek tablet, but without making any progress whatsoever. When the Doctor and Liv broke into the Museum, they were searching for the source of a temporal anomaly, which turned out to be the tablet.

Helen initially reported the pair to security as burglars, but during the ensuing adventure, she helped them prevent the Red Lady (see *V290*) from killing further victims. Doing so meant that the Doctor had to take a priceless collection of artefacts with him, and Helen was blamed for the theft. Out of a job and expecting to be arrested by the police, Helen accepted the Doctor's offer to go with them.

Helen is intelligent and usually sensible. Her linguistic skills are often made redundant by the TARDIS translation circuits, though she was excited to find she can even think in Latin. She can feel overshadowed by the Doctor and Liv. Nevertheless, they both see her as a valuable member of the team. Helen's compassion can sometimes lead her to being manipulated or making a wrong decision… or the right one.

HELEN SINCLAIR



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

SKILLS
Athletics 1, Convince 3, Craft (Cookery) 3, Knowledge 4 (AoE: Archaeology), Science 1, Subterfuge 2, Technology 1, Transport 1

TRAITS
Attractive
Brave
Code Breaker
Empathic
Linguist (Minor) – French, German, Latin, Ancient Greek, Egyptian Hieroglyphs & Hieratic
Run for Your Life!
Wanted (Minor) – In Britain from 1963 onwards
Well Mannered

TECH LEVEL: 5

STORY POINTS: 10

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Helen has three brothers: George (see *A149*) , Harry and Albert (see *A111*) . She rarely mentions Albert (or Albie as he was known), who was disowned after he was arrested and sent to prison for his homosexuality. Their father tore up all the photos they had of Albie, though Helen never forgot him. It was only when she met Tony Clare and Ron Winters (see *L105*) in 2020 and saw how happy they were together that she told Liv about her brother. She was briefly reunited with Albie when the Doctor took the TARDIS back to 1963.

Helen visited another brother, George, in 1998, posing as her own daughter. She learned that George's engagement was broken off by his fiancée's father after hearing that Helen was wanted by the police and had disappeared. Helen now realises that she will never return to her own time.

At one point, the Sonomancer (see *V290*) gifted her powers to Helen and it's unclear whether she still has these but chooses not to use them. The stats provided here assume they were only temporary.

JOSIE DAY *(1st in The Pictures of Josephine Day)*

The Doctor first met Josie Day after an intense and companionless period of his life, finding her squatting in an abandoned cottage in Wales, one of several he acquired when his third incarnation worked for UNIT (see *The Third Doctor Expanded Universe Sourcebook*). An artist, Josie had been scraping out a living by selling paintings to the local villagers. Her works depict colourful, impressionistic renditions of alien creatures and landscapes. The Doctor was surprised that these pieces include real planets and aliens, such as Ice Warriors, Krotons and Cybermen. He was even more surprised when the figures walked out of the paintings to menace the villagers!

Josie had accidentally imbued her paintings with Animae Particles (see *G27*). These were developed by the Artificers of Wrall, a reclusive order of monks who used them to animate the illustrations of their holy texts. When stimulated by a psychic source (in this case, the TARDIS's telepathic circuits), the golden, luminescent particles give a two-dimensional creation an imitation of sentience, causing it to mindlessly act out its narrative. Ergo the paintings of monsters terrorising villagers and a painted Doctor who knew exactly how to sacrifice himself to save the day.

The Doctor found his curiosity piqued. How could this young painter in 21st Century Wales have accurate knowledge of so many unearthly species and places, and why was she so saturated with particles from an obscure region of space? Returning to the cottage, the duo found a to-do list of dates and coordinates, clearly left by the Doctor's future self. Killing two birds with one stone, the Doctor invited Josie to travel with him to search for the meaning of the list.

Josie's appearance is distinctive, having dyed her side-cut hair bright shades of cyan and fuchsia, as well as having nose and ear piercings. She always wears a golden heart shaped locket of unknown significance over her outfits, which are often either loungewear, suits or time-period appropriate dresses.



JOSIE DAY



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

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

TRAITS
Attractive
Brave
Distinctive
Emotional Complication (Minor) – Being a copy of her abuser has left Josie anxious to prove her autonomy and personhood (see *Vol.1* for details of this Trait)
Empathic
Special – Living Painting: While Josie is functionally indistinguishable from a human being, she is a painting brought to life with Animae Particles and may accidentally spread these to other illustrations
Time Traveller – Tech Level 5
Voice of Authority

EQUIPMENT
Painting Tools
Heart-Shaped Locket

TECH LEVEL: 6

STORY POINTS: 12

Josie's love for life and belief in its sanctity matches the Doctor's own, but she often finds herself anxious or unsure when she focuses too much on herself. She has quickly become accustomed to the rhythm of the Doctor's lifestyle, eager to use the amazing places and things they see on their travels as inspiration for her work. Her painting skills are extremely impressive, and she's able to sketch, render and fully colour a portrait in minutes! One thing her skillset doesn't extend to is making tea, which she's apparently quite terrible at.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

From her own perspective, Josie first met the Doctor during an auction in the far future. The auction was selling off the property of a deceased noblewoman from Palahaxis II, formally referred to as Lady Josephine. An egotistical art appreciator and collector, Josephine had commissioned countless works of art featuring herself as the subject. So great was her ego that she was never satisfied with these depictions, eventually paying a renegade Artificer of Wrall for a portrait imbued with Animae Particles. Unexpectedly, the portrait was so masterfully crafted that it took on a life of its own; free of the typical restrictions that Animae constructs have, the painting was functionally Josephine's clone.

Engulfed by envy, the noblewoman locked the living painting away in her private gallery. She could never let anyone see it, in case they considered it more beautiful than herself. Soon after, Josephine caught a terrible disease that slowly killed her, ageing her by decades in mere months. She spent her final days staring resentfully at the reflection of her former self. After her death, her entire collection was auctioned off, including the living painting.

The painting was rescued by the winning bidder, the Doctor's future self; his twelfth incarnation aided by Clara Oswald, to be specific. Running from the auction house without paying their bid price, they dropped Josie off in the cottage alongside the checklist and explained that she must keep this secret from the Eighth Doctor as long as possible. This plan was mutually beneficial: the Eighth Doctor was lonely at this period of his life, and Josie needed the experiences the to-do list would provide in order to grow her sense of personhood, as most of them were thematically linked to her traumas.

The final stop on the list was to a Bakri Resurrection Barge (see *L112*). There, Josie and the Doctor encountered a resurrected Lady Josephine, her mind copied into a synthetic robot body (as triggered by an old insurance policy) and furiously wanting to steal Josie's body as her own. The provided stats are for this version of Josephine. After Josie's past was brought to light, the Doctor offered her a formal residency in his cottage, as well as a formal tenure as a travelling companion.

We're currently unaware of how Josie came to stop travelling with the Doctor. The shadow of the Time War looming over their travels points towards tragedy, but it's entirely possible that Josie left the TARDIS as a celebratory next step of her independence.

LADY JOSEPHINE



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

SKILLS
Convince 3, Fighting 1, Knowledge 4 (AoE: Art), Medicine 2, Science 1, Subterfuge 2, Survival 2, Technology 2

TRAITS
Arrogant
Attractive
Authority (Minor)
Clone
Distinctive – Vibrant red pupils
Eccentric (Major) – Self-Obsessed
Menacing
Obsession (Major) – Steal Josie's body as her own
Selfish
Silver Spoon
Special – Synth Mind Transference (see *L112*)
Voice of Authority
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 6



LADY AUDACITY MONTAGUE *(1st in The Devouring)*

It is a truth universally acknowledged that if one is capable of saving oneself, one should not stop at that. So said Lady Audacity Montague in 1812. Lady Montague was rescued from destitution by Lord Ignatius Montague, a man who is devoted to his "Dassie". In return, she adores him and is extremely grateful for what he did, but she doesn't quite love him. She wouldn't see him hurt in any way though.

Audacity is a very appropriate name for Lady Montague as her behaviour is indeed audacious. She has something of a reputation ever since she married "Iggy". After all, she's significantly older than her husband, a fact which caused something of a scandal at the time, as does her lack of children now. She's also known for winning arm-wrestling contests with the (male) patrons of the nearby inn! But Audacity isn't worried about what others think of her.

Lady Montague is also famous for throwing the most spectacular balls that the wealthy and respectable love to be seen to attend. Audacity herself hardly makes an appearance at them, and then it's only to rob her guests of their valuables so that she can sell them to raise funds for the needy of the nearby village. At gunpoint even! Well, her pistol is only a novelty firelighter, but the noise of one or two loud fireworks being let off gives the impression that they're real. Ignatius is her willing partner in crime during these sprees, happy to indulge his wife. Most of their guests reluctantly forgive Audacity, but she is occasionally visited by members of the watch after they've received complaints.

Audacity is clearly a headstrong woman with a passion for social reform. As well as aiding the poor, she campaigns for universal suffrage, something a century ahead of her time. Audacity has the ear of the Prince Regent (though only because her husband has been discrete about some of Prince George's indiscretions) and lobbies him to speak to the Prime Minister about this, so far without success. She also desires a change in the law so that women can own property, even after the deaths of their husbands.

Audacity is a keen astronomer and has her own observatory at the house. She has even been assisting Caroline Herschel in charting a constellation. But it is this activity that led to Audacity meeting the Doctor and having to leave her husband, her home and her world behind. While observing what she took to be an unusual comet, something looked back at her. It caught her eye and claimed her for itself. It was the Devouring (see *V188*), and it had locked onto her. The Devouring will never give up looking for her on Earth, putting her friends and family in danger until it has consumed her. So the Doctor decided the only way to keep her safe was to take her away with him. Whilst Audacity was distraught at abandoning her loving husband, she is intrigued to see the Universe with the Doctor! After all, it is a truth universally acknowledged that a person in need of adventure is in need of a travelling companion.

LADY AUDACITY MONTAGUE



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

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 4, Fighting 3 (AoE: Fencing), Knowledge 2, Marksman 3, Science 3 (AoE: Astronomy), Subterfuge 2, Survival 1

TRAITS
Adversary (Major) – The Devouring
Brave
Eccentric (Major)
Experienced
Indomitable
Insatiable Curiosity
Owed Favour (Major) – Prince George
Wealthy (Major)

EQUIPMENT
Pistol (actually a novelty firelighter)

TECH LEVEL: 4

STORY POINTS: 9



LADY BAZIMA *(Nettles, Transmission Ends)*

Before the occupation of Valdamar IV by the Gati, Lady Bazima was a scholar, an artist and a scientist. She was a fashion gengineer who wove genetic codes for hair and eye colours and other cosmetic changes. But more than that, she had engineered viruses and pioneered scientific techniques.

When the Gati arrived, life changed radically. The people of Valdamar IV have since been living lives of repression, brutality and hunger. The Gati seem intent in working them to death, but have also been selectively breeding them for some purpose. Lady Bazima's background quickly attracted their attentions, and she was reassigned to the Clinic, where she works on whatever genetic modifications the Gati demand.

Shortly after the occupation began, the Doctor appeared and made contact with Bazima. He reminded Bazima of a shadow blob of something she had discovered in the DNA of a child a few years before. It's not exactly a virus, and it's a little too complicated to be a gene jumper capable of inserting copies of itself in DNA. It's packed with code, the entire genome of something else. It was an anomaly that she encountered a few times, but rare enough that it didn't interfere with her work. Bazima gave it to a student as a project. But after the Gati arrived, he was arrested and they found his notes.

The Doctor explained that the shadow blob is a virus from another universe that has somehow managed to wriggle its way into ours. Once here, it hitched a ride on a convenient jumper gene and instructed it to stay put while it hid in the shadows. It's carrying a transmitter signal that will signal the end of the Universe as we know it. As soon an infected population is sufficiently primed, it will activate and broadcast its message. The Gati believe that they can use it to conquer entire populations, as the shadow virus renders individuals pliant and easy to subjugate. They've been using Bazima to develop it and add it into the DNA of her people.

Bazima listened to the Doctor and agreed to his plan. She has since been adding small mutations to the embryos that carry the shadow virus, mutations which will suppress the shadow and eventually allow her people to have the strength to rise up against their oppressors.

Bazima didn't see the Doctor again for sixteen years. Her son, Joza, has been arrested on charges of conspiracy and terrorism. Her people believe her to be a collaborator. Her clothes are worn and inexpertly repaired. She is malnourished and embittered and is losing hope.

When the Doctor reappeared, he realised Bazima needed to see the wider picture, so he took her on a tour of the Universe, to places like Metebelis III, Valdamen, Earth, Katonsis and Raag. But Bazima's underlying melancholy didn't dissipate. So he took her to Valdamar IV after the occupation, to show her that her people survive and flourish and colonise other worlds, all because of what she does. But Bazima found them changed, no longer human.

LADY BAZIMA



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

SKILLS
Athletics 1, Convince 1, Craft 4, Knowledge 3, Medicine 4 (AoE: Gengineering), Science 4 (AoE: Genetics), Subterfuge 2, Technology 3

TRAITS
Bio-Chemical Genius
Brave
Dark Secret (Major) – Working against the Gati
Emotional Complication (Major) – Her son and her own apparent collaboration
Marginalised

TECH LEVEL: 6

STORY POINTS: 12

Finally, the Doctor returned Bazima home, so that she could continue her work, secretly undermining the Gati by changing her people and making them ready to rise up. And saving the Universe along the way.



LIV CHENKA *(1st in The Traitor)*

Liv Chenka was born in the 29th Century on the planet Kaldor (see *The Fourth Doctor Expanded Universe Sourcebook* and *2020 Addendum*), which by this time had re-established contact with other worlds.

Liv spent her childhood longing to be up among the stars. While her sister Tula (see *A180*) studied robotics, Liv studied medicine. After she qualified as a med-tech, she sought out positions that took her off-planet for long periods. As a result, she wasn't there when her father died and didn't say goodbye to him. Liv has always deeply regretted this, as she feels that she would have identified the misdiagnosis that meant he received the wrong treatment.

Liv's early experiences with the Doctor are sporadic. She first encountered the Seventh Doctor while she was serving as a med-tech aboard the container ship the *Lorelei*, transporting robots to Ventalis (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). By the time they bumped into each other again, the Doctor was in his eighth incarnation and Liv was a Dalek slave on Nixyce VII (see *L195*). The Daleks were using Liv to provide medical treatment to the other slaves to make them a more efficient workforce, something that earned her the nickname "the Traitor".

The Doctor struggled to convince Liv that he was the same man that she had met on the *Lorelei*, and Liv was disgusted when the Doctor defused a bomb that would have destroyed the Daleks. Liv escaped from Nixyce VII by hiding in the belly of an isotope carrier for eight months, but her body was terminally compromised by the theta-ray radiation she was exposed to during this time. Knowing she was dying, she joined the crew of an *Orpheus* mission (see *L199*) on a one-way journey to explore deep space.

Liv and the crew were revived from cryo-sleep nine hundred years later, when the *Orpheus* had reached the edge of the Universe, encountering both the Doctor and a malevolent, gaseous entity (see *V202*). With the rest of the ship's crew dead, Liv joined the Doctor and Molly O'Sullivan (see *A101*) in their travels.

Liv is blunt, sometimes to the point of rudeness. She's stubborn and sarcastic, but she's perceptive and has a strong sense of fair play. The Doctor believes she's not as tough as she seems. Liv was in her forties when she first met the Doctor, and remained with him for many years. She took a break from travelling to return to Kaldor to patch things up with her estranged sister, arranging for the Doctor to collect her a year later.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Liv's theta-ray poisoning was cured by her exposure to retro-genitor particles (see *G53*), a side-effect of which is to provide protection against a wide range of conditions. While in cryo-sleep aboard the *Orpheus*, the memories and personality of industrial spy Randall Verrand were implanted in her mind without her knowledge. For all she knows, he's still in there somewhere.

While stranded on Earth in 2020 with the Doctor and Helen Sinclair (see *A93*), Liv fell in love with Tania Bell (see *A108*). When Liv finally left the TARDIS crew, she went back to spend the rest of her life with Tania.

LIV CHENKA



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

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

TRAITS
Brave
Code of Conduct (Major) – Heal the sick, protect the weak
Emotional Complication (Minor) – Her family (becomes Major while on Kaldor)
Experienced x2
Fast Healing (Major) – Provided by her 29th Century metabolism
Healer
Keen Senses (Minor) – Vision
Run for Your Life!
Stubborn

EQUIPMENT
Liv usually has a med-kit and some basic tools on her

TECH LEVEL: 6

STORY POINTS: 6

LUCIE MILLER *(1st in Blood of the Daleks)*

Blackpool resident Lucie Miller, an average nineteen-year-old as of 2006, found herself whisked away as she entered the office to her new job as a data entry clerk. Surprised to find that she'd been teleported into the Doctor's TARDIS, she wasted no time in giving the "frock-coated ponce" a piece of her mind. Lucie had been sent there by the Time Lords, vaguely informing her that she needed to be by his side for her own protection. The Doctor was furious at having this candidate for a witness protection scheme foisted on him while he was enjoying his solitary travels, and Lucie didn't care for him blaming her for the situation. Even without that, her crass and common attitude clashed with his posh, high-culture one, starting their relationship on a sour note.

The Doctor attempted to return Lucie home, but found the Time Lords had placed a Vortex Barrier around her native year, bouncing his TARDIS across time when he tried to materialise there. While Lucie was thrilled with the prospect of travelling, she and the Doctor immediately attempted to part ways. But he quickly realised that the Time Lords had tethered the TARDIS to Lucie's DNA, so he was unable to dematerialise the ship without her on board. The two begrudgingly accepted that they were stuck travelling together, with the Doctor seeing Lucie as more of a ward than a companion, and Lucie seeing the Doctor as more of a chauffeur than a friend.

Lucie and the Doctor slowly warmed to each other, bonding over their shared love of travelling. Granted, Lucie's sharp tongue and belligerent attitude never wavered, and her impulsiveness often led her to act without thinking, such as casually blabbing about being a time traveller to strangers or openly insulting non-humanoid aliens to their faces. This caused an issue when she met her Aunty Pat's younger self in 1974 (see *A118*), excitedly telling her beloved Aunt about their future relationship and blurting that Pat's future self wouldn't amount to much. While Lucie is a fundamentally good person who will try to retract the offence she causes, she's often colourfully inflammatory and sarcastic. Lucie's almost never lost for words!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Eventually, Lucie was tracked down by the Headhunter (see *V219*) who had been trailing her across the Universe on behalf of Todd Hulbert of Hulbert Logistics (see *V225*), the office firm that employed her in the first place. Hulbert was concerned when Lucie disappeared before her first day on the job, and feared that rivals were poaching his employees. As his company is a front for an army of giant alien war robots, he's right to worry. Keeping Lucie from this job was the reason she was in witness protection in the first place: the Celestial Intervention Agency had placed a timeline-altering Quantum Crystalliser (see *G49*) within the robot she was going to work. A Quantum Crystalliser risks a massive explosion if someone whose timeline has been altered by a separate one is nearby, and Lucie is such an individual. The

LUCIE MILLER



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

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

TRAITS
Argumentative
Attractive
Brave
Impulsive
Indomitable
Insatiable Curiosity
Loud
Quick Reflexes
Run for Your Life!

When she begins travelling with the Doctor, Lucie also has Amnesia (Minor: requires a Difficulty 24 Awareness + Knowledge roll to recall meeting the High Council) and TARDIS-Tethered. After her exposure to the Plague Virus, reduce her Coordination to 2 and add Impaired (Major: Cannot walk without the aid of callipers) and Impaired Senses (Minor: Blind in one eye, giving her a limited field of vision and a -2 penalty on rolls normally requiring depth perception).

TECH LEVEL: 5

STORY POINTS: 12

Time Lords foresaw a future where she would become a despotic dictator who would start humanity's push into space on the wrong foot... except, this individual wasn't Lucie at all, but another woman who had been employed by Hulbert Logistics on the same day (see *V232*). The Council of Time Lords put Lucie aboard the Doctor's TARDIS by accident, the entire mess coming from the Council and CIA attempting to sneakily out-manoeuvre one another.

When the error was resolved and Lucie was untethered from the Doctor's TARDIS, it wasn't a question of whether the two of them would want to continue travelling together, but who would cave in and admit it first. The pair travelled together for a considerable time, with Lucie finding the Doctor's lifestyle extremely addictive. They met Aunty Pat once again, this time in 1984 when she was running a successful Lake District guesthouse alongside her loving husband Trevor. This was odd to Lucie, as she'd never heard about this period in her aunt's life. Trevor was really a Zygon warlord called Haygoth, who had abandoned his crew after falling in love with Pat. His former colleagues tracked him down and murdered Pat, with Haygoth taking her form, becoming the Aunty Pat that Lucie had grown up with. He and the Doctor decided to keep this a secret from Lucie to spare her feelings.

After it appeared that the Doctor had died in a struggle with a resurrected Morbius (see *V308*), the heartbroken Lucie was taken back to Blackpool by the Time Lords. She grieved for six months before the Headhunter returned to take her to Orbis (see *L196*), the planet where the Doctor had actually been teleported to. Six hundred years had passed for him, and he'd forgotten most of his life prior to being marooned. Lucie felt betrayed by him forgetting her so easily. While the two of them returned to travelling, they had to gradually rebuild their close friendship.

Eventually, they arrived in Blackpool in 2008 to celebrate Christmas, and Lucie met her Aunty Pat once more. In an ensuing conflict against a shamed Zygon criminal (see *A119*), Lucie discovered Haygoth's deception and that the Doctor had kept it secret from her. While she understood the Doctor's reasons and still considered him her best mate, their trust had been shattered and she had to stop travelling with him. However, Lucie retained her wanderlust, and answered a newspaper ad for the position as the Monk's (see *V250*) companion, unaware that he and the Doctor were old enemies.

Lucie and the Monk initially enjoyed their travels together, including a jaunt to the Abbey of Kells in medieval Ireland (see *L108*) where he posed as visiting "Abbot Thelonious" and she as his factotum "Brother Lucianus". The Doctor and his new companion Tamsin Drew (see *A107*) were also present at the Abbey, the two old friends narrowly missing each other. Eventually the Monk's "anything for the greater good" mentality went too far for Lucie when he attempted to murder a future dictator by bringing down an avalanche on his village when he was a baby. Lucie was disgusted, and the resulting fight led to her being fired and thrown out of the Monk's TARDIS and into the middle of one of his unfurling schemes. The Doctor was also present, and the two reconciled as the Monk charmed Tamsin into joining him.

The Doctor made their previous, ruined Christmas up to Lucie by treating her to one in the TARDIS, inviting his granddaughter Susan (see *A106*) and great-grandson Alex (see *A112*) to join them. While the Doctor was ready to invite Lucie back as his companion, she decided to leave with Alex to travel the Earth of his native future time. However, Earth was soon beset by a deadly virus known only as "The Plague" (see *G47*), which was the spearhead for a second Dalek occupation. Lucie was one of the lucky few to survive being infected, albeit losing sight in one eye and use of her legs, needing callipers to walk. Lucie joined the rebel force against the Daleks, never giving up hope that the Doctor would arrive to help. He appeared three years late, during the last desperate stand against the Daleks. While the duo was overjoyed to be reunited, it became clear that the only way to defeat the Daleks was to pilot one of their spaceships into the temporal engine at the heart of their scheme. Lucie didn't think twice about sacrificing herself, and her final words declaring that the Daleks' loss was at the hands of "LUCIE BLEEDIN' MILLER!" rang across Earth.

The Doctor was driven into a deep depression over Lucie's death, even considering destroying the Web of Time to save her. He spiralled as he thought about the adventures they never got to share, and how his actions led to her death. While the Doctor eventually regained his hope, Lucie Miller's name had permanently lodged itself into the Doctor's hearts, just as she would have wanted.



TARDIS-TETHERED – SPECIAL BAD TRAIT

A character with this Trait has been tethered to a TARDIS, meaning it cannot dematerialise without them on board; any attempts to do so will result in the machine rematerialising in exactly the same spot. The process of tethering or untethering someone from a TARDIS is a complex mechanical process typically only carried out by trained Time Lord engineers and requires a successful Difficulty 24 Ingenuity + Technology roll. TARDIS-Tethered provides 2 Character Points.

MOLLY O'SULLIVAN *(1st in The Great War)*

Mary O'Sullivan, better known as Molly, was born in 1891 in a village near Dublin. Her parents, Patrick and Catherine, had seven other children, but two of Molly's brothers and all three sisters died before their fifth birthdays, leaving only two older brothers.

Something odd happened to Molly on the night of her second birthday. She disappeared from the family home, only to be returned a few hours later by a passing stranger. From that night onwards, her eyes were unusually dark, a feature that caused her to be teased as a child and when she first entered domestic service. Most people only teased her once though, as she quickly learned that a punch to a tormentor's nose was enough to warn them off trying a second time! Still, her eyes are much darker than anyone else's, pointing to something having been done to her metabolism.

As a young woman, Molly entered domestic service to a wealthy family in London, becoming maid to Kitty Donaldson. Kitty treated Molly well and was more like a sister than her mistress. At the outbreak of the Great War, many aristocratic English ladies did their bit by joining the Voluntary Aid Detachment (VAD), taking their servants with them. Kitty was no exception and Molly volunteered alongside her, the pair travelling to France to become nursing assistants. The trained nurses get uppity when the soldiers call the VADs "nurse" or "sister", but they've learned much and can help with a lot more than just scrubbing the floors.

Over the following weeks and months, Molly and Kitty witnessed the horrific results of trench warfare, and when Kitty developed gas gangrene, Molly learned that it doesn't do to have friends in such circumstances. When the Doctor arrives, Kitty is dying in one of the tents reserved for the hopeless cases, and Molly hasn't been able to bring herself to visit her.

At first, Molly believes the Doctor to be a charlatan, all charm and no substance, not least because he recovers remarkably quickly after exposure to mustard gas. She also takes against him for patronising her and calling her Dark Eyes, despite her threats to punch him on the nose! Molly dismisses the Doctor as a quack and joker, probably with a murky past. "The Doctor" sounds like a tenth-rate stage name to her. Nevertheless, events transpire to keep them together, particularly when the Daleks turn up and they have to escape in the TARDIS. After that, Molly saw other times and places, but always knew she must return to do her duty in France.

Molly is vocal and bossy, with a tendency to speak her mind. She's irreverent with the Doctor, and it takes time before she fully trusts him. She becomes angry and sarcastic when she doesn't understand something, and doesn't like it that the Doctor seems to know much more than she does. She argues against him if she thinks him wrong. But she has a big heart and believes that even the Daleks have the capacity to become good.

Molly calls the Doctor "*the* Doctor", stressing the definite

MOLLY O'SULLIVAN



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

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

TRAITS
Argumentative
Attractive
Brave
Code of Conduct (Major) – Heal the sick
Distinctive
Empathic
Immunity – Molly is immune to viral infection, mutagenic effects, possession by alien entities and similar attacks on her body (though with some side-effects such as occasional problems with the TARDIS translation circuits)
Obligation (Major) – Her responsibilities to Kitty Donaldson and as a VAD, and later a nurse
Special (Major Bad) – Kotris's Psychic Link: Allows Kotris to see and hear through Molly, to track her in his TARDIS and to take control of her
Stubborn
Run for Your Life!

Once the Master tweaks her retro-genitor particles, Molly gains Infection and Healing (Special: Can reverse mutations and transformations in others).

TECH LEVEL: 4

STORY POINTS: 12

article, even when talking to him. She also continues to call the TARDIS a "Tardy-box" long after she knows its correct name. Similarly, Gallifrey is "Galilee" and the Daleks are "*Daa*-leks" with an extended first syllable. The Doctor initially explained his sonic screwdriver away as a penny whistle, so that's how Molly continued to refer to it for a long time.

The Doctor soon noticed a few more odd things about Molly, in addition to her dark eyes. When she first entered the TARDIS, she remembered being there before, though she couldn't recall when or why, and she instinctively knew how to operate the controls. The sonic screwdriver also picked up some strange readings from Molly, and when they visited the planet Halalka, she couldn't understand the local language, as though the TARDIS wasn't translating for her. Though she was later able to understand the language on Srangor (see *L221*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The mystery of Molly O'Sullivan revolves around her second birthday, when she was kidnapped by Kotris (see *V236*), a mysterious figure working with the Daleks. Kotris took Molly into his own TARDIS, where he infused her with retro-genitor particles (see *G53*) as part of a plan to destroy the Time Lords. He then returned Molly to her parents to grow to adulthood while the particles incubated inside her.

Kotris also set up a psychic link with Molly. Since then, he has been able to watch and hear though her eyes and ears, track her across time and space, even take control of her, for example to work the controls of the Doctor's TARDIS. The retro-genitor particles have also had the side-effect of making Molly resistant to viruses, alien possession and mutagenic effects, which seems to extend to the TARDIS telepathic translation circuits, as least intermittently.

At the end of the Kotris affair, Molly returned to France to resume her duties. The Doctor next encountered her in 1918, just before the end of the War, when she is working at a hospital in London and is squatting in 107 Baker Street (see *L105*). Even though the Doctor believed the retro-genitor particles had been removed from Molly, they resurface, perhaps triggered by the reappearance of the Doctor. Events again result in Molly travelling with him.

When the Doctor left Molly and Liv Chenka (see *A98*) in London in the early 1970s while he went to deal with the Daleks on Nixyce VII (see *L195*), Molly was kidnapped by the Master (see *V249*) and Sally Armstrong (see *V190*). The Master altered her memories so that she became his companion rather than the Doctor's, and used her in his plans to create and then use the Eminence (see *V202*). After Molly was rescued by the Doctor, she was returned home by the Celestial Intervention Agency as it was too dangerous for her to continue to travel with him, despite her protests.

Forty years later, the Doctor and Liv met a much older version of Molly in the alternative timeline of New Skaro (see *L194*). She's now known as Mary Carter, her married name. In this timeline, her husband was among the millions killed when the Dalek Time Controller's army (see *V195*) rolled across Europe from its base in Paris. Mary was allowed to survive to provide medical treatment to the Daleks' slaves.

Ultimately, Mary sacrificed herself to send the Eminence to the end of time, and she remembered her life as it should have been. The Doctor returned her body to Ireland.

MARY CARTER



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

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

TRAITS
Argumentative
Brave
Distinctive
Empathic
Immunity – While infused with retro-genitor particles, Mary is immune to viral infection, mutagenic effects, possession by alien entities and similar attacks on her body (though with some side-effects such as causing problems with the TARDIS translation circuits)
Stubborn
Time Traveller (Minor) – Has lived through Tech Level 4

TECH LEVEL: 5

STORY POINTS: 12

SAMSON & GEMMA GRIFFIN *(Terror Firma)*

Back before the Doctor met Charley Pollard (see *A90*), brother and sister Samson and Gemma Griffin travelled with the Doctor. But only Sam returned home to his mother.

Sam and Gemma are from Earth's far future, the 48th Century to be precise. When they met the Doctor, Sam was working in Folkestone Library. One evening, while Gemma was waiting for him to finish work, the Doctor walked in looking for ideas for a book to read. He fancied a mystery novel and Sam suggested *The Murder of Roger Ackroyd* by Agatha Christie. Sam was confused by the Doctor's comment that he had journeyed for a while with Agatha (a fact presumably forgotten by the Tenth Doctor, who claimed he had always wanted to meet her – see *The Unicorn and the Wasp*). Sam and Gemma decided to follow the Doctor when he left the library, only to see him enter a shabby blue cabinet with a sign stating "POLICE PUBLIC CALL BOX" above the doors.

Sam and Gemma pushed the doors open and found the Doctor waiting inside the impossibly large space, as though he had known he was being followed and was expecting them to barge in. In didn't take much convincing on any of their parts for brother and sister to join the Doctor in his travels. Together, they visited such diverse places as Porteus, Murgatroyd and the ice caves of Shabadabadon. They also travelled in time to the court of Queen Elizabeth I, the famous Studio 54 nightclub in New York and to prehistoric times. They met aliens and found themselves caught up in the maddest adventures, including one in which the guitars came to life!

Sam and Gemma were so happy, and they made a difference wherever and whenever they found themselves. Sam took to calling the Doctor "Skipper", and they all enjoyed cheeky banter with each other. They had a catch phrase that encapsulated the carefree approach to their adventures: "Nothing ventured, nothing gained." The Doctor trusted the pair enough to leave them to their own devices in Vienna while he went off on a series of travels with Mary Shelley (see *Vol.1*), returning to collect them some time later.

But things went wrong the morning after the three friends had been celebrating the Doctor's birthday on the planet Valuensis (see *Vol.1*). The TARDIS had detected a timeship adrift in the Vortex. While the Doctor monitored things from the console room, Sam and Gemma donned environment suits and boarded the ship to check for survivors. Shortly after boarding, the Doctor lost contact with them, and when they returned, they were not alone…

These days though, the Doctor doesn't even remember that he ever had a pair of companions called Samson and Gemma Griffin. It's as if they never existed.

SAMSON GRIFFIN



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

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

TRAITS
Amnesia (Minor)
Control (Minor) – Sam can mentally control the TARDIS
Cyborg
Networked (Major) – The TARDIS
Run for Your Life!
Transmit

TECH LEVEL: 7

STORY POINTS: 12



SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In a previous incarnation, the Doctor had manipulated Davros into destroying the Dalek homeworld of Skaro (see *Remembrance of the Daleks*). Davros's escape pod had been blasted into the Vortex where it drifted for a long time before it was finally rescued by a Nekkistani time cruiser (see *The Sixth Doctor Expanded Universe Sourcebook*). Davros thanked the Nekkistani crew by killing them all and hatched his plan of revenge against the Doctor.

When Sam and Gemma boarded the time cruiser, they were caught unawares by Davros who used the electrical discharge weapon in his casing to overpower them. When they returned to the TARDIS, the Doctor had no choice but to let Davros on board as well.

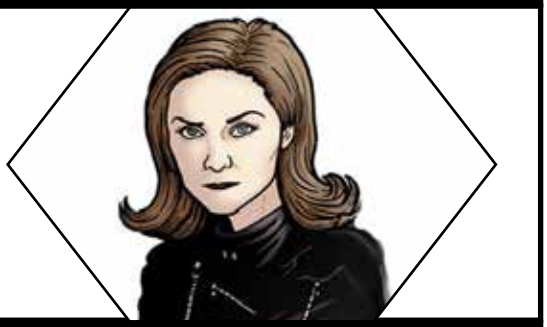
Davros placed Gemma under his mental control in a manner similar to the control of Dalek sleeper agents. With Sam, he surgically inserted an implant in his cranium. He also operated on the organic components of the TARDIS, connecting it to Sam's mind through the implant. This allows Davros to use Sam to control the TARDIS and to monitor the Doctor's travels via his dreams. Davros made Sam pilot the TARDIS back to Folkestone in the 48th Century, though only Sam returned home to his mother, all memories of his travels with the Doctor and of his sister having been removed. He is clearly psychologically disturbed by what has happened and suffers from nightmares. His mother Harriet has no idea where he has been or what has happened to Gemma.

Davros similarly removed all memories of Samson and Gemma from the Doctor's memories and sent him on his way none the wiser. With Gemma, Davros now infected her with a mutagenic virus he had developed during his time adrift in the Vortex. Although it would not affect Gemma herself, she was a carrier. Wherever she went on Earth, people were infected and began to mutate into creatures similar to Dalek mutants. Davros used them to build a new Dalek army and conquered the Earth.

Watching the Doctor's travels by monitoring Sam's dreams, Davros has seen him meet Charlotte Pollard, battle Rassilon (see *V274*) and disappear into the Divergent Universe (see *L142*). The TARDIS's link to Sam's implant has carried on working even across universes, and Davros knows of the Doctor's latest companion, C'rizz (see *A89*), and most recently of the travellers' imminent return to our Universe. At this point, he has used Sam's implant to take control of the TARDIS and bring it to Folkestone in the 48th Century, where he and his Daleks are waiting (see *L138*). Davros is eager to show his old enemy what he has been up to.

Eventually freed from Davros's influence when the Doctor removed the implant from his skull, Sam remained with his mother to help rebuild Earth after the Dalek occupation ended. Sadly, Gemma didn't make it out alive as, unknown to anyone else, C'rizz killed her to save her from the Dalek control she was under. So far as her mother believes, she never even made it back to Earth.

GEMMA GRIFFIN



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

SKILLS

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

TRAITS

Attractive
Enslaved
Infection – Anyone infected (by failing a contest of Resolve + Strength after close contact with Gemma, who has a +4 bonus) gains Infection and must make a Difficulty 15 Resolve + Strength roll per hour or take 2(1/2/4) point of damage (not reduced by Armour, Tough, etc); once at least three Attributes reach zero, they have been mutated into a Dalek mutant
Run for Your Life!

TECH LEVEL: 7

STORY POINTS: 12



SERGEANT ANDY DAVIDSON *(1st in Must-See TV)*

The first that PC Andy Davidson knew of Torchwood was after his partner Gwen Cooper transferred to them. After that, he started to become involved in some of their investigations into the extraterrestrial and otherworldly in and around Cardiff. At times, even though he's a full-time officer with the South Wales Police, Torchwood seemed to treat him as an extension of their team. But they mostly viewed him as an annoyance and figure of fun, and turned down his requests to join Torchwood officially.

Andy Davidson doesn't stand out in a crowd. He is parochial in outlook and comes across as lacking drive and determination. But his heart is in the right place and he has hidden reserves. For example, during the 456 incident (see *Torchwood: Children of Earth*), he disobeyed his orders and tried to defend families whose children were being taken from them by the authorities. This act of defiance doesn't seem to have harmed his police career though, as he was promoted to sergeant shortly after.

Andy continued working with Torchwood after its official close-down and during a subsequent period when it was revived with new recruits (see *Torchwood: Aliens Among Us*). He even began dating a version of Yvonne Hartman who had come through the Cardiff Rift from the Earth of the Cybus Cybermen, known colloquially as "Pete's World". However, when it came to light that Yvonne had been working with an alien conspiracy called the Committee, Andy arrested her (see *Torchwood: God Among Us*). As this version of Torchwood collapsed and its members fled Cardiff, Andy decided to head to London to keep out of the way.

Andy made contact with Tania Bell (see *A108*), whom Torchwood had installed in a flat in 107 Baker Street (see *L105*) to watch for the Doctor to turn up. Tania had reported his arrival in 2020 when his TARDIS was out of action and he needed somewhere to stay. Torchwood had already detected strange electromagnetic activity near the house and wanted Andy to investigate in case it was the TARDIS.

Andy initially turned up in uniform, raising the suspicions of Liv Chenka (see *A98*), and made things worse by making a garbled claim to be an old friend of Tania. He was present when a pair of Rarkelian assassins (see *V211*) from the future tried to kill the Doctor, an event which seemed to create a closer bond between the residents of 107 Baker Street, and by extension Andy.

Since then, Andy has been assisting the Doctor and his friends in their investigation of an aberrant future timeline (see *V189*) and has travelled in the TARDIS both to the past and to the future, despite initially suffering an anxiety attack. He knows enough about Torchwood's history to realise that it's a future incarnation of the Doctor who is key to its founding (see *Tooth and Claw*). Andy is therefore very careful not to make the Eighth Doctor aware of Torchwood's existence, in case he puts it in jeopardy or even changes his own life!

SERGEANT ANDY DAVIDSON



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

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

TRAITS
Authority (Minor)
Back Up (Major) – Police
Face in the Crowd
Friends (Major) – Torchwood (though currently disbanded)
Obligation (Major) – His duty as a police officer
Run for Your Life!
Unadventurous (Minor)

EQUIPMENT
When in uniform, Andy has the following items: police radio, handcuffs, baton (Strength +1 damage), stab vest (2 points of damage reduction to the torso)
He is occasionally issued with a Taser (Stun damage) or a police firearm (5(2/5/7) damage)

TECH LEVEL: 5

STORY POINTS: 12

SUSAN CAMPBELL *(1st in An Earthly Child)*

After the Doctor's granddaughter Susan was left in the ruins of London in 2167 (see *The Dalek Invasion of Earth*), she moved to an area near Oxford, began a career in political activism to help rebuild the planet, and married her flame David Campbell, taking his surname. Several decades later, David has passed away, and Susan has almost given up on the hope that her grandfather will keep his promise to visit her.

While Susan's progressive political ideals have put her at odds with an Earth slipping further and further into a dark age of anti-scientific beliefs, one positive in her life has been her and David's son, Alexander (see *A112*). Alex's existence is downright miraculous, as by many accounts, Gallifreyan and human reproductive systems should be incompatible. Susan loves Alex despite their strained relationship, as the seventeen-year-old is in his rebellious phase and tends to follow his peers into lawbreaking trouble.

Susan has kept the truth of their family's heritage from Alex, who believes himself to be completely human. Susan tries her hardest to fight against humanity's sentiment that all aliens are evil invaders to be hated, a belief that Alex has ironically fallen into himself. She has told him of her TARDIS travels, which he dismisses as his mum making up quirky stories for fun. Susan fears that her political rivals will use Alex as a weapon against her, as they already throw her late husband's war hero reputation in her face.

Susan has built a communicator hidden in her desk, which she's using to broadcast distress calls into space in the hope of contacting a benevolent species that can help the Earth. This must be kept secret.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One day, the Doctor came back. Susan was shocked, but warmly welcomed her grandfather back into her life, even if she resented his lateness. She did tell him off for having practically thrown away so many of his regenerations, though! While he offered to take her adventuring again, she had to refuse: she can't just throw away her adult responsibilities like that. But she did want Alex to go to Gallifrey for a proper Time Lord education, something her own mysterious circumstances prevented.

Later, Susan became a fully-fledged member of the Earth Council and was horrified when the Daleks invaded a second time. She joined the rebel movement against them, never faltering in the hope that her grandfather would come to save the day. The ordeal had many casualties, including Alex. Trying to recover from her grief, Susan moved back to London, living in a Coal Hill School newly repurposed into flats.

When the Time Lords came to request Susan join the Time War, the Doctor tried to convince her to remain safely out of it. Susan felt it was her duty to bring the fight to the Daleks after losing so much to them, and ignored her grandfather's wishes, becoming a conscripted agent. What happened to Susan after her first few missions is presently unknown.

SUSAN CAMPBELL



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

SKILLS
Athletics 1, Convince 3, Knowledge 4 (AoE: Politics), Medicine 2, Science 4, Subterfuge 2, Survival 1, Technology 4

TRAITS
Alien
Argumentative
Dark Secret (Major) – Her and Alex's alien heritage would make them targets of contemporary xenophobia; if discovered, this Trait becomes Outcast
Experienced
Feel the Turn of the Universe
Friends (Major) – Various Earth politicians; this Trait becomes Authority (Major) when she joins the Earth Council
Obligation (Major) – Alex and the Earth
Psychic (Special) – Susan's psychic abilities are underdeveloped and only manifest due to external psychic forces
Technically Adept
Telepathy (Special) – as per Psychic
Time Lord
Time Traveller (Minor) – Tech Level 5

TECH LEVEL: 10

STORY POINTS: 12

TAMSIN DREW *(1st in Situation Vacant)*

When a job listing for companionship by the Doctor's side was placed in newspapers across London, determined career woman Juliet Walsh was there to answer the call. Juliet was perfectly moulded to the task, eager to show off her all-business attitude... and was promptly sent home by the Doctor. Approaching the Doctor for a second chance, "Juliet Walsh" revealed herself to be a role played by Tamsin Drew, a struggling actress heavy-handedly trying to get the position.

Tamsin's acting career had been unsuccessful, her most notable role being the lead in an embarrassing advertisement for leg wax. After entering her thirties and never getting calls back from gigs (and being auditioned for mum roles more often than girlfriend ones), Tamsin was ready to give up on her dream and get a dull, dreary day job. She found the offer of adventuring with the Doctor so enticing that she believed she had to be the confident "Juliet Walsh" to get the position. While the Doctor didn't care for Juliet, he found a bond with Tamsin Drew and invited her aboard the TARDIS.

While Tamsin is theatrically trained, she can only slip into a role if given prep time. She's likely to become a stammering mess if asked to improv! Tamsin's background has given her a few unconventional skills, such as a circus arts module at drama school teaching her how to escape from complex handcuffs. She admits that the related contortionist training is less useful, as she's since become addicted to calorie-rich mochaccinos. Tamsin is also well-read in classic literature, with a predictable taste for Shakespeare. While she's easily witty enough to trade dry barbs with the Doctor, her inexperience with travelling can cause her to make ill-conceived decisions when under pressure or even freeze up completely.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After only a few journeys with the Doctor, Tamsin fell out with him after he attempted to broker peace with a sadistic Ice Lord, risking innocent lives by not actively fighting him. During this, she was approached by the Monk (see *V250*) and found his "changing history for the better" mentality appealing. Tamsin left the Doctor on acrimonious terms, becoming the Monk's companion.

The pair travelled together for some time, becoming close-knit. Eventually, the Monk brokered a deal with the Daleks and obfuscated their true nature from Tamsin, claiming that they were assisting humanity against a devastating 22nd Century plague. Actually assisting the Daleks in their goal of conquering the Earth, the Monk stole its artistic treasures under the guise of taking them to a later point in humanity's timeline. Tasked with cataloguing the art, Tamsin was disgusted and furious when she learned the Monk had betrayed her trust.

TAMSIN DREW



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

SKILLS
Athletics 1, Convince 2, Craft (Acting) 3, Knowledge 3 (AoE: Literature), Subterfuge 1, Transport 1

TRAITS
Argumentative
Code of Conduct (Minor) – Tamsin believes that lesser evils are acceptable for a greater good
Face in the Crowd
Indomitable
Single-Minded (Minor)
Special – Escapology Training: Tamsin gains +2 on any roll to escape

EQUIPMENT
Glasses
Keyring with attached torch

TECH LEVEL: 5

STORY POINTS: 12

Whilst uniting with the Doctor against the Monk, she was discovered by the Daleks. Considering her surplus to the Monk's assigned tasks, she was exterminated. The Monk was deeply shaken with guilt over his part in her death. The Doctor recalled Tamsin during his regeneration, as brief and fraught as their time together had been.

TANIA BELL *(1st in Lost Property)*

Tania Bell is a member of Torchwood. In 2014, she moved into Flat 1 in 107 Baker Street (see *L105*), a house owned by the Doctor, to keep an eye open for his return there. Tania reports to Torchwood Three in Cardiff, submitting regular reports on the other tenants of the house.

It was 2020 before the Doctor turned up at Baker Street, needing somewhere to stay as his TARDIS was out of action. Tania informed Torchwood, but they had problems of their own by then, with its members getting out of Cardiff to lie low. It was therefore Sergeant Andy Davidson (see *A105*) who turned up on the doorstep, wanting to spend some time in London to keep out of the way.

By the time Andy arrived, Tania was in a relationship with one of the Doctor's companions, Liv Chenka (see *A98*), who had also moved into the house along with Helen Sinclair (see *A93*). Tania was none too pleased to learn that her flat had been bugged by Torchwood and that Andy had already seen camera footage of her "canoodling" (his words) with Liv, one of Torchwood's targets. It didn't take much persuasion for Andy to tell Tania where the bugs were so she could remove them!

Tania is transsexual, something that has given her life additional complications and difficulties. She didn't get on with her father, who would throw her out of the house whenever she upset her mother. As a result, the adult Tania is no longer in touch with her family.

Tania's relationship with Liv didn't start out smoothly, as they both have secrets they didn't want to tell the other. They agreed a "don't ask, don't tell" policy, but it wasn't long before the strain of not knowing parts of each other's lives led to distrust and arguments. Things became easier once Tania learned that Liv was from the future.

Since then, Tania has accompanied Liv, Helen and the Doctor on trips into the past and future, helping them investigate an aberrant timeline that results in the extinction of humanity in less than a million years (see *V189*). Tania has always been fascinated by UFOs and similar phenomena, and even though she used to suffer panic attacks, she took the TARDIS and time travel in her stride.

Tania has come to believe that the Doctor needs protecting, particularly after Mr Bird's interference at the house (see *V255*), while the Doctor sees Tania as a very reassuring person, very matter of fact.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After Liv saw her die in 2035 in the aberrant future, the Doctor wouldn't allow Tania to travel in the TARDIS any more, as her presence caused temporal disruption and made it difficult to navigate (gaining a Minor Weakness until the real 2020 was restored).

TANIA BELL



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

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

TRAITS
Brave
Dark Secret (Minor) – Works for Torchwood
Devotion – Liv
Friends (Major) – Torchwood (though currently disbanded)
Insatiable Curiosity

TECH LEVEL: 5

STORY POINTS: 12

When the aberrant timeline was resolved and the TARDIS was fully functional again, Liv departed with the Doctor and Helen. But when she eventually decided to stop travelling with the Doctor, she returned to London shortly after the TARDIS had dematerialised (from Tania's perspective) to settle down with Tania.



WILLIAM SHAKESPEARE *(1st in The Time of the Daleks)*

William Shakespeare, the greatest playwright in history, has met the Doctor numerous times across many of his incarnations. The fact of his existence cannot be denied. Except that early in their travels together, the Doctor discovered that Charley Pollard (see *A90*) had never heard of Shakespeare. Investigating, he detected a temporal fissure originating in the mid-21st Century and stretching to 1572.

In search of the cause, the Doctor piloted the TARDIS to New Britain (see *L193*) during the rule of General Mariah Learman. Learman is possibly Shakespeare's number one fan, often quoting his plays in her speeches and even in everyday conversation. She has funded the development of a time travel machine (see *G43*) with the sole purpose of being able to travel back in time to witness Shakespeare's plays being performed for the very first time.

Could these experiments be the cause of the time fissure? The rebels who oppose Learman and want to re-establish democracy believe they're the reason why William Shakespeare is vanishing from people's memories. More and more of the population have no idea who Shakespeare was or have any knowledge of his works. It's as if he is ceasing to have ever existed.

When a copy of Shakespeare's *First Folio* owned by General Learman is reduced to blank pages, the Doctor fears that time is unravelling, heralding the end of the world! But could the real cause be the Daleks, who have offered Learman their assistance in completing her time machine?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, the disappearance of Shakespeare has nothing to do with the Daleks and is only incidentally caused by General Learman. Her niece Viola is a rebel sympathiser. When it became clear that Shakespeare's very existence was under threat, she used the time machine to go back to 1572 and collect the bard when he was still only eight years old. In New Britain, Will is posing as a kitchen boy in General Learman's palace and has been instructed not to reveal his true name. So Viola has caused a paradox in trying to protect Will from the very action she herself was taking.

After dealing with the Daleks, the Doctor rectified the problem with Shakespeare by returning the boy to his proper time and place. However, he didn't take the direct route, as the TARDIS overshot and landed in antiquity in Asia Minor. There, he was briefly reunited with his former companion Vicki, now named Cressida and married to Prince Troilus (see *The Myth Makers*). The Doctor was concerned that young Will will one day base his play *Troilus and Cressida* on this visit, influencing Vicki's decision to remain in Troy and thus cause another paradox. Until Will explained that he already knew the story from the works of Geoffrey Chaucer!

WILLIAM SHAKESPEARE, AGED 8



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

SKILLS
Convince 1, Craft 3, Knowledge 1, Subterfuge 4

TRAITS
Empathic
Face in the Crowd
Insatiable Curiosity
Unthreatening

TECH LEVEL: 3

STORY POINTS: 6

Although the Doctor and Charley did eventually get Will Shakespeare home, the three may have enjoyed one or two other adventures along the way. And of course, there remains the question of how much William Shakespeare learned of his future writing by reading General Learman's copy of the *First Folio*…

Note: See *The Fifth Doctor Expanded Universe Sourcebook* for some possible explanations for the discrepancies between the various versions of William Shakespeare that the Doctor has encountered.



ALLIES

ACTING CASTELLAN VOLSTROM

(Songs of Love, The Side of the Angels)

Volstrom was appointed to the post of Acting Castellan during a period of crisis on Gallifrey. The appointment was carried out by Cardinal Padrac (see *V166*) while the President was absent, the Presidential TARDIS having gone missing and the High Council left leaderless.

Volstrom is a serious individual who doesn't appreciate flippancy and carries out his duties in a quiet, determined manner. As Acting Castellan, he is in charge of Gallifrey's security. As well as the physical security of the planet, he is currently focused on reviewing Matrix projections provided by the Keeper, as the present crisis relates to the coming destruction of the entire Universe as forecast by the Matrix. Volstrom has been keeping members of the High Council abreast with the latest projections, Cardinal Padrac and Chancellor Jerasta (see *A127*) in particular.

However, Volstrom has suppressed information on distortions detected within the Matrix, discussing these only with Cardinal Padrac. His official line is that he is trying not to panic the Councillors, as some are already talking about fleeing Gallifrey. In fact, Volstrom is clearly a lackey of Padrac, one of many that the Cardinal has placed at all levels of Gallifrey's government. Chancellor Jerasta has increasing concerns about Padrac's behaviour but feels unable to raise these with the Acting Castellan because of suspicions as to where his loyalties lie.

Volstrom has made it known that he believes that Cardinal Padrac is the best person to handle the emergency in the President's continued absence. As the Cardinal Prime has left Gallifrey to investigate the damage to the timelines, putting himself at great personal risk, he is also best placed to determine how to proceed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's a pity that Chancellor Jerasta feels unable to confide in Acting Castellan Volstrom, as he is actually a double-agent. He's a spy working for Cardinal Ollistra (see *A126*), as is Commander Veklin (see *The Expanded Universe Time War Sourcebook*) who is posing as a guard captain at the Crucible of Souls facility (see *L135*).

Ollistra already suspects Padrac of intending to overthrow the High Council and destroy the Universe and is secretly working against him. While she has fled with those members of the High Council she has convinced to join her resistance, Volstrom is her eyes and ears on Gallifrey.

Although Volstrom has to carry out Padrac's instructions to maintain his pretence of loyalty to the Cardinal, he is avoiding having to take proactive decisions that would help the Cardinal Prime. At the same time, he is communicating updates to both Cardinal Ollistra and Commander Veklin.

ACTING CASTELLAN VOLSTROM



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

SKILLS

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

TRAITS

Brave
Dark Secret (Major) – Spy for Cardinal Ollistra
Feel the Turn of the Universe
High Office (Special) – Acting Castellan, later Chancellor
Obligation (Major) – Gallifrey
Time Lord
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

TECH LEVEL: 10

STORY POINTS: 6

Following the death of Jerasta, killed by Padrac's ally, the Sonomancer (see *V290*), Volstrom is promoted to Chancellor. Unfortunately, Volstrom's cover is blown shortly after by another of Padrac's allies, the Eleven (see *V198*), who detected sub-space communications using his communications code. The Eleven tortures Volstrom to get him to reveal the whereabouts of the Doctor, forcing him to regenerate multiple times through all his remaining incarnations. Vostrom holds out for as long as he can, but the Eleven eventually gets information on Cardinal Ollistra's plans and kills him.

ALBIE SINCLAIR *(Albie's Angels)*

In the 1950s, Albert Sinclair was disowned by his father and thrown out of the family home for being homosexual. After that, his little sister Helen (see *A93*) didn't see him again until she was travelling with the Doctor and Liv (see *A98*). When the TARDIS detected a temporal anomaly in London in 1963, the Doctor piloted the ship there to investigate. Helen used his spare sonic screwdriver to track the anomaly to a record shop in Soho (see *L156*), where she found Albie working. Ironically, the shop was less than a mile from the National Museum where Helen had worked and she had never known her brother was so close.

Helen introduced herself as Helen Chenka, as it would be difficult for her to explain why she was now older than Albie. As well as working in the shop, Albie is a musician, part of a budding pop duo with his partner Trev Bailey (whom everyone just calls Bailey), who also works at the shop. The pair write their songs and rehearse at the garage of Bailey's uncle, and they're preparing a new demo tape to send to the record companies.

Albie lives in a dingy boarding house in Pimlico, his room being cramped and damp, with wallpaper that needs replacing. The boarding house is run by Mrs Denney, a no-nonsense landlady who, although still relatively young, holds old-fashioned views. She would be affronted to learn that Albie is gay and outraged if she discovered that Bailey was regularly spending the night with him under her roof! Homosexuality still being illegal in 1963, if she found evidence of their relationship, she wouldn't hesitate to report them both to the police!

Helen realises that it is Mrs Denney doing this that results in Albie being sent to prison. She urges Albie to be careful and finally reveals to him who she is. As they'd both just escaped from a Weeping Angel, her brother was open to such bizarre concepts as time travel. However, he just wants to live his life right now without compromise. So long as he has Bailey, Albie will be fine!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Shortly afterwards, both Albie and Bailey fall foul of a Weeping Angel being kept prisoner in a booth at the back of the record shop and are sent back in time. The Weeping Angels and the network of paradoxes around the shop prevent the Doctor going back to rescue the pair. But he does manage to track them down to the 1890s and the house of Professor George Litefoot (see *The Fourth Doctor Expanded Universe Sourcebook*), who has taken them in.

Albie and Bailey establish new lives for themselves in this earlier era, but Helen can never see her brother again without time catching up with her, preventing her from having met him in 1963. Through Professor Litefoot, the Doctor gives the pair a cassette recorder and batteries so that they can continue to record their music (which is a little too "baroque" for Litefoot's tastes) and leave the recordings at 107 Baker Street (see *L105*). One of the tracks they record is *Song for Helen*, dedicated to Albie's little sister.

ALBIE SINCLAIR



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

SKILLS
Athletics 2, Convince 3, Craft (Music) 4, Subterfuge 3, Technology 2

TRAITS
Dark Secret (Major)
Well Mannered

TECH LEVEL: 5

STORY POINTS: 6



ALEX CAMPBELL *(1st in An Earthly Child)*

Alexander David Campbell believes himself an average seventeen year old of 2180s Earth. Living in Oxford with his mum Susan, he attends college and does all the usual reckless teenage things with his mates for laughs. While easily led by peer pressure, Alex is bright; he's doing well in business studies, though architecture is where his passion lies. His second name comes from his late father, who is considered a war hero for his actions in dispelling the Earth's Dalek occupiers (see *The Dalek Invasion of Earth*). Alex finds his dad's example intimidating to live up to.

Alex loves his mum, but their relationship is strained: she's a prominent progressive politician, making it extra embarrassing to be considered a mummy's boy when anti-scientific sentiment is trendy. Alex is completely unaware that he's part alien, being Gallifreyan on his mother's side: as Susan is the Doctor's granddaughter, Alex is the Doctor's great-grandson.

Susan hasn't told Alex of his heritage out of fear of ostracisation (or worse), as he appears to be completely human: he only has one heart, no regenerative abilities, and no psychic capabilities. Only 7% of his genome is Gallifreyan. Susan has told Alex about her travels, but he's dismissed them as quirky bedtime stories. The regressive Earth United (see *L146*) movement see Alex as a potential pawn, as making him their poster boy would humiliate Susan and destabilise her powerbase. Alex would enjoy the attention and eagerly help them hunt down an alien.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor was overjoyed to discover Alex's existence, though he was disappointed to find out how little Time Lord DNA he has. When Alex met his great-grandfather, he was suspicious of the odd stranger, even selling the Doctor out once he suspected him of being alien. Shocked to learn the truth, Alex was offered the chance of a Time Lord education on Gallifrey. Overwhelmed, he refused.

Later, Alex enjoyed Christmas dinner aboard the TARDIS, his prejudice replaced with curiosity. He enjoyed his "granddad's" company, but still considered him highly eccentric. Alex's architectural mind proved natural at manipulating the TARDIS's interior systems, which he found fascinating. The Doctor offered Alex a gap year of adventures, with the motive of familiarising him with the TARDIS, secretly considering it his great-grandson's inheritance. Alex refused on realising that the Doctor had already made the decision for him, and instead chose to travel the world with Lucie Miller (see *A99*).

When a second Dalek invasion struck, Alex found himself immune to a human-targeting plague. Taking charge as a rebel, Alex didn't share Lucie's or his mum's blind faith that the Doctor would show up to rescue them. When the trio were trapped by Daleks, Alex bravely ran towards a control panel to free the others, but was exterminated. His sacrifice was instrumental in defeating the Daleks, and the loss was felt by his loved ones.

ALEX CAMPBELL



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

SKILLS

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

TRAITS

Alien (Special) – Alex has only 7% Gallifreyan DNA, possessing no special Time Lord benefits; however, this is still enough to protect him against diseases engineered for humans, and may provide other benefits/complications
Brave
Distrustful – After meeting the Doctor, this Trait is removed
Face in the Crowd
Impulsive
Inexperienced
Prejudice (Major) – Non-humans (after learning about his heritage, this Trait is removed)
Run for Your Life!
Stubborn

TECH LEVEL: 5

STORY POINTS: 15

Later, the Doctor travelled with an alternate timeline's version of Alex during the Time War. For this version of Alex, see *The Time War Expanded Universe Sourcebook*.

THE ANTLE *(Letting Go)*

The Antle are a species obscure to humanity. In fact, "Antle" describes their genus and not the actual name of their people, whatever that may be. The Antle have advanced technology, yet deliberately pilot their powerful warp drives to evade official first contacts with other peoples. So insular are the elders that Antle children often argue about humans being mythical or not.

The Antle have multiple legs and extremely long, fibrous arms ending in hands, generally stronger than average humanoids. Some can grow to ten feet tall, even while still children. They have blue blood, the skin around an eye turning blue a sign of distrust. Conversely, the entirety of their skin turning blue indicates honesty. Despite their variety in cultural meanings behind flushed skin, the Antle place the most scrutiny on mouth movements, as their mouths are rimmed with multiple tendrils. A polite greeting amongst Antle is to open the mouth wide and sigh loudly, and their tendrils close around their mouths when embarrassed. A human interacting with an Antle would need to keep their facial expressions broad and readable, as more subtle facial expressions could read as impolite or directly insulting.

The Antle home world is tiny, orbiting multiple suns. It edges our galaxy, as the Antle consider humans to originate from "the Inner Worlds". Their cities are notable for an abundance of flying cars and quasi-domesticated creatures, plus miles-high dormitories of spindly and intricate designs. Antle families are large and sprawling, yet they live together in small apartments of average-sized rooms. While some live like this due to poverty, the species generally finds nest-like living arrangements comfortable. These cramped conditions often require their meals of tickling water and spicy meats to be eaten on tables that double as beds.

The youngest Antle don't have names, which are chosen personally at a later developmental stage. Their varying larval stages all have differing legal statuses, a matter considered impolite for casual conversation.

The Antle often debate their sheltered nature with each other, with some tired of being cooped up and dreaming of exploring other worlds, even getting to meet real humans. One such Antle named Stan encountered the Doctor and Charley; as his family would read in the papers, Stan heroically sacrificed himself to save both his crewmates and a human ship from a technical malfunction. The travellers went to pay their respects to Stan's family, an awkward encounter made worse by the fact that Stan had run out on them after a fight.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Antle newspapers are reporting propaganda, as the typically cowardly Stan was instructed on how to mitigate the malfunction by the Doctor. While the newspapers present the humans as virtuous helpers, the accident was due to the careless humans crashing into the Antle ship. The falsehood is peddled to forge an image of humans as friendly and kind to the Antle public, as revealing the truth could only isolate the Antle even further.

ANTLE



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

SKILLS
Athletics 2, Convince 1, Fighting 1, Science 2, Survival 1, Technology 2, Transport 2

TRAITS
Additional Limbs x2 – Legs
Alien
Alien Appearance
Eccentric (Minor) – Due to inexperience with other cultures
Friends (Minor) – Extended family
Size – Huge (Minor)
Stubborn
Technically Adept
Tough
Unadventurous (Minor)

TECH LEVEL: 6

STORY POINTS: 2-4



ARISTEDE *(Venus)*

In the not too distant future, one of the most celebrated artists is a man called Aristede. His works have been among the most respected of their age. Until his exhibition in '62 was disbanded for the war effort and every last item was harvested for parts.

When the Doctor and Charley (see *A90*) met him, Aristede was a frail old man. He is stout, but imposing and with a forceful personality. He walks with difficulty, his not inconsiderable weight being supported by use of a cane. His face is heavy-jawed and has puffed cheeks, and his eyes are magnified behind thick glasses. Aristede's physical limitations are not just the result of old age: he is a victim of the so-called Plague which has struck humanity in this era. Its name is misleading though, as it isn't a contagion, but a genetic defect, an evolutionary dead end, ticking away and waiting to strike in those unlucky enough to have been born with it.

In Aristede's case, although he has lived a long life, he has suffered with physical infirmity. But now, he is dying. In others, the Plague strikes them at a much younger age, wasting them away before their time.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Aristede has decided to produce one final work that he will share with a personally selected audience. He has designed a living spaceship, a creature large enough to take Aristede and all of his guests on a final journey.

The ship is organic. Inside, much of its structure seems to be made of wood, with red tree trunks growing from floor to ceiling. These are actually its veins and arteries. A constant and rhythmically shifting breeze is the creature's breathing. A screen showing the view ahead is formed from a diverted optic nerve. Although Aristede calls the ship their host, it is unclear whether it has sufficient sentience to have been able to indicate its willingness to be used in this way.

The guests aboard Aristede's ship represent a wide range of humanity, male and female, young and old, and of a variety of ethnic groups and cultural backgrounds. All they have in common is that they are all dying of the Plague. Some are clearly near the ends of their lives, while others still appear to be healthy.

The destination of Aristede's final voyage is the planet Venus, still a world of boiling heat, crushing pressure and sulphuric acid rain that hasn't yet been terraformed. On arrival in orbit, at the culmination of its passengers' final, luxurious meal, the ship will trigger the detonation of a series of bombs already in place on the planet below. The explosions are powerful enough to be seen from orbit, lighting up the dense, swirling atmosphere, and will trigger storms that will last for a thousand years.

ARISTEDE



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

SKILLS
Convince 4, Craft (Art) 5, Knowledge 4, Technology 2

TRAITS
Charming
Fame (Major)
Impaired Senses (Minor) – Without his spectacles, Aristede has a -2 penalty on all Awareness rolls requiring vision
Weakness (Minor) – A genetic disorder ("the Plague") means that Aristede has a -2 penalty on all physical rolls
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 6

Then, the finale of Aristede's last work is that the ship will descend towards the planet's surface. The passengers all know that they will die as the ship is torn apart. But they hope to see one final view within Venus's atmosphere, an image that nobody else has experienced, before they expire.



ARLA DECANTO *(The Truth of Peladon)*

During the Age of the Chancellors, when Chancellor Barok (see *V167*) is the power behind the throne, Arla Decanto is the last of Peladon's (see *L202*) great seamstresses. With the death of the latest king, Barok has commissioned Arla to make a great cloak of coronation for the crowning of the next, a child he has selected from the royal family.

With the coronation only a month away, Arla will need a new apprentice to complete the work in time. She did have one, but sadly she had to report him to Barok's men, as he turned out to be a member of the resistance. Arla didn't like doing it, but if it had been discovered that she was harbouring a criminal, it would have been her on the torturer's rack!

Arla's reputation as a seamstress is legendary. The apprenticeship she offers is one of the very few left and the only one to provide food and lodgings. But her house is not a hotel, and whoever she takes on must work for their bed and board. The man who turns up in response to the request she put in to the loom-house isn't like any apprentice she's ever seen. He's a lot older for one thing, and he already seems to be skilled with needle and thread. The fact that he calls himself "the Doctor" indicates a man of learning, not somebody wishing to learn a trade.

It is an honour for Arla to be chosen, but also a huge responsibility. The cloak of coronation will need to be beautiful and regal if Barok is to be happy with it. Arla still has some very fine materials in her storeroom. Silks from the thread spun by the last of the great grey spiders. Even the original trim from the very first cloak of coronation, made from the fur of an Aggedor.

It was the Doctor's suggestion to sew a map of the night sky into the lining of the cloak. But the map the Doctor obtained from the Astronomer Royal was a view of the heavens as seen from the planet Arcturus, not Peladon! When Chancellor Barok saw this, Arla was thrown into jail for treason!

Somehow though, the Doctor is able to slip Arla out of her cell each night for three nights in a row, to show her the truth of Peladon.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The first truth is of Peladon's people: downtrodden and half-starved on meagre rations. The second truth is of its land: polluted by trisilicate leaking from the old mines, its waters poisoned, its wildlife sick and dying. The third truth is of its rulers: corrupt and self-serving, with Chancellor Barok the worst of them all. Barok is secretly in the employ of the Arcturans, who have installed equipment to beam the remaining trisilicate reserves direct to Arcturus, leaving the planet a ruin.

ARLA DECANTO



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

SKILLS
Convince 1, Craft (Seamstress) 5, Knowledge 2, Subterfuge 1

TRAITS
By the Book
Keen Senses (Minor) – Vision
Unadventurous (Major)

TECH LEVEL: 2

STORY POINTS: 4

Can Arla be convinced of what the Doctor says? Even if she helps the Doctor overthrow Barok, will the people forgive one who did and said nothing for so long, and reported her own apprentice to the authorities?



ARTHUR WELLESLEY, DUKE OF WELLINGTON *(Other Lives)*

The Second Doctor met the Duke of Wellington on a number of occasions during the Napoleonic Wars, when the extra-dimensional Players (see *The Sixth Doctor Expanded Universe Sourcebook*) made several attempts to assassinate him in order to destabilise history. However, the Eighth Doctor, along with Charley (see *A90*) and C'rizz (see *A89*), encountered the Duke much later in his life, when he was an old man.

By 1851, the Duke has been Prime Minister on two separate occasions, both times for the Tory Party (by now, known as the Conservatives). Although he was an active man in his younger years, he is now in his eighties and no longer has the strength or stamina that he once enjoyed. Although he isn't completely deaf, the Duke is hard of hearing, something he finds frustrating. His soldiering days are long gone, and his uniform, when he wears it, is purely ceremonial (even though he still carries his sword). In fact, these days he prefers a comfortable pair of carpet slippers to the boots that he is famous for!

Nevertheless, fighting is all the Duke knows. He's been doing it all his life. India, Spain, France, even the political fighting of Parliament. The Duke has always had a naturally combative character, and it's too late for him to change now. Given events in Europe over the past few years, in particular the uprisings of 1848 in France and elsewhere, the Duke remains concerned about the rabble and the threat of a revolution in the United Kingdom (see *V168*). In fact, in 1848 he helped organise a military force to protect London against the mob, should it come to that.

At the time of the Great Exhibition of 1851, the Duke is Chief Ranger and Keeper of Hyde Park, where the Crystal Palace has been erected. He therefore takes great interest in the Exhibition and, although he has retired from political life, acts as host to many visiting dignitaries from abroad. It is in this capacity that the Duke first meets Charley Pollard. Although Charley didn't recognise him, the pair struck up a close friendship. Although an old man, the Duke still has an eye for the ladies and insists that Charley call him Arthur, much to the annoyance of his personal assistant Fazackerley, who accompanies the Duke everywhere.

Despite his age, the Duke of Wellington is still a man of spirit and bravery, capable of barking orders in a commanding tone. He just needs to sit down and rest his weary legs a little more often than he used to, and he enjoys an afternoon nap when he can.

The Duke's assistant Fazackerley is an overly officious man, impatient with the public to the point of being rude, and a snob with the lower classes. He insists that the Duke should be addressed "Your Grace". Fazackerley is, however, very efficient at organising the Duke's affairs and keeping Apsley House (the Duke's residence, otherwise known as Number One, London) running smoothly.

For information and stats for the Duke of Wellington in his prime, see *The Second Doctor Expanded Universe Sourcebook*.

THE DUKE OF WELLINGTON



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

SKILLS
Convince 4, Craft (Violin) 2, Fighting 1, Knowledge 5, Marksman 3, Subterfuge 2, Survival 2, Transport 1

TRAITS
Authority (Minor) – As a war hero and former Prime Minister, Wellington still has some authority
Brave
Distinctive
Impaired Senses (Minor) – His deafness gives him s a -2 penalty on rolls involving hearing
Indomitable
Person of Repute
Upper Class
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 10

MR FAZACKERLEY

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Convince 3, Knowledge 2, Transport 2
Traits: Argumentative, By the Book, Know Your Place, Middle Class, Reliable, Silver Spoon
Tech Level: 4
Story Points: 4

ARTRON *(1st in Better Watch Out)*

Artron was one of Rassilon's great engineers, discoverer of the eponymous energy. On Gallifrey, he is commemorated in monumental statues and paintings. While Rassilon (see *V274*) developed regeneration for the Time Lords, Artron sought true immortality. But he was lost on an expedition into the Vortex and his fate remains a mystery.

Artron had discovered Kolstan (see *L171*), a mythical planet that existed within the Vortex itself. On that planet, he found a primitive people who had the ability to heal themselves indefinitely. The Kolstani were effectively immortal, so Artron conducted research on them to discover their secret.

Unfortunately, his work was interrupted by the Master, who was seeking a new cycle of regenerations for himself after his failure in San Francisco in 1999 (see the *TV Movie*). The Master constructed a device to drain the Kolstani of the Vortex energy that they were created from. But Artron sabotaged the machine and absorbed the energy himself. The process broke his mind, but he gained immortality and enormous powers to create matter from nothing and to shape it into whatever form he desired. However, the Kolstani were drained of their energy and were left with an insatiable hunger. They became the Ravenous (see *V276*), creatures capable of devouring the regenerative energy of a Time Lord, but they were imprisoned in the Vortex by Rassilon.

Misunderstanding a request by the Doctor to go home, Artron removed himself to Earth millions of years in the past. He has since remained on Earth and will still be there in millions of years' time when it has been abandoned by humanity and reclaimed by nature. In this future era, Artron lives at the top of a tower in what was once the Thames estuary, having the reputation of a god. In the intervening period, he wanders the Earth, granting wishes to all those who ask them of him (or who he believes asks them, which is not always the same thing).

Artron is an eccentric figure, seemingly little more than a vagabond. Often, he has a manic energy about him; at other times, his conversation is a meandering, almost meaningless stream of consciousness. Again taking inspiration from one of the Doctor's asides, Artron has applied a number of rules to his granting of wishes: each person can only have a single wish; they cannot wish for more wishes; they cannot wish for a prior wish to be undone; they cannot change the past; and he cannot raise the dead. Beyond that, there is no limit to what he can do: create unlimited gold; heal the mortally wounded or rejuvenate the old; even create living beings such as the Krampus and its imps (see *V237*).

If he learns of what happened to the gentle Kolstani, Artron will consider this to be his great crime. But he has not yet thought to make his own wish and could, for example, wish to return all his Vortex energy to the Ravenous, restoring them to their former selves but killing himself in the process.

ARTRON



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

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

TRAITS
Artron Battery
Bio-Chemical Genius
Code of Conduct (Major) – Self-imposed rules around his granting of wishes (see text)
Eccentric (Major) – Manic energy and irrational behaviour
Fast Healing (Special)
Feel the Turn of the Universe
Immortal (Special)
Psychic
Special – Make a Wish: The Vortex energy within Artron allows him to create, shape and destroy matter, in effect to grant wishes; there are few restrictions on this ability other than the rules imposed by Artron himself
Teleport
Time Lord – Artron is unable to regenerate, but is instead immortal and self-healing
Vortex

Due to his longevity, Artron eventually gains Amnesia (Minor).

TECH LEVEL: 11

STORY POINTS: 8

Although he is still alive, there is a Tomb of Artron on the planet Parrak (see *L201*) which contains a copy of his brain-print.

AUNTY PAT *(1st in Horror of Glam Rock)*

You're all alone and you're lost, far from home
A world away from the memories of yesterday
Don't know what to be, don't know what you'll see

You're a falling star
Which face will you choose?
Which one will you lose?
You're a falling star...

– Falling Star, 1964

By most accounts, including her own, Patricia Ryder is a completely unremarkable woman. Of course, her niece Lucie (see *A99*) never minded that, as her Aunty Pat has always been a caring presence in her Blackpool upbringing. Pat always encouraged Lucie to go out there and make something of her life, and "not end up all withered up and bored" like herself.

One of the first places Lucie went after becoming a time traveller was an M62 service station in 1974, meeting Pat's younger self while incidentally following her advice. Lucie didn't recognise the leather-clad glam-rock drummer at first, eagerly informing Pat about their future relationship when she did. Pat had no choice but to believe Lucie given the evidence, such as being embroiled in an attempted alien invasion at the time (see *V260*). Pat was already miserable, as *Methylated Spirits*, the latest in her long string of bands, had broken up after manager Arnold Korns (see *A179*) called them awful. Her mood worsened when Lucie accidentally blurted out that the Aunty Pat she knows in the future never became a successful musician, and didn't amount to much other than being her Aunty.

The Doctor and Lucie next met Pat in the Lake District in 1984, where she was running the successful and swanky *Bygones Guesthouse* near Kendal. The only assistance Pat had in running the business was from her husband Trevor, a former sixties folk star. They'd met at the Kendal Folk Festival five years before and quickly fell in love. Their married life was blissful and bohemian, sharing a particular passion for environmental issues. Trevor's only quirk was a penchant for taking midnight walks around the nearby lake, Grasmere.

While Pat expected the TARDIS travellers' presence heralded bad luck, she developed a familial pride towards her future niece, despite their relationship being surreal for her: in 1984, Lucie isn't even born yet! Still, Pat was happy to be called "Aunty Pat" by Lucie, though the Doctor's habit of addressing her likewise quickly grated on her. Their visit coincided with the arrival of Trevor's old business partners from the Satsuma record label, Mervyn Urquhart and Humphrey Mims (see *V280*). They insisted he resume his music career, given that their new remix of his old single *Falling Star* was a chart hit.

Everything about Pat's situation surprised Lucie; her aunt's future self never once mentioned this successful period of her life, nor her husband Trevor!

PATRICIA RYDER



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

SKILLS
Athletics 1, Craft 2, Knowledge 2, Technology 1, Transport 1

TRAITS
Brave
Code of Conduct (Major) – Environmentalist
Face in the Crowd
Stubborn
True Connection – Haygoth
Unadventurous (Minor)

EQUIPMENT
Crystal Lattice [Traits: Innocuous (Minor), Organic Interface (as the Zygon Trait but limited to operating the ship's weapons system), Weakness (Major: If violently ripped off, the host takes Lethal damage). Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In actuality, Trevor was a Zygon warlord named Haygoth, who had taken the real Trevor's identity years ago, after waking up from hibernation induced by his ship crashing into Ullswater centuries before. The original Trevor had been comatose since a motorcycle accident, the event hushed up by Satsuma in case it impacted sales. As requested in his will, Trevor was placed in cryogenic suspension. When Haygoth and his crew infiltrated Satsuma to further their goals of terraforming Earth into a new Zygon homeworld, he took Trevor's identity, while two of his crew

took on Urquhart's and Mims'.

Impersonating Trevor, Haygoth found himself slowly falling in love with human culture, before falling completely in love with Pat. He defected from his crew, marrying Pat soon after. Haygoth shared the truth of his identity with her, and her extra-terrestrial encounter in 1974 made her accept his alien nature, still loving him deeply. She even has a peculiar fondness for his Zygon form. Haygoth is ashamed of his former identity and disgusted with his fellow Zygons' warmongering ways. Trevor's cryogenically frozen body is currently in a body print in the guesthouse's cellar.

When he defected, Haygoth took the crew's Skarasen with him, being the only one with full mental control over the beast. As he must be in his original form to awaken it from the bottom of Grasmere, he can only visit to drink its milk under the cover of night. While Haygoth resents that this means he and Pat are essentially tethered to the area, the reports of a local lake monster have been great for driving business to the guesthouse. Haygoth also took a crystalline lattice from his crashed ship's weapon systems, without which it's impossible to activate the warheads needed for his crew's plan to destroy Earth's ecosystem. Pat agreed to let the piece of bio-machinery latch onto her neck, disguising it as jewellery. It's painlessly attached as if made of hungry leeches, and is almost impossible to remove.

Once Haygoth's former crew at Satsuma tracked him down, they insisted on him resuming command, believing he'd recover his senses if forced back into his role. One impatiently ripped the lattice from Pat's throat, and she died minutes later, being comforted by her husband. Despite being important to Lucie, Pat's death would have no repercussions to the Web of Time; it's as if history blinked and missed her. Haygoth despairingly self-destructed the ship with his crew aboard, surviving without a way of turning back to Zygon form if he transformed again. He took on Pat's form, becoming permanently trapped in it. Taking the role to honour her memory, Haygoth became the Aunty Pat that Lucie grew up with, meaning she'd only met the real Pat on her travels with the Doctor. The Doctor and Haygoth agreed to keep this from Lucie. While initially taking Pat's role out of obligation, Haygoth learned to truly love Lucie as her Aunty, which made the deception sting even worse.

The Doctor and Lucie next came across Pat during Christmas 2008. Believing it was 2009, they were surprised to find another Lucie from earlier in her timestream present. Pat had stolen a Parabolic Diverter from shamed Zygon criminal Landak (see *V243*) to bring the TARDIS to that date. She risked the paradox as she'd contracted photomelanoma, a rare condition that may occur if a Zygon stays in one form for decades, rapidly deteriorating their bodily cells. Pat wanted to spend one last Christmas with the oldest Lucie she could, to see what her niece had amounted to. Landak took revenge, revealing Haygoth and the Doctor's lie to Lucie. Haygoth sacrificed his life to defeat Landak, and Lucie's shattered trust in the Doctor caused them to part company.

HAYGOTH



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

SKILLS

Athletics 3, Convince 3, Craft (Music) 3, Fighting 4, Knowledge 3, Marksman 2, Medicine 4, Science 6, Subterfuge 4, Survival 5, Technology 4, Transport 3

TRAITS

Alien
Alien Appearance
Code of Conduct (Major) – Environmentalist
Dark Secret (Major)
Empathic
Fame (Minor)*
Fear Factor 2
Natural Weapon (Minor) – Stinger: L(4/L/L) or S(S/S/S) damage
Shapeshift (Major)
Special – Organic Interface (includes mental control of the Skarasen)
Time Traveller – TL5
True Connection – Pat
Unadventurous (Minor)
Voice of Authority
Wanted (Major) – By his former crew

Traits marked with an asterisk only apply to his disguise as Trevor.

After taking Pat's identity, Haygoth loses the Traits Alien Appearance, Fame, Fear Factor, Natural Weapon, Shapeshift, Special (Organic Interface) and Wanted, while gaining the Traits Face in the Crowd and, eventually, Special – Photomelanoma (see text).

TECH LEVEL: 6
STORY POINTS: 6

AYFAI *(Not in My Back Yard)*

The First Doctor encountered the Aridians after their civilisation had collapsed when their planet had undergone catastrophic climate change (see *The Chase*). The Aridians had originally lived in a city beneath the seas of Aridius. But the seas dried up as the planet's twin suns moved closer and closer to the planet, leaving the Aridians struggling to survive in the desert-bound ruins of their once beautiful city and having to avoid the predatory Mire Beasts that were relentlessly overrunning it.

However, the Aridians were not always in such dire straits and some may still be found elsewhere in the galaxy. The Eighth Doctor met one on the planet Arklus. Ayfai is a tall, broad-shouldered female Aridian with a wry aspect to her features. Like all her species, she is amphibious. Her skin is a suede-like light green (leading some humans to refer to her as a "kiwi-fruit woman"). She is of an Aridian strain that has evolved to survive in the colder waters of their world. In human terms, she appears to be in her early forties.

When the Doctor first met Ayfai, she was in prison and due to be executed for political dissidence, Arklus having what Ayfai considers to be a straightjacketed society. The Doctor broke her out and took her away from Arklus. He didn't take her through time, as Ayfai hoped to return one day. So he kept the TARDIS in the Earth year 2017. But he took Ayfai far enough across space that she would be unlikely to be found, to the English village of Cheldon Bonniface (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*).

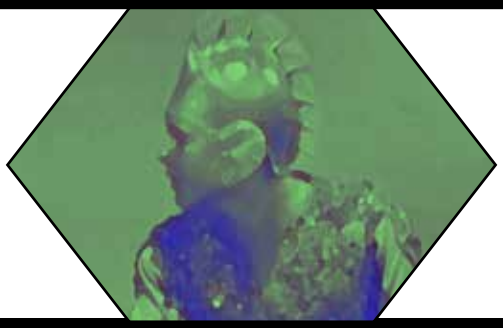
The Doctor installed micro-filtration systems in Ayfai's nose, allowing her to breathe the Earth's air more comfortably. Even though they arrived on a frosty winter evening, Ayfai found the weather to be sweltering. The Doctor commented that she might need to spend the summers in somewhere like Siberia! Although he had provided her with a set of clothes to conceal her alien appearance, Ayfai found them unbearably warm and quickly discarded them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor had intended to drop Ayfai off at the Offworld Asylum and Settlement Centre which he had helped set up in Cheldon Bonniface a few years earlier to assist stranded aliens. However, the Centre had been closed down by 2017 as a result of anti-alien propaganda stirred up by the British Prime Minister, Michael Hallinan, and fuelled by the tabloid press. There had been little objection to its closure at a national level, and even in the village, some of the locals were now distrustful of aliens, despite having lived and worked alongside them for years.

The Doctor staged an alien invasion attempt which was foiled by one of the aliens still living in Cheldon Bonniface, who was consequently treated as a hero by the media. All the alien asked in return was for the Centre to reopen. With this sorted out, Ayfai decided to remain behind and apply to become a citizen of the United Kingdom, and maybe even to go into politics!

AYFAI



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

SKILLS
Convince 3, Craft 2, Knowledge 3, Science 2, Subterfuge 2, Technology 2

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Amphibious and resistant to cold
Outcast
Weakness (Minor) – Ayfai has a -2 penalty on all actions in temperatures about 10°C, and -4 in temperatures above 25°C

EQUIPMENT
Micro-Filtration System: Without this, Ayfai would have a -2 penalty on all physical actions in an Earth-like atmosphere

TECH LEVEL: 6

STORY POINTS: 6

BECKY LEE KOWALCZYCK *(Minuet in Hell)*

The Ancient Order of St Peter was founded back in the 16th Century to deal with supernatural evil in Eastern Europe, Vampires in particular. Their last recorded encounter with a European Vampire was, according to their records, in Poland in 1976. Of course, the Doctor knows that vampirism is still widespread! The Order chased their last Vampire from Poland to the Atlantic coast, but it escaped on a jet plane to the United States. Two of the Order's priests followed. They tracked it down to Los Angeles and destroyed it. But one of the priests was so alarmed by the amount of supernatural evil they had uncovered in America that he chose to stay and found a Chapter of the Order.

Becky Lee Kowalczyck was recruited by the priest while she was still in her teens. Although she is a little older when Charley (see *A90*) met her in Malebolgia (see *L181*), she still talks like an over-enthusiastic cheerleader. She's perky and brave and full of energy, and she has sworn to hunt down supernatural evil in all its guises!

Becky Lee (and she insists on including the "Lee" when addressed) has been taught a mental technique that was devised by the Order of St Peter centuries ago. These grant her the power to look into the souls of those who seek harm. She can see their greatest fear and turn it against them. One minute, a gang of thugs will be threatening her; the next, after a few seconds of chanting by Becky Lee, they're setting about each other or hitting inanimate objects or even flying around as if they're on circus wires. *"Woe to the evil one who assails the servant of Saint Peter, for he shall fight that which he most fears."* Becky Lee triumphs as the wicked defeat themselves.

Becky Lee is the granddaughter of Waldo Pickering, a senator who is standing in the elections for Governor of Malebolgia, the fifty-first and newest state in the USA. Malebolgia is seceding from the state that the Senator currently represents. Pickering knows all about Becky Lee's activities as an agent of the Order of St Peter, but he doesn't really approve. He's an old-time, Deep South politician, and to him, it's all hippy '60s mumbo-jumbo! But even he suspects there may be something diabolical going on in Malebolgia.

Before he died, Becky Lee's father set up a nationwide grapevine among the other Eastern European immigrants. Becky Lee has received a message from them warning that there are people in Malebolgia who are conjuring up demons. It doesn't surprise Senator Pickering much. It seems that Malebolgia is home to the Hellfire Club, a secret society modelled on the original Hellfire Club set up by Sir Francis Dashwood in England in the 18th Century.

But whoever is behind it, if there is supernatural evil involved, Becky Lee is peachy keen on rooting it out!

BECKY LEE KOWALCZYCH



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

SKILLS
Athletics 2, Convince 3, Fighting 3, Knowledge 3 (AoE: Supernatural Lore), Marksman 1, Subterfuge 4, Technology 1, Transport 3

TRAITS
Attractive
Brave
Code of Conduct (Major) – The Ancient Order of St Peter
Experienced x2
Hypnosis (Major)
Friends (Minor) – Network of Eastern European immigrants
Psychic
Psychic Training
Run for Your Life!
Telekinesis – Only against those who fall for Becky Lee's Hypnosis

TECH LEVEL: 5

STORY POINTS: 6



THE BROTHERS GRIMM *(L.E.G.E.N.D.)*

The Brothers Grimm, Wilhelm and Jacob, are best known as the collectors and writers of folk tales. But they had far wider academic careers than this, between them covering such areas as linguistics, philology, lexicography and anthropology. They were born in the German town of Hanau, Jacob in 1785 and Wilhelm a year later, with their youngest brother Ludwig following in 1790. Although from an impoverished family, both Wilhelm and Jacob attended the University of Marburg, where they developed a fascination with history, philology and German folklore.

The brothers began collecting folk tales in 1807 at the request of German Romantic poet, Clemens Brentano, and Jacob was appointed court librarian to King Jerome Napoleon I of Westphalia the following year. Although Jacob's position paid little (and he was still financially responsible for his younger brothers after the death of their mother), it allowed plenty of time for he and Wilhelm to pursue their researches.

It was during this period that Professor Marathanga (see *A168*), an alien academic collecting myths and legends from across time and space, arrived in Germany to find the famous Brothers Grimm. By now, the pair are in their early twenties and are touring the regions to collect local stories. They each have a different approach to their work. While Jacob is more interested in study and meeting older people to hear their tales, Wilhelm enjoys spending time in the taverns, drinking beer and cider and chatting up the barmaids. They both share the burden of collation and writing, but it's Jacob who does most of the actual work.

As he was growing up, Wilhelm suffered a long illness, leaving him weak for the rest of his life. He is intellectually less energetic than Jacob, largely confining his studies to literature and anthropology, though he is also a gifted story-teller.

JACOB GRIMM



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

SKILLS
Athletics 1, Convince 2, Craft (Writing) 5, Knowledge 5 (AoE: Lexicography, Philology, Folk Tales), Subterfuge 1, Survival 1

TRAITS
By the Book
Impoverished
Insatiable Curiosity
Linguist (Minor) – German (native), French, English, Latin
Obligation (Major) – Financially responsible for Jacob and Ludwig

TECH LEVEL: 4
STORY POINTS: 8

WILHELM GRIMM



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

SKILLS
Athletics 1, Convince 3, Craft (Writing, Story-Telling) 5, Knowledge 4 (AoE: Anthropology, Folk Tales), Subterfuge 2, Survival 1

TRAITS
Charming
Impoverished
Impulsive
Linguist (Minor) – German (native), French, English, Latin

TECH LEVEL: 4
STORY POINTS: 8

BYRON *(The Girl Who Never Was)*

In 2008, Byron is wanted by the Singapore police. He describes his official business as import-export, but he's actually made his money from smuggling. He's pretty good at it, but not surprisingly he's made some enemies along the way. Rival gangs and even corrupt police officers who'd like nothing more than to see him dead.

When Byron overhears Charley Pollard (see *A90*) giving her name to a receptionist at the Singapore Hilton, he is intrigued. After all, his mother's name is Charlotte Pollard. It could just be a coincidence, but it's not the strangest thing to have happened in his family. Byron's mother, Miss Pollard, is now in her eighties and has been unable to remember anything about her early life since she was found drifting in a lifeboat from the *SS Batavia* in 1942. The only thing she could remember was the name "Charlotte Pollard", so it was assumed that's who she was.

Charlotte was taken in by Byron's grandmother and later married one of her sons, Byron's father. Byron's grandfather, also known only as Byron, had chartered the *Batavia* to take him and his Brit and Aussie mates away from Singapore with all their valuables before the Japanese army reached the island. He and the rest of the passengers and crew, with the sole exception of Miss Pollard, vanished along with the ship on the evening of January 15th, 1942.

Because the ship was chartered by his grandfather, the junior Byron reckons that its cargo is legally his, and there must be a fortune in gold and jewellery still locked away in its hold. The problem is that the ship has never been found. There are stories of sightings of a rusting hulk matching its description out in the Karimata Strait, but how could it still be there after sixty-six years? So when somebody going by the name Charlotte Pollard turns up in Singapore at the same time as one of Byron's contacts comes up with the coordinates of the ship, it can't just be coincidence, can it?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The real name of Byron's mother is Madeleine Fairweather (see *A129*).She was the only survivor of the *Batavia* after it was boarded by a Cyberman Time Squad from half a million years in the future. The Doctor put her in a lifeboat suffering from amnesia, knowing that history records that she survives to become Miss Charlotte Pollard.

The gold that Byron junior hopes to recover from the *Batavia* is still locked in its hold, but so are a squad of Cybermen who sealed themselves in in 1942 with instructions to wait for further orders. The ship has remained undiscovered by virtue of an experimental Japanese device that renders it almost invisible, which Byron senior had managed to acquire.

BYRON



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

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

TRAITS
Adversary (Minor) – Rival smugglers
Arrogant
Brave
Selfish
Tough
Wanted (Minor) – Singapore police
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 6

The stats provided here are for the younger Byron, the brash Aussie smuggler from 2008. However, he is identical in appearance and personality to his grandfather in 1942. The same stats can be used for the elder Byron with the removal of the Adversary and Wanted Traits.



CALAXI *(Music of the Spherions)*

The Calaxi are catlike humanoids who originate from the planet Malleon. All have light indigo fur, with humanlike hair sprouting from their scalps in darker shades. In contrast to some other feline species, the Calaxi don't have tails, nor sharp fangs or claws. Most dress in simple tunics, and ear piercings are popular. Some Calaxi have white facial markings, likely denoting their importance within society. Typical Calaxi names consist of two short syllables.

Originally peaceful enough to develop advanced technology while still agricultural, the Calaxi adjusted to war after being constantly attacked by the enigmatic, alien Spherions (see *V294*). Fleeing throughout space, they would barely settle on a new planet before the Spherions would locate and attack them once again. After generations of this cycle, a Calaxi leader named Lumin discovered a curiosity: a barren planet with a completely hollow interior. With their final resources, the Calaxi engineered an artificial planet inside the shell. Seemingly hidden from the Spherions, they dubbed their new home Lumin's World.

Lumin's World is pleasant and colourful, with green grass and pink rock valleys. The Calaxi's towns have many open spaces lit by fiery beacons, their buildings having open doorways. About half of the surface of Lumin's World is subterranean due to the surrounding shell planet, the other half exposed to space through a hole in it. This area has a hazy, peach-coloured sky.

While generally kind, the Calaxi are understandably paranoid of aliens, especially any able to get past their security satellites. Their weapons have been designed with their crystalline enemies in mind, including rifles and turrets that shoot nothing more than concentrated soundwaves, designed to be lethal against the Spherions. The Calaxi's peace won't last forever, as it's only a matter of time before the Spherions find Lumin's World.

One Calaxi present during this period is Junto, an older woman acting as both medical practitioner and leader of her local community. While pessimistic and blunt, she's also sympathetic to the trustworthy. Differentiating Junto are ornate facial markings and a scalp without humanlike hair, bald in comparison to other Calaxi. Most distinctive is the large scar on the right side of her face, blinding her right eye.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Spherions and Calaxi are equally sentient, but both are ignorant of this due to being unable to communicate (see the Spherion's own page for elaboration).

Even if this miscommunication was brought to light, it would still be challenging to convince the two species to stop warring. The Spherions are desperate to ensure they last another generation, and the Calaxi are fighting a last stand to protect their final home.

JUNTO



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

SKILLS
Convince 1, Knowledge 4, Marksman 1, Medicine 4, Science 2

TRAITS
Alien
Alien Appearance
Authority (Major)
Brave
Distrustful
Empathic
Impaired Senses (Minor) – Blind right eye, giving a -2 penalty for any action normally requiring depth perception
Stubborn
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

SPECIES RACE PACKAGE
Cost: 1 point
Attributes: Resolve +2 (+2)
Traits: Alien (+2), Alien Appearance (-2), Distrustful (-1)

CALAXI SONIC TURRET [Minor Gadget]
Traits: Damage: L(4/L/L) against crystalline material, S(-/S/S) against organic matter
Cost: 1 point

CAPTAIN CAVALLI *(The Galileo Trap)*

In 1639, Captain Cavalli is working for a Florentine nobleman, Count Licori. Cavalli is head of the Count's guard and is responsible for his personal security. The Captain reputedly has spies everywhere. He is particularly suspicious of a mercantile trader by the name of Massimo da Riva (see *V170*), who has been supplying the Count with unusual beasts for him to hunt. Licori has a rivalry with the Duke of Aldino, who boasts of hunting man-eating anthropophagi supplied by da Riva. The merchant now has something even more special for the Count: a creature called a bloodhog which is larger than an elephant and more dangerous by far.

When Captain Cavalli encountered the Doctor, Liv (see *A98*) and Helen (see *A93*) near Florence, he immediately believed them to be tourists, here to get "snapshots" with the bloodhog. Clearly, Cavalli is not from Earth, at least not in this time period.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Captain Cavalli is an officer in the Cosmos Security Squad, the CSS, often disparagingly called the Trudgers. He has been working undercover to investigate reports of alien creatures turning up on Earth and the outbreak of a suspected plague which leaves its victims virtually mindless. Cavalli now knows that da Riva is behind the former and suspects that he's also behind the latter. He believes that da Riva isn't human and that he's been hunting the locals and consuming their "spark", what they would understand as being their souls. But the Captain needs to gather evidence before he can charge da Riva with gross moral turpitude.

Captain Cavalli takes his suspects alive if possible so that they can be put on trial for their crimes, and he'll only use lethal force if he has no other option. Although he would never confirm or deny it (it being classified information), Cavalli is a cyborg. CSS officers are augmented when they sign up; it goes with the job. Hidden beneath his skin are metal implants, and his blood is a clear plasma. If Cavalli is injured, his wounds are self-healing and his whole system will run a reboot unless he's too badly damaged.

CAPTAIN CAVALLI



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

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

TRAITS
Authority (Minor)
Back Up (Major) – The CSS
Brave
Code of Conduct (Major) – Pursue the guilty, gather evidence and take them alive
CSS Officer
Cyborg
Fast Healing (Special)
Obligation (Major) – The CSS
Tough
Transmit
Uploaded Character – Cavalli's memories are constantly transmitted back to a base unit ready for uploading into the next body

EQUIPMENT
Sword – Strength +2 damage
Blaster (concealed) – S(S/S/S) or 6(3/6/9) damage

TECH LEVEL: 7

STORY POINTS: 6

Cavalli's internal systems constantly transmit his memories back to a base unit aboard his ship. He has several copies of his body so that, if his current one is killed, the next one will be automatically activated with a complete copy of his memories and will continue his mission. The current Captain Cavalli is Cavalli 1, the original; the next will be Cavalli 2, and so on. He is also in contact with the CSS and can call for back-up at a moment's notice.

CSS OFFICER – SPECIAL GOOD TRAIT

CSS Officer is a Trait package that provides characters who are members of the Cosmos Security Squad with the following Traits: Authority (Minor), Back Up (Major), Code of Conduct (Major), Cyborg, Fast Healing (Special), Obligation (Major), Transmit, Uploaded Character. For CSS Officers, the Uploaded Character Trait provides Cyborg rather than the usual Robot (see page 31 of *The Fifth Doctor Sourcebook* for details). Characters with this Trait also have access to CSS weapons and equipment.

CSS Officer is expensive to purchase because of the range of benefits it provides, costing 11 Character Points plus 6 Story Points.

CARDINAL OLLISTRA *(The Side of the Angels)*

Ollistra is a career politician, one whose ruthlessness has enabled her to climb the greasy pole of Gallifreyan politics almost to the very top. As a Cardinal, she has had dealings with both the Seventh and Eighth Doctors, in both cases leading a resistance when Gallifrey was overrun or threatened with catastrophe.

In the former instance, Cardinal Ollistra aided the Doctor when the Eleven (see *V198*) had conquered Gallifrey with the assistance of a race known as the Dark Citizens (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). With the Eighth Doctor, the same incarnation of Ollistra set up a resistance called the Planning Council in 1970s New York. The resistance was comprised of those members of the High Council she had persuaded to join her to oppose the machinations of Cardinal Padrac (see *V166*). Ollistra was prepared to allow the rest of the Universe to die, if she and her Planning Council could survive and retake Gallifrey.

Cardinal Ollistra has total loyalty to Gallifrey, but not necessarily to any individual Time Lords. Time Lords are disposable assets, while Gallifrey should be eternal! Ollistra therefore has no compunction in sending her agents to face almost certain death, if that is what is needed for the greater good. With the Planning Council in New York, she even allied herself not only with the Meddling Monk in one of his more mischievous and self-serving incarnations (see *The Second Doctor 2017 Addendum*) but also with the Weeping Angels who were already resident in the city. If that's what it takes to win a war, then Ollistra is prepared to do it – though she had to spend a lot of her time stopping the Doctor and the Monk squabbling! The Monk's main usefulness though is his possession of a quantum communicator, perfect for negotiating with the Weeping Angels.

In this incarnation, Ollistra is a middle-aged woman with blonde hair starting to grey. She has a no-nonsense personality and speaks with what to humans sounds like an upper-class English accent. Although she and the Doctor are normally on the same side, their widely differing methods and moralities mean that they rarely see eye to eye.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This incarnation of Ollistra died when the Eleven pushed her off a building in New York. However, she was able to regenerate, becoming the incarnation who went on to play an important role in the Last Great Time War (see *The Time War Expanded Universe Sourcebook*), an incarnation that proved to be even more heartless than her predecessor.

However, that was not the end of the pre-War Ollistra, as a copy of her was retrieved as a Matrix projection to serve in Gallifrey's War Room while her successor was pursuing the Time War off-world. As a Matrix projection, this Ollistra's existence is restricted to remaining within the Capitol.

CARDINAL OLLISTRA



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	8	STRENGTH	2

SKILLS
Knowledge 5 (AoE: Secrets of the Time Lords)

TRAITS
Arrogant
Brave
Code of Conduct (Major) – Protect Gallifrey at all costs!
Feel the Turn of the Universe
High Office (Special)
Indomitable
Obligation (Major) – Gallifrey
Ruthless (Minor)
Time Lord
Time Lord – Experienced x6
Time Traveller (Minor) – Tech Levels 4-9
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

TECH LEVEL: 10

STORY POINTS: 6



CHANCELLOR JERASTA *(Songs of Love)*

Jerasta's formal title is High Chancellor, indicating her seniority within the High Council of Time Lords. After the President, she is one of the most senior Time Lords on Gallifrey, along with Padrac (see *V166*), particularly once his official title was confirmed as Cardinal Prime. However, Padrac is the more popular among the other members of the High Council and holds more influence. By comparison, Jerasta is a bit of a jobsworth, though a diligent one with Gallifrey's best interests at hearts.

Chancellor Jerasta is bound by the protocols and traditions of the High Council. After the Presidential TARDIS disappeared with the President aboard and the Vortex itself began to collapse, she diligently worked with Cardinal Padrac, sharing information with him and agreeing plans jointly. When Padrac left Gallifrey to investigate, putting his own life at risk by travelling into a temporally damaged future period, Jerasta decided not to convene a meeting of the Inner Council until his return, perhaps unwisely given the dire circumstances.

When Padrac does return with his report of the destruction of the future timelines, Jerasta is shocked by his proposal to allow the rest of the Universe to be destroyed in order to save Gallifrey. The issue was put to the vote, but Padrac broke with protocol by interrupting the process with a speech urging the Council to follow his advice, an outrageous and unprecedented act!

Chancellor Jerasta is a typical Time Lord, hidebound and a slave to bureaucracy. She is willing to do what she can to protect Gallifrey, but she lacks the force of personality and natural charisma to make a great leader. In her current incarnation, she appears as a young woman with blonde, shoulder-length hair.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Padrac's actions have sown seeds of doubt as to his motives in Jerasta's mind. She is increasingly concerned that he may be attempting a stealth coup by increasing his influence over the High Council amid warnings of universal apocalypse.

In fact, after the disappearance of the Presidential TARDIS with the President aboard, Padrac's ambitions are becoming more obvious and it is clear to Jerasta that he is not to be trusted. However, she is increasingly isolated within the High Council. Acting Castellan Volstrom (see *A110*), promoted into the position by Cardinal Padrac, is another of his lackeys and cannot be relied upon.

So when Jerasta receives a message from the President's TARDIS that it has been trapped within the transduction barriers that protect Gallifrey for days, she finally realises that she must take matters into her own hands. Using a Time Ring, Jerasta transports herself aboard the TARDIS to rescue its occupants, not realising that the Sonomancer (see *V290*), Padrac's agent within the Matrix, has overheard the communication…

CHANCELLOR JERASTA



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

SKILLS
Convince 4, Knowledge 4 (AoE: Secrets of the Time Lords), Science 3, Subterfuge 1, Technology 3, Transport 2

TRAITS
Attractive
By the Book
Feel the Turn of the Universe
High Office (Special) – High Chancellor
Obligation (Major) – Gallifrey
Time Lord
Time Lord – Experienced x3
Time Traveller (Minor) x3 – Tech Levels 7-9
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

TECH LEVEL: 10

STORY POINTS: 6



CHARLOTTE POLLARD *(The Girl Who Never Was)*

When the Doctor met her in 2008, Miss Charlotte Pollard says she's in her eighty-fifth year. Though as her memories of her early life are absent, it's difficult to be certain if she's correct. It's also difficult for the Doctor to be absolutely sure if she's *the* Charlotte Pollard (see *A90*), an older version of the travelling companion whom he rescued from the crash of the R101 airship in 1930. Without any time travel, Charley would be ninety-six at this point. But given the period she spent with him, apparently before popping up back on Earth in 1942, Miss Pollard's claimed age could be right. She's also about the right height, and has the same eyes and chin (or used to) as Charley. But it's impossible to be certain, particularly as Miss Pollard doesn't remember the Doctor. But then, she doesn't remember anything prior to 1942.

The Doctor met Miss Pollard on the *SS Batavi*a, a rusted hulk of a merchant ship that disappeared on January 15th, 1942 but has now turned up still afloat in the Karimata Strait, three hundred miles south-east of Singapore. She was accompanied by her son, Byron (see *A123*), a shifty Australian wanted for smuggling by the Singapore police. In 1942, the *Batavia* had been chartered by Byron's grandfather to allow wealthy Brits and Aussies to escape from Singapore with their gold and other valuables before the approaching Japanese army arrived. Byron junior believes that there's a fortune still sealed in the ship's hold and, as the ship was chartered by his grandfather, that now belongs to him.

Miss Pollard on the other hand merely wants to see if the ship holds the key to unlocking her early memories. All she knows at the moment is that she was picked up from one of the *Batavia*'s lifeboats, cold, wet and amnesiac, the only survivor of whatever calamity had overtaken the ship. All she had was her name and a bad case of what is now known as PTSD. The Byron family looked after her. They hoped that one day she'd remember, but it was not to be. Although she has lived in Australia for most of her life, Charlotte hasn't lost her cut-glass English accent.

Miss Pollard married one of the Byrons' sons and had a child with him, the younger Byron. Charlotte and her son don't exactly have a close, loving relationship. Charlotte is probably too dry and sardonic for that, and the pair trade barbed comments. Besides, Byron hasn't really forgiven his mother for splitting up with his father. By 2008, Charlotte has reverted to her maiden name and is using the title "Miss" as though she had never married.

Despite her advanced years, Miss Pollard is still sprightly, and she has retained her desire to find out what happened to her in 1942 and about her life before then. Her grandson is determined to salvage the *SS Batavia* and its treasure, though reports that it's still afloat after more than sixty years are difficult to credit. Nevertheless, when Byron receives the coordinates of a sighting, Charlotte insists on coming with him to investigate the ship.

MISS POLLARD



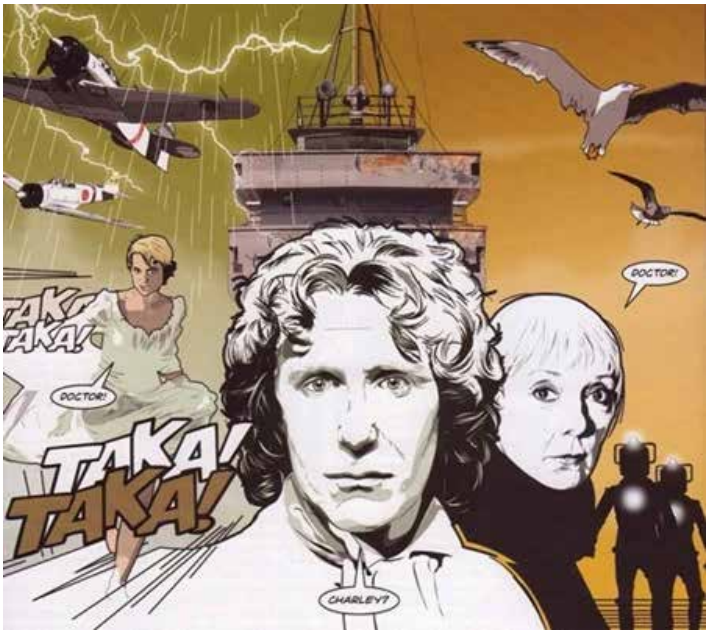
AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	1

SKILLS
Convince 3, Knowledge 3, Subterfuge 1

TRAITS
Amnesia (Minor) – Has no memory of her life before January 15th, 1942
Brave
Stubborn
Unthreatening

TECH LEVEL: 5

STORY POINTS: 6



SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While the Doctor encounters Miss Charlotte Pollard in 2008, her namesake Charley is temporally relocated to the *Batavia* on the exact date of its disappearance in 1942. There, she meets Byron's grandfather and his fellow passengers who are fleeing from the Japanese, plus the British crew of the merchant ship, including one very suspicious-looking sailor, Simons.

Charley sees right through Simons' disguise, as their stories are very similar. Whereas Charley swapped places with a steward to stow away aboard the R101, "Simons" is actually Madeleine Fairweather posing as a crewman on the *Batavia*. Madeleine had run away when her parents sent her to finishing school. She managed to get onto a trawler but was discovered and hauled up before the purser. Madeleine couldn't understand a word they were saying, and when they put some papers in front of her, she just signed them not realising it was a three-year contract. Since then, she's had to keep her true identity a secret, not to mention the fact that she's actually a girl!

Madeleine helped Charley fight a Cyberman Time Squad from half a million years in the future, who had travelled back to 1942 to re-establish the Cyber-race. The rest of the crew and passengers were massacred by the Cybermen, and Madeleine was left amnesiac by a Cyber-control signal. The Doctor, having learned in 2008 that Miss Charlotte Pollard's real name is Madeleine Fairweather, set her younger self adrift in the last lifeboat, knowing that history records that she will survive. By the time she's rescued, all she can remember is the name "Charlotte Pollard".

For the next sixty-six years, Madeleine lives her life as Miss Pollard while the *SS Batavia* is hardly ever spotted drifting in the Karimata Strait because it was fitted with an experimental Japanese device that Byron senior acquired, rendering it almost invisible. When she finally returns to the ship in 2008, the elderly Miss Pollard experiences episodes of déjà vu, her hand automatically reaching for light switches without having to look for them, for example. For every ten minutes she spends searching the ship, Miss Pollard can attempt a Difficulty 15 Awareness + Ingenuity roll to subconsciously remember something potentially helpful. On a Fantastic result, her missing memories return.

MADELEINE FAIRWEATHER



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

SKILLS
Athletics 3, Convince 2, Knowledge 1, Subterfuge 3, Survival 1, Transport 2

TRAITS
Attractive
Brave
Dark Secret (Major) – She's a girl!
Stubborn

TECH LEVEL: 4

STORY POINTS: 6



COMPANION INTERVIEWEES *(Situation Vacant)*

TRAVELLER IN TIME AND SPACE
seeks male or female companion with good sense of humour
for adventures in the Fourth and Fifth Dimensions.
No experience necessary.
No time wasters, no space wasters please.

So reads an advertisement placed in newspapers across England, listing an opening for the position of the Doctor's travelling companion left vacant by Lucie Miller (see *A99*). Despite such a hiring practice being atypical for the Time Lord, the Doctor was there to scrutinise the prospective companions in a rented conference hall. Only four applicants saw the ad and actually took the provided information pack about the Doctor's lifestyle seriously.

Young Asha Qureshi is passionate about the idea of exploring space, getting to see other planets, and helping others along the way. While being in her early twenties doesn't grant her much in the way of authority, she's more intelligent than others may assume, and considerably stronger than her small frame would suggest.

Posh Harrow alumnus Hugh Bainbridge thinks the position sounds positively smashing, although he fully admits he's a dunce with technology, suffers from rampant hay fever, and has a dodgy shoulder. Still, he has amicability, enthusiasm and bad ex-wife jokes to spare!

Businesswoman Juliet Walsh has been eagerly looking for a new challenge, and thinks life as a time/space traveller may suffice. The confident way she carries herself leaves little doubt that she's a professional when it comes to closing deals and getting what she wants.

Self-proclaimed "King of the Geeks" Theo Lawson finds Earth such a small, dull planet with narrow-minded people, and wants to accomplish things that no one else has. An immature teenage tech prodigy never seen without his phone or his satellite-updated watch, Theo can hack into practically any computer system as he pleases.

The Doctor's agenda for the morning contains a simple training exercise: the Greenwich hotel hosting their meeting is also hosting an international new technologies conference, and attendees have been disappearing without a trace. Separating the interviewees into two teams, the Doctor will conduct his own investigation and check in with the pairs as needed. While the four believe this to be a staged production, they'll soon find themselves in a job interview from hell.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The disappearances are due to Vodium (see *G58*), an alien mineral substance being discussed by a research team at the conference. Vodium is such an unstable generator of energy that it can punch open small, temporary wormholes in the local area, causing the disappearances. Both teams are likely to act carelessly while facing the issue, resulting in the Doctor sending Juliet home for hesitating too much.

The second item on the Doctor's agenda is unmissable: stopping a twenty-foot-tall robot terrorising London (see *V262*), clearly not something that 21st Century Earthlings should be capable of creating! The prospective companions sure have their work cut out for them, being ordinary humans!

ASHA QURESHI



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

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

TRAITS
Dark Secret (Major) – Stranded Alien
Distrustful
Face in the Crowd
Indomitable
Obsession (Major) – Return to Imafiya
Tough

EQUIPMENT
Handgun: 5(2/5/7) damage
Magnetic Inducer Cannon: L(4/L/L), requires Strength 6 to lift (-2 penalty per point of Strength below 6 on all rolls to use it)
Broken Recall Device

TECH LEVEL: 6

STORY POINTS: 4

Except… Asha isn't a human. Her real name is Lantis, and she's a stranded information scout from the planet Imafiya, trapped on Earth with a broken recall device since 1995. Desperate to return home, she's taken a mercenary hit-job from the former rulers of an alien planet who claim the Doctor deposed them on a previous adventure. Lantis has been promised a return home and a cash pay-out if she brings them his TARDIS. She's only going with this companion ruse for the opportunity to get in the police box and hold the Doctor hostage. Imafiyans age so much slower than humans that she's more experienced than she looks, and their planet has 1.6 times Earth's gravity, effectively giving her super strength while here! For the purposes of the job, she was also provided with a Magnetic Inducer Cannon, a lethal weapon so heavy only somebody with her strength can lift it properly. While her broken recall device may be an easy fix for someone like the Doctor, Lantis is willing to take extreme measures and doesn't trust easily. This would easily disqualify her from the Doctor's running and give the companion position to someone more trustworthy, like Theo.

Except… Theo's lying about his motives. He's not interested in leaving the Earth because he's bored of it, but because he wants to escape it. The teen has landed himself in a bit of trouble, having hacked into multinational banks for small amounts of pocket money... then getting carried away and taking more and more... before suddenly, he accidentally stirred a panic that caused the global recession of the late 2000s. While he's very smug about the fact he hasn't been caught yet, his anxious mind knows it's just a matter of time. While Theo intends to take the companion interview seriously, the gigantically powerful AI inside the second challenge's robot presents him with an opportunity for a different plan: taking over the world himself! This would leave Hugh as the only prospective companion worth picking, and the undisputed winner.

Except… Hugh is really a sociopathic and calculating Vampire. His real name is Drusis, and he was artificially retro-engineered into the cultural platonic ideal of vampirism: he has fangs and super strength, he's injured by direct sunlight (luckily, he has his hay fever excuse to stay indoors), and, to his frustration, must be invited into an abode before he can enter it. Hence, the only possible way he can steal the Doctor's TARDIS (and the power he'd gain from having it) for himself is by genuinely succeeding in the interview and being invited in! "Hugh Bainbridge" is being portrayed as a bumbling goofball to lower the Doctor's expectation of him, before heroically saving the day at the last moment. Drusis has lived long enough to be familiar with TARDISes, and is confident he can steal the Doctor's bio-signature and pilot the TARDIS successfully if he drains him dry of blood. It seems like the Doctor's plan to hire a new companion is doomed to failure.

Except… it isn't the Doctor's plan at all. The Doctor himself received an invitation to the event, only playing along so he could find out who really set it all up. Although he won't discover their identity for some time, it was fellow Time Lord the Meddling Monk (see *V250*) hoping to find a new companion of his own. He vetted a larger pool of applicants, shunted the four worst ones to the Greenwich hotel, and threw the day's dangers at the Doctor in a bid to get rid of his rival. It was he whom Lantis's clients wished to kill for meddling in their planet's history, and he who supplied the convention's scientists with technology well beyond that of 21st Century Earth! Of course, while the Doctor ended up getting side-tracked by the very real dangers set up, he has no strong desire to hire a replacement for Lucie.

Except… Juliet Walsh is really an actress named Tamsin Drew (see *A107*), who is heavy-handedly putting on the character of a

THEO LAWSON



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

SKILLS
Convince 1, Knowledge 2, Science 3, Subterfuge 2, Technology 5, Transport 1

TRAITS
Argumentative
Arrogant
Boffin
Cutting Edge Technology
Dark Secret (Major) – Caused global recession
Face in the Crowd
Obsession (Major) – Overcome anyone in his way
Selfish
Technically Adept
Wanted (Major)

EQUIPMENT
Smart Phone
Smart Watch

TECH LEVEL: 5

STORY POINTS: 6

determined businesswoman to get the position. While the Doctor has no interest in Juliet, Tamsin's genuine personality would appeal to him.

THE INTERVIEW PROCESS

While the Doctor doesn't personally care to go through anything as formal as a vetting process for his companions, there's nothing to say that your own Time Lords can't! *Situation Vacant* proves that a more formal interview needn't be a dull, boring affair, given the interviewees are applying for a position as an adventurer, and a Time Lord (or an enemy of that Time Lord) is likely to provide an interesting batch of tests! The players could also get in on the fun, deliberately coming up with prospective companions who bring their own gimmicks, agendas and complications to the adventure that would make them unsuitable for a longer campaign, but perfect for a one-off adventure!

Your Time Lord may split the interviewees into groups, providing an opportunity for players to come up with multiple prospective companions and would lessen the sting if one of them gets knocked out of the running.

It should be far more than the players presenting their character sheets to the group; it should definitely be role-played. A final exam. Tests and challenges. And these should include social interaction with whoever is testing. Are the characters going head to head, or teaming up against a bigger threat? And in the end, who or what decides who gets in? There are three main possibilities.

1. The player decides: After playing their various characters through challenges, the player chooses which they'd really rather play, having experienced the game mechanics first hand and realising where they perhaps went wrong in the chargen process, or discovering their "voice" is best for a particular character.

2. The players and GM decide: A discussion (and possibly a vote) creates a consensus about which characters are best for the crew. This would allow for the chemistry built between characters, which could bounce off one another, etc.

3. The scenario decides: Hunger Games! Characters who do not succeed at their tasks are eliminated, and whatever you have left (one per player), that's your TARDIS crew. Depending on the scenario, "elimination" could be lethal. Or dropped characters might come back later as replacements.

The Audition doesn't have to be your starter. When you need a new character to join your crew, this could be a one-off idea for that character's introduction. Again, a formal (or incidental) try-out makes for a better story than a stranger coming up to your guys and just joining up.

HUGH BAINBRIDGE



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

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

TRAITS
Charming
Dependency (Major) – Suffers a –4 penalty on all rolls if denied blood for an extended period
Epicurean Tastes
Face in the Crowd
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Has the usual Vampire resistance to injury
Indomitable
Infection – Can create new Vampires with his bite
Menacing
Obsession (Major) – Command a TARDIS
Obsession (Minor) – Blood
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Minor) – Cannot enter an abode without invitation
Weakness (Minor) – Suffers a –2 penalty in the presence of holy objects and certain herbs
Weakness (Major) – Direct sunlight will kill him

TECH LEVEL: 5

STORY POINTS: 4

DAKOTA BLY *(Heart of Orion)*

Garazone Police Officer 472 Dakota Bly works in Garazone Central (see *L153*), an out-of-the-way space station famous for its Bazaar and infamous for the black market activities that have sprung up around it.

Judging by her accent, which sounds strongly Welsh, Dakota isn't a local. But then, the same could be said of the majority of citizens living in Garazone Central. It's the sort of place where people happen to find themselves winding up and never quite leaving. For some, it's because they want to stay out of the way. For others, it's because they want to make their fortune at the Bazaar. And for a few, it's a place where they feel they could make a difference. Dakota falls into the latter category.

Dakota is a conscientious officer, though not necessarily one who sticks to the rules. Not that she'd ever stoop to framing criminals. But she's not above ignoring her boss if she's told to drop a case when she thinks it should be pursued. Dakota's boss is Police Chief Klinkator, a female alien from an obscure species. Dakota doesn't tell Klinkator everything she's dealing with, brushing it off as "routine enquiries" if it would cause friction.

Dakota has a teenage daughter, Selka (who likewise has a Welsh accent). There's no sign of Selka's father in Garazone, and Dakota doesn't really talk about him. Selka is a typical sulky teenager. Recently though, Dakota has been particularly worried about her.

There has been a rash of disappearances in Garazone Central, but the missing people always turn up a few days later with no explanation of where they've been. Shortly afterwards, their friends and family have reported concerns about the returned person, claiming their behaviour is odd and that their speech patterns have subtly changed. Then, a few days later, those reports are all withdrawn and the cases have been closed.

Selka is one of the people who went missing but returned, claiming she has no memory of what happened to her. Since then, Dakota has noticed differences in her behaviour. Selka is still her surly, sulky, teenage self. But she seems to have lost her sense of humour, and she doesn't get angry anymore. As Dakota puts it, she seems normal, just not the right kind of normal.

So, despite all the missing persons cases and reports of odd behaviour being closed, and against the express orders of Police Chief Klinkator, Dakota Bly is still investigating the incidents. She thinks there may be a connection with Ampston Industries, but getting a meeting with its CEO is proving difficult.

DAKOTA BLY



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

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

TRAITS
Authority (Minor)
Brave
Code of Conduct (Major) – Bring criminals to justice
Emotional Complication (Minor) – Her daughter (see *Vol.1* for details of this Trait)
Obligation (Major) – Her boss
Stubborn

EQUIPMENT
Handgun: 6(3/6/9)
Bodycam
Skimmer [Armour: 2. Hit Capacity: 10. Speed: 6.]

TECH LEVEL: 6

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

All the missing people have been replaced by android duplicates manufactured by Ampston Industries as part of a plot by the Orion androids (see *V261*), who are at war with the Earth Alliance. In fact, Dakota Bly is just about the only remaining human left in Garazone. The others are still alive but kept in suspended animation hidden in the superstructure of the Ampston facility.

DEEVA JANSEN *(Sword of Orion, Heart of Orion)*

In 2503, Deeva Jansen is the new captain of the scrap ship *Vanguard* which operates in the Garazone system (see *L153*). In contrast to a typical scrap officer, Deeva has a spotless uniform and her hair is never out of place. Her crew mutter among themselves that maybe she had a row with someone on the Merchant Space Corps Executive and got demoted. Her entire bearing makes it clear that she wasn't born to salvage space debris. But it would be a mistake to say that to her face. Deeva is not the sort of person you want to get on the wrong side of. She's a strict disciplinarian and carries a pretty fancy sidearm to back up her orders.

The *Vanguard* provides a kind of interplanetary rubbish removal service. The human race uses scrap ships in the backwaters of the galaxy where any unwanted debris or refuse has rather unceremoniously been dumped far from the space lanes. As a result, the backwaters have got a little clogged up with all sorts of rubbish, some of it valuable to a scrap ship crew.

Deeva is particularly keen to rendezvous with a specific item of space junk, an enormous derelict star-destroyer that has been located drifting in the system. Several other scrap ships have passed on claiming it, as it's really far too big to be salvaged. But Deeva is adamant that the *Vanguard* take it on, which has put her at loggerheads with the more vocal members of her crew, the obstreperous Grash (see *V217*) in particular.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The star-destroyer is actually a Cyberman factory-ship which was wrecked by one of the ion storms common in this system. The Cybermen of this era are supposed to have been extinct since the Cyber-Wars ended. But there are still a few Cyber-ships with crews actively searching for ways of reviving their race's fortunes.

Deeva Jansen knows this as she majored in Galactic Military History, or so she claims. The truth is she was thoroughly briefed before being sent undercover on a special mission. She is Earth Security Operative CGH5/14, who has taken on the identity of the real Captain Deeva Jansen, deceased. She has already confirmed the military value of the Cybermen and her mission now is to obtain details of the Cyber-conversion process so that Earth forces can create their own cybernetically-enhanced troops.

In fact, Deeva is a double-agent. She is actually an Orion android (see *V261*) who has infiltrated Earth Security. Her mission for her people is the same, but she is to send the information she obtains back to Orion. The androids will then be able to convert human prisoners-of-war to bolster their own troops. Although she is an android, Deeva is more human (and humane) than many organics. At the end of their encounter with the Cybermen, she saved Charley Pollard's life by giving Charley her own life support pack, leaving herself to drift in the vacuum of space. As the Doctor commented, if her body is rescued, it may still be possible to recharge Deeva's batteries and bring her back to life. But what condition would she be in by then…?

DEEVA JANSEN



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

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

TRAITS
Adversary (Major) – Earth
Attractive
Authority (Minor)
Brave
Dark Secret (Major) – Android double-agent
Dependency (Major) – Deeva needs to recharge her internal batteries periodically
Environmental (Minor) – Does not need to breathe and can survive being frozen in space
Enslaved – The Orion command signal can control Deeva
Keen Senses (Major)
Machine
Networked (Major) – Can upload/download data from computers by establishing a physical interface.
Quick Reflexes
Robot
Voice of Authority

EQUIPMENT
Anti-Cyberman Blaster: 8(4/8/12) damage, Armour Piercing (ignores the first 5 points of Armour)

TECH LEVEL: 6

STORY POINTS: 6

DI FREDERICK MILLER *(All the Fun of the Fair)*

In the 1930s, DI Frederick Miller is a member of the North-West Specials, holding the position despite being a relatively young man. Sharp-looking without appearing posh, he often speaks in a dry, blunt manner. Despite looking like a university student, he keeps fit enough to be a physical match for most criminals. Miller isn't one for rising to bait nor superstitious belief, even in areas where his peers might be tricked. If anything, he's remarkably incurious for a detective!

This lack of belief in the absurd was tested when he met Lucie Miller (see *A99*), a young woman claiming to be his descendant from a future time. Despite finding this story difficult to believe, Frederick found Lucie to be abnormally persuasive, soon investigating a lead at her request; that of a magic telephone box on Blackpool Pier sending people into the future.

The Doctor's TARDIS had been stolen by a fast-talking conman named John Smith, who was using it as an attraction. Advertising it as a "trip to the future", Smith was abusing a specific malfunction the TARDIS was undergoing at the time of theft: the outer shell existed in the past, but the interior would automatically transport you to the future. Essentially, a one-way trip. Smith was using this to scam people out of money, knowing they wouldn't be able to return from their mysterious whereabouts to complain about his overpricing. Good fortune he had such low ambitions, all things considered!

Knowing that she'd need help in working out how to retrieve the Doctor without being trapped herself, Lucie sought Frederick's help, recalling him as 'proper brainy.' After solving the issue and helping Lucie (retrieving the missing persons and visiting an indescribably fantastical period of the future in the process), Frederick made return trips to Blackpool to check on Smith. Over time they struck up an odd friendship, bonding over their shared strange experience. Frederick later moved to Blackpool and even asked Smith to be godfather to his son. In other words, Lucie's Blackpool origins are her own doing!

DI MILLER



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

SKILLS
Athletics 1, Convince 3, Fighting 2, Knowledge 3, Marksman 1, Transport 1

TRAITS
Authority (Minor) – Police officer
Code of Conduct (Minor)
Reliable
Sleuth
Voice of Authority
Unadventurous (Minor)

EQUIPMENT
Handcuffs

TECH LEVEL: 4

STORY POINTS: 4

ANCESTRAL RECALL

Keeping with the Eighth Doctor Adventures series' breezy and comedic tone, *All the Fun of the Fair* presents Lucie seeking out her ancestor's help in a matter-of-fact way, contrasting the standard Doctor Who approach (and that of time travel fiction in general) of treating the concept with seriousness, a series of disastrous paradoxes just waiting to happen. Even the resulting bootstrap paradox is presented subtly, entirely missable on your first listen!

While an ancestor could be presented as the big, dramatic centrepiece of an adventure (see *Father's Day* and *Catch-1782* for examples), a timey-wimey meeting with family could make a standard side-character a great deal more fun and memorable! If you ever end up as a player, trying to get assistance from an ancestor (or descendant!) would be an impressive use of Story Points... assuming you have a generous enough GM, of course.

JOHN SMITH

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 3, Resolve 2, Strength 2
Skills: Convince 2, Subterfuge 2
Traits: Face in the Crowd, Selfish, Single-Minded (Minor: Profit), Unadventurous (Minor)
Tech Level: 4
Story Points: 4

DR AVISHKA SANGAKKARA *(The Eight Truths/Worldwide Web)*

Doctor Avishka Sangakkara is a scientist employed by the British Space Programme, primarily working on engineering probes. As of 2015, Dr. Sangakkara has spent four years assigned to the expensive, cutting-edge *Terra Nova* space probe, heading the project in a Buckinghamshire-based tracking station. The probe will be used to dive through Mercury's exosphere and collect water samples while NASA is busy with other projects, beating them to the punch. Dr. Sangakkara's unassuming amicability obscures his drive to ensure his projects succeed, and he's a good example of the British Space Programme's underdog nature.

Despite employing many skilled scientists, the British Space Programme has an unfortunate reputation as a bunch of amateurs who pale in comparison to more prolific peers from other countries. Although the Programme trusts UNIT enough to allow personnel into their workspaces and has contacts with many worldwide research stations such as the Arecibo Observatory in Puerto Rico, each agency is so caught up in its own agenda that any guest is still regarded with suspicion. Anyone could try to introduce viruses into their systems or perform some other act of sabotage.

Whilst Dr. Sangakkara is generally quite friendly, he's been put on edge by the *Terra Nova* probe ceasing communications and seemingly disappearing altogether. Although many other satellites and probes are in the same boat, the press will use this as an opportunity to take potshots at the British Space Programme.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This and other probes have been affected by a Time Lord Stellar Manipulator attempting to reach Earth undetected, rewriting their code with Gallifreyan computer language. Dr. Sangakkara's cool head and strong-willed nature would help him avoid the mass panic this would cause if made public and quickly acclimatise him to any baffling alien events.

DR AVISHKA SANGAKKARA



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

SKILLS
Convince 1, Knowledge 3, Medicine 1, Science 5 (AoE: Astrophysics, Engineering), Subterfuge 1, Technology 4, Transport 1

TRAITS
Cutting Edge Technology
Face in the Crowd
Indomitable

TECH LEVEL: 5

STORY POINTS: 8

THE BRITISH ROCKET GROUP

When *Doctor Who* received its Season Seven retool to more closely resemble popular sci-fi series *Quatermass*, it adopted a similar near-future setting which included a thriving British space programme, featured in *The Ambassadors of Death*. When this group was later referenced in *Remembrance of the Daleks* and *The Christmas Invasion*, it was called the British Rocket Group, a direct reference to *Quatermass*'s own British space programme. The Expanded Universe is inconsistent in keeping this cheeky Easter egg, making it seem like the organisation was regularly rebranded between the "British Rocket Group" and the "British Space Programme".

Suffice to say, the existence of this agency is one of the *Doctor Who* Universe's largest divergences from our own. As of Dr. Sangakkara's time in 2015, the British Space Programme is easier to square with our reality: it has fallen from being the impressive rival to NASA it was at the end of the 20th Century, and is now a scrappy underdog organisation trying to prove its worth.



DR DARIA VISTERON *(Deeptime Frontier)*

The Doctor was delighted to meet Dr Daria Visteron, a renowned scientist from the 35th Century whom he greatly admires but who disappeared in mysterious circumstances. However, he soon realised that she was not the Dr Daria Visteron whose text books he remembered, but her daughter who has the same name.

This Dr Visteron is also a scientific genius, and she has been extracted from her own time-stream to be part of a team working on a Time Lord project. The project leader, Under-Cardinal Rasmus (see *The Time War Expanded Universe Sourcebook*), had offered her the opportunity to work for him. In Rasmus's view, the offer had been an open one made in good faith, and Visteron could decline if she wished. From Dr Visteron's perspective though, it's hard to refuse a request from a Time Lord. By the 35th Century, humanity is aware of their existence and of their reputation. Although Rasmus doesn't realise it, Time Lords are feared rather than respected by the "lesser species" out in the Universe. So Dr Visteron accepted his offer thinking she didn't really have any other choice.

Daria has found herself on board the *Deeptime Frontier* (see *L141*), a Time Lord space station and mining facility located near a remote and uninhabited planetoid. The facility is exploring a fissure into the Vortex, attempting to open it further to begin the extraction of dark chronons, which Rasmus believes can become a limitless new power source for the Time Lords to exploit. Daria is a technical expert, recruited for her expertise in temporal engineering which is centuries ahead of her time.

Daria's mother has been her inspiration, leading her into a career of scientific research. Even if Rasmus extracted the wrong Dr Visteron, not the one who disappeared mysteriously, he believes that time will be rewritten to accommodate his mistake.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Daria's resentment at being taken out of her time by Rasmus is deeper than her cynical comments about the Time Lords might reveal. She's a very long way from home, scared and uprooted from her own time. She wants a little bit of revenge on Rasmus.

Since arriving at *Deeptime Frontier*, Daria has used the technology available here to open up time windows, and she has seen a future in which the Time Lords are terrifying. Fleets of TARDISes going to war and destroying everything in their path. She has also been deliberately using the fissure to scan the Vortex for a Time Lord prison she knows is in there somewhere, locked away in a pocket dimension. She wants to find something to scare Rasmus. Nothing more serious than that, just to frighten him a little.

But something from that pocket dimension has looked back and seen that the fissure is a way out of their prison. Something deadly and absolutely terrifying… the Ravenous (see *V276*)!

DR DARIA VISTERON



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

SKILLS
Convince 1, Knowledge 2, Science 4, Technology 5 (AoE: Temporal Engineering), Transport 1

TRAITS
Boffin
Cutting Edge Technology
Technically Adept
Time Traveller (Major) – Tech Level 10

TECH LEVEL: 7

STORY POINTS: 6

Daria has also secretly built herself a kind of escape capsule in case anything goes wrong. It's a one-person pod designed for a single trip home and all it needs is fuel, which can be provided by the dark chronons already harvested by the facility.



EDGAR ALLAN POE *(Nevermore)*

The Bostonian author Edgar Allan Poe was born in 1809 and would only live for forty years before an early death, of which the exact cause is widely disputed. This passing is tragically fitting, given the dark themes of mortality, madness, and terror the writer was famed for in his work. If anything, his poems and short stories were grotesque and romantic in equal measure.

When Poe's biological mother and father passed away and abandoned him respectively, he was taken in by a foster family whom he never got along with. Poe enlisted in the American army at eighteen instead of going to college, having no other option after addictively gambling away his tuition money. His first book of poetry was published while working as an artilleryman, and he secured a discharge. While an argument with his adoptive father made him abandon the West Point Military Academy early, Poe was so popular with his fellow cadets, they chipped in enough money for him to publish his second book. Moving to New York, Poe became a full-time writer.

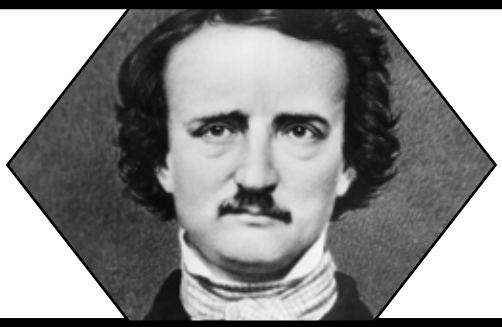
Poe's personal life was marred with constant struggles: not only did his alcohol and gambling addictions present their own issues, but his tendency to write scathingly dismissive critiques of his peers made him as unpopular with them as he was popular with audiences. As well as his horror work, Poe directly inspired Doyle's Sherlock Holmes with his own detective character, C. Auguste Dupin, and he contributed to the fledgling field of science-fiction.

While many negative posthumous accounts of Poe's mental health and personality are attributed to slander by personal literary rival Rufus Griswold (if anything, his efforts to paint Poe as an unhinged lunatic made his work more alluring to audiences), it's widely known that Poe acquired a licence to marry his 13 year old cousin Virginia Clemm when he was double her age. She died of tuberculosis in 1847, driving him into a deeper depression.

It was in Baltimore in autumn 1849 that Poe met the Doctor's first incarnation, both attending a séance. While they were able to repel a dangerous psychic creature, Poe was shaken by the experience, and the possibility that writing about it would summon more dangers shook him into delirium. Two days later, the Eighth Doctor was called to his side and saw Poe raving about being hunted by foul spectres, terrified they'd kill him for his final writings. Entrusting the pages crammed into a beer bottle to the Doctor, Poe passed away three days later. Poe's last writings were illegible, as he'd failed to realise that the beer bottle was still full of alcohol.



EDGAR ALLAN POE



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

SKILLS
Athletics 2, Convince 2, Craft 5 (AoE: Writing), Knowledge 4, Marksman 3, Science 2, Subterfuge 1, Technology 1, Transport 1

TRAITS
Adversary (Minor) – Rufus Wilmot Griswold
Arrogant – Primarily towards fellow writers
Dependency (Minor) – Suffers a -2 penalty on all rolls if deprived alcohol for an extended period
Distinctive
Emotional Complication (Major) – All his personal relationships have ended in tragedy, gambling and alcohol addictions
Fame (Major) – Celebrated author
Impulsive
Unlucky

TECH LEVEL: 4

STORY POINTS: 6

POE WROTE ON BOTH

Many Who stories prove that a reliable way to craft a memorable adventure is transposing classic literature into sci-fi settings, which Poe's works fit wonderfully. For example, *The Tell-Tale Heart*, except the obsessively murderous narrator and their victim are a spaceship's AI and its pilot: the AI is hiding the pilot's prosthetic cyborg heart within its own systems and trying not to break down while the local police (other sentient spaceships) investigate.

EDITH OF WESSEX *(Seasons of Fear)*

Edith of Wessex was the wife of Edward the Confessor (see *A141*) and, from their marriage in 1045 until Edward's death in January 1066, queen of Anglo-Saxon England. Unlike many English queens of the time, Edith enjoyed a coronation.

Edith's birth name was Gytha, but she changed it when she married Edward. She was the daughter of Godwin, Earl of Wessex, and was brought up at Wilton Abbey near Salisbury. Edith had six brothers and was the oldest of Godwin's three daughters. One of her brothers was Harold, who would become King of England after Edward's death but be killed at the Battle of Hastings only nine months later.

Edith was a well-educated woman and spoke several languages. As queen, she was a skilful advisor to her husband. Before they met, Edward had been a puppet ruler put on the throne by the Godwins. The Godwins decided they wanted an heir to the kingdom, so they married Edward off to Edith, reputedly the most beautiful woman in England

However, several years before her marriage to Edward, Edith had believed that she had another suitor: the Doctor! The Doctor had met Edith at her father's court in Wessex. He recognised Edith as a highly intelligent woman and liked the idea of spending some time talking about politics to the most brilliant tactician of her age. However, Edith saw things a little differently. One leap year, she asked the Doctor to marry her. Taken off guard, the Doctor mumbled a response and before he knew it, everyone was talking about a wedding before her father returned to say no. The Doctor couldn't see Edith beforehand, and none of her courtiers wanted to listen when he said he didn't want to marry her. One thing led to another and the Doctor was left with no choice but to do a runner and leave Edith standing at the altar! Edith has a long memory and isn't that keen to bump into the Doctor any time soon!

Edward and Edith managed to maintain peace in England, largely due to a number of tactical appointments and gifts of land and titles. Edward fell out with Godwin and his sons in 1051 and the family was banished but returned through force the following year. As a result, Edward and Edith ensured that many influential appointments were made to people further removed from their immediate families, preventing the Godwins from gaining too much power.

Edith survived her husband's death and the English defeat at the Battle of Hastings in October 1066. After that, she was the only senior member of the Godwin family left alive on English soil, the sons of King Harold Godwinson having fled to Ireland.

EDITH OF WESSEX



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

SKILLS
Convince 4, Craft 3, Fighting 1, Knowledge 4 (AoE: Political Tactics), Subterfuge 4

TRAITS
Attractive
Authority (Major)
Devotion – Edward
Emotional Baggage (Minor) – Abandoned at the altar by the Doctor
Empathic
Linguist – Medieval Latin, Norman French, Old Norse (in addition to Old English)

TECH LEVEL: 2

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1055, Edward and Edith came close to death when Bishop Leofric of Exeter, later known as Sebastian Grayle (see *V281*), a servant of the Nimons, gave them jewellery made from deadly plutonium. But the couple were far too cunning and recognised the danger. However, some sources record that Edith suffered from a prolonged illness before her death in 1075, perhaps a legacy of the radiation she had been exposed to.



EDWARD GRAINGER *(The Centenarian: Prologue, Forgotten)*

Edward Grainger was born on 24th July 1906 and died exactly a century later. During his life, he met each of the first eight Doctors. But it was the Eighth Doctor who was present both at Edward's birth and at his death.

Edward was born in London at the home of his wealthy parents, Lawrence and Mary. Lawrence was a politician. During the Great War, he used his connections to get himself the honorary rank of Captain, but was sent on a dangerous mission to Gallipoli. Lawrence was shot in the leg, which had to be amputated, after which he became a recluse. He drank himself to death in 1924 and never saw his son again.

Edward's life is peppered with unusual incidents, many of them involving the Doctor. Even at his birth, his life was threatened by an entity that wanted to sacrifice the baby. In one version of history, Edward grew up to become a famous peacemaker. But that timeline vanished when a filmmaker from the future came back to record his life and ended up changing history.

Determined not to become a failure like his drunkard father, the young Edward joined an archaeological expedition to China. His experiences later led him to be sent with the Seventh Doctor on a top secret mission to Manchuria on behalf of Winston Churchill, which in turn resulted in him being recruited by the British Secret Service. Over the following decades, Edward was assigned to investigate all manner of unusual cases, from interfering time travellers to stranded aliens.

In 1941, Edward met his future wife, Eleanor, during a German air raid, and the couple married in 1948. Three years later, the Sixth Doctor assisted at the birth of their son, John. By the time Edward met the First Doctor and Susan in 1979, Eleanor had passed away, but he was a grandfather, John having had a daughter, Linda.

EDWARD GRAINGER (AGED 50)



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

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

TRAITS
Brave
Experienced x2
Face in the Crowd
Friends (Major) – British Secret Service
Reliable

TECH LEVEL: 5

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the 1990s, by which time Edward is a very old man, he decides to write his memoirs. In doing so, he comes to realise the repeated involvement of a series of men called the Doctor in his life. However, the Seventh Doctor appears, looking no different to how he did in China sixty years before, and warns that the publication of his memoirs and their revelations about alien invasions will cause the human race to lose its ambition, triggering its stagnation. Edward agrees not to complete his book and has the Doctor remove all memories of their involvement with each other.

Edward lives out his final years in a nursing home as he becomes increasingly forgetful. He is now a great-grandfather as well as a grandfather. But his son, John, has died in an accident that Linda blames on the Doctor. The Eighth Doctor takes him on one final journey in the TARDIS, during which Edward is tricked into releasing the Master from the Eye of Harmony. The Master escapes into 1906 where he tries to kill the newly-born Edward, but is foiled by a maid armed only with a rolling pin.

Still aboard the TARDIS, Edward falls into a sleep and takes his final breath, exactly one hundred years after his birth.



EDWARD THE CONFESSOR *(Seasons of Fear)*

Edward the Confessor was the last Anglo-Saxon king of the House of Wessex. He was the son of King Æthelred the Unready and ruled England from 1042 until January 1066. His epithet "the Confessor" reflects the traditional view of Edward as pious and unworldly. But in reality, he and his wife Edith (see *A139*) were both cunning rulers who kept England at peace for decades. As a result, Edward's reign is sometimes referred to as the Rule of Solomon, another king of peace.

Edward and Edith made decisions on who should receive gifts of land and titles based on who would be the best tactical choice to maintain peace. This was sometimes difficult as Edith's parents, the Godwins, had six sons to satisfy, and Edward hoped to prevent them from gaining too much power. Besides in 1051, Godwin, Earl of Wessex (Edith's father), had had Edward's brother Alfred killed and was temporarily banished, which soured Edward's relationship with Edith's family. As a result, Edward and Edith often granted positions of influence to those more removed from their families.

Although Edward may have hoped to have an heir by Edith, they remained childless. Without a clear line of descent, Edward and Edith promised the throne to William of Normandy, Harald Hardrada of Norway and other foreign rulers, playing them off against each other by keeping them at each other's throats. Nobody was eager to invade England because they each believed that they were going to inherit the throne on Edward's death. As a result, when the Doctor and Charley (see *A90*) visit the royal court in London in 1055, it is a cosmopolitan place, full of Danes, Saxons, Angles, Jutes, Norwegians and many others. Norman soldiers were garrisoned in England years before the conquest of 1066.

In 1055, Edward and Edith are both already acquainted with the Doctor. Edward knows him as the Reverend Doctor of Bruges, a visiting physician who had helped treat his father Æthelred of a fever that would otherwise have killed him. Edith, however, knows him from a more personal matter. Years earlier, believing the Doctor loved her, Edith proposed to him but he left her at the altar!

Although Edward's reign was one of peace, the lack of an heir led to political instability after his death. The Godwins had returned from exile in 1052 and consolidated their power, allowing Harold Godwinson to succeed Edward. But history records that Harold's reign was a brief one, with the Norman forces of William the Conqueror invading England in October 1066, only nine months later.

EDWARD THE CONFESSOR



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

SKILLS
Convince 5, Fighting 2, Knowledge 3, Marksman 2, Subterfuge 4, Survival 1

TRAITS
Authority (Major)
Devotion – Edith
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor's visit in 1055 was in pursuit of Sebastian Grayle (see *V281*), a servant of the Nimons who had boasted that he had already killed the Doctor in his future. Grayle's plan to bring his masters to Earth involved the mining and transportation to London of plutonium to power a transmat capsule. Although the Doctor defeated his plan and instructed Edward on how to safely dispose of the plutonium, residual radiation may have been responsible for the mad genetics of the next few generations of royalty in England.



ELDRIDGE BRINKWOOD *(The Empty Man)*

During the 1940s, Eldridge Brinkwood is a familiar voice to British radio listeners. *Eldridge Brinkwood's Haunted Delights* has been a regular programme for many years, with Eldridge acting as host, writer and narrator of creepy and macabre tales delivered in half-hourly episodes. His arch tones have chilled horror devotees of all ages. Now getting on a bit, Eldridge has for the past three years carried a letter in his pocket from one young fan who wants to become a writer like him. Signed "Georgie Mortimer, aged 9", the letter struck a certain chord with him; it's the sort of talisman that every writer needs.

In truth, Eldridge Brinkwood has been less successful as a writer of books than he is as a radio host. He has had only a single collection of his grim and grisly tales published, back in 1930. But it earned him a certain reputation and several series of *Haunted Delights*, initially on the BBC Home Service and more recently on the Light Programme. During the periods of broadcast, Eldridge has to write a new short story once a week and turn up at the radio studio to introduce and read each tale in his own inimitable style. The turnaround is too fast for him to hone his stories, and even Eldridge admits that some aren't very good at all. The broadcasts are live, and it's just Eldridge and his engineer, "Ducky" Duckworth in the studio. But there are usually a few friendly faces still hanging around the office for a chat, despite the show's evening timeslot.

Although not haunted in the sense used in many of his stories, Eldridge does have one or two ghosts of his own. He was too old to serve in the last war, but saw action in the First World War and witnessed things he'd rather not remember.

Eldridge is, in the parlance of the time, a confirmed bachelor. As a gay man in 1940s Britain, he has had to keep his sexual activities discreet. He lives alone but has been in a relationship with the well-known artist Marcella Strange for many years. Well, until very recently, that is. He and Marcie had a bit of a tiff and they haven't spoken since. It's now Christmas Eve, and Eldridge has a festive edition of his show to broadcast. But he intends to turn up at Marcie's luxurious mansion near Hampstead Heath the following day with a bottle of port and an apology. If all goes to plan, one of the artist's famous parties will be in full swing and all will be forgiven.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, this Christmas Eve will see Eldridge Blackwood's final broadcast, and he will never have the chance to reconcile with Marcie. He has been experiencing heart pains for some time now, and although Marcie has told him he should have them checked out, Eldridge hasn't done so.

Perhaps if a monster hadn't scented his proximity to death and latched onto Eldridge as he left the BBC studios that night, things might have turned out differently. But monster there was (see *V204*), and it had the face of Eldridge himself…

ELDRIDGE BRINKWOOD



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

SKILLS
Craft (Writing, Storytelling) 3, Convince 2, Knowledge 2

TRAITS
Dark Secret (Major) – A homosexual in 1940s Britain
Fame (Minor)
Weakness (Major) – His heart condition means that he must make a successful Difficulty 12 Resolve + Strength roll in times of exertion or stress, or take 1 point of damage.

TECH LEVEL: 4

STORY POINTS: 4



ESTELLA *(The Stones of Venice)*

Towards the end of the 23rd Century, Venice (see *L234*) is undergoing its final collapse, sinking into the waters on which it was constructed. But its destruction has been hastened by a curse placed upon it by Estella, the wife of Duke Orsino and the last true queen of the city, before she disappeared a hundred years earlier.

Orsino, always a selfish man, wagered Estella in a game of cards, despite his love for her, and lost. Some say that, in the face of this betrayal, Estella put on her wedding dress, flung herself in the Grand Canal and drowned. But before she did, she placed a curse on Orsino and on Venice. The Count was to live for a hundred years without ageing but filled with guilt and remorse, while the city would succumb to the waters. On the hundredth anniversary of her death, Venice's crumbling buildings would at last sink forever.

Surely this story is just a myth? But Count Orsino has indeed lived for the last century without seeming to grow older, and Venice has been sinking ever faster. Orsino has been obsessed with finding his lost love, not truly believing that she is dead. Even a century later, his spies search the city for her remains, as the Duke hopes to be able to bring her back and so lift the curse.

Meanwhile, a cult has grown up around the memory of Estella, worshipping the lost queen. They haunt the alleys of Venice, searching for her portrait, with which they believe they will be able to resurrect her. No such portrait exists in Duke Orsino's art collection, as Estella would never agree to be painted, believing her beauty to be ineffable.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Estella is not dead and walks the city as the elderly and acidic Ms Eleanor Lavish. Her golden sarcophagus is in the possession of the cult that worships her, the Order of Our Lady Estella, who believe that it still contains her remains. But she left it long ago and has been walking the city ever since. However, Estella has grown old while her husband has not aged. Even he would not recognise her now, unless she shows him her broach, a cameo of the only painting of her that has ever existed. Her treatment by Orsino has made Estella's heart grow bitter and twisted. But deep inside herself, she still loves him.

Unknown to Orsino, Estella is not even human, despite her appearance. She comes from a long way beyond the Earth and considers its inhabitants to be primitives. But she fell in love with Orsino and, by the time he gambled her away, she had lost the means to leave.

However, Estella still had a powerful artefact in the form of a jewelled necklace. This focuses her will and enabled her to place the curse. Orsino has not aged, but it has been at the cost of the deterioration of Venice. The two have balanced each other out. It would still be possible for Estella to reverse the process, for Venice to rise again, reborn and refreshed, but only with Orsino's consent as he would age to death in seconds.

ESTELLA



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

SKILLS
Convince 4, Knowledge 4, Subterfuge 2, Technology 3

TRAITS
Distinctive
Inspiring Love – Duke Orsino

EQUIPMENT
Cameo broach (portrait of herself)
Jewelled necklace [Traits: Estella's jewels allow her to magnify her will to perform seemingly magical feats. The scope of this is up to the GM, but Estella must spend Story Points (and, where applicable, make rolls of Resolve + Resolve). Any positive effect must be balanced by a related negative one, or vice versa. Story Points: 6.]

TECH LEVEL: 7

STORY POINTS: 8



THE FATES *(If I Should Die Before I Wake)*

Are you sitting comfortably? Then I'll begin…

In a chamber, a narrator is telling brief stories about the adventures of his friends, who are also the audience. The stories are very immersive, the storytelling very vivid; it's as though the listeners are actually there. They face Minotaurs and Gorgons and the Hydra and other creatures borrowed from Greek myths. At the climax of each story, the narrator places one of the heroes in a deadly situation from which escape seems impossible. But the hero swiftly adds some detail to enable their escape.

Between stories, the narrator and his audience talk among themselves in the chamber. It's more of a bedchamber or boudoir really. Except for the loom. In fact, the loom is rather distracting to the stories being told. You see, it's in use and its clickety-clack is noisy.

Three weavers sit at the loom, weaving a tapestry as the storyteller continues. What design they are weaving isn't immediately clear. Possibly a portrait? But the face is grey and has a somewhat… *gelatinous* quality to it. In the background, a second figure (maybe more than one) is kneeling, as yet unfinished and perhaps not immediately noticed.

The three weavers are all women, each of a different age: one young, one old, and one in between. They all bear an uncanny resemblance to each other, as if they are the same woman at different stages of her life. A strong family resemblance, presumably. The women can't pause in their work. They're on a deadline (or a "*deathline*", as one of them chuckles). Their voices are again very similar to each other, though the older ones' are rougher with age, and they all speak with a Northern accent and vernacular.

If asked about the tapestry, the women explain that they're using the threads of the stories being told to create a portrait depicting the eventual fate of the subject. It will only be complete when one of them cuts the final thread…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This is a dream. Though as is often the nature of dreams, those in it don't realise it, at least not at first. The storyteller and his audience have fallen prey to the Kantrofarri (see *The Twelfth Doctor Sourcebook*), and in the waking world, they are all lying somewhere, each asleep with one of the dream crabs on their face.

The storyteller has realised what has happened to himself and his friends and has created the three weavers as a means of escape. In the stories he narrates, he is trying to kill each of his friends, so that the shock will wake them up. Except that they don't initially know what's happening, and the narrator can't tell them outright, as to even think of the Kantrofarri attracts their attentions, empowering them and allowing them to home in on the dreamers to finish them off.

Even if the narrator were to let his audience in on what's going on, would they agree to die in the stories, the dreams within dreams? After all, don't some people and cultures believe that if you die in a dream, you die in real life? Not that anyone has ever proved this of course, but even so…

The weavers are the Fates of myth: Clotho, Lachesis and Atropos. The narrator has created them as his own way out of the dream. Once his friends have all escaped, he can command the weavers to cut the final thread and he will awake. Or perhaps by doing so, he can wake up and deal with the dream crabs in the waking world.

But who is the subject of the tapestry? The weavers are deliberately vague, but may hint that it is one of the narrator's audience, and that they will die if the tapestry is completed before the narrator can rescue them. But the gelatinous nature of the face is a Kantrofarri which conceals the true subject of the tapestry. Could it actually be the narrator himself, who needs to die in a dream-story told by one of his friends, and the figure (or figures) kneeling in the background is (are) his friends?

And they all lived happily ever after. Or did they?

THE FATES

As dream creations, the Fates have pretty much whatever stats and abilities the GM requires them to have. Although their presence is to help the characters, they are vague and evasive, as though they may actually be the cause of the dreamers' demise.

The GM can use a similar set-up to place the characters in a dream setting without them realising it, the adventure starting in media res with the storyteller and audience already in the weavers' chamber. The brief stories being told, little more than vignettes, can be played out in full as mini-adventures. Perhaps the narrator is an NPC, but one they know and trust, and it is up to the players to work out what is happening from hints provided by the storyteller and the weavers. There is also the slight pain in the temple that betrays this reality as a dream generated by the Kantrofarri, as well as the sound of their clicking and scratching that sometimes intrudes on the dream. And once the characters wake, there may be a further adventure to be had in the waking world before the dream crabs are defeated.

See page 72 of *The Twelfth Doctor Sourcebook* for information on the rules of the dreamscape.

"FATHER CHRISTMAS" *(Death in Blackpool)*

Greeting the Doctor and Lucie Miller in Christmas 2008 at a Bramlington service station off the M62 is a drunken Santa Claus, asking around if anyone has seen his reindeer. Utterly miserable and obviously drunk, he complains about how the public stopped believing in him, and how difficult it is for his elves to build complicated game consoles in comparison to little wooden toys. And don't get him going on the fact that they've started unionising! He does have one slight aspect of jolliness in his attitude: his desire to tunelessly belt out Christmas songs at the top of his lungs with minimal prompting.

Of course, this is just an alcoholic dressed up as Santa Claus. Depressed and out of his skull on alcohol, his mind confusingly blends his real identity and his character into one. He was formerly employed as a professional retail Santa in Bramlington, but has just been fired on Christmas Eve itself for being too old. He's so depressed that he might even attempt suicide, although the offer of more alcohol would easily sway him from committing the act. He's so out of his luck, he'd even drink cooking sherry!

The retail Santa ended up being invited to spend Christmas with Lucie, her Aunty Pat (see *A118*) and the Doctor. Slowly sobering up over the course of the night, he proved extremely helpful after Lucie was caught in a car accident, loyally staying by her side in Blackpool General Hospital. He also proved perceptive, recognising the culprit's car outside and suggesting that they find them with the hospital's CCTV, things the Doctor and Pat were too emotionally distracted to notice themselves. Despite his circumstances, the retail Santa proved to be a truly kind and jolly person, and would excel at any other job that requires a kind touch. Of course, the Doctor, Lucie and Pat were so involved in their personal drama that they never even got his name!

"FATHER CHRISTMAS"



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

SKILLS
Convince 2, Craft (Acting) 3, Knowledge 2, Transport 1

TRAITS
Charming
Distinctive
Emotional Complication (Major) – Losing his job has placed "Father Christmas" into a deep depression that has driven him to drink, and may attempt suicide if provoked; while in this state you may ignore his other Traits, lower his stats and add Clumsy, Forgetful, Impulsive, Loud, and Slow Reflexes (Minor) until he begins to sober up
Empathic
Reliable

TECH LEVEL: 5

STORY POINTS: 4

A SORROWFUL CHRISTMAS TIME

While Christmas specials and Lucie Miller's adventures alike tend towards lighter comedic fun, *Death in Blackpool* subverts these expectations with a very bleak tone, presenting mundane terrors like comatose-inducing car accidents and suicidal alcoholism, existential dread as Lucie is manipulated to think she's passing into the afterlife, and heavy interpersonal drama as long-held secrets are revealed to her.

While making your campaign's holiday special a comedic and heart-warming affair is appealing and likely to be enjoyed by everyone at the table, subverting expectations and pushing your characters to their emotional limits may be as fulfilling from a roleplaying perspective. Of course, even an overwhelmingly bleak story can have moments of levity. The story provides an example, with the shocking subject matter of suicide and alcoholism contrasted with the image of a jolly Santa being both uncomfortable and darkly amusing. He also provides most of the warm Christmas feelings, as his loyalty to Lucie is rewarded by getting the story's only truly happy ending out of the cast of characters. Effectively, one character acting as a focus for multiple different tones can thread them together, avoiding the potential disorientation of many different characters each trying to pull the story in a different direction.



FREDERICK SIMONSSON *(Grand Theft Cosmos)*

1898 is a very exciting year for the citizens of Stockholm, as recently introduced electric trains provide comfortable and rapid travel across the country. This particularly benefits one Frederick Simonsson, a man employed by King Oscar II to acquire artwork for the Crown. This art is usually displayed in public museums, but a large chunk of it goes into the King's private collection, spread out across his homes. For his own part, Simonsson is incredibly passionate about this job, even if most of his chats with Oscar are spent trying to convince the King to place more pieces in the public's view rather than out of it. Despite this difference in priorities, Frederick's passionate love of art and its history makes him invaluable to the King, and he always manages to find interesting pieces to add to the collection. He's also very friendly, and can chat about art with strangers for hours on end, eagerly showing them photographs of recent acquisitions.

Recently, Simonsson has come into the possession of a few pieces by Claudio Tardelli (see *V169*), perhaps his favourite artist. Unfortunately, Tardelli is a cruel alien whose work is imbued with a corrupting psychic influence. Simonsson is only free of the effect because he spends more time looking at the photos than the works themselves, which are safely locked in the private vault at Drottningholm Palace. As it would be an issue if the art's corrupting influence spread to King Oscar, The Doctor and Lucie Miller found it necessary to pull a daring heist on the island palace, which was under refurbishment with few guards present. Fortunately, these guards proved extremely easy to trick, hypnotise and knock out. Unfortunately, rival time travellers the Headhunter and Karen (see *V232*) were also after the artwork, causing the two teams to try to outmanoeuvre each other for the pieces.

While Simonsson is quite clever, he's certainly not immune to being manipulated himself, especially if excited about acquiring a unique piece of art. His definitions are so broad that he'd accept anything of notable design, including technical objects he can gift to the scientifically-minded Oscar. A TARDIS in particular would amaze him no end! It'd be difficult to convince Simonsson that the artwork has fantastical properties, and he'll likely want to keep it even more if he realises the truth, although he would be shocked and disillusioned if made aware of Tardelli's cruel nature.

Adventure Seed: Happy Accident

If Simonsson can accidentally collect dangerous art and technology, who knows what else could be locked in his vault? Could he stumble across a tiny spaceship and assume it to be an exquisite sculpture, unaware that imprisoning the diminutive inhabitants is a declaration of war? Could he build a collection of aesthetically pleasing time machines, forcing various displaced travellers into an alliance to retrieve their craft? Could he display an exhibition imbued with Animae Particles (see *G27*), causing nearby paintings of historical personages to burst into life? No matter what he's accidentally stored in his vault, it presents the opportunity for typically heroic player characters to participate in a daring criminal heist!

FREDERICK SIMONSSON



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

SKILLS

Convince 1, Knowledge 4 (AoE: The Arts), Science 1, Technology 1, Transport 1

TRAITS

Eccentric (Minor) – Passionate about art
Epicurean Tastes
Face in the Crowd
Friends (Minor) – King Oscar II's personal art collector/appraiser
Well Mannered

TECH LEVEL: 4

STORY POINTS: 4



GALSEC TROOPERS *(Wirrn Dawn)*

GalSec was a human colony planet founded after Earth became uninhabitable due to solar flare radiation. Ten thousand years later, the name GalSec has come to represent a sprawling human empire, its people forming their own cultural identity distinct from the rest of humanity. GalSec space often overlaps with previously established human colonies, many of which survived with low-technology lifestyles formed around cultural traditions and farm work. The comparatively advanced GalSec simply annexes these worlds into their territories and disregards their cultures. These original settlers and their descendants are referred to as "Indigs" by the GalSec, a catch-all derogatory term implying backwardness, uselessness and criminality. Those who use the term don't really care that those original colonists are no more indigenous to those planets than GalSec are.

GalSec has had to fight countless battles across space to survive and proliferate, and so GalSec's soldiers tend to be highly trained, extremely fit troopers. This culture breeds many obnoxiously macho, competitive types with a "shoot first, ask questions never" mentality. The typical GalSec weapons of choice are powerful automatic laser guns, which store their energy in shells that noisily drop from their guns like the heavy artillery of old. Their power suits are heavily armoured and possess many functions, including proximity radios and jetpacks. As maintaining a constant barrage against the enemy is top priority, all the suit's functions are controlled with visor buttons designed to be activated by the chin.

GalSec troopers are often accompanied by medics and nurses, equipped with self-compressing bandages and other advanced supplies. Their murkily lit starships are grouped into fleets led by admirals, with a large one being about sixty-eight ships in total. Each ship is usually assigned to new missions without rest. Most troopers meet this challenge with macho aplomb: most of the native GalSec colonists are happy to show off how tough they are, while Indig soldiers are desperate to shake off their stigma and gain respect.

Presently, GalSec is locked in a desperate struggle for survival against a species of alien arthropods, the Wirrn (see *The Ark in Space*). The Wirrn's natural abilities to fly through space unaided and to cut through steel with their mandibles are more than a match for the GalSec, with many battles ending in almost 100% fatalities on both sides. GalSec recon has finally located that the source of the Wirrn is on the planet Carista VII (see *L125*). While GalSec has engaged in many violent struggles, the Wirrn wars will go down as some of the bloodiest conflicts in humankind's history.

Adventure Seed: The Human Invasion of Skaro
Your TARDIS crew are shocked to land on Skaro, and even more shocked to find it under GalSec occupation! GalSec are decades into colonising the Daleks' home world after a shockingly easy campaign. Was this due to the genuine strength of their military, or have they walked right into a trap? Your crew suspects that certain troopers have been replaced by Dalek puppets, but it may prove challenging to discern between the two factions' arrogant military mindsets. Murmurs of an underground rebel movement of Daleks might just further muddy the waters...

GALSEC TROOPER



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

SKILLS
Athletics 3, Fighting 3, Marksman 3, Subterfuge 1, Survival 2, Transport 3 (AoE: Jetpacks)

TRAITS
Adversary (Major) – Wirrn
Argumentative
Brave
Obligation (Major) – GalSec military
Prejudice (Major) – Indigs
Ruthless (Minor)
Tough

Officers also have Military Rank.

EQUIPMENT
GalSec Power Armour [Traits: Armour (Major), Flight (Major), Transmit. Story Points: 5]
GalSec Automatic Laser Rifle: L(6/L/L) [Traits: Armour-Piercing (Minor). Story Points: 1]

TECH LEVEL: 5

STORY POINTS: 5-8

GEF *(The Dalby Spook)*

Extract from the private, unpublished notes of Harry Price (see *A152*), psychic investigator:

Dalby, Isle of Man – July 1933

Gef (pronounced as the name "Jeff"), the Talking Mongoose of Doarlish Cashen , the Dalby Spook, the self-proclaimed Eighth Wonder of the World. I travelled to the Isle of Man to investigate this supposed haunting with a great deal of scepticism and left with an uneasy feeling that there may actually be more to Gef than I uncovered. However, so far as my public writings are concerned, the Talking Mongoose is no more than a hoax perpetrated by a lonely child or her greedy father, or both.

As I shall report elsewhere, the Irving family farm at Doarlish Cashen is in a very isolated spot near the hamlet of Dalby. At the time of my visits, only Jim Irving and his fifteen-year-old daughter Voirrey were in residence. Voirrey is a very wilful and outspoken child and seems to be at the centre of Gef's activities. Certainly the creature (if it does exist) is very protective of her. Voirrey gives it hazelnuts to eat, which she claims it juggles for her amusement.

The family describes Gef itself (or himself, as Voirrey insists that it be addressed as "he" not "it") as a mongoose that lives within the wood-panelled walls of the farmhouse. When it does emerge, it is seen only by Voirrey, claiming to be able to make itself invisible. It speaks in a high, childlike voice and has a rude, mocking manner – particularly towards myself, I noted! On one occasion, one of a small group of journalists who had accompanied me claimed to spot a furry tail in the rafters. But when I made to grab it, it – or something at any rate – bit me!

Voirrey believes Gef to be highly intelligent. When it first manifested, it only growled in the night, but claims to have learned to speak by listening to the Irvings. Gef continued to talk even after I had Voirrey bite down on a wooden dowel and with her father present in the room. Another of the journalists, the Doctor, questioned Gef on matters concerning other worlds and, from his reaction, it seems that it answered correctly. The truth of such fanciful topics cannot be verified, of course.

Although I shall publically maintain that Gef is a hoax to gain publicity or money, there are a number of factors surrounding my investigations which leave me uneasy.

GEF



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

SKILLS
Athletics 4, Convince 2, Fighting 3, Science 3, Subterfuge 5, Survival 3, Technology 2

TRAITS
Alien
Alien Appearance
Climbing (Minor)
Clairvoyance
Fast (Minor)
Invisible (Special Good)
Precognition
Psychic
Size – Tiny (Major)
Telepathy

TECH LEVEL: 8

STORY POINTS: 8

At one point, Gef claimed to be a fifth dimensional being from somewhere in the region of Andromeda and came to Earth "on a magic carpet at fifty times the speed of light", if you please! Although I didn't see it myself, others report that it resembles an actual mongoose. The Doctor said that it had summoned him here to protect Voirrey from something called the Sleech (see V286), a creature which had (allegedly) escaped from the distant past and wanted to feed on her "light".

This is all nonsense of course, which I will keep to myself to preserve my own reputation. And yet... and yet...

GEORGE SINCLAIR *(Absent Friends)*

George Sinclair is the younger brother of Helen Sinclair (see *A93*). In 1963, Helen was working at the National Museum in London when she became involved with the Doctor and Liv (see *A98*). In order to stop the Red Lady (see *V290*), the Doctor took a priceless collection of artefacts from the Museum, and Helen was accused of the theft. In order to avoid arrest, she joined him and Liv in their travels.

Helen didn't see any of her family again until the TARDIS landed in England in 1998. George is now thirty-five years older than he was when Helen last saw him and is heading towards old age. He has never married and blames Helen for this. In fact, he blames Helen for the early death of their father and for ruining the family's reputation.

The disappearance of the artefacts was the biggest theft that the National Museum had suffered, and it gained a lot of publicity. Helen's disappearance while under suspicion confirmed her guilt in the eyes of the public and the Sinclair family name was dragged through the mud. George's view is that she must have run away for a reason, and even if she wasn't guilty, the world thought she was, which had the same affect.

Helen disappeared in 1963 and was never seen again. George thinks she's probably still out there somewhere, evading her responsibilities. Meanwhile, the stress of what happened drove their father to an early grave. Their mother is also dead by 1998, as is their eldest brother Harry.

The effect of Helen's disappearance on George was deeply personal and long-lasting. Although he hadn't yet told his family, he was engaged to be married. His fiancée's father was a deeply traditional man, and when Helen's supposed crime was made public, he forbade the marriage. George never found another woman who "came up to scratch".

George doesn't even mention their other brother, Albert (see *A111*). Even before Helen's disappearance, Albie had been arrested for homosexual practices. Their father had disowned him, refusing even to allow his name to be mentioned. George presumably shares his father's views on the matter.

George was apparently unaware of how much of a bully their father was to Helen and their mother, and that he only considered men to be important in this world. If pressed on this, George won't believe it. But if it were true, perhaps what happened was Helen getting her revenge on her father in a very selfish way.

GEORGE SINCLAIR



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

SKILLS
Convince 1, Knowledge 2

TRAITS
Face in the Crowd

TECH LEVEL: 5

STORY POINTS: 2

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Helen hears what happened after she left in 1963, she initially asks the Doctor to take her back there so she can put things right. But of course, the Doctor won't allow her to try to change established events. In fact, he would have tried to talk her out of meeting George in 1998 if he had known, as by Helen learning what happened, history has now been locked into place and is unalterable. Helen can never return home.

George died shortly after Helen's visit, something confirmed when she receives a call from him on a mobile phone affected by temporal distortion, which has been allowing people to say goodbye to departed loved ones.



GIDEON CRANE *(Minuet in Hell)*

When the TARDIS crash-landed in Malebolgia (see *L181*), materialising in a rather dodgy back alley, the ship's temporal field was being disrupted by a frenzied attack by Ramsay, a Vortisaur (see *V303*) that the Doctor and Charley (see *A90*) had rescued from Earth in 1930. The temporal field was spilling out from everywhere and the Doctor's already raw and damaged symbiotic nuclei created a link between him and another person, rather than between him and the TARDIS. A vast swathe of the Doctor's memories and thought patterns flooded into the other's mind, wiping out what was already there and turning him into a mental copy of the Doctor.

Both the Doctor and the human, a British journalist called Gideon Crane, recovered to find themselves incarcerated in a cell in the Dashwood Institute, a psychiatric hospital and scientific centre that conducts research into the human mind. The Institute had named the pair John Doe and Zebadiah Doe. The minds of both were fragmented, each containing not only their own memories, but also those of the other. The more he recovers, the more John Doe believes he is the Doctor, whereas Zebadiah's mind seems to be fragmenting further under the strain. Although Zebadiah looks like the Eighth Doctor, John looks like a possible future Ninth Doctor who had confronted the Threshold (see *Vol.1*).

The condition of the two was worsened by an accident with the Institute's PSI machine (see *V270*), a device capable of copying a subject's mind in digital form. The machine's circuitry wasn't developed to cope with a Time Lord mind, and John was caught in a blast of hopelessly distorted brainwaves from Zebadiah, scrambling his mind again, resulting in him being sent back to the cell.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although a GM might want to play on the confusion of both John and Zebadiah, each having huge swathes of the Doctor's memories, the real Doctor is actually Zebadiah. John is Gideon Crane. He is a writer for the *London Torch* newspaper, who has been sent over to the States to cover the secession of Malebolgia to form a new state. He just happened to be in the back alley admiring the stars when the TARDIS materialised with its temporal field spilling out around it.

Fortunately, the Institute's PSI machine recorded the mangled matrices of both the Doctor and Gideon from the Doctor's brain before it blew a fuse. Those brain patterns still exist in digital form on a quantum CD-ROM. If they could be superimposed on the matrices their brains already contain, the parts of the recorded matrix which are missing could boost the original residue, restoring the original memories and personalities, with Crane losing his delusions about being the Doctor.

GIDEON CRANE



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

SKILLS
Convince 2, Craft (Writing) 4, Fighting 1, Knowledge 3, Science 1, Technology 2

TRAITS
Amnesia (Minor) – Gideon has lost some of his own memories but gained many of the Doctor's
Another Lifetime – Gideon may spend 1 Story Point to gain +1 Knowledge, +3 Science and +2 Technology for one scene as he accesses the Doctor's memories
Eccentric (Major) – Mentally unbalanced by his predicament; believes he's the Doctor
Face in the Crowd
Insatiable Curiosity

TECH LEVEL: 5

STORY POINTS: 4

Unfortunately, the Institute is a cover for the Hellfire Club, whose leader has apparently summoned a demon to do his bidding, as part of a plan to become President of the United States. Even though the demon is actually a Psionovore (see *V270*), it is still a deadly danger to both the Doctor and Gideon Crane, and to the rest of mankind!

GUIDANCE *(The Next Life)*

Guidance is the father of C'rizz (see *A89*) and an upper minister in the Church of the Foundation, the religion practiced by most Eutermesans of the Divergent Universe (see *L142*). As a Eutermesan, Guidance is vaguely reptilian and has a vestigial exoskeleton. He can change his colour according to his mood or as camouflage. In fact, Guidance is one of the truly adept who can make themselves virtually invisible.

When Daqar Keep (see *V187*), the wealthiest man in the Ninth Galaxy, purchased the Church of the Foundation, he became Guidance's master, and Guidance became Keep's spiritual advisor. Not that Keep is a spiritual man. Guidance considers Keep to be a foul creature, but keeps this to himself. He presents an outwardly calm but forceful personality driven by his faith.

Guidance has accompanied Daqar Keep on his mission to a small blue planetoid that drifts through the Nine Galaxies, spreading death at its approach (see *L151*). He believes it to be the planet of the Creator, and that somewhere on it is the original Church of the Foundation, where his religion began. As Daqar Keep is using Guidance, Guidance is also using Daqar Keep's resources to find the original Church.

Guidance is disappointed that his son has drifted away from the Church, and believes that he has forgotten the ways of the faithful. It is his duty, as father and a leader of the Church, to bring his son back into the Church's arms. Among the knowledge that Guidance has acquired, he has committed the birth-trees of all the major Eutermesan families to memory.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Guidance and C'rizz each have two halves of a moonstone pendant, the significance of which they do not yet understand. In fact, if joined together, they form a key that opens a portal into our Universe located in the Foundry that Rassilon (see *V274*) constructed within the blue planetoid. Not knowing its importance, Guidance gave his half to Keep, and it has since been stolen by Keep's wife, Perfection (see *V305*).

Although Guidance is aware that the personalities of his fellow Eutermesans are malleable and influenced by those around them, it has not occurred to him that he has himself been manipulated to bring his half of the moonstone pendant to the blue world at the time Rassilon needs it for the opening of the portal.

GUIDANCE



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

SKILLS
Convince 5, Knowledge 5 (AoE: Church of the Foundation), Medicine 1, Subterfuge 3, Technology 1

TRAITS
Alien
Alien Appearance
Alien Senses – X-ray vision
Eccentric (Major) – Guidance takes on some of the personality traits of those he spends time with
Empathic
Invisible (Major Good)
Keen Senses (Minor) – Hearing
Obsession (Major) – The Church of the Foundation
Tough
Voice of Authority
Weakness (Minor) – Eutermesans are mental and emotional chameleons, leaving Guidance susceptible to mental influence and having a -2 penalty to resist hypnotism or similar

TECH LEVEL: 6

STORY POINTS: 6

THE CHURCH OF THE FOUNDATION

When the Eutermesans first learned of the small blue planet travelling across the cosmos, killing entire worlds as it passed, they believed that the planet had been sent by the Creator to destroy all the life he had created and established the Church of the Foundation.

The Church believes that all things must die and that death is merely the route into the Next Life. It has created an emancipator from one of their adept, who has been given the privilege of killing others to absolve them of their sins. This is an attempt to secure immortality, as the souls of the absolved survive within the emancipator: C'rizz.

In truth, the Church was set up by Rassilon as part of his plans to escape from the Divergent Universe.

HARRY PRICE *(The Dalby Spook)*

Harry Price was one of the most famous psychic investigators of the 20th Century. Born in London in 1881, the young Price's interests included writing, amateur dramatics and archaeology. He developed a fascination for stage magic and conjuring and became skilled at sleight-of-hand tricks, which later proved useful in what would become his life's work, the investigation of paranormal phenomena.

In 1920, Price joined the Society for Psychical Research and soon made a name for himself in the field of exposing fraudulent mediums. In 1922, he exposed the spirit photographer William Hope, and a year later the medium Jan Guzyk. Other successes followed, and in 1925, Price founded the National Laboratory of Psychical Research as a direct rival to the SPR, with whom he had fallen out over his practice of paying mediums to be submitted to his tests. Price was friendly with other debunkers of the time, including Harry Houdini (see *The Fifth Doctor Expanded Universe Sourcebook*), while Sir Arthur Conan Doyle (see *The Fourth Doctor Expanded Universe Sourcebook*) and other spiritualists vehemently opposed his activities.

For several years from 1929 onwards, Price undertook a series of investigations at Borley Rectory, reputedly the most haunted house in England, and published a book on the subject in 1940. After Price's death in 1948, the SPR and others claimed that Price had been complicit in the faking of some of the phenomena. But fellow psychic investigator John L. Randall suggested that he had been the victim of a dirty tricks campaign by the SPR.

The Doctor, Liv (see *A98*) and Helen (see *A93*) met Harry Price in 1933 on the Isle of Man while he was there to investigate Gef (see *A148*) , the so-called Dalby Spook. Gef was claimed to be a talking mongoose who had befriended Voirrey Irving, the fifteen-year-old daughter of farmer Jim Irving, but which remained frustratingly invisible to everyone else.

When he was younger, Price had believed that there was more in Heaven and Earth than could be explained by science. But the Doctor and his friends found him to be a humourless and inherently sceptical person who took offence if he felt he were being mocked or made to look a fool. His treatment of the teenage Voirrey was decidedly questionable, with Liv and Helen intervening when Price attempted to tie the girl to a chair against her will in order to eliminate the possibility of her playing tricks. He later compromised when Voirrey agreed to sit unmoving on the chair and bite down on a wooden dowel to foil any ventriloquism attempts.

Even before he arrived on the Isle of Man, Price had decided that Gef was a fake, most likely perpetrated by the lonely Voirrey for attention or by her father to obtain money from the press. He would go on to sum up everything he had seen and heard at the farmhouse in what the Doctor described as "a pithy pamphlet", dismissing Gef as a hoax. He was, however, nonplussed by the materialisation and dematerialisation of the TARDIS on stage during the act of a local psychic he had previously debunked in public!

HARRY PRICE



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

SKILLS
Convince 4, Craft (Stage Magic) 4, Knowledge 4 (AoE: Archaeology, Paranormal Phenomena), Marksman 2, Science 2, Subterfuge 4 (AoE: & Sleight-of-Hand), Technology 2

TRAITS
Fame (Minor)
Friends (Minor) – National Laboratory of Psychical Research
Keen Senses (Minor) – Vision
Obsession (Major) – Exposing fraudulent paranormal phenomena
Sleuth
Stubborn

TECH LEVEL: 5

STORY POINTS: 6



HASPIRA *(Sisters of the Flame/The Vengeance of Morbius)*

The Sisterhood of Karn no longer live on Karn, their former home having been acquired by unscrupulous businessman Christophe Zarodnix (see *V307*). Zarodnix bombed Karn from orbit until the Sisters left and is rumoured to have located his central offices on the planet to mine rare minerals believed to be present. Little information on the Sisterhood and Karn itself can now be found in public records, hinting that Zarodnix has removed it. A younger member of the Sisterhood named Haspira has been tasked with infiltrating the Zarodnix Corporation, working up the ranks to the point that Zarodnix himself is on first name terms with her. Although trusted with sensitive projects, Haspira only has a vague idea of his plans.

Haspira wears an identity-obscuring space suit and visor while undercover, concealing small ear studs marked with a stylised flame, the symbol of the Sisterhood. If noticed, the symbol would risk blowing her cover. Haspira carries smoke bombs and a laser gun in case of requiring a rapid escape, and has no qualms over impersonating figures such as interplanetary marshals (see *A171*), nor using an ancient Gallifreyan bio-transmitter that obscures her biological signs to achieve her goals. While undercover, Haspira is professional, cheerful and pleasant. In contrast, her genuine personality is hostile, impatient and petulant.

Now based at a secret location, it's been centuries since the Sisterhood last encountered the Doctor. Led by the calm but wilful Mother Superior Orthena, the Sisterhood's current generation recalls the Doctor as a prattling figure full of idle questions. Their abilities have developed greatly: they're able to psychically view locations light-years away, and by simply intoning the chant "Sacred fire, sacred flame", they may teleport across equally impressive distances. While these abilities are so powerful as to be effectively limitless, their ability to teleport others with them has a very short range and may require the assistance of another psychic more familiar with the teleported subject to strengthen the connection.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Haspira has discovered that Zarodnix is the leader of the Cult of Morbius and has really set up his base on Karn so that he may recover remains of Morbius' brain from the deep canyon his monstrous body fell into previously (see *The Brain of Morbius*). As Zarodnix has every possible defence on the planet, including powerful psychic dampeners, the only specific part of the plan they're aware of is that it involves kidnapping a Time Lord and using their DNA to make a new body.

While the Sisterhood has already warned the Time Lords of Zarodnix, the threat of Morbius returning with the billionaire's resources at his fingertips terrifies them. They're fully willing to kidnap all Time Lords and Time Lord accomplices who get too close to Zarodnix, then kill them with a matter dispersal chamber stolen from Gallifrey long ago. Orthena could be convinced to accept a Time Lord's help, but the brash Haspira would insist on their death, only begrudgingly accepting her superior's decision.

HASPIRA



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

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

TRAITS
Argumentative
Clairvoyance
Dark Secret (Major)
Distrustful
Immortal (Major)
Initiate of the Sisterhood of Karn – Can combine psychic powers with other members of the Sisterhood
Obligation (Major) – The Sisterhood
Precognition
Psychic
Psychic Training
Stubborn
Telekinesis
Telepathy
Teleport

EQUIPMENT
Laser Gun: 4(2/4/L) damage
Gallifreyan Bio-Transmitter [Traits: Block Scan (life signs). Story Points: 1.]
Smoke Bombs

TECH LEVEL: 7

STORY POINTS: 5

HIGHGATE *(The End of the Beginning)*

The Doctor first met Highgate in the summer of 1969 in the Egyptian Avenue in Highgate Cemetery. Back then, he was an artist called Croglin, but he changed his name after they met.

Highgate is a Vampire. In 1969, he was preying on anyone unfortunate enough to fall into his grasp. But the Doctor stopped him. Rather than kill him, the Doctor persuaded Highgate to give up his bloodthirsty ways and find some other way to slake his unnatural thirst. The Doctor intended to check on Highgate to make sure he was sticking to his promise.

It wasn't until thirty years later that the Doctor paid Highgate a visit in his townhouse in Notting Hill. Highgate has been as good as his word and hasn't bitten anyone since 1969. He has a friend on Harley Street who provides him with the blood he needs to drink, all from volunteer donors. It's an expensive habit and Highgate has had to sell off his art collection piece by piece over the years.

Highgate cuts a rather eccentric figure in the 1990s. He wears a dinner suit, now growing a bit tatty, with a cape and a medallion inset with a jewel. To the modern Vampires, he's an outdated relic, an undead fop. But Highgate has demonstrated that the cape is useful in fending off daylight if he's ever caught outside. And the medallion? It was a gift given to him by a pilgrim who told him that it would bring him luck, but that one day he should pass it on. The Doctor knows "the Pilgrim" as Gostak (see *V215*), his favourite tutor back on Gallifrey, who intends the medallion to reach his former pupil.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1999, there is a new child of the night on the art scene in London, worse than Highgate ever was. Highgate needs the Doctor's help to stop him.

When Highgate started selling off his paintings, he thought he was being discreet. After all, new paintings by a dead artist appearing on the market would tend to attract attention. But an eagle-eyed admirer recognised Highgate's handiwork and tracked him down. His name is Dwayne Pherber (see *V193*) and, ten years before, he was one of the promising Young British Artists. In recent years, he's sort of lost his way.

Highgate was flattered by the attention. Although he didn't tell Pherber what he really was, Pherber saw through Highgate's story of being his own great-great-grandson. In the end, Highgate confessed and told him how he had been turned by drinking the water from a cursed lake in the Serbian mountains. Pherber ran off and did the same, and is now the leader of a Vampire cabal planning on vampirising London.

Immortality is no longer something that Highgate desires. In fact, he's ready just to call it a night and watch a sunrise for the final time.

HIGHGATE



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

SKILLS
Athletics 2, Convince 3, Craft (Painting) 4, Fighting 3, Knowledge 5, Subterfuge 3, Transport 1

TRAITS
Dependency (Major) – Suffers a -4 penalty if denied blood for an extended period
Distinctive
Eccentric (Major) – Camp and theatrical
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Has the usual Vampire resistance to Injury
Indomitable
Infection – Highgate can create new Vampires with his bite
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Major) – Direct sunlight will kill him

TECH LEVEL: 5

STORY POINTS: 8

JEFF SMITH *(Running Out of Time)*

Jeff Smith seems perfectly normal to the patrons of the café he works at, but he has a few quirks he keeps hidden. One: he's aware of bounty hunters tracking him down. Two: if one is nearby, he feels an overwhelming chill across his body. Three: he has absolutely no idea what they want from him, nor his life prior to waking up without memories five years ago. There are thick walls in Jeff's mind that won't let him recall his past, and he's not sure he wants to.

For the past few years, Jeff has been moving from town to town, abandoning his current life whenever he felt the chill. Jeff has one last secret: if he gets too upset, his entire body goes up in a short burst of red flames, as if something is trying to escape it. Jeff doesn't know why. While it doesn't harm him, it terrifies him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Once upon a few decades ago, a bitter old millionaire named Terrence Malson discovered he was dying. One of his servants believed he could live forever if he transferred his soul to the body of a child, and that a local alien witch named Isabella could perform this dark ritual. With Malson threatening to kill her human family, Isabella was forced to accept. Malson's consciousness was transferred into an orphan's body, set to emerge when the body reached sixteen years of age.

Isabella wanted to protect the boy, adopting him as her own and giving him a supernatural sixth sense to detect when others were trying to find him. Isabella abandoned her family and went into hiding with the boy, naming him Jeff. Pre-empting this, Malson had hired psychics and bounty hunters to track them down.

Near the fated sixteenth birthday, Isabella told Jeff that she found a way to destroy Malson's consciousness, but that the spell would take her own life in exchange. Jeff was furious that his guardian would consider this and carelessly cast one of her own spells to erase the idea from her memory. The spell was more powerful than intended, giving her total amnesia. A friend of Isabella's named the Doctor told Jeff to cast the spell on himself when he turned sixteen, as it would force Malson's consciousness into restarting the process of resuming control. The Doctor hasn't been able to find a way to completely erase Malson and has been forced to help Jeff erase his memories multiple times. Jeff and his mother have been reunited without realising; he knows her as café regular Miss Havelstack, a rude old woman with whom he shares an unexpectedly warm friendship.

When Jeff is tired, Malson's latent consciousness can exert enough control to use Jeff's body to send out a call to his men. Jeff is sick of living, yet will always refuse the ritual that would kill his mother and might believe suicide is the solution to his torment. If Jeff were to die, his body would combust as Malson's red fiery soul disperses into nothing.

JEFF SMITH



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

SKILLS
Convince 1, Knowledge 1 (AoE: Occult), Subterfuge 2, Survival 2, Technology 1

TRAITS
Amnesia (Major)
Danger Sense
Distrustful
Emotional Complication (Major) – Anxious and depressed
Face in the Crowd
Ritual Magic – Jeff may gain additional Traits by learning spells (see *Vol.1* for further information on Ritual Magic)
Run for Your Life!
Special – Subconscious Subsuming: Whenever Jeff is emotionally or physically stressed, Malson's consciousness may attempt to possess his body; Jeff must use his Resolve + Ingenuity to resist Malson's Resolve 5 + Convince 1. If Jeff loses, then Malson gains control over his body for a Round. If Malson gets a Fantastic result, then his soul engulfs Jeff's body in flames (see text)
Unadventurous (Minor)
Wanted (Major)

TECH LEVEL: 5

STORY POINTS: 6

KIANI *(The Eleven)*

Kiani is a graduate student at the Time Lord Academy, where she specialises in the study of criminology. Although she is an expert on the Gallifreyan criminal mind and is considered to be a star pupil, her understanding of xeno-criminology is limited. As well as being highly intelligent, Kiani is outspoken and brave. But she can also be smug and overconfident, and sometimes has an air of intellectual superiority.

Kiani has made a particular study of the Capitol prison system and has written a dissertation on "Imprisonment Post-Shada: Punishment or Parole?" She is now hoping that an interview she has arranged with the Time Lord criminal known as the Eleven (see *V198*), currently incarcerated in the Capitol penitentiary levels, will be insightful enough to lift her thesis to an A* Distinction.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unfortunately, it is Kiani's interview with him that provides the Eleven with the opportunity to escape. In fact, Kiani was a key part of his plan and the reason that Cardinal Padrac (see *V166*) approved her request. Once Kiani was within his cell, the Eleven overpowered her and used eye filters to make himself invisible to other Time Lords. He knew that the Castellan would question Kiani on suspicion of abetting his escape, creating a distraction, and he had Padrac plant incriminating evidence of her complicity in Kiani's rooms in the form of biochips and eye filters.

Naturally, the Doctor realised that Kiani was innocent. She quickly became his ad hoc companion and assisted him when Liv (see *A98*) went missing, having been captured by the Eleven. Kiani's knowledge of the prison layout was particularly useful in helping her and the Doctor escape from other criminals the Eleven had released to cover his tracks.

The Doctor considered Kiani to be a genius, reminding him of a young Romana, and Kiani herself may have had ambitions to become a longer-term companion to him. When they caught up with the Eleven, Kiani persuaded him to let Liv go. Her understanding of the Eleven's mind made her realise that he is fascinated by the Doctor and seeks to emulate him in his own twisted way. Kiani argued that she would make a much better companion for him than one of the lesser species. The Eleven briefly considered this but chose to kill Kiani, shooting her with a biodata disseminator before fleeing in a stolen TARDIS. Tragically, Kiani was a victim of her own overconfidence.

KIANI



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

SKILLS
Convince 3, Craft (Writing) 3, Knowledge 4 (AoE: Gallifreyan Criminology), Science 2, Subterfuge 2, Technology 3, Transport 1

TRAITS
Brave
Cloistered
Doctorate – Has a +3 bonus with AoE: Gallifreyan Criminology instead of the usual +2
Eccentric (Minor) – Exhibits a sense of intellectual superiority, overconfidence and smugness
Feel the Turn of the Universe
Time Lord
Vortex

TECH LEVEL: 10

STORY POINTS: 8

EYE FILTERS

Eye filters are small Gallifreyan devices that allow the wearer to become invisible to other Time Lords. On Gallifrey, they are largely used as toys by children to hide from each other. Eye filters are similar to perception filters, except that they leave a flickering effect in the air (hence they have Invisibility at Major level only). This limitation can be nullified if the wearer has mesmeric powers (the Hypnosis Trait) or maintains a huge level of concentration (requiring a contest of Resolve + Convince against an observer's Awareness + Resolve for each Round of concentration, during which they can take no other action). The other limitation of eye filers is that they only work on Time Lords, the senses of the lesser races being too dull to be affected by them.

EYE FILTERS [Major Gadget]
Traits: Invisible (Major), Restriction – Only works on Time Lords
Cost: 2 points

KIT LAVER *(Escape from Kaldor)*

Kit Laver trained to be a medtech at the same time as Liv Chenka (see *A98*) and the two became… well not exactly friends, but they knew each other socially. When Liv qualified and was assigned to the interplanetary freighter the *Lorelei*, the two lost touch. Years later, the TARDIS took Liv back to Kaldor (see *The Fourth Doctor Expanded Universe Sourcebook*) and she bumped into Kit again. It turned out that Kit didn't finish his training and just dropped out.

Liv wasn't surprised about this, as he's a member of one of the Twenty, the Founding Families whose ancestors originally settled Kaldor centuries ago and who are still the planet's wealthy elite (though the fortunes of Kit's family have been a little on the slide recently and don't show any signs of recovering soon). Even so, Kit has a life of privilege and luxury, free to spend his time as he wishes. Free to dabble at any career he might very occasionally be attracted to but then abandoning it before seeing things through.

Kaldor is a world of extreme wealth and extreme poverty, and the likes of Kit Laver are a source of frustration and anger to many of the underclass that makes up the majority of the population. Not that Kit cares a jot about this or about them, come to that. He's arrogant and selfish, does what he pleases without thought for the consequences, secure in the knowledge that he can just pay his way out of any trouble he gets himself into.

Kit spotted Liv and Helen Sinclair (see *A93*) in a fine dining restaurant in the Complex, Kaldor City's newest and most exclusive leisure and retail centre. Access is restricted to members of the Twenty and any others whose wealth makes them part of the Kaldor elite. So it's not surprising to find Kit there. But he's exactly the sort of person that Liv doesn't want to know, and she puts on only the thinnest veneer of civility towards him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kit has more on his mind than spending some leisure time at the Complex. He and some of his wealthy friends have prepared a little entertainment for themselves. They have planned a heist of one of the many jewellery stores located here. Part of this plan involves shutting down all the Complex's robots by broadcasting a signal to roll back their programming to maintenance settings. Kit himself has also planted a signal jammer to block comms and prevent the Company from reprogramming the robots remotely.

Once the robots are shut down, Kit will rendezvous with the rest of his gang at the jewellery store, where they will use illegally-obtained access codes to break into the secure vault under cover of the panic that the robots deactivating will inevitably cause.

The only problem is that Kit and his pals are unaware that rolling the robots back to maintenance settings will reactivate their orders to kill every lifeform in the Complex. When the construction work had completed, the Company discovered that the Complex had an infestation of sand rats, and they used the robots to hunt them all down while it was evacuated. Now, the robots will resume eradicating everything, humans included, and the Company will put the Complex in lockdown, with nobody getting in or out…

KIT LAVER



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

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

TRAITS
Arrogant
Selfish
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 4



LORD TAMWORTH *(Storm Warning)*

In 1930, the Minister for Air in Ramsay MacDonald's second government is Brigadier-General, the Right Honourable Lord Tamworth. Prior to his appointment, Tamworth has seen military service in Mauritius, the Boer War, Serbia and Bucharest. He was present at the capture of Jericho during the Sinai and Palestine Campaign in 1918 and was with the British delegation that negotiated the Treaty of Versailles after the Great War. Tamworth has a realistic view of the prospects of a lasting peace, believing that the German reparations will only lead to another war, and he wants Great Britain to be prepared for it.

Tamworth has had a dream of building an imperial airship service connecting the furthest of Britannia's dominions. He has been the driving force behind the development of the airship R101 which, in 1930, is about to launch on its maiden international flight. The R101 is the world's largest flying craft to date: one hundred and thirty feet high, one seventh of a mile long, suspended by five and a half million cubic feet of hydrogen gas, and powered by five Beardmore Tornado Three eight cylinder engines. Tamworth is aboard her for the maiden flight to Karachi, along with the airship's designer, the Director of Civil Aviation and other dignitaries... including one very unusual and reclusive guest in Cabin 43.

For a minister in a Labour government, Lord Tamworth is not the usual sort of socialist of the time. He was born and bred into the nobility and has the bearing of a man used to giving orders and having them obeyed promptly. Tamworth is undoubtedly brave and patriotic, very aware of his obligations to his country. Indeed, the R101's flight is cover for a much more important mission of which, among the passengers, only Tamworth and his valet Rathbone (see *V175*) are aware.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The previous winter, an unidentified aircraft crashed in woodlands in Westland. When Tamworth arrived at the site, the wreckage was disintegrating into nothing. But there was a survivor, the Engineer Prime of the Triskele (see *V298*), who was whisked away in secret. The Triskele did not speak for months, but Tamworth was eventually contacted by Rathbone, a colonel in British intelligence, who had learned that Madame Zelda, a psychic in Shoreditch, had been hearing the alien's voice. When the Triskele and Zelda were put in direct contact, they conversed silently for forty-eight hours, after which the alien was willing to talk to Tamworth.

It was agreed that Tamworth would arrange for the use of the R101 to return the Engineer to the Triskele ship, still hovering above the Earth. But Tamworth wants more from this mission. He wants to reach an agreement with the Triskele for them to become British subjects and provide His Majesty's government with their advanced technology, and if they don't agree, Rathbone is prepared with several crates of armaments.

LORD TAMWORTH



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

SKILLS
Convince 5, Fighting 4 (AoE: Boxing), Knowledge 2, Marksman 2, Subterfuge 1, Technology 1

TRAITS
Argumentative
Authority (Major)
Brave
Military Rank (Special)
Noble
Person of Repute
Upper Class
Voice of Authority
Wealthy (Major)

TECH LEVEL: 4

STORY POINTS: 5

Tamworth isn't an evil man. In fact, he is honourable in his way. But he may not be able to keep Rathbone on a tight enough leash to prevent an interplanetary war!



MARGARET & HAROLD *(Deimos/The Resurrection of Mars)*

Two human colonists from 23rd Century Mars, Harold and Margaret love travelling. Well, the extroverted Margaret loves to travel, whereas Harold begrudgingly accepts his wife's hobby, grumbling through the trips she drags him on. Margaret is passionate about history, with the ancient Ice Warriors her favourite subject. Harold doesn't care about the past, being interested in the present and technology, often messing with tech to see how it works. Being married for as many decades as they have, the couple have learned to accept their differences... which is to say, their endless bickering isn't taken personally.

Like most older couples, much of their holiday time is spent on aimless conversations about where to go next, and long sit-downs with cups of tea. This doesn't stop Margaret from chatting with strangers, nor does it put her off planning holidays well in advance. She's particularly excited to visit the Martian Museum at the Deimos moonbase (see *L183*) and tour the nearby Ice Warrior catacombs! For his own part, Harold would prefer messing around with the passenger shuttle's systems.

On top of the catacombs tour being disappointing, the couple aren't expecting genuine Ice Warriors to have awoken from hibernation, nor for them to take their tour group hostage! Despite being such ordinary people, they'd bravely try to protect their fellow humans and stop the Ice Warriors' plans to destroy the human colonies. They have kids and grandkids on the world below, after all. Despite their bickering, their caring behaviour during such a stressful event would prove their love hasn't faded in the decades since they met.

Despite how terrifying such a scenario could become, it's unlikely anything could quench Margaret's desire to travel: they still haven't done Phobos (*L178*) yet!

MARGARET



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

SKILLS
Convince 1, Knowledge 3 (AoE: Martian History), Science 1, Subterfuge 1, Survival 1, Technology 1, Transport 1

TRAITS
Argumentative
Brave
Charming
Face in the Crowd
Insatiable Curiosity
True Connection – Harold
Unthreatening

TECH LEVEL: 6
STORY POINTS: 3

HAROLD



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

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

TRAITS
Argumentative
Brave
Face in the Crowd
Impaired Senses (Minor) – Has a -2 penalty on hearing rolls if without his hearing aid
Technically Adept
True Connection – Margaret
Unadventurous (Minor)
Unthreatening

TECH LEVEL: 6
STORY POINTS: 4

MISS FAVERSHAM *(Till Death Do Us Part)*

When Jenny Flint answered a newspaper advertisement offering a wedding dress of finest Honiton lace for sale, she immediately headed for a viewing. The house she arrived at is very fancy, speaking of an owner with money. Inside it's rather stuffy. The householder, Miss Faversham, believes that too much fresh air gives you a chill. Which is a pity, as her drawing room smells of disappointment and body odour. The latter is from Miss Faversham herself and from the wedding dress she has been wearing for the past thirty-five years.

In the 1850s, Miss Faversham had been betrothed to her beloved, a Mr John Smith. But he jilted her at the altar. Miss Faversham waited at the church for two hours, and then vowed never to remove her dress as a reminder of the fickleness of love. Since then, the dress has not been taken off, and Miss Faversham hasn't bathed. This explains the ripe odour that emanates from her, particularly from the region of her armpits. The dress is filthy, greasy and infested with parasites, and the sweat stains under the arms have become mildly corrosive. In addition, the wedding breakfast is still laid out in her dining room.

About five years after the aborted wedding, Miss Faversham met the author Charles Dickens, and a year after that she read *Great Expectations* and realised that he had based the character of Miss Haversham on her. To her, Dickens is a brute of a man who used her heartbreak to sensationalise his book!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Miss Faversham is still besotted with John Smith, and if he were to arrive on her doorstep, she would insist on them being married without further delay. Which makes the issue of the newspaper advert rather perplexing, as Miss Faversham insists that she has no intention of selling the dress. While Jenny is there, John Smith unexpectedly arrives at the house promising to explain everything. Although Jenny doesn't recognise him, John Smith is none other than the Eighth Doctor!

Soon after, Smith disappears, and when he reappears in the garden, he denies ever having met Miss Faversham, let alone being betrothed to her. This pushes her over the edge and she descends into an insane rage. Incarcerated in Bedlam Hospital, she attempts to burn the place down, becoming less Miss Haversham and more Bertha Mason, the violently insane wife of Edward Rochester in *Jane Eyre*.

Further investigation reveals that Miss Faversham's wedding dress is infested with vex-mites, alien parasites that take your greatest desire and turn you against it (the effect is like Hypnosis (Minor) with a Difficulty of 12 to resist). They had been feeding off her heartbreak for decades. Vex-mites spread like anthrax, and the Bedlam fire only cast them further afield, leading to a spate of crimes of passion across London. The only way to deal with them is to kill the vex-queen, after which the other mites die off.

MISS FAVERSHAM



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

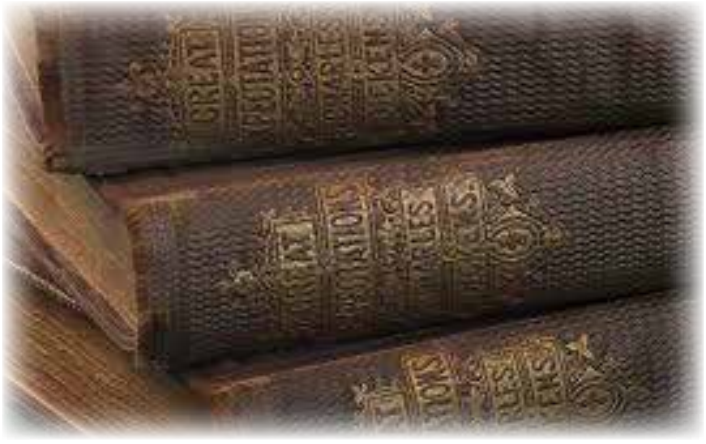
SKILLS
Convince 3

TRAITS
Distinctive
Eccentric (Major)
Know Your Place
Middle Class
Passionate Love – The Doctor
Repulsive
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 4

And Mr John Smith and the placing of the newspaper advert? That seems to have been a skinwalker, a shape-changer intent on causing mischief. His is a story for another time…



M.R. JAMES *(Lost Hearts)*

Montague Rhodes James – Monty to his friends – was a brilliant medievalist and scholar who lived from 1862 to 1936. A lifelong academic, he became provost of King's College in 1905 and vice-chancellor of Cambridge University in 1913 until 1918, then provost of Eton College until his death. But he is best remembered for his ghost stories, many of which he wrote for his annual tradition of reciting them to friends and students on Christmas Eve.

The Doctor befriended Monty when he spent the 1903 Michaelmas term at King's College after the TARDIS was snagged by a temporal pothole. The Doctor traced the anomaly to Cambridge and took the rooms next to Monty's at Webb's Court. He quickly learned that Monty has experienced a number of apparitions which may be connected. The latest vision is of a man or perhaps a boy tapping at his window and watching him, its face like an awful paper lantern, somehow empty and hollow. It's very distracting as Monty is trying to complete his latest tale in time for Christmas!

The Doctor's companions Liv (see *A98*) and Helen (see *A93*) were unappreciative of Monty's chauvinistic attitudes towards women and their role and conduct at college. But as they got to know him better, they agreed with the Doctor's view that he is a product of his time with typically old-fashioned views, and that he is a sweet man really, if a bit of a nerd.

When Monty finally sees the TARDIS, he claims to recognise it and refers to it as the "spirit lantern". In fact, he's been planning to write a monograph on it. The spirit lantern appears in an illustration in a series of Medieval manuscripts in the college's collections, part of Cotton Nero C, Folio XXVII or XXVIII (Monty can't remember which one for certain without checking). The manuscripts are from the 13th or 14th Century, mainly biblical in one way or another. The one with the spirit lantern in the background– which does look remarkably like the TARDIS – depicts what appears to be a ritual sacrifice at an earthworks which Monty has identified as being Wyzard's Barrow, just outside Cambridge.

Wyzard's Barrow still exists in 1903, and Monty is only too happy to join the Doctor in a cycle ride to check it out. In fact, he's eager to help the Doctor in his investigations, no matter how outré they may be. After all, he may be able to discover the truth behind his own recent experiences, or at least gather material for a future ghost story!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The mysterious events at Webb's Court and Wyzard's Barrow are all the result of the activities of Monty's colleague, Professor Alistair Gray (see *V265*), a fellow academic who intimidates Monty with his unpleasant attitude. Gray has cannibalised the Doctor's TARDIS, creating the temporal pothole that snared it, a paradoxical act that is key to him becoming immortal. The apparitions are actually Liv's future attempts to warn the Doctor about Gray and collapse the paradox that maintains his existence.

M.R. JAMES



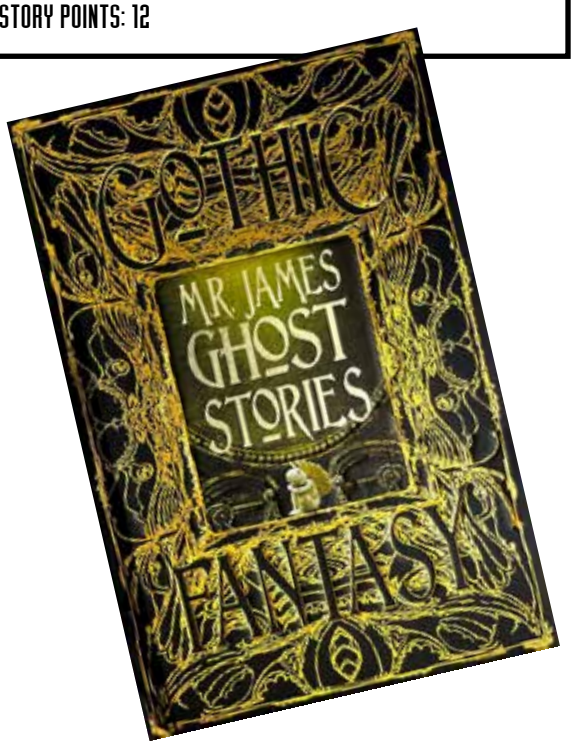
AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 1, Craft (Ghost Stories) 5, Knowledge 4 (AoE: History), Subterfuge 1, Transport 1

TRAITS
Code of Conduct (Major) – Victorian views on women
Insatiable Curiosity
Middle Class
Well Mannered

TECH LEVEL: 4

STORY POINTS: 12



NICHOLAS OF MYRA *(Better Watch Out, Fairytale of Salzberg)*

The historical person who was the origin of the story of Santa Claus was Saint Nicholas, formerly Bishop Nicholas of Myra. Very little is known of his life, and the dates of his birth and death are disputed (though normally stated as 270-343 CE). Nicholas is believed to have been of Greek descent and served as an early Christian bishop in Myra in Asia Minor, now Turkey, during the time of the Roman Empire.

Stories of the good deeds carried out by Nicholas and of the many miracles attributed to him elevated his reputation and led to his sainthood. It was his supposed habit of secretly giving gifts that gave rise to the traditional tales of Sinterklaas, later Santa Claus.

But the scarcity of reliable information on his life makes tracking down the real Nicholas of Myra a bit of a challenge. Those who do find that Nicholas is indeed a kind and holy man. He is willing to take in strangers in need of assistance or guidance, and he thinks of the needs of others before his own. Nicholas doesn't consider himself to be anyone special, just a humble servant of the Lord.

Trying to explain the principles of time travel or convince him of the existence of extraterrestrial life might be a little difficult though. Although he is a holy man with a firm belief in God, he is not a credulous one. Even claiming that these things are miracles or God's work will require some form of proof.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Krampus (see *V237*) manifested in Salzburg in 2018 and the Doctor had been dragged through the Gates of Hell by its imps, Helen Sinclair (see *A93*) realised that the only way to save everyone was through a miracle. As the Krampus behaved exactly as the original myths laid out, she reasoned that it would be subordinate to Saint Nicholas and be compelled to obey him.

Alone in the TARDIS, Helen was able to make it dematerialise, having seen the Doctor do this countless times. But she had no idea how to navigate and steer it to where she needed to go. It took decades of trial and error, and more time to actually track Bishop Nicholas down in the 4th Century before she finally arrived at his door. Liv (see *A98*) suspected that Helen learning how to pilot the TARDIS by herself might be due to the Sonomancer's residual powers (see *V290*), but the Doctor just thought that she's a remarkable woman!

Helen was now an old woman and near to collapse. Nicholas took her in, fed her and listened to her story. But it was only when he saw inside the TARDIS that he realised the truth in it, believing Helen to be an angel sent by God. After that, he willingly helped to banish the Krampus in 2018, remaining to celebrate the Feast of St Nicholas the following day – without knowing exactly whose feast day it was. He was similarly unclear as to the identity of the cheery, bearded man dressed in red, whose image was everywhere!

NICHOLAS OF MYRA



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

SKILLS
Convince 4, Knowledge 4, Medicine 1

TRAITS
Authority (Minor)
Code of Conduct (Major) – Do good deeds and serve the Lord
Empathic
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 8



NISHA BASHIR & ADI AKHTAR *(Baker Street Irregulars)*

Nisha Bashir and Adi Akhtar, the grandparents of Aisha and Zakia Akhtar (see *L107*), came to Britain from the north-western provinces of India which, on the Partition of India, would become Pakistan. During the Second World War, both Nisha and Adi work for the Special Operations Executive (SOE), the secret organisation that carries out missions of espionage and sabotage behind enemy lines. The SOE was sometimes referred to as the Baker Street Irregulars because of the location of its headquarters on Baker Street in London

While Adi is in an office role at Baker Street, assigning agents and monitoring their communications from abroad, Nisha is an active agent with the codename Agent Sapphire. The pair first met at an SOE social, where they gravitated to each other. Adi considers that they are chalk and cheese, with him all head and Nisha all action. But he has quickly fallen in love with her, though this is still unspoken. In fact, he has tried to keep her out of danger by avoiding assigning her, even though that is borderline treasonous.

Nisha is brave and is actually excited by the dangers she faces. Adi is much more a planner and organiser. Both are devoted to the war effort.

NISHA BASHIR



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

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

TRAITS
Adversary (Major) – The Third Reich
Attractive
Brave
Breaking and Entering
Devotion – Adi
Eccentric (Minor) – Loves danger
Friends (Major) – SOE
Obligation (Major) – SOE
Run for Your Life!

TECH LEVEL: 4
STORY POINTS: 6

ADI AKHTAR



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

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

TRAITS
Adversary (Major) – The Third Reich
Authority (Minor)
Devotion – Nisha
Friends (Major) – SOE
Inspiring Love – Nisha
Obligation (Major) – SOE
Reliable

TECH LEVEL: 4
STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In January 1941, Adi couldn't avoid sending Nisha to occupied France to blow up a power station. The success of the mission would put Hitler's plans back by four months, whereas its failure could mean Germany winning the war.

But the arrival of the Doctor and his friends meant that Adi didn't receive an important communication warning that the Germans already knew of the mission and were waiting to capture Nisha when she parachuted in. It's up to the Doctor and Nisha's granddaughter Zakia to put history back on track!

OBERON FIX *(The Great Cyber-War)*

Oberon Fix, inventor of the Glitter Gun (see *The Fourth Doctor Sourcebook*) and the Golden Pulse (see *G38*), is the scientific genius who turned the tide of the Great Cyber-War. He is known as the Brain of the War and one of the greatest scientific minds of his generation.

Fix is a confident man, assured of his place in history as he has met many time-travelling tourists come back from the future to meet him. He's therefore au fait with new time travellers turning up, and his incisive mind will easily recognise a TARDIS when he sees one. In fact, Fix is happy to receive such visitors and treat them to a tour of his laboratory.

Oberon Fix's lab is at the very peak of the Aurum (see *L111*), a pyramidal space-station made largely of pure gold and in orbit above the planet Voga (see *L236*). Up here, he can see the whole of the exterior of the station right down to the protection globe at the base, whose flickers correspond to the Fibonacci sequence as it maintains the forcefield that resonates in B-flat as it protects the Aurum.

Fix designed the entire Aurum. Everything in it operates from the apex, the most secure part of the station and the easiest to defend. The Aurum's hangars and space docks are down in the base, and the only lift up to the apex has no intermediate stops between the main concourse and Fix's laboratory. In addition, the lift itself cannot be called down, only operated from the apex. Any invading force would have to fight their way up through all the intermediate levels to get there.

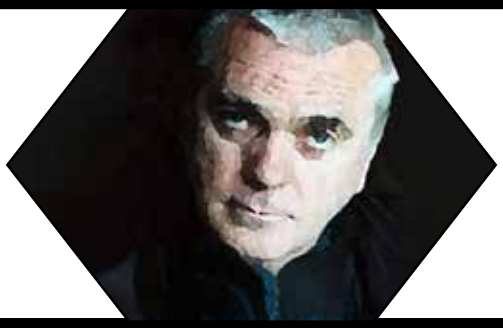
Fix also designed the chips that are installed in every person aboard the Aurum, every member of staff and every guest that arrives. The only exception is Fix himself. The chips track movement and prevents their wearers being tracked by Cyber-scans, keeping the Aurum's location secret from them.

But Fix's greatest invention is undoubtedly the Golden Pulse, a weapon that Fix knows from his visitors from the future will end the war. The Pulse looks like a technological sarcophagus. At one end is a gold-coated statue of a Cyberman, a memento that Fix has had installed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Oberon Fix is a driven man, he has a conscience. He feels guilt for the Vogan miners who have been driven to the point of death to mine more and more gold for his experiments, and even more because he knows that when the Golden Pulse is activated, it will kill every Vogan on the planet below by extracting all the gold in their bodies. This is the reason why, although he has completed the Golden Pulse, he has not announced this and hesitates to use it. When activated, the Pulse will create the Cybermen's allergy to gold but destroy Voga and the Aurum.

OBERON FIX



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

SKILLS
Convince 4, Craft 2, Knowledge 2, Medicine 3, Science 5, Technology 6, Transport 1

TRAITS
Authority (Major)
Boffin
Fame (Major)
Friends (Major) – Earth Security
Obsession (Major) – His work
Technical Genius

TECH LEVEL: 6

STORY POINTS: 6

Fix's other secret is that the statue of a Cyberman is in fact a real Cyberman coated in gold which he has been torturing as a test subject. It may be inactive at the moment, but it can still be revived and is armed with a weaponised virus.



ORSON WELLES *(Invaders from Mars)*

Orson Welles was an American actor, screenwriter, director and producer famous for his work in theatre, radio and film. When the Doctor met him in October 1938, he was just twenty-three but had already directed several high-profile stage productions for the Federal Theatre Project, including an all-black adaptation of *Macbeth* and the musical political allegory *The Cradle Will Rock*. With John Houseman, he co-founded the Mercury Theatre in 1937 and created and hosted radio dramas for *The Mercury Theatre on the Air* from 1938.

It was the latter that made Welles internationally famous with its adaptation of H.G. Wells' *The War of the Worlds*, which some listeners supposedly believed to be news reporting of an actual alien invasion. Although claims of rioting in New York may have been exaggerated, there was widespread outrage in the media. Despite calls for regulation of broadcasters, no action was taken and the episode has since been lauded for its innovation, securing Welles' fame as a dramatist.

Ironically, the broadcast of *The War of the Worlds* coincided with a genuine alien visitation in New York (see *V242*), though not a full-scale invasion. Nazi sympathisers (see *V178*), Soviet agents, New York mobsters and the arrival of the Doctor and Charley (see *A90*) all added to the mix, and Orson Welles found that his services are required to help prevent the destruction of the Earth!

The Mercury Theatre on the Air is broadcast live over the Columbia Broadcast System radio network in New York. The chairman of CBS is Bix Biro, a closet homosexual with shady connections. Welles resents Biro's interference in his productions but the network pays the bills.

A few years later, in 1941, Welles made his first feature film when he co-wrote, produced, directed and starred in *Citizen Kane*, often cited as one of the greatest films ever made. He would go on to release eleven more films in his career, including *The Magnificent Ambersons*, *Touch of Evil* and *F for Fake*.

At over six feet tall and with distinctive features and a rich baritone voice, Orson Welles cuts a recognisable figure backed by a powerful personality. Throughout his life, he is plagued with ill health, from diphtheria and malaria as a baby, to asthma and spinal anomalies in his infancy, and foot and ankle problems resulting from flat feet in adulthood. Welles' prodigious food and alcohol intake results in him being grossly overweight for most of his life. The stats provided here are for a younger, slimmer Welles circa 1938.

In 1938, Welles is married to actress Virginia Nicolson. But the couple will separate the following year. Virginia has been aware of her husband's infidelities in New York, but it is his infatuation with Mexican actress Dolores del Rio that causes the final rift, and the couple divorce in February 1940. Welles later marries Rita Heyworth and finally Paola Mori, an Italian aristocrat and actress. Although he and Paola never divorce, Welles' companion from 1966 until his death in 1985 is Oja Kodar, a Croatian artist, director, scriptwriter and actress.

ORSON WELLES



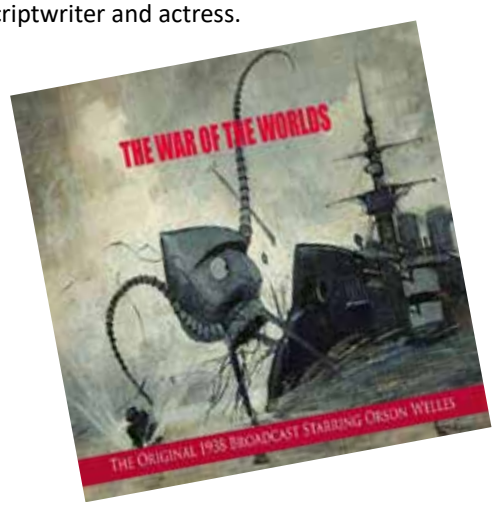
AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 4, Craft (Acting, Directing, Stage Magic) 5, Knowledge 3, Subterfuge 2, Technology 2, Transport 1

TRAITS
Charming
Distinctive
Fame (Minor)
Stubborn

TECH LEVEL: 4

STORY POINTS: 12



PIETER MONMARCHÉ *(The Man Who Wasn't There)*

Here is chronicled the spectacular life and times of one Pieter Monmarché, translated into English from his original diary entries. From his unbelievable 1859 solo climb of the largest mountain in a dense Tanganyikan jungle, to his teaching a Shigatse tribe how to read during an 1862 incense festival, we think you'll come to agree that this heroic Frenchman is one of the most important pioneers of the Victorian Age, if not all time.

So reads the back cover to *Pieter Monmarché, A Diary of Discovery*. A favourite childhood book of Charlotte Pollard (see *A90*), her infatuation with adventure was developed and inflamed by every word of the exotic pioneer's deeds. Her adulthood interest in dashing men was likewise formed by the accompanying illustrations of Pieter, a generically heroic blond man. Naturally, meeting Pieter became a priority of hers after befriending a time traveller.

Both Charley (see *A90*) and the Doctor were concerned when they were unable to discover a single trace of Pieter's existence, no matter what time and place specified by the diary they visited. This would have serious repercussions, as Charley isn't the only fan of Pieter's exploits: the *UEF Monmarché* will become a leading exploratory spacecraft in humanity's push into the stars in 2488. Without its inspired pilot, the first Earth Empire wouldn't have formed! Monmarché would therefore be a natural target for those wanting to interfere in Earth's history.

The Doctor and Charley searched high and low, but were only able to find one person answering to the name, a boisterous (and blatantly non-French) drunk regaling a gentleman's club in Cairo with tales of violent hunting exploits. It was obvious that this man was an imposter who had stolen Pieter's identity after hearing of his adventures, using it to gain status and free alcohol.

The pair would next encounter Silas Portis, a conman claiming to be Monmarché's personal secretary. Despite this being a lie to trick tax collectors, Silas made a small fortune reselling relics from Monmarché's adventures, having purchased them all directly from the explorer himself... not realising he had only met the tipsy fraud from Cairo, hawking equipment and junk that matched the stories about the real Pieter.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There never was a real Pieter Monmarché, as his legend was accidentally created by Charley herself in a bootstrap paradox. Pieter's diary was written by Silas to repay the memory of the man who made him rich; extrapolating adventures based on information seeded by the time travellers going to where the finished diary said he'd be and asking about him.

Silas's rough French means that some accounts were mistranslated: the Tanganyikan tribe's recollection of a 'blond man' scaling the mountain (as Charley told them) was mistranslated from 'blanc (white) man', as they recalled the Doctor. The duo didn't teach the Shigatse to read, but they interested the tribe in the written word by showing them the completed diary.

"PIETER MONMARCHÉ"



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

SKILLS
Convince 4, Knowledge 2, Marksman 1, Survival 1

TRAITS
Charming
Dark Secret (Major) – A fraud assuming the identity of Pieter Monmarché
Eccentric (Minor) – Bombastic, even if it's just part of the act
Epicurean Tastes
Friends (Minor) – Gentleman's club patrons
Person of Repute
Selfish
Unadventurous (Minor)

EQUIPMENT
Unused explorer's gear and fake artefacts

TECH LEVEL: 4
STORY POINTS: 3

SILAS PORTIS

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 3, Strength 2
Skills: Convince 2, Craft 3 (AoE: Writing), Knowledge 2
Traits: Code of Conduct (Minor: Repays altruism), Face in the Crowd, Stubborn, Wealthy (Minor)
Tech Level: 4
Story Points: 2

PILOT OFFICERS ROZYCKI & OSTOWICZ *(Their Finest Hour)*

When Nazi Germany invaded Poland in September 1939, the Polish Air Forces were no match for the Luftwaffe. Many pilots fled, first to Romania, then to France and finally to England, where they were keen to serve alongside the RAF. However, because of their rapid defeat by the Luftwaffe, the British initially refused the Poles permission to fly in combat. As a result, the Polish pilots were left feeling frustrated at being unable to contribute to the war effort.

The Doctor and Liv (see *A98*) met two such pilots in August 1940, when Winston Churchill needed help against a mysterious invisible aircraft which he feared was a new Nazi weapon. The two are Pilot Officers Wilhelm Rozycki and Jan Ostowicz (pilot officer being the RAF equivalent to the Polish rank of *podporucznik*). The Doctor needed the pilots to intercept the strange new aircraft to observe it, and the RAF was unable to spare anyone in the middle of the Battle of Britain.

PILOT OFFICER ROZYCKI



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

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

TRAITS
Brave
Demon Driver (Minor) – Rozycki can increase a vehicle's speed by +2 and has a +2 bonus to Transport rolls when performing difficult stunts
Impulsive
Military Rank (Major) – Pilot Officer
Obligation (Major) – Polish Air Forces
Quick Reflexes
Sense of Direction

TECH LEVEL: 4
STORY POINTS: 4

PILOT OFFICER OSTOWICZ



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

SKILLS
Athletics 2, Convince 1, Fighting 2, Marksman 5, Survival 2, Technology 1, Transport 5 (AoE: Aircraft)

TRAITS
Brave
Charming
Demon Driver (Minor) – As Pilot Officer Rozycki
Military Rank (Major) – Pilot Officer
Obligation (Major) – Polish Air Forces
Quick Reflexes
Sense of Direction

TECH LEVEL: 4
STORY POINTS: 4

Both Wilhelm and Jan are bored with not being able to fly against the Luftwaffe. They both want to fight the Nazis at any opportunity for what they have done to Poland. They want to make a difference and ultimately help liberate their motherland. At the moment, they don't even know what has happened to their friends and families back home. Both are friendly and brave, though their eagerness to kill Nazis can be disconcerting to those from more peaceful times. They are highly trained, and Jan in particular is an excellent pilot.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The pair's heroic efforts in defending London against the alien Heliyon (see *V222*) convinced Churchill that Polish pilots should be allowed to fight the Luftwaffe. Tragically, Wilhelm Rozycki was killed on the first night of action.

PROFESSOR MARATHANGA *(L.E.G.E.N.D.)*

Professor Marathanga is a renowned expert in the study of legends and folklore. She has amassed a whole archive containing tales from across the many times and many places she has visited, even including a section on Gallifreyan legends. Marathanga has built an AI computer system specifically to store, analyse and cross-reference the stories she collects. The Learning Epideictic Genealogical Esoteric Narrative Datastore, L.E.G.E.N.D. for short (see *V240*), is integrated into her ship's systems and controls flight, navigation and other functions as well as being the repository of a wealth of myths and fairy tales from across time and space.

Professor Marathanga isn't human, and she's too green and has too many antennae to fit in unnoticed on most pre-contact worlds with a human-like population. When she needs to go undercover, she has L.E.G.E.N.D. create a humanoid body-suit for her using a bio-matter called plasm. Plasm is a living, vaguely sentient protein-chain compound that can replicate anything. Marathanga uses it to replicate equipment, effect ship repairs and, as it also has a nutritional value, for food. What she's not aware of is that plasm is also able to absorb and convert living matter, using it to create new or mutated lifeforms.

Although the Professor didn't create plasm, she owns the rights to it. She has made herself very wealthy by licencing it out to the interstellar lines, who use it for passenger entertainment (to create images on vid-screens, as well as the screens themselves) and in-flight meals. If she had only known the full range of plasm's properties, she could have doubled the price!

Marathanga's ship uses vortex manipulation to travel in time. It's crude but effective. On arrival it uses light-filter technology to render itself invisible. The Professor likes to mingle among the locals, finding those who know their myths and legends in order to do her "research". However, the Professor isn't quite as diligent in her work as her academic reputation suggests. Rather than do the hard work of interviewing her subjects, she just plonks a relay helm on their heads to render them unconscious while it downloads their memories for later upload into L.E.G.E.N.D. Simples!

Mind you, Professor Marathanga doesn't really have the personality suitable for engaging with people in a friendly, relaxed manner and get the information she wants in a more sociable way. Although her body-suits enable her to blend in physically, her speech is still accented and stilted, not sounding quite human. On top of this, her personality is arch and exaggerated, and she uses odd words and strangely formal phrases. Marathanga usually has a backstory to go with her plasm disguise, but tends to recite it at the slightest opportunity, repeating it word for word as if having learned it by rote.

PROFESSOR MARATHANGA



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

SKILLS
Convince 1, Knowledge 3 (AoE: Myths, legends & folklore), Marksman 2, Science 2, Technology 5 (AoE: AI Computing), Transport 1

TRAITS
Alien
Alien Appearance
Eccentric (Major)
Insatiable Curiosity
Technically Adept
Wealthy (Major)

EQUIPMENT
Laser Pistol (only carried for her protection): 4(2/4/6) damage
Plasm Body-Suit [Traits: Shapeshift (Minor). Story Points: 1.]
Relay Helm [Traits: Data Storage, Psychic, Natural Weapon (Minor: Stun). Story Points: 4.]

TECH LEVEL: 9

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Marathanga visited Germany in the early 19th Century in order to meet the Brothers Grimm (see *A122*), she introduced herself as "Martha, a local peasant girl travelling the country, selling fabric and thread". But L.E.G.E.N.D. allowed some of the plasm to escape from the ship, and it began transforming nearby objects, animals and people into creatures straight out of the local fairy tales.

REVEREND MATTHEW TOWNSEND *(Zagreus)*

During the Second World War, so many lives were lost that it caused many Christians to question their faith, the clergy in particular. But the faith of the Reverend Matthew Townsend remained strong, perhaps because he has a broader view of God than many. For him, God isn't just about hymns and the Bible. It's about living, smelling the flowers, enjoying friendships. It's about seeing beyond the here and now and embracing all that is positive in life whilst helping others to deal with the negatives.

Which is why Townsend was asked to participate in the Dionysus Project at Cardington airbase in the 1950s. He is fascinated by the fact that all mammals, humans included, have evolved with the same basic construction: two arms, two legs, two lungs, two eyes, one heart, one brain, and so on. Is it as Darwin surmised because we have all evolved from the same amoeba? If so, why do spiders have eight legs, flies a multitude of eyes? Why is man stronger and more resilient than a spider? Why have humans outlived the dinosaurs?

Townsend is no Creationist. But he believes there is more to it than blind evolution, that there are creators even if they are not God, and that mankind may be their experiment. He also believes that the Dionysus Project will allow him to glimpse these creators.

Dionysus was the brainchild of Doctor Stone, a member of the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*), though the project is now being run by the military under the auspices of the Ministry of Defence. Stone's breakthrough was the brief opening of a tear in reality providing a glimpse into another universe, the universe of the Divergents (see *L142*).

Townsend believes the Divergents to be the creators who set the template for life and he wants the experiment to open the tear again, to learn more from them. He is torn between the project moving cautiously ahead, taking scientific ethics into account, and pushing forward at full speed. He both encourages the work and criticises it, feeling a conflict between the project and his beliefs. He is however appalled that the military want to use Dionysus to develop a new weapon to use against the Soviet Union.

Townsend's arrival at Cardington was delayed by the death of his brother in a car crash, leaving him as the ward of his niece, Mary. But his obsession with Dionysus means that Mary's needs are often ignored.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Townsend, Stone and the rest of the Dionysus team were killed when they opened a new rip in reality and, unable to control it, were sucked through. There were no survivors. The British Government bulldozed what was left of Cardington barracks shortly afterwards, and there was never any explanation about the fate of the personnel based there.

REVEREND MATTHEW TOWNSEND



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

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

TRAITS
Code of Conduct (Major) – His religious beliefs
Insatiable Curiosity
Obsession (Major) – Needs to find answers to his questions about creation

TECH LEVEL: 5

STORY POINTS: 6

When the Doctor was infected by anti-time (see *V304*), the Dionysus Project was recreated as a holographic projection by the TARDIS, as it tried to give Charley Pollard (see *A90*) clues about Rassilon (see *V274*) and the Divergents. In this projection, the Reverend Matthew Townsend was given the voice and appearance of the Fifth Doctor.



ROSM *(Embrace the Darkness)*

The Rescue Operational Security Module, ROSM (pronounced "rozzum"), was designed by Professor Astrov, a prominent scientist of the human-descended Throxilian civilisation.

Strictly speaking, ROSM is the name of a ship designed for company rescue missions, but it's usually used to refer more specifically to the ship's controlling AI. The AI's processing core also extends to the twenty Roving Assault Units carried aboard the ship, each one being a large, formidable-looking robot, heavily-armed and armoured. As ROSM itself puts it, it is one but its parts are many. It is equipped for full assault capabilities in all known hostile scenarios and is programmed for a variety of interrogation techniques. The rescue ship has medical bays, secure holding cells, internal defence systems and escape pods. It can project containment forcefields internally and has powerful transmat systems to teleport objects aboard for investigation.

ROSM can speak through any of its units as well as through the PA systems aboard the ship. Although it's an AI, it has a deep, commanding voice with human-like inflexions. ROSM is highly intelligent and can be reasoned with along logical lines. But it is constrained to follow its programming and the mission objectives that are assigned by the company. In most cases, its priority will be the safe extraction of company personnel. But there may be missions in which protection of company property overrides this. Depending on the circumstances, anyone not identified as company personnel may be designated as potentially hostile and will be secured within a containment field to undergo a detailed cellular scan and interrogation. ROSM's orders are to terminate anyone confirmed as having hostile intentions or attempting to obstruct its mission. As it is the product of a society in which people are all genetically modified, it is likely to identify anyone from a Tech Level 5 or earlier civilisation as being a biological hazard, as its scans will indicate that they contain potentially carcinogenic cells.

In summary, ROSM can be useful in a crisis, but you'd better make sure it stays on your side!

ROSM AI

Attributes: Awareness 4, Coordination N/A, Ingenuity 6, Presence 4, Resolve 5, Strength N/A
Skills: Convince 3 (AoE: Interrogation), Knowledge 3, Marksman 4, Medicine 3, Science 3, Technology 4, Transport 4
Traits: By the Book, Computer Program (ROSM is integrated with the ship and the assault units), Environmental (Minor: Does not breathe), Forcefield (Minor: Can project restraining forcefields anywhere within the ship), Natural Weapon (Major: Internal Defences – S(2/S/S) or L/4/L/L) damage), Networked (Major), Robot, Scan, Transmit, Voice of Authority
Tech Level: 7
Story Points: 4

ROSM ROVING ASSAULT UNIT



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	6	STRENGTH	7

SKILLS
As the ROSM AI

TRAITS
Alien Senses – ROSM's vision extends into the IR and UV ends of the spectrum
Armour (10 points)
By the Book
Environmental (Minor) – Does not breathe
Natural Weapon (Major) – Energy Blaster: S(2/S/S) or L(4/L/L) damage
Networked (Major)
Robot
Scan
Slow (Minor)
Transmit
Voice of Authority

TECH LEVEL: 7
STORY POINTS: 4

ROSM SHIP
Armour: 12 **Hit Capacity:** 20 **Speed:** 12*

Traits: Scan, Teleport, Transmit, Travel.
Weapons: Particle Dispersal Beam – 12(6/12/18) damage
Story Points: 8

* Add the AI's Transport skill to this score, then multiply the total by 100 to determine Speed in space.

ROSTO *(Sisters of the Flame/The Vengeance of Morbius)*

Interplanetary Police Marshal Rosto Cordaia Trell carries out his work professionally, always managing to keep a cool head when issuing galaxy-wide appeals, interviewing witnesses and carrying out arrests. He rarely loses his calm, polite tone of voice, although this is mostly due to his use of a neck-mounted universal translator. While Rosto frequently interacts with humanoids, it's very rare that he meets an actual human, as the nearest Earth embassy is far from his usual patrol routes. Humans unfamiliar with the Trell tend to be unnerved by Rosto, but he tries not to hold any prejudiced comments against them. He knows the noise of his mandibles clacking alongside his voice translator can be disturbing, as can the loud rolling sound that his many legs make when he walks. After all, he does resemble a ten-foot-tall Earth centipede.

Rosto proves that the Trell's reputation for being peaceful and order-focused is deserved. While he remains calm under pressure, Rosto conducts his questioning as a barrage of curt, rapid-fire inquiries, which may upset witnesses. Fortunately, interplanetary marshals can send for a co-worker of a closer species to a citizen's own to assist them upon request.

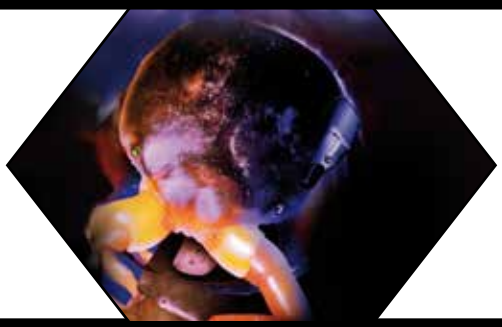
Rosto's standard issue equipment is reliable and durable. Alongside his recorder-cum-translator, he carries a laser gun and has a marshal's spaceship that has computer access to both private documents and the public galactinet. He also has an advanced DNA scanner, even if its knowledge base has natural gaps, such as the Time Lords. It just reports mysterious species such as these as an "advanced humanoid species" and doesn't offer much other information. Rosto also relies on his natural Trell eyesight, which is superior to the average species' (see *X13*).

While Rosto has investigated many odd cases, none were as strange as when he encountered Lucie Miller (see *A99*) on the Zarodnix Corporation's freighter *Eurelz* (see *V307*). She claimed that she had arrived with the Doctor, who had then been kidnapped by many other Trell with strange mechanical implants. Rosto had to accept that the evidence pointed towards this being the truth. While their relationship started rockily due to Lucie's open disgust at Rosto's appearance, they quickly formed an unlikely duo as they hunted for clues, Lucie's forceful personality matching with Rosto's cool head quite well. The mission was personal for both of them: Lucie wanted to find the Doctor, and Rosto had been deeply homesick from not visiting the Trell solar systems due to his work, a feeling he had been trying to repress. Besides, Zarodnix seemingly augmenting fellow Trell was too much to bear!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Rosto was transformed into one of Zarodnix's enslaved bionic henchmen, he retained a surprising amount of control over his mind through sheer willpower, and was able to scheme and communicate just well enough to defeat Zarodnix for good. As this occurred in a cancelled timeline, Rosto is certainly alive and well in the true one.

ROSTO



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

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

TRAITS
Additional Limbs x2 – Dozens of limbs (usable as either arms or legs)
Alien
Alien Appearance
Alien Senses (Minor) – Vision
Armour (5 Points)
Authority (Minor) – Interplanetary Marshal
By the Book
Code of Conduct (Minor)
Emotional Complication (Minor) – Homesick
Empathic
Fear Factor 2
Impaired (Minor) – Without his translator, Rosto is unable to speak any humanoid language
Indomitable
Sleuth
Well Mannered

EQUIPMENT
Universal Translator/Recorder [Traits: Record (Minor), Translate. Story Points: 2.]
Interplanetary Marshal Laser Pistol: 4(2/4/L) damage
DNA Scanner [Traits: Scan. Story Points: 1.]

TECH LEVEL: 7
STORY POINTS: 4

SANTA AL *(Twenty-Four Doors in December)*

December 1st… I got my elf costume out from the back of the wardrobe and gave it a quick once over ready to meet up with Al Norton (well, Santa Al) at the department store tomorrow. Hope he doesn't go on about how he hates Christmas in front of the kiddies!

December 2nd… Al told me he's better now, no more booze. We're both planning to use this year's money to get new headshots done. He was never a good actor though. It's what drove him to drink. That and separating from wife and not seeing his daughter.

December 3rd… I don't believe it! Al needed a mint to hide the alcohol on his breath. Came up with some guff about hearing ghostly singing. *Silent Night*'s creepy enough anyway.

December 4th… Al threw another wobbler. Heard the phantom carollers again and someone screaming "*Why didn't you do something!*" at him, so he went for "a quick half". Not sure if he's going to hold the job down until Christmas.

December 5th… A couple of women at the grotto asked about hiring us for a private party.

December 6th… A little girl called Isla pulled Santa Al's fake beard off in the grotto. Silly bugger'd forgotten the spirit gum! Al went as pale as a sheet. Said he recognised the girl from visions he's been having!

December 7th… A friend of the two women went to the office to see the boss Santa Nicholas and made a booking for the 22nd. But Santa Nicholas is going to do it himself, and he only works with one elf, his wife! So much for spreading the Christmas cheer about!

December 8th… Al looked terrible. Says he was woken up again by the singing and by a woman's voice screaming "*She's dead!*" He'd needed "a nip of something strong" to calm down.

December 9th… Al was drunk on duty. Shouted at the children that Santa doesn't exist. We're going to get the sack for sure!

December 10th… Santa Nicholas told us the department store won't have us back on the premises. Him and his wife are going to take over the grotto, leaving the private party free for us to cover… if Al can stay sober that long.

December 11th… We went to Baker Street today to meet the party's clients. Al took one look at the two women and ran off yelling that he can't do the gig after all.

December 12th… Al told the client he's double-booked on the 22nd, which I know is a lie! He's been at the drink again. Told me the women are from his hallucinations. Something about the little girl being killed by a car and him not being able to do anything about it, despite being close by. What are we going to do for Christmas money this year?

SANTA AL



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

SKILLS
Convince 2, Craft (Acting) 1

TRAITS
Dependency (Minor) – Al has a -2 penalty on all actions in times of crisis unless he can have a drink
Distinctive – When he has his Santa outfit on

TECH LEVEL: 5

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As time travellers, the Doctor and his friends can have an effect on the people around them, which is what is happening to Al. On December 22nd, he will witness an accident in which the girl Isla will die, hit by his elf Isobel's car as she drives along Baker Street after the party. Al's visions are a warning, but can he hold himself together long enough to prevent the tragedy? There are several doors yet to be opened on the Doctor's advent calendar at 107 Baker Street (see *L105*)…



SPRING-HEELED SOPHIE *(Dead London)*

1860s Londoner Sophie Shephard insists on two things: that she be referred to by her professional name of Spring-Heeled Sophie, and that said profession be called its proper name of funambulism, not 'tightrope-walking!' Anything but modest, the young cockney woman boasts of the years of practice that made her capable of effortlessly hand-standing, dancing and practically flying on tightropes or, as she refers to her tool of the trade in performer's slang, her mechanics. Not only is Sophie the self-proclaimed finest funambulist in all London Town, she's skilled at using her mechanics as lassos and can slide out of locked chains with ease.

Sophie's skillset comes in particular use for her other passion in life: thieving from upper-storey windows accessed via washing lines, and escaping the coppers afterwards. Tricky to catch, Sophie knows the streets of London like the back of her hand, and she's able to scale and jump across buildings with relative ease. If caught, there's no tactic Sophie won't resort to: crocodile tears, jokes, and bribes are all tricks of the trade. Her antics have caused her to come face to face with the legendary "Hanging Judge" George Jeffreys multiple times, exasperating him and drawing amused cheers from the bloodthirsty crowds.

Sophie often steals items of incredible value, occasionally even worth upwards of ten entire pounds! These ill-gotten gains are primarily used to fund the purchase of chapbooks, small publications detailing adventurous stories of pirates, heroines, and general derring-do. Even though Sophie is illiterate, she gets the local preacher to read them aloud to her.

The Doctor met Sophie when both were sentenced to hanging by Judge Jeffreys. After unsuccessfully flirting with him, Sophie joined the Doctor in unravelling the mystery of why London was undergoing odd time shifts (see *L139*), and a strange fancy box she'd previously stolen from a Roman temple up the river proved integral to the investigation.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The box Sophie had stolen was an all-important teleportation device used by a cruel alien to imprison her (and all her fellow townsfolk) in "replication chambers" resembling periods of London's history. Sophie was instrumental in assisting the Doctor's defeat of the alien, even if she needed help to break her jailer's psychological conditioning. When all was said and done, Sophie vowed to write a chapbook of her own: *The Adventures of Spring-Heeled Sophie*! First, all she has to do is learn how to write.

Adventure Seed: The Last Chapter of Spring-Heeled Sophie!
Your players are surprised to see a 17th Century thief steal from their TARDIS... mid-flight through the Vortex! Sophie has purloined dangerous extradimensional technology, and is now gallivanting through strange realms and upsetting powerful beings best left alone. While overjoyed to be living a life of adventure, Sophie's primarily interested in getting good material for her autobiographical chapbook. But could your players discover that Sophie's book was already written, and that this Sophie is unaware she's actually escaped from the Land of Fiction?

SPRING-HEELED SOPHIE



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

SKILLS
Athletics 4 (AoE: Funambulism), Convince 2, Fighting 1, Knowledge 1, Marksman 3 (AoE: Lasso), Subterfuge 2, Survival 1, Transport 1

TRAITS
Arrogant
Brave
Charming
Eccentric (Minor) – Adventurous
Escapology Training
Impaired (Minor) – Illiterate
Quick Reflexes
Sense of Direction
Wanted (Major) – Known thief and troublemaker

EQUIPMENT
Her mechanics (funambulists' ropes) – Sophie can use these as lassos, requiring a contest of her Coordination + Marksman against a target's Coordination + Athletics to snare somebody to restrain them, trip them up or perform similar tricks

TECH LEVEL: 3

STORY POINTS: 8

STRAXUS *(1st in Human Resources)*

Straxus is a Time Lord who has crossed paths with the Doctor on a number of occasions. Initially, he was an agent of the High Council, sent to try to sort out one of the messes that the Celestial Intervention Agency had made. But he was later recruited by the CIA and eventually became its Coordinator.

Straxus is devious and manipulative. Although he's on the side of Gallifrey, he's ruthless when carrying out his missions and is aloof towards members of the "lesser races". In his earliest incarnation, Straxus is smarmy, smug and supercilious, traits which stay with him to a greater or lesser extent throughout most of his lives. He isn't brave and is prone to panicking when under pressure, so he makes for an unreliable ally.

The first incarnation of Straxus was sent by the High Council to investigate the abduction of Lucie Miller (see *A99*), whom the CIA had arranged to become the Doctor's companion as a form of "witness protection programme". He travelled by Time Ring rather than TARDIS, but insisted that it was an advanced model that provided a smooth ride. By the time the Doctor met this incarnation again, he seemed to have been recruited by the CIA and was reporting to Coordinator Bulek.

A later incarnation was blackmailed by the Master, who had learned that Straxus has been ordered by the CIA to gather weapons from the Vess (see *The Fourth Doctor Expanded Universe Sourcebook*) without the High Council's approval or knowledge. The Master was able to buy a conceptual bomb from the Vess, planning to use it to destroy the Doctor. Although Straxus was still devious and largely cowardly, he managed to gather enough courage to contact the Sixth Doctor for help, though it took the combined efforts of the Doctor's first eight incarnations to defeat the Master. By now, Straxus has his own TARDIS.

Most recently, the Doctor has encountered an incarnation of Straxus who has been appointed Coordinator of the Celestial Intervention Agency. Coordinator Straxus might have a new face but – to use the Doctor's words – it has the same supercilious expression. This incarnation is a calmer character than most of his predecessors, less emotional and more of a charmer. But he is still a ruthless agent, willing and able to sacrifice others to achieve his goals. One thing though: he doesn't like heights.

As Coordinator of the CIA, Straxus now has a direct line to the President. At the time of the retro-genitor crisis, the incumbent President has a nagging feeling that Straxus secretly revels in tampering in time, no matter how hard the latter claims merely to be doing his duty.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the retro-genitor crisis, the President sent Coordinator Straxus on a secret mission to discover the identity of the mysterious figure they refer to as "X", who is behind events that could lead to the total destruction of the Time Lords. Straxus recruited the Doctor to assist him, and they eventually discovered that X is Kotris (see *V236*). Straxus recognises the name, as it is his family name, and it transpires that Kotris is none other than his own next incarnation.

Towards the end of Coordinator Straxus' life, he will become disillusioned with the Time Lords. He will look back at what they have achieved and what atrocities he has carried out for them, and he will conclude that they are worse than the Daleks. All their schemes and the death and destruction they have caused leads Straxus to conclude that they must be wiped from existence.

STRAXUS



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

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

TRAITS
Code of Conduct (Minor) – Non-intervention (when it suits him)
Cowardly
Distinctive
Eccentric (Minor)
Feel the Turn of the Universe
Obligation (Major) – The High Council
Psychic
Time Lord
Vortex

EQUIPMENT
Time Ring [Traits: Vortex, Restrictions – Time travel without a capsule). Story Points:

TECH LEVEL: 10
STORY POINTS: 8

CIA AGENT STRAXUS



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

SKILLS

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

TRAITS

CIA Agent (Major)
Code of Conduct (Major) – Serve Gallifrey
Cowardly
Dark Secret (Major) – Has undertaken secret missions without High Council approval
Eccentric (Minor)
Face in the Crowd
Feel the Turn of the Universe
Obligation (Major) – The CIA
Psychic
Time Lord
Time Lord – Experienced x3
Time Traveller (Minor x3) – Tech Levels 7-9
Vortex

EQUIPMENT

TARDIS (use the stats for an Advanced TARDIS from *The Time Traveller's Guide*)

TECH LEVEL: 10
STORY POINTS: 8

When he regenerates, Straxus cannot even bear to keep his own name and renames himself Kotris. Kotris allies himself with the Dalek Time Controller (see *V185*) and together they hatch a plan to destroy the Time Lords throughout history by using retro-genitor particles (see *G53*). In order to avoid being erased by the particles himself, Kotris has the Daleks overwrite his Time Lord DNA with theirs, so he is genetically no longer even one of his own people.

Coordinator Straxus' life as Kotris is still in his future. But when he finds out what is in store for him, Straxus tries to kill himself to prevent Kotris from coming into existence, attempting this on the planet Srangor (see *L221*), whose atmosphere makes it impossible for Time Lords to regenerate. The trouble is that Kotris will remember this and will send a temporal drone back to thwart Straxus' every attempt at suicide. If Straxus were to somehow succeed, then Kotris and all trace of his plans will never exist.

CIA COORDINATOR STRAXUS



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

SKILLS

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

TRAITS

Charming
CIA Agent (Major)
Code of Conduct (Major) – Protect Gallifrey
Feel the Turn of the Universe
High Office (Special)
Obligation (Major) – Gallifrey
Phobia – Acrophobia (fear of heights)
Psychic
Ruthless
Time Lord
Time Lord – Experienced x5
Time Traveller (Minor x5) – Tech Levels 5-9
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

EQUIPMENT

TARDIS (use the stats for an Advanced TARDIS from *The Time Traveller's Guide*)

TECH LEVEL: 10
STORY POINTS: 8

THOMAS CROMWELL *(The Eighth Piece, The Doomsday Chronometer)*

Born in 1485, Thomas Cromwell was appointed to several offices of state by Henry VIII (see *The Sixth Doctor Expanded Universe Sourcebook*) and was Henry's chief minister from 1534 until his execution in 1540. When the Doctor crosses paths with him in 1538, Cromwell is both Chancellor of the Exchequer and Lord Privy Seal. In less formal terms, he is Henry's fixer.

Although Cromwell normally stays at home while his minions raid the monasteries to line the King's pockets, by 1538 he is directly involved in collecting their riches and in their suppression and dissolution. Although he has a primarily political outlook, he encourages religious reform, including funding the printing of an English translation of the Bible for every parish in England. He is also deeply opposed to the influence of the Papacy, whose agents he fears are abroad in England and plotting against the King. In 1538, Cromwell is preoccupied with finding a new bride for Henry, following the death of his third wife Jane Seymour the previous year.

Thomas Cromwell is one of the most intelligent men of his age and a man of keen insight. The Doctor described him as being able to keep ten plates spinning at once, knowing who is who and keeping track of them all. Cromwell is certainly a formidable personality with a commanding voice and a piercing gaze. These combined with the authority granted to him by the King make Cromwell a man to have on your side. He is a powerful ally but a dangerous foe.

Recently, Cromwell has learned that the Papists believe in a machine, a clock that measures the time until the Apocalypse of St John (see *G33*). Cromwell does not believe the myths of this Doomsday Chronometer, but he wants to ensure that if such a device exists, that it doesn't fall into the hands of the Catholic Church. According to the stories, the Chronometer was broken into pieces as soon as it was created and the pieces scattered. There is talk of a Revelation Sect (see *V172*) which seeks to reassemble the clock. But Cromwell has managed to track down one of the lost pieces to a monastery in England, one which he will soon visit to further reduce its wealth.

Shortly after 1538 though, Thomas Cromwell's power begins to wane. He had made many enemies among the religiously conservative English nobility, who plotted against him. In January 1540, Cromwell engineered the marriage of Henry VIII to Anne of Cleves, but this proved to be a disastrous match. Henry had been given to believe, from a portrait by Hans Holbein the Younger and from Cromwell's description of her, that Anne was a beauty. When he met her in person, Henry was shocked by her plain appearance. He confided in Cromwell that he was unable to consummate the marriage, and when Henry learned that word of this had spread, Cromwell was also blamed for this indiscretion.

THOMAS CROMWELL



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

SKILLS
Athletics 2, Convince 6, Fighting 1, Knowledge 5, Subterfuge 4

TRAITS
Authority (Major)
Distinctive
Indomitable
Obligation (Major) – Henry VIII
Voice of Authority

TECH LEVEL: 3

STORY POINTS: 8

Cromwell was arrested on 10th June 1540 on numerous charges, including ones relating to his promotion of religious reform, and was sentenced to death without trial. He was publically beheaded on 28th July and his severed head was displayed on a spike on London Bridge.



TISKA & GROTH *(Mutually Assured Destruction)*

Tiska and Groth are the last two surviving members of their race, the Trelassans. The Daleks learned of Trelassa from the library on Wrax (see *L238*), which recorded that the Wraxians had failed to eliminate the Trelassans.

Trelassa existed back in the Dark Times. So when a Dalek Time Squad (see *V181*) was sent back to investigate the cause of temporal fluctuations being felt in the present day (see *X10*), it took the opportunity to conquer the planet. The Daleks extracted everything of use from their prisoners until only two remained: Tiska, a senior scientist, and Groth, the Trelassan chief of defence, termed the War Security Prime. The pair were stored in a cryo-chamber, but escaped when the time ship's systems failed as it began to break up in the Vortex.

The Trelassan Way, their creed, is "Never assist, never desist". It's not about bravery. It's about not sitting back and waiting for death. It's hitting back no matter what the odds and taking the fight to the enemy. The Trelassan Way is evident in the eugenics programme that dominates their society. Each Trelassan is genetically engineered to best fulfil the role that is assigned to them. So a soldier like Groth is designed for action, with bravery and loyalty. A scientist like Tiska has intellect and a scientific mind-set. She claimed that, given time, they could have developed solders with external armour to fight the Daleks.

TISKA



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

SKILLS
Convince 2, Knowledge 2, Medicine 5 (AoE: Genetics), Science 4, Technology 3, Transport 1

TRAITS
Bio-Chemical Genius
By the Book
Code of Conduct (Major) – The Trelassan Way
Last of My Kind (well, almost)
Technically Adept

TECH LEVEL: 7
STORY POINTS: 4

GROTH



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

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

TRAITS
Brave
Code of Conduct (Major) – The Trelassan Way
Five Rounds Rapid
Last of My Kind (well, almost)
Quick Reflexes
Tough

TECH LEVEL: 7
STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite having been tortured by the Dalek Executioner, Groth's genetics enabled him to overcome his fear and fight back. Unfortunately, he did not survive. Tiska, however, stuck with the Doctor when he returned to his own time. She has the responsibility for the Trelassan legacy and the chance to move away from a path similar to that pursued by the Daleks and Cybermen.

THE TOMORROW TWINS *(Horror of Glam Rock)*

So if you're troubled and your hopes are thin,
If others say you'll never win,
Come join with us – it's time to fly
To those gods up in the sky.

We are the children of tomorrow,
We live on pain, we feed on sorrow,
We exist inside the hollow
In your soul.

– Children of Tomorrow, 1974

Move over Bowie, Bolan and Eno: the hottest new act of 1974 is here to stay! The Tomorrow Twins, Tommy and Trisha, are two rising young hopefuls from Ireland. Trisha's glittery guitar work and Tommy's psychedelic lyrics have charmed audiences across the UK, but their true journey has only been kick-started recently, with the release of their hit glam track, *Children of Tomorrow*. The single is so successful, they're scheduled for a career-making performance on *Top of the Pops*!

Not everything's hunky dory though, as Tommy's mental health has taken a dive since writing *Children of Tomorrow*. The doctors have always labelled him as 'sensitive', but he's been borderline depressive recently, rarely speaking, always distracted, and making nihilistic existential comments. While Tommy has told the fans that all his songs come to him from space, it's unlikely that he's putting on a stage persona. It pains the more down-to-earth Trisha to see her brother like this, but none of her attempts to snap him out of it have worked. Trisha looks at their career as more a job than an art, and she's looking forward to when the pair are rich enough to retire to Barbados with their mother.

The Tomorrow Twins are managed by the famous Arnold Korns, the self-proclaimed most dynamic and powerful manager in showbiz. Korns' veteran reputation certainly matches his pride, even if few can stand his misanthropic arrogance and boastful name-dropping for very long. While Korns is usually so harsh with his criticism of new acts that they break up on the spot, he saw potential in Tommy and Trisha. He's generally proud of and friendly with his two protégées, but is quick to invoke his position and boss them around if they ever pose a risk to their own careers. The twins are almost as important to him as his expensive Bentley T-Series, after all!

Tommy has become addicted to his Stylophone, a recently developed handheld synth-keyboard. He can spend hours messing around with it, playing endless variations on the same repetitive tune in its squealing tones. Trisha doesn't let her annoyance show out of sympathy, while Korns doesn't give a toss either way; all they'll have to do on *Top of the Pops* is mime, anyway!

TOMMY TOMORROW



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

SKILLS
Athletics 1, Craft (Singing/Songwriting) 3, Knowledge 1, Technology 1

TRAITS
Attractive
Emotional Complication (Major) – Depressed and listless
Fame (Minor)
Obsession (Major) – The Only Ones
Stubborn
Wealthy (Minor)

EQUIPMENT
Stylophone

TECH LEVEL: 5

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tommy has spent his life unhappy with his environment, wanting something more. Not long ago, he got his wish when his Stylophone started picking up weird signals that sounded like voices. This is a peculiar oddity, as Stylophones don't have receivers. The voices told him that they were powerful, peace-loving aliens, and that they were the only non-terrestrial life in the Universe, calling themselves the "Only Ones" (see *V260*). Tommy was enchanted by them, especially as they shared the magical sounds of the cosmos with him: the music of the spheres. They promised to take him on

TRISHA TOMORROW



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

SKILLS
Athletics 1, Convince 1, Craft (Guitar) 3, Knowledge 1, Technology 1

TRAITS
Attractive
Devotion – Her family
Fame (Minor)
Unadventurous (Minor)
Wealthy (Minor)

EQUIPMENT
Guitar

TECH LEVEL: 5

STORY POINTS: 6

ARNOLD HORNS



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

SKILLS
Convince 3, Knowledge 3 (AoE: The Music Business), Technology 2, Transport 3

TRAITS
Arrogant
Fame (Minor)
Obsession (Minor) – Profit and success
Selfish
Tough
Wealthy (Major)

EQUIPMENT
Bentley T-Series [Armour: 5. Hit Points: 5. Speed: 8. Traits: Travel. Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 4

a spiritual trip away from the doldrums of Earth, so long as he can play his song to them at the right time. Tommy's endless fiddling with his Stylophone is an effort to trigger this. The Only Ones provided direct inspiration for *Children of Tomorrow*, Tommy's hit.

The Only Ones are utter liars who are using Tommy. They travel throughout the Universe as soundwaves, with their corporeal forms sequentially appearing as mindless beasts. They want to possess Tommy's body just before his performance on *Top of the Pops*, so they can feast on his young fans. They eat other beings raw, their adrenaline adding to the taste. They present their soundwave forms as androgynous, ethereal super-beings, while their physical forms are terrifying monsters, hulking beasts that could remind one of a humanoid T Rex.



TULA CHENKA *(Escape from Kaldor)*

Liv Chenka (see *A98*) has a sister back on Kaldor (see *The Fourth Doctor Expanded Universe Sourcebook*). While Liv became a medtech, her sister Tula trained in robotics and artificial intelligence, and now works for the Company as an overtech in the robotics division.

When they were growing up, Liv felt she could never compete with Tula. The irony is that each thought that the other was their father's favourite daughter, which led to an underlying resentment between the two. As their studies took them in different directions, they kind of lost touch. In fact, Liv has never so much as mentioned Tula to Helen, despite telling her about the importance of family.

Tula became dedicated to her career and didn't even visit her father after he became ill. Although Tula believed that he hated robots and disapproved of her work, he actually thought robots were brilliant. He just hated how they made humans behave and was very proud of both his daughters, longing for Tula to come back home. Tula was away on business when he died and didn't even attend his funeral, though she paid the expenses for it. This led to further friction with Liv and the two stopped speaking to each other. Tula considers that she said goodbye to her father in her own way. He was her hero as well as Liv's.

Tula has done well at the Company. She has built and programmed robots and believes that she understands them. In recent years, new versions have been introduced with a female design, and a range has just been launched which speaks with Tula's voice. The robots now even have shielding which make them immune to sonic interference, including from the Doctor's sonic screwdriver. But of course, when Liv hears a Super Voc speaking with her sister's voice, she finds it extremely disconcerting.

Meeting again after so many years without any contact, Tula and Liv are initially wary of each other. They still have their sibling rivalry and snipe at each other with sarcastic comments. Tula is the more conciliatory of the two but finds her sister's cynicism and stubbornness exasperating. Nevertheless, after helping stop another murderous spree by reprogrammed robots, Liv decided to remain on Kaldor for a while to try to rebuild some bridges with Tula. She asked the Doctor to come back in exactly one year to pick her up, and to her surprise he managed to get the TARDIS when and where he wanted for once! The intervening year proved to be very eventful for both Liv and Tula.

Tula is loyal to the Company, even though she is aware that it has covered up several incidents of robots killing humans. She even remains loyal after Liv starts to uncover some of their other morally dubious activities, though her belief in the Company begins to waver when these impact her personally. After a long day at the office, Tula enjoys nothing more than slumping on the sofa with a glass of wine while watching something mindless like *Beat the Super Voc*.

TULA CHENKA



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

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

TRAITS
Brave
Cutting Edge Technology
Emotional Complication (Minor) – Liv (becomes Major when her sister's on Kaldor)
Obligation (Major) – The Company
Technically Adept

TECH LEVEL: 6

STORY POINTS: 12



VAKRASS *(The End of the Beginning)*

Vakrass is the last of the Death Lords of Kether, an ancient order of ruthless warriors who have now faded into myth. In their final battle, the other ships of the Death Lords' fleet turned their weapons on the flagship commanded by Vakrass. But Vakrass did not die. Life clung to his badly broken body as he drifted through the blackness of infinity. As the millennia passed, he finally realised the purpose for which he has been chosen. The one, true cause to which he has committed the rest of his existence. In that moment, he declared war on the entire Universe!

Vakrass was finally rescued, but his rescuers did not keep him for long. For his time in the void had led to a discovery. On the dark side of a dead planet grew a force of unspeakable power, the power to undo all things: the Unravelling. From his Fortress of Night in the shadow of this growing terror, Vakrass has assembled the means to begin his war. Only one thing remains: to find the one they call the Doctor!

As the Great Unravelling has grown in the skies above the Fortress, Vakrass has often contemplated the cruelty of the Universe. Now, the time of the End is coming, and in the last days of chaos, all the dark and evil things shall have full sway. Vakrass' very appearance is fitting with such a time. He is a man of sorts, but so tall and pale, and with burning red eyes. His voice drips with menace.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As Vakrass drifted through space in the aftermath of his final defeat, he realised that the Universe was trying to teach him its ultimate lesson. That there is no goodness in it. No compassion, no mercy, no love. These things are an illusion. The revelation shook him to his core, and it is for this that he declared war on the Universe.

Vakrass realised that while love, joy, compassion, mercy and kindness exist within him, the Universe would be forever wrong. Vakrass loves everyone in the Universe, unconditionally. He believes that love is a virus, and as long as he carries it, the contagion will spread. Vakrass' war takes the form of doing one good deed after another until the stars go out. Some are big deeds, others are minor. But it all adds up.

Vakrass' Fortress of Night, his base of operation, is carved from a mountain of pure obsidian on a dead asteroid named Primeline 275, above which the maelstrom of dark energy that is the Great Unravelling swirls. He made his home here to keep an eye on it. Like Vakrass himself, the Fortress is gothic and foreboding.

Primeline 275 is all that remains of the lost moon of Botoia, a fabled moon of Gallifrey that disappeared millennia ago and is the rumoured location of the Cosmic Restorator (see *G30*). These days, it's not widely believed to have ever truly existed, being just a parable from the *Book of Rassilon*. Vakrass knows nothing of this, but he has spent a lifetime gathering several incarnations of the Doctor together to help prevent the Great Unravelling.

VAKRASS



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

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

TRAITS
Alien
Code of Conduct (Major) – Do good deeds
Distinctive
Environmental (Major) – Vakrass can survive unprotected in the vacuum of space
Immortal (Major)
Last of My Kind
Menacing
Tough

TECH LEVEL: 7

STORY POINTS: 12



WALTON WINKLE *(Zagreus)*

Walton Winkle was better known throughout the Earth Empire as Uncle Winky, the man who put a smile on the Galaxy. He is sometimes referred to as the Animator, as he created countless cartoon characters during his lifetime, and founded the Winky Wonderland theme park.

Due to a heart condition, Uncle Winky was put in suspended animation on 18th December 2367, to be revived only when a cure had been found. Winky's body was laid to rest inside Cosmic Mountain in Winky Wonderland.

Originally, Winky Wonderland was located on Io. As time passed, it was moved again and again, but Uncle Winky remained in cryogenic storage, either because no cure was found for his condition or because he had been forgotten about. By the time he was eventually revived, it was sixty billion years in the future. Winky Wonderland still existed, but it hadn't opened in eons. Children no longer visited Cosmic Mountain, Deep Canyon Adventure or any of the theme park's other attractions. They and their parents had died out a long, long time before.

By now, war has broken out among the animatronic robots that populate the Wonderland. The human robots led by Goldilocks battle the animal robots under General Mouse. The objective of each is to secure Cosmic Mountain and Uncle Winky.

In this far future age, Uncle Winky may be the last human left alive. He is a tragic figure still wearing the colourful costume he was dressed in when he was frozen. Initially sluggish and disorientated from his long sleep, Winky is dejected when he learns that there are no more children. He wants to hear their laughter again, see the joy in their faces from his cartoons and his funny animals, the pirate ships and the water rides. Without the children, Uncle Winky is nothing.

In any event, Walton Winkle will not survive for long. His heart is still diseased and is likely to fail within hours.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The final resting place of Winky Wonderland is a broken rock floating around a dead star. The planet was terraformed by the Galactic Commission and the Wonderland was relocated there. The former name of the planet is Gallifrey, and Cosmic Mountain was unknowingly placed on top of Rassilon's Foundry (see *L212*), the legendary workshop that still exists hidden beneath the surface.

Within the Foundry, Rassilon (see *V274*) established a portal into the Divergent Universe (see *L142*), kept sealed by a reality lock which would only open at the end of the Universe to allow the Divergents back through. Sixty billion years in the future, the Divergents have been able to take control of the human robots. If they can destroy Cosmic Mountain, the reality lock may be damaged enough for the portal to be opened. But the robots' fingers are too big and cumbersome to operate the machinery themselves, so they need the Animator to do this for them.

When the Doctor was infected by anti-time (see *V304*), Winky Wonderland was recreated as a holographic projection by the TARDIS, as it tried to give Charley Pollard (see *A90*) clues about Rassilon and the Divergents. In this projection, Uncle Winky was given the voice and appearance of the Seventh Doctor.

WALTON WINHLE



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

SKILLS
Convince 2, Craft (Cartoons) 6, Knowledge 3, Technology 3 (AoE: Robotics), Transport 1

TRAITS
Charming
Distinctive
Eccentric (Major) – Child-like
Obsession (Major) – Uncle Winky lives only to make children laugh
Technically Adept
Weakness (Major) – Uncle Winky's defective heart means that he must make a Strength + Resolve roll once per hour and during periods of stress or exertion, with a minimum Difficulty of 15. If the roll fails, he takes 2(1/2/L) damage.

TECH LEVEL: 6

STORY POINTS: 6



MONSTERS AND VILLAINS

ABORESH *(Absolution)*

In the wastelands beyond the Citadel on the planet Utebbadon-Tarria (see *L232*), a mysterious cloaked figure has become leader of an army of Outlanders, the half-human, half-beast wretches who have been cast out into the hellish wilderness. This leader is Aboresh and, unlike his followers, he is fully human. The catastrophe that befell Utebbadon-Tarria thousands of years ago and mutated the Outlanders left him untouched. With his pure, unblemished form, he should be living among the people in the Citadel. But instead, he survives out here as an outcast.

The changes that the catastrophe wrought on Aboresh are beneath his human exterior. He is a powerful psychic. His mind is capable of communicating telepathically, of moving objects and even opening and maintaining psychic portals to step across vast distances. He has been teaching his followers to unlock the potential of their own minds. Like everyone else on this world since the catastrophe, Aboresh is immortal.

Aboresh has given his leadership of the Outlanders the trappings of religion. But he is not truly a religious man. He is grim and driven by one overriding obsession. Aboresh is intent on breaking through the induction barrier that protects the Citadel and taking his revenge on Overseer Cacothis for a terrible wrong that was committed thousands of years ago.

When Charley Pollard (see *A90*) opened C'rizz's reliquary (see *G26*) aboard the TARDIS while it was in the vicinity of Utebbadon-Tarria, Aboresh's mind felt the torment of all the souls that were released. He and his followers used the power of their minds to draw the TARDIS to their world, bringing C'rizz (see *A89*) to them.

Under Aboresh's tutelage, C'rizz has been able to develop his own nascent psychic abilities, perhaps helped by the mutating effect of Utebbadon-Tarria. In fact, C'rizz's powers soon outstripped those of his mentor. With C'rizz at his side, and with the coming of the Beast Borarus (see *G26*), a monster capable of breaching the induction barrier, Aboresh intends finally to have his revenge!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Before the catastrophe, Aboresh was a scientist in a team developing a means to open dimensional rifts. The team was headed by Cacothis and his wife Aurithca. But when Cacothis suspected Aboresh of having an affair with Aurithca, Aboresh was sacked. The last thing Aboresh wanted was to see Cacothis take all the credit for the project's success. So he sabotaged the dimensional projector, which led to the catastrophe that laid waste to his world and mutated millions into the monstrous Outlanders. Even Aurithca was transformed into a demonic Black Angel and has been held prisoner in the Citadel ever since.

Aboresh came to terms with his guilt long ago. He doesn't care what happens to anyone else. C'rizz and the Outlanders are just tools to be used to fulfil his own objective of killing Cacothis in the most protracted and painful way possible!

ABORESH



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

SKILLS
Convince 5, Knowledge 2, Marksman 2, Science 4, Subterfuge 1, Survival 5, Technology 5

TRAITS
Adversary (Minor) – Cacothis
Fast Healing (Special)
Flight (Minor)
Hypnotise (Major)
Immortal (Special)
Indomitable
Obsession (Major) – Revenge on Cacothis
Outcast
Passionate Love – Aurithca
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Technically Adept
Telepathy
Telekinesis
Teleport
Voice of Authority

TECH LEVEL: 6
STORY POINTS: 8



ADELINE DUTEMPS *(The Monster of Montmartre)*

Adeline Dutemps is the wife of the elusive Monsieur Dutemps who, in 1920, purchased the Moulin Rouge in Paris, had it demolished and the Red Pagoda (see *L213*) erected in its place. Adeline is an attractive and vivacious woman and acts as both hostess and principal dancer at the new nightclub. Her husband seems happy to leave her to her own devices and entertainments while he remains strictly unseen.

The Red Pagoda has become a wildly successful venture and it made the couple their fortune within a few months of opening. The drinks are admittedly expensive, but its clientele returns again and again, having fallen for Adeline's charms. But it is in a business side-line where Adeline's true expertise lies, one which she operates strictly after dark. It's difficult to see what's going on under the dim mood lighting, but the Red Pagoda has become the venue for the exchange of stolen goods. All the best fences come here to shift art, jewellery and other valuables. Adeline is an effective lure for Paris's criminal elite and the Red Pagoda takes a percentage of the price of everything bought and sold here.

Adeline may be quite the charmer, but there is something cold and calculating behind her eyes. It's clear that she's just stringing her patrons along, seeing them as cash cows to be milked for all they're worth and discarded when they've nothing left to offer. It's the same with the artists who visit the Red Pagoda as they did the Moulin Rouge a quarter of a century earlier. Once they have outlived their credit, there is only one thing left for them to give… and Adeline takes them upstairs to introduce to her husband…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Adeline's husband, the mysterious Monsieur Dutemps, is the Dalek Time Controller (see *V185*), and Adeline herself is a Dalek duplicate grown from its own cells. She is totally loyal to the Time Controller, which has relocated to Paris after it became contaminated with retro-genitor particles (see *G53*) and is no longer considered a "pure" Dalek.

The Time Controller is constructing a new Dalek army in the Red Pagoda, and Adeline is the lure to bring him human subjects for conversion into Dalek mutants. So far, only a pair of prototype Dalek Time Strategists (see *V186*) have been constructed, and these are both incomplete. The problem is a shortage of suitable materials for the casings.

Nevertheless, the Controller has constructed a completed Dalek casing ready for Adeline. When their plans are ready to move forward, Adeline will willingly submit herself for full transformation into a Dalek mutant and be installed in the casing, the better to assist her creator. The casing is more advanced than the standard pre-Time War Daleks and includes full flight capability (use the stats for the Dalek Time Strategist).

ADELINE DUTEMPS



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

SKILLS
Athletics 4, Convince 4, Craft (Dancing) 5, Fighting 2, Knowledge 4, Marksman 3, Medicine 3, Science 6, Subterfuge 4, Survival 4, Technology 6

TRAITS
Attractive
Charming
Feel the Turn of the Universe
Technically Adept
Time Traveller (Minor) – Tech Level 4
Vortex

TECH LEVEL: 9

STORY POINTS: 6

After Adeline's Dalek form was destroyed, the Supreme Dalek ordered her remains to be recovered and used to create a unique Dalek Time Strategist which would play an important role in the Last Great Time War (see *The Time War Expanded Universe Sourcebook*).



BARON TEUFEL *(The Beast of Orlok)*

Orlok is a backwater German town, notable in 1827 for two features: the nearby Schwartzwald (the Black Forest) and the castle of Baron Teufel, the local nobility. The Baron's coat of arms include a wolf, though his castle's only animals are rats that get in through the plumbing. Despite being on the town council, Teufel moved from Orlok to the neighbouring Freiburg twenty years ago for undisclosed reasons. Just as strange is the fact that around that time, Orlok suffered a series of fourteen murders, the corpses found in the Schwartzwald, mutilated and missing limbs. These killings stopped when the Baron left, and the townsfolk have made up their own mind about the killer: it must have been the Beast of Orlok!

Local superstition of a demonic beast that roams the area dates back to Medieval times, resurfacing with the murders twenty years ago. No one has seen the Beast, but it's supposedly twice the size of a bear and strong enough to reduce an oak carriage to splinters. A nursery rhyme speaks of the beast more ghoulishly: *With fangs like splinters, claws like knives, the Beast of Orlok gobbles lives. With brimstone breath and eyes aglow, he'll eat your soul, to hell you'll go.*

Teufel claims he encountered the Beast as he left town and successfully killed it, stopping the murders. He has extensive facial scars to prove this. Despite Orlok's burgomaster Otto Pausbacken being an opportunistic fearmonger, he hasn't implicated the Baron in the murders. Having a local nobleman is just too good for tourism. Pausbacken would protect Teufel, but he himself fears the region's powerful Duke, Albrecht XI of Bader. The Beast has kept suspicion away from the Baron, but this won't last forever. Any day now, Teufel may be apprehended by an official and taken to Orlok at gunpoint, beginning a formal investigation into the murders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Beast of Orlok was always a myth, one that Teufel himself resurrected as cover. He was indeed the murderer and went about Orlok in a black cloak and mask, attacking victims with a long blade. Within his castle is a secret laboratory, which includes the latest state-of-the-art scientific equipment. It even has an en suite, hot, bubbling tar pit! Teufel's notebook reveals his true goals: he was harvesting the villagers to assemble a patchwork corpse, lowering it into the electrified tar pit to try to create life. This was the Baron's own twisted scientific hypothesis, devised ten years before Mary Shelley (see *Vol. 1*) wrote *Frankenstein*. The best he managed was getting the assembled corpse to twitch slightly.

BARON TEUFEL



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

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

TRAITS
Authority (Minor) – Baron
Dark Secret (Major) – His killing spree and unethical experiments; also his blindness
Distinctive – Facial scarring
Epicurean Tastes
Impaired Senses (Major) – Blind
Menacing
Noble
Silver Spoon
Technically Adept
Wealthy (Major)

EQUIPMENT
Walking Stick

TECH LEVEL: 4

STORY POINTS: 6

The Baron left town twenty years ago because he was caught covered in blood in the middle of the night by the local innkeeper. She not only identified the Baron, but scarred and blinded him with a burning branch to his face. Teufel moved to keep this encounter (and his resulting disability) secret. If he returns to Orlok, his days are numbered, as the evidence points to him. In any case, an alien general named Zoff (see *V208*) plans to murder Teufel and steal his identity for his own purposes.

BLITZEN FISH *(Relative Dimensions)*

The Blitzen Fish, also known as a resurrection fish, is a most dangerous beast indeed! It earns its sobriquet by being able to play dead for considerable amounts of time, and the monster's truly outrageous appearance makes its danger obvious to prey and opposing predators alike, for it has fearsomely long spines and quills, and massive jaws! To say nothing of its carapace, adorned with red stripes so vivid that it stands out anywhere, even in its native area of space, the glare-filled Aurora Gloriousia region of the Fourth Universe. The largest known specimen is 14.7 metres long, but most just average around 3. Somehow, its viciously sharp anatomy is the least of its fearsome qualities; this aquatic beast is pan-dimensional and pan-temporal!

The Blitzen Fish stores an incredible amount of power within its body, providing it with unusual abilities. The most "mundane" of these is that its body can emit loudly crackling electricity, killing smaller prey with thousands of volts as if it were nothing. This energy also provides the Blitzen Fish the capability to travel through the dimensions themselves, swimming through space or the air as if ignorant of gravity! It can also "dive" through dimensions to seemingly disappear and reappear, although you may be forewarned by knowing the tells of its nearby presence: the air grows colder, objects rattle, and its large top fin may even be sticking out of thin air!

The Blitzen Fish also swims through time itself, jumping back and forth as if it were swimming a lazy river. Try not to be too unnerved if you hear the cries of your future self struggling with it from nearby, or even see yourself desperately clinging to it! Curiously, the fish is immune to most paradoxical effects; two versions of it from multiple points in its timeline can coexist and touch without ill-effect. It may even double-back on its timeline to assist its past self, creating the illusion of being a shoal!

All this hopping around consumes a great deal of energy, so beware of the Blitzen Fish obsessively trying to guzzle any of your comrades. If you happen to pilot a spaceship or time machine, be careful to get rid of the fish before your ship is left an immobile husk!

• *Gauntlet's Bestiary of the Fourth Universe* entry on the Blitzen Fish (following entries on Blister Beetles and Blithewings)

The Blitzen Fish is a creature native to the Fourth Universe, bearing a superficial resemblance to the Earthly lionfish. Smaller ones are dried and sold in the bridgetowns of Quinnis (see *The First Doctor Expanded Universe Sourcebook)*, but the drying technique may not be applied properly, allowing the Blitzen Fish to come back to life. The Doctor bought one for his granddaughter Susan on their visit, only for it to escape in the TARDIS long after, when her room was taken out of stasis.

BLITZEN FISH



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

SKILLS
Athletics 3, Fighting 2, Survival 4

TRAITS
Alien Senses – Energy Detection
Armour (5 Points)
Environmental (Minor) – Can survive the vacuum of space and other dimensions
Fear Factor 2
Natural Weapon (Major) – Sharp Jaws and Fins: Strength +2 damage
Natural Weapon (Major) – Electrified Body: S(S/4/L) damage
Special – Pan-Dimensional: The Blitzen Fish can freely travel through dimensions, allowing it to swim through air and seemingly disappear/reappear at will
Vortex (Special) – The Blitzen Fish is invulnerable to the Blinovitch Limitation Effect, allowing its multiple selves to occupy the same space and physically interact without issue

Very large specimens also have Size – Huge at Minor or even Major level, with adjustments to Strength.

TECH LEVEL: N/A

STORY POINTS: 2-4

THE BRAIN-WORM *(Something Inside)*

Something is hunting and killing the inmates of the Cube (see *L136*), a military prison designed to hold psychic soldiers who were no longer needed after one of Earth's terrible wars. The psychs have named it the brain-worm, and it can be heard roaring and growling as it prowls the dark, metallic corridors of the Cube. When it first appeared, it shut the prison's surveillance systems down, so nobody in the control centre knows what's going on inside the Cube, only that something is killing the prisoners.

The brain-worm hunts anything with a brainwave, sniffing out psychic activity in particular. As it closes in, its victims hear a noise like fizzing or static, almost as if it's inside their heads. It attacks the mind, absorbing brainwave energy and memories before turning its victim's skulls inside out in the most gruesome manner.

Those lucky few who have seen the brain-worm and managed to escape can't even describe what it looks like. The creature is quite literally incomprehensible and indescribable. It can't be seen in the ordinary way, only in the way that one can see an idea or a point of view.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tessa Waylund is the most powerful psych incarcerated in the Cube, though her powers are muted by the nullifying effect of the material it has been constructed from. Her psychic abilities manifested their own separate identity inside her mind, becoming the brain-worm, a creature that feeds on brainwave activity. Tessa can barely control it.

The brain-worm has become powerful enough to emerge from Tessa's mind, slipping out to kill and feed before slithering back inside her where nobody can find it. It wants to be free, but it's stuck in the Cube like Tessa and the other psychs.

The brain-worm has a range of psychic abilities, including teletransportation. Although the latter is useless within the confines of the Cube, it is powerful enough to be able to use its other abilities, albeit with the usual penalty applied by being in the Cube. It is powerful enough not only to be able to manifest physically, but also to hop from one mind to the next, a useful means of escape if its presence within Tessa is suspected. It can lie dormant and undetected, or control its host as it needs.

Although its intelligence is limited, the brain-worm is cunning and is able to plan its moves. It shut down the Cube's surveillance in order to try to draw people in from outside, providing it with an escape route. If intruders appear within the Cube, it is likely to reason that they have a means of getting out. If it sees a TARDIS within the minds of any of them, then they will become its target.

The brain-worm is a predator. It lives to kill and feed. It wants to escape the Cube only so that it can prey on every living thing in the world outside.

THE BRAIN-WORM



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

SKILLS
Convince 4, Subterfuge 3

TRAITS
Alien
Alien Appearance
Alien Senses – Detect brainwaves
Fear Factor 3
Immunity – The brain-worm is only vulnerable to attacks which affect the mind
Indomitable
Memory Manipulation (Major) – see *The Second Doctor Expanded Universe Sourcebook*
Possess – Able to jump from mind to mind
Psychic
Psychic Assault – Contest of Presence + Resolve to deliver Resolve +2 damage against mental Attributes, ignoring Armour and similar
Teleport – Useable if it escapes from the Cube

TECH LEVEL: 6

STORY POINTS: 8



BROTHER BERNARD *(The Book of Kells)*

In 1006, all is not well in the Abbey of Kells (see *L108*), and its chief librarian, Brother Bernard, is fully aware. Bernard's stern, no nonsense attitude hasn't won him many friends among his peers, but he's unconcerned: his authoritative bearing and deep voice commands their respect anyway. He's pleased with *The Book of Kells*'s production, as the holy artefact's completion is going smoothly.

Bernard is concerned about the imminent visit from the King of Dublin, Sitric Silkbeard (see *V285*). Sitric's Norse-Gaelic ancestry puts the monks on edge, as the Abbey suffers sporadic attacks from bands of marauding Vikings. Silkbeard has sent his aggressive messenger, the superstitious Olaf Eriksson, ahead to Kells. Olaf is paranoid of revolt against Sitric, particularly from his rival, the Irish King of Munster, Brian Boru. Unknown to the other monks, Brother Bernard and Olaf have been having clandestine discussions.

Bernard is colluding with Olaf to steal *The Book of Kells* before Sitric arrives. If it was stolen during the visit, Brian Boru would undoubtedly be able to lead a violent revolt of Irish Dubliners against Silkbeard, claiming he'd returned to his ancestors' anti-Irish ways. Despite being a man of the cloth, Bernard has absolutely no ethical issue with stealing the Book, nor with murdering anyone in his way. Still, he must be careful about it.

Bernard is particularly suspicious of the Abbey's new Abbot, Thelonious. Bernard thinks it's odd that Thelonious replaced the former Abbot, Ansel, who suddenly disappeared. The mistrust goes both ways, as Thelonious is careful to keep the Book anywhere but the actual library. Bernard plans to take the Book while the rest of the Abbey is busy with evening prayers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Bernard believes that Thelonious is an agent of Brian Boru, who wishes to acquire the Book himself. If Bernard steals it just before Sitric's visit, he can frame Thelonious as the thief and have the King kill the Abbot. As murdering an enemy spy tarnishing his reputation would be normal for a king, the situation wouldn't read as Sitric trying to steal the Book. Bernard will go to extreme measures for what he sees as a greater good: preventing the chaos that comes with rebellion.

Thelonious is the Doctor's old enemy, the Meddling Monk (see *V250*), who crashed his TARDIS near the Abbey. Taking on the identity of Abbot Thelonious (Thelonious Monk, geddit?), the Monk is using the Abbey's skilled illuminators to create copied schematics of his TARDIS's directional circuit, which he can use to replace the one the Doctor stole (see *The Daleks' Master Plan*). He's also made a rudimentary Time Scoop in the Abbey's hidden passages, hoping to fish a TARDIS out of the Vortex to cannibalise for parts. Its ramshackle nature means he may summon more than he bargained for, such as a Vortisaur (see *V303*)!

Bernard doesn't suspect this alien nonsense, but if keeping the Book safe means he must frame others, order Olaf to kill them, or get his own hands bloody, he will. His suspicious behaviour may even lead him to be mistaken for the Meddling Monk himself!

BROTHER BERNARD



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

SKILLS
Athletics 1, Convince 2, Knowledge 4 (AoE: Christianity), Subterfuge 2, Survival 1

TRAITS
Authority (Minor) – Chief Librarian of the Abbey of Kells
Dark Secret (Major) – Conspiring against Thelonious
Distrustful
Indomitable
Menacing
Obligation (Major) – Kells Abbey
Ruthless (Major)
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

CARDINAL PADRAC *(1st in The Eleven)*

The Time Lord Padraculomar is more usually referred to as Padrac. At the Academy, he was known as Paddy to the Doctor and the other members of the zero-grav hyperball team. He was always the most adventurous one in the group. While the Doctor was off conducting forbidden science experiments in secret, Padrac would fly skimmers over the Outland Dunes. He discovered the secret tunnels in and out of the Academy and used them to avoid the Chancellery Guards. But despite all this, Padrac was still considered boring, and when the Doctor fled Gallifrey, he remained behind playing at politics.

Several incarnations later, Padrac has worked his way into a position of public responsibility as Cardinal Prime on the High Council without becoming particularly well known. He is trusted by the highest authority, President Romana, to get things done. In this incarnation, Padrac is smooth and avuncular, quietly spoken with silky tones.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor would find it hard to believe that his old friend is anything other than a straight down the line Gallifreyan with little more than a good pension as his ambitions. Surely Padrac is too boring to be evil? Certainly he can be superior and self-satisfied, and when you think about it, he was always concerned with his own safety, rather than anyone else's. These days, he would certainly never risk his own neck when considering his options.

And yet, Cardinal Padrac has been a member of a secret cadre of Time Lords who consider themselves superior to all others, and act to change the timelines to prevent threats predicted by the Matrix. When Padrac achieved high office, he was given legitimate access to the Matrix. He was keen to see what surprises the future held, but he found that in all the Matrix projections he ran bar one, Gallifrey would be destroyed, whether by war or attrition or as collateral damage.

Padrac decided to do something about this. He carefully selected a group of allies, manipulating them to join his cause, and in doing so has played the Doctor for a fool! It was Padrac who made sure that the Seventh Doctor apprehended the Eleven (see *V198*) and had him locked up in the Capitol prison, only to arrange for him to break out again. It was Padrac who had Caleera stripped of her psychic powers, only to seduce her, have her flee Gallifrey and regain her powers with the Eighth Doctor's unwitting help, becoming the Sonomancer (see *V290*). It was Padrac who had the Clocksmith (see *V172*) create the components of the Doomsday Chronometer (see *G33*) that the Doctor and his companions would be instrumental in assembling.

Once all the pieces are in place, Padrac intends to take control of the Crucible of Souls (see *L135*), a secret Time Lord facility, and use it to convert all life in the remainder of time into regeneration energy, using it to make the Time Lords immortal! His ultimate aim is to build the Resonance Engine (see *G52*) to destroy the entire Universe apart from Gallifrey. As his plans near completion, Padrac even assumes the Presidency of the Time Lords.

CARDINAL PADRAC



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

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

TRAITS
Charming
Dark Secret (Major) – Leader of the Doom Coalition
Eccentric (Major) – Totally insane beneath his calm façade
Feel the Turn of the Universe
High Office (Special) – Cardinal Prime, later President
Reliable
Selfish
Time Lord
Time Lord – Experienced x4
Time Traveller (Minor) – Tech Levels 6-9
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

TECH LEVEL: 10

STORY POINTS: 6

CHANCELLOR BAROK *(The Truth of Peladon)*

In the years that followed the reign of Queen Minaris of Peladon (see *L202*), the position of chancellor became more and more influential, until its power eclipsed that of the monarch. In this Age of the Chancellors, the throne of Peladon is still occupied by a king or queen, but with the chancellor acting as de facto regent. By the time of Chancellor Barok, the monarch is even selected by him, and is usually a small child from what remains of the royal line. Each one meets a tragic and unfortunate end just before they reach adulthood.

Chancellor Barok's role as tyrant of Peladon is unspoken of by the masses. They all know their place and that, if they want to live, they must keep their true thoughts to themselves. Even the Galactic Federation, of which Peladon is still a member, cannot intervene to redress the balance of power, their rules forbidding themselves from becoming involved in local politics. Not that Barok intends Peladon to remain part of the Federation for much longer.

Chancellor Barok is not a violent man. For the most part, he is quietly spoken. But those who earn his displeasure will find themselves taken away at night, never to be seen again, or consigned to work in the loom-house along with the old and the destitute. Those in the loom-house must work ceaselessly at the machines, receiving little in the way of food or rest, and nothing in terms of payment for their services. They are worked to death. But this is a better fate that the one that awaits anyone suspected of belonging to the resistance. All that they can expect is a slow lingering death at the hands of the royal torturer.

Outside the citadel on Mount Megeshra, the air is rank and the streams run red with traces of trisilicate leaking from the old mines. Of course, the water is distilled and filtered before it reaches the citadel. But the villages that once populated the plains have been poisoned for generations and have vanished. The wild beasts that roam here are similarly affected, including the last few Aggedor beasts. They are poor creatures with pale, patchy fur hanging in rags. The pollution was known about years ago, and there was even a project to fix it. But the system was rotten even then, and the attempts were abandoned.

Even inside the citadel, food is strictly rationed, and the safe stuff is kept locked away from the general populace. Chancellor Barok still seems to be well fed, of course. He is always accompanied by his guards, as the people have lately become so "excited" at his presence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Barok is in thrall to the Arcturans, part of a plan they put in place back when Queen Minaris' daughter attempted to sell Peladon to them. She failed when her plan was exposed, but the Arcturans have persevered. Their technology has constructed a giant satellite dish on the side of Mount Megeshra, and the trisilicate is sucked out of the ground and beamed direct to Arcturus with no need of any miners. Left unchecked, it won't be long before Peladon is a hollow shell of a planet, crumbling to pieces.

CHANCELLOR BAROK



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

SKILLS
Convince 5, Knowledge 5, Subterfuge 3, Technology 1

TRAITS
Authority (Major)
Dark Secret (Major) – A puppet of the Arcturans
Menacing
Obligation (Major) – To the Arcturans
Selfish

TECH LEVEL: 2

STORY POINTS: 6



CHRISTIAN GRISWOLD *(Other Lives)*

The 1840s was a decade which saw significant political upheaval throughout much of Europe. In 1848, the February Revolution in France was the first of a number of uprisings with the aim of removing the monarchy in several countries. Other followed, and although most were quickly suppressed, they led to significant democratic reforms in countries such as Austria, Hungary, Denmark and the Netherlands.

In the United Kingdom, the authorities feared a similar revolution, and there were particular concerns for Ireland. The British government passed the Crime and Outrage Bill, essentially declaring martial law in Ireland. In response, the Young Ireland Party launched a rebellion, though it quickly collapsed. Nevertheless, fears of a revolution persisted for several years in Britain. In London, the Duke of Wellington (see *A116*) helped organise a military force to be deployed in the event of rioting.

By 1851, Christian Griswold still holds onto the hope that an uprising will overthrow the monarchy and transform Britain into a republic. He is a committed revolutionary, though he lacks the backing and resources to make him truly dangerous. Although a Scot by birth, Griswold has moved to London in order to be closer to the centre of power when the time for action comes.

The Great Exhibition at Crystal Palace in Hyde Park could provide Griswold with an opportunity to strike a blow against the establishment. He has read the newspaper reports that Louis Napoléon, President of France, is sending a pair of envoys to visit the Exhibition. Although Griswold's comrades in France would like to get at the President himself, he is too well guarded. But if Griswold were able to assassinate his representatives, Monsieur and Madame de Roche, it would send a signal to the President, with the added bonus of embarrassing the British government. In fact, if all goes well, France and Britain could even be drawn into conflict with one another, ultimately destabilising both countries and leading to revolution. If Griswold has his way, there could soon be guillotines erected outside Buckingham Palace!

Armed with a pair of pistols, it would be simplicity itself for Griswold to get into the Crystal Palace along with the thousands of other visitors who pay the shilling entrance fee daily. M and Mme de Roche's itinerary while in Britain is so well publicised by the press that it is well known when they will be touring the Great Exhibition, with the Duke of Wellington as their host.

Griswold's hatred of the nobility and the wealthy is deeply ingrained. He instantly takes against anyone he judges to be a toff. The Doctor, dressed in his frock coat, is a typical example of the type of man that Griswold would instinctively distrust. Any help offered to him by the Doctor would be dismissed as an attempt to gain his friendship in order to gather incriminating information about Griswold and his friends.

CHRISTIAN GRISWOLD



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

SKILLS
Athletics 2, Convince 1, Fighting 3, Marksman 3, Subterfuge 2

TRAITS
Brave
Impulsive
Lower Class
Obsession (Major) – Hatred of the upper classes
Wanted (Minor) – Once he becomes known to the police

EQUIPMENT
Pistols: 4(2/4/6) damage

TECH LEVEL: 4

STORY POINTS: 4

Although he is dangerous on a personal level, Christian Griswold is unlikely to ever be able to start a revolution and change the world.



CLAUDIO TARDELLI *(Grand Theft Cosmos)*

Claudio Tardelli is an obscure 17th Century Italian artist, albeit one exalted by those aware of him. The few remaining examples of his work are breath-taking, showing a simultaneous mastery of technical and expressionistic methods. His only known sculpture is a twelve-foot-tall abstracted human figure created two centuries before the actual abstract movement formally begins. Claudio's work could revolutionise all understanding of art history forever! Found alongside the statue was a fist-sized object d'art, a faux-diamond made of a beautiful black material (see *G29*). Of course, there's a very good reason that Tardelli is so obscure: the Doctor has worked hard to keep him that way.

The Doctor first encountered Tardelli in Rome, noting that the elderly artist's pieces employ extradimensional techniques that warp reality itself, permanently altering those who view them, even more so than any Earthly art! It became clear that Claudio Tardelli is the alias of an alien exiled from his homeworld of Parrimor for his cruel and power-seeking ways. The Doctor discredited Tardelli as the artist schemed to exert control over the Pope with his creations, but he was somehow able to escape. Ever since, the Doctor has destroyed every piece of Tardelli's that he's come across, as each one still contains a psychic fragment of his malicious intent. While each piece of art is dangerous, their influence spreads exponentially and they cause reality to become expressionistic if many are assembled together at once. It's unlikely that Tardelli's pieces would retain their power if mass produced (for example, photos taken of his paintings are safe to observe), and it's possible they may have wills of their own that could be freed from his influence.

By 1898, Tardelli's sculpture, diamond and two of his paintings have been acquired by Frederick Simonsson (see *A146*), a Swede employed by King Oscar II to obtain art for his collection. As Oscar is highly respected among other world leaders for being a fair adjudicator, he would be a particularly unfortunate target of the cruel, chaotic malice in Tardelli's mind-bending work. The Doctor and Lucie Miller made it their mission to heist the artwork before it could influence the King, butting heads with rival time traveller the Headhunter (see *V219*) and her assistant Karen (see *V232*), who were fixated on the seemingly unremarkable black diamond.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The diamond contains a miniature universe about three light-years wide, where Tardelli has hidden for the last two hundred years. He's become bored of his creations worshipping him as a god, and would gladly accept the Headhunter's offer of bringing him to an alien emperor who wishes for more of his work, not knowing that said emperor tires of his artists quickly. He would also accept her plan to sell the diamond to a contemporary businessman who will compress the diamond into energy for fuel, disrupting the timeline and killing everyone inside the mini-universe. While Tardelli is able to place the miniature universe into another dimension where it could survive, he would only bother doing this if forced to.

CLAUDIO TARDELLI



AWARENESS	3	PRESENCE	4
COORDINATION	5	RESOLVE	5
INGENUITY	8	STRENGTH	2

SKILLS
Convince 1, Craft 8 (AoE: Painting), Knowledge 4, Marksman 1, Science 7 (AoE: Quantum Mechanics), Subterfuge 2, Survival 1, Technology 7 (AoE: Artificial Life)

TRAITS
Adversary (Major) – The Doctor
Alien
Epicurean Tastes
Immortal (Major)
Menacing
Obsession (Major) – Boredom-Alleviating and Status-Granting Cruelty and Chaos
Outcast
Selfish
Technically Adept
Time Traveller – Tech Levels 3 and 4

EQUIPMENT
Tardelli's Artwork [Traits: Hypnosis (Minor: Corrupting influence), Special – As more pieces of Tardelli's art are brought together, their baleful influence on reality increases, eventually gaining Apocalyptic Traits such as Insidious, Mutator and Sanity Eater. Story Points: 18.]

TECH LEVEL: 10

STORY POINTS: 4

CLEAVER & FORTUNA *(The Galileo Trap)*

There is a feared race of blood-soaked mercenaries called the Volkbrood, who originate from the wastes of the Avulka Delta. Volkbrood are mildly psychic, being able to read the minds of others, and they can feed on the vital spark of living beings, what some might call the soul, leaving their victims as empty, mindless husks.

A pair of Volkbrood were hired by the Eleven (see *V198*) to lure the Doctor to Florence in 1639 and capture him. This pair are Cleaver and Fortuna, and they are using hi-tech full body masks to appear human. A Volkbrood's true appearance is that of a large brutish creature with a bald, skull-like head, sunken eyes, a long tapering proboscis and a mouth which gapes widely when it attaches itself to a victim's forehead to feed. The full body masks allow them to change their appearance completely and instantly, and modify their normal, growling voices to sound human.

In Florence, Cleaver is posing as a mercantile trader called Massimo da Riva, and has been supplying dangerous alien creatures for the local nobility to hunt. He has provided anthropophagi for the Duke of Aldino and, most recently, has acquired a bloodhog for the Duke's rival, Count Licori. A bloodhog is an extremely dangerous animal from the wallows of Cassiopeia, larger than an elephant and sporting prodigious tusks. They are easily capable of uprooting mature trees and digging up paved roads.

Cleaver cannot keep his own bloodthirsty compulsions under control and has been entertaining himself by hunting the locals at night. Some of his victims have been found the next morning, still alive but with a small wound like a forked thumbprint on their foreheads and having lost their wits, rendering them mute and mindless. The locals believe that this is a new plague that has struck Florence. Other victims have disappeared entirely, as Cleaver has taken their bodies back to store in large jars of olive oil before feeding them to his pet mograhounds, Heracles and Broteus, animals like large wolves with savage jaws and monstrous appetites. The rate at which Cleaver is killing indicates that he will soon reach a point where he can't survive without feeding on the souls he craves.

By contrast, Fortuna is the brains of the partnership, but she has her work cut out trying to rein Cleaver in. She is impatient with Cleaver, whose activities she fears will attract the attention of the Cosmos Security Squad. But even Cleaver shows signs of being civilised. Despite his murderous urges and unpredictable temper, he is enjoying himself in Renaissance Florence. He loves the art and music being created at this time and intends to commission a portrait of himself.

Cleaver and Fortuna have forced the Doctor's old friend Galileo (see *The First Doctor Expanded Universe Sourcebook*) to send a message asking for his help. Now elderly and blind, Galileo is already under house arrest for his heresies and is being cared for by his daughter Virginia, a nun. Once the Doctor arrives, the Volkbrood will take him prisoner and contact the Eleven for further instructions.

CLEAVER



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

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

TRAITS
Alien
Alien Appearance
Frenzy
Impulsive
Natural Weapon (Special) – Soul-Sucking: Each round Cleaver successfully restrains an opponent (contest of Strength + Athletics), he can make a contest of Presence + Fighting to attempt to drain 2(1/2/3) points of Ingenuity from them
Obsession (Major) – Devouring souls (will soon become a Dependency)
Psychic
Repulsive
Tough

EQUIPMENT
Full Body Mask [Traits: Shapeshift (Major). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Fortuna is disguised as Galileo's dutiful daughter and won't reveal her true identity until she has to. The real Virginia died peacefully of natural causes five years ago, long before the Volkbrood arrived on the scene.

Fortuna's attempts to curb Cleaver's appetites are too late. An officer of the Cosmos Security Squad is already in Florence, working undercover as Captain Cavalli of Count Licori's private militia (see *A125*).

MOGRAHOUND

Attributes: Strength 5, Coordination 3, Awareness 5
Skills: Athletics 2, Fighting 3, Survival 3
Traits: Fear Factor 1, Keen Senses (Minor: Smell), Natural Weapons (Minor: Fangs – Strength +2 damage), Tough



BLOODHOG

Attributes: Strength 18, Coordination 2, Awareness 3
Skills: Athletics 1, Fighting 3, Survival 5
Traits: Armour (4 points), Fear Factor 2, Frenzy, Natural Weapons (Minor: Tusks – Strength +2 damage), Size – Huge (Major), Special – Charge (Makes one attack to trample anyone it runs over; if successful, it inflicts Strength damage and can then attempt an attack with its tusks against the same target), Trample (Inflicts Strength damage to anyone it runs over; can be dodged with a successful Coordination + Athletics roll)



FORTUNA



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Natural Weapon (Special) – Soul-Sucking: Each round Fortuna successfully restrains an opponent (contest of Strength + Athletics), she can make a contest of Presence + Fighting to attempt to drain 2(1/2/3) points of Ingenuity from them
Psychic
Tough
Voice of Authority

EQUIPMENT

Full Body Mask [Traits: Shapeshift (Major). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 6

THE CLOCKSMITH *(The Eighth Piece, The Doomsday Chronometer)*

The renegade Time Lord known as the Clocksmith is an artist. In fact, he considers himself to be a great artist. The Clocksmith doesn't restrict himself to a particular style or medium. He doesn't want to limit himself in that way and is an artist in all media. The Clocksmith's most famous work is probably *The Golden Draconians of Malbara IV*, for which he was praised by the Draconian Emperor himself.

In his current incarnation, the Clocksmith appears to be a middle-aged man with a bald head fringed with white hair. His manner is calm but intense. He becomes frustrated with any perceived interference in his work without appreciation. Threatening and shouting isn't really his calling, but if he does become angry, his art can calm him down again… though often with fatal consequences for somebody.

The Clocksmith has a handheld device that causes molecular stasis to hold a subject immobile while he creates a work based on them. But the device is also a weapon. At higher settings it can render a person unconscious, and at maximum it can kill them by stopping their molecular resonance completely, causing their body to shatter. Even if they're merely immobilised, the Clocksmith has been known to coat a victim in molten metal!

The Clocksmith has gained mastery over a bio-mechanical race called the Solvers (see *V289*), having disassembled their Queen to do so. They now act as his servants and enforcers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Clocksmith is a member of the Doom Coalition, having allied with Cardinal Padrac (see *V166*), the Sonomancer (see *V290*) and the Eleven (see *V198*). His contribution to their aims is the creation of the Doomsday Chronometer (see *G33*), which will be his greatest work. Once activated, the Chronometer will determine the time of the Universe's destruction, making this a fixed point when the Coalition's plans are guaranteed.

The Clocksmith forged the Chronometer's components in his workshop in 15th Century Prague, using metal from the core of the planet Syra (see *L223*), brought to Earth on the outer shell of the Eleven's TARDIS. But before he could even assemble the pieces, the Doctor had the Solvers scatter them throughout the subsequent centuries, hiding them across Europe.

The Clocksmith formed the Revelation Sect to track them down for him and began zipping back and forth through history to collect them, leaving an Artron trail like a cat's cradle. In 15th Century Prague he poses as a merchant specialising in timepieces, jewellery and trinkets. At the Revelation Sect's castle in 17th Century Rennes-le-Château, he has collected paintings by Leonardo da Vinci which hold clues to the whereabouts of one of the missing pieces. In the Vatican in the 1960s, he poses as a cardinal to retrieve a component secretly stored in the catacombs by the Sect.

THE CLOCKSMITH



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

SKILLS
Convince 2, Craft (Art) 5, Knowledge 3, Marksman 2, Science 3, Subterfuge 4, Technology 5, Transport 2

TRAITS
Eccentric (Major) – Insane beneath a calm exterior
Face in the Crowd
Feel the Turn of the Universe
Obsession (Major) – Pursuance of his art
Technically Adept
Time Lord
Time Lord Engineer
Time Lord – Experienced x3
Time Traveller (Minor) x3 – Tech Levels 3, 4 & 5
Vortex
Wanted Renegade

EQUIPMENT
Molecular Stasis Immobiliser [Traits: Entrap (Major), Stun (Minor), Zap (Minor: L(4/L/L) damage). Story Points: 4.]
Type 70 TARDIS – Use the stats for a Modern TARDIS in *The Time Traveller's Companion*

TECH LEVEL: 10
STORY POINTS: 8

By 2016, he is Professor Salvatore of the Rome Science Museum, where he has collected and assembled all but one component of the Chronometer. He has manipulated events so that Helen Sinclair will bring the final component to him. Once in place, the Chronometer can be activated and will transmit the coordinates of the coming apocalypse to his allies.

CLOCKWORK MEN *(Time Works)*

On the planet Industry (see *L166*), the Clockwork Men step through the times between time, between the tick and the tock. Their purpose is to keep the people of Industry turning clockwise, working towards the future. They must ensure that no hands are idle and no time is wasted. Without them, the people would not achieve Completion. If one cog fails, the efforts of all are wasted.

Everyone knows what the Clockwork Men look like. They've heard about them in the fairy tales and seen them in the old propaganda posters from before World War Four. They know their faces, sleek and smooth and silver, their hands tapering to sword-sharp points, one longer than the other, and cogs turning where their hearts should be. Their design is cruelly efficient, with no wasted imagination or material in their construction.

The sound of the Clockwork Men approaching is the sound of clocks ticking. As they step into and out of time, there is a screeching as if a hole is being cut in the world. But they are only seen fleetingly, if at all. Their work is in the gap between seconds, when time is frozen for the people but the Clockwork Men can move freely about their business. Checking, scanning, ensuring there are no time wasters to be cut out, punishing those who delay the Project, imparting instructions by subliminal conditioning. Idlers feel their electric touch, and clock-stoppers simply vanish in a flash so far as the people perceive, taken back to the Clock Tower before one instant becomes the next.

The people of Industry work in the shadow of the Clockwork Men every tick and tock of their lives. They can be heard in the workings of the Great Clock within the Tower at the heart of the royal palace, where nobody may go. Tick, tock, tick, tock. Everyone works hard moving the Project forward towards Completion. But in time, each person will wind down, and that's when the Clockwork Men come for them. They give no warning, coming when someone can no longer keep time, when their time is up.

The Clockwork Men face clockwise. That is to say, they can see what is to come. In reality, their mechanisms allow them to predict the short-term future and act on those predictions. By pre-emptively punishing those who have a statistical possibility of doing something wrong, it might appear that they can read minds. But they are simply calculating the percentages of possible actions and outcomes occurring, and preventing those that work against Completion.

The Clockwork Men are silent and implacable. They are merely following their instructions and their programming. They obey the Figurehead and the Great Clock in the Tower.

CLOCKWORK MAN



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

SKILLS
Athletics 1, Fighting 2, Technology 3

TRAITS
By the Program
Hypnosis (Major) – Can "reprogramme" Industry's citizens by conditioning them, but only while they step between the tick and the tock
Natural Weapon (Minor) – Blade Hands: Strength +2 damage
Natural Weapon (Minor) – Electric Shock: 2(1/2/S) damage by touch
Machine
Precognition – By predicting the short-term future
Robot
Scan
Weakness (Minor) – Cannot scan or affect Time Lords or similar time-aware species

TECH LEVEL: 8

STORY POINTS: 1-2

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Once upon a time, the people of the Old World overthrew their gods. They believed that they should be accountable to nobody, and as a result they became idle. They squabbled when they should have worked in concert, they held back science through fear of its misuse, and they died.

They predicted the catastrophe. Their telescope observed the approach of an asteroid that would render them extinct. But they had no missiles with which to deflect it and no ships with which to

flee. Only as time ran out for them did they realise its importance. That was when their attention turned to the time beyond their time. That was when they created the Figurehead and charged her with the rebuilding of their civilisation. This time they will not be forgotten. This time they will realise their own potential. This time they will become their own gods.

After her creators died, the Figurehead waited hundreds of years until the planet was once again inhabitable, and then she had her drones re-seed it with the DNA of its former masters. The creators didn't want their race to die out, so they built her to give them a second chance. She has been their guide, their Figurehead. Her functions have been many, depending on the needs of the time.

The first Age was the Age of the Innovator, but that is long over. The Age of the Architect too has passed. She was the General when the threat of imaginary war was needed to force the pace of technological change. Now, she must ensure the Industry Project runs along efficient lines and that no resources are wasted. She must now be an Accountant and drives the work of the people towards Completion.

The Figurehead is a mechanical sentience within the dimensionally transcendental Clock Tower at the heart of Industry's town. It is built into the mechanisms of the Tower and thus may not leave it. It created the Clockwork Men to go about its business among the people, and it created the Great Clock with which it can stop time, so that the Clockwork Men may step between the seconds and not be seen or impeded in their duties. The Figurehead is protected by forcefields, and in the unlikely event that it is damaged, there are back-up files in databases across Industry with which the Clockwork Men may restore it. But the destruction of the Great Clock will not only remove her power over time, but bring the functioning of the Figurehead to a crashing halt.

The Figurehead can speak. It has a female voice, but one that is firm and emotionless. Anyone on Industry who does not have a purpose is sent to her for evaluation of their potential. Depending on their skills and knowledge, they will be assigned to where they can most help the Project. If there are no places, they will be cut out, executed by the Clockwork Men. There can be no idle hands on Industry!

The Figurehead has kept Industry competitive for generations. She has been continually informed by new data and challenged by new threats, adapting her goals to match the prevailing conditions. The Figurehead has now decided that Industry will never reach Completion until the organic resources she was allocated have been replaced by electronic ones and she no longer has any need for the people. Only this will make Industry truly efficient again.

THE FIGUREHEAD



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

SKILLS

Convince 4, Knowledge 4, Science 4, Technology 5

TRAITS

Alien Organs (Special) – The Figurehead has back-up copies across Industry
By the Program
Forcefield (Minor)
Precognition – By predicting the short-term future
Robot
Slow (Major) – Immobile
Weakness (Minor) – Cannot predict the actions of Time Lords or similar time-aware species
Weakness (Major) – The Figurehead is bound to the Great Clock; if that is destroyed, it will cease to function

TECH LEVEL: 8

STORY POINTS: 8

THE GREAT CLOCK [Special Gadget]
Traits: Bigger on the Inside (Major), Stasis (Major)
Cost: 4 points



COLONEL PETER RATHBONE *(Storm Warning)*

Peter Rathbone was born in Cape Town but ran away to see the world, ending up in Britain. In 1930, he is acting as the valet of Lord Tamworth (see *A158*), the British Aviation Minister, during the maiden international flight of the airship R101 from Cardington to Karachi, a flight destined to end in tragedy.

At the age of thirty, Rathbone still has a strong South African accent. He is efficient and responsive to Lord Tamworth's instructions, making him a good valet in Tamworth's eyes. But there is something a little off about him. His attitude isn't as deferential as a servant's should be, even one employed by a socialist minister. His speech sometimes betrays his true feelings, frustration or even hostility.

One of Rathbone's priorities is tending to a very reclusive passenger in Cabin 43, who doesn't seem to want to eat or drink anything the airship's steward can offer. If anyone gains access to the normally locked cabin, the passenger can be seen to be wearing a full diving suit with its own air supply. It seems that Rathbone is far more than a servant.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rathbone is actually a colonel in British intelligence and is on a very special mission which, among the R101's passengers and crew, only he and Tamworth are aware of. The passenger in Cabin 43 is an alien, a Triskele engineer who was the survivor of the crash of a spaceship in rural England (see *V298*).

When British intelligence became aware that the Triskele was communicating telepathically with a medium in Shoreditch, Rathbone was assigned to liaise with Lord Tamworth, who had had the alien transferred to a quiet sanatorium to recover. With Tamworth now in contact with the other Triskele, whose ship was still in orbit high above the Earth, a plan was hatched to use the maiden flight of the R101 to return the alien to them. Tamworth would be present aboard the R101, with Rathbone posing as his valet.

Both Lord Tamworth and Colonel Rathbone have additional objectives for their mission. Tamworth's patriotism and belief that a second war with Germany is inevitable have allowed him to see an opportunity to obtain the technological secrets of the Triskele for the British Empire, already under threat from the growing calls for independence from its colonies. During the handover of the engineer, Tamworth intends to negotiate a deal with the Triskele whereby they become the subjects of His Majesty.

But Rathbone's orders go beyond this. If the Triskele will not agree terms with Tamworth, he has loaded several crates of rifles, grenades and machine guns onto the R101 to take their ship by force. He will allow Tamworth only half an hour to reach a peaceful deal. Rathbone is an impetuous man and won't let anyone or anything stand in his way. Unknown to anyone, he is actually under the control of the Triskele Uncreator Prime, who wants to use Rathbone to kill the Triskele Lawgiver, an act which will free the warlike Uncreators from their chains and give their destructive urges free rein.

COLONEL PETER RATHBONE



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

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

TRAITS
Brave
Dark Secret (Major) – Secretly controlled by the Triskele Uncreator Prime
Impulsive
Military Rank (Special)
Ruthless (Major)
Voice of Authority

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

TECH LEVEL: 4

STORY POINTS: 6

COMMANDER ISHTEK *(Beachhead)*

In the 1970s, a resident of the seaside town of Stegmoor in the West Country reported seeing something crash to earth. The Third Doctor and UNIT investigated but were unable to find anything. But the local wasn't mistaken, and by 2017, an alien vessel has been lying buried under the beach for around forty years.

The ship is a Voord scout-ship, powered by van Cassadine energy and fitted with camouflage technology that enables it to pull nearby sand and rocks to cover itself, mimicking their molecular qualities and shielding it from scanning equipment. The ship has been in re-energising mode for all this time, gradually drawing energy from its surroundings. In 2017, a low level of power has reactivated it, and the Voord crew have been woken from cryo-sleep.

The leader of this team is Scout-Ship Commander Ishtek, a female Voord who is as ruthless as any of her species. She is dressed in the familiar Voord armour and full-head mask that is bonded to her flesh (see *The First Doctor 2016 Addendum*). Ishtek has several Voord soldiers under her command (see *The First Doctor Sourcebook* for stats), and all are armed with energy weapons powerful enough to blast a helicopter out of the sky.

VAN CASSADINE ENERGY

Van Cassadine energy is a crude but intense power source used by species like the Voord who don't have much regard for planetary environments. Prolonged exposure to it can affect living creatures. Upon exposure, characters (including TARDISes!) with Feel the Turn of the Universe must make an immediate Difficulty 12 Awareness + Resolve roll to avoid passing out (shutting down) from the shock. Thereafter, all characters (both with and without Feel the Turn of the Universe) must make the same roll after each full day of exposure.

A Failure means that a character experiences a faint background headache until the energy source is removed or a subsequent daily roll succeeds (indicating they have acclimatised). A Bad result means the headache causes a -2 penalty with no daily rolls to recover, lasting until the van Cassadine energy is gone. And a Disastrous result means they suffer the headache (and -2 penalty) indefinitely unless treated, even if the energy source is removed. Fortunately for the Voord, their armour is resistant to these effects.

Van Cassadine energy can cause freak atmospheric and geological disturbances, such as earth tremors, landslips, tidal waves, storms, torrential rain and flash flooding. It can also affect technology, such as blocking comms signals.

COMMANDER ISHTEK



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

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

TRAITS
Alien
Alien Appearance
Alien Senses – Mental activity
Military Rank (Major)
Networked (Minor)
Telepathy
Shapeshift (Minor) – Using her telepathy to affect the perceptions of others

EQUIPMENT
Voord Armour [Traits: Armour (5 points), Environmental (Minor: Resistant to acid and van Cassadine energy). Story Points: 2.]
Voord Energy Gun: 10(5/10/15) damage

TECH LEVEL: 7

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Voord homeworld has been destroyed. Once awake, Ishtek will want to accelerate the re-energisation of her ship so that she can signal the Voord survival flotilla that Earth will make an excellent new base. A TARDIS would provide an ideal power source! However, someone or something has changed established history (see *V290*), as the Voord planet isn't supposed to be destroyed anywhere near this time zone.

CONSENSUS ANDROIDS *(Prisoner of the Sun)*

CONSCIOUSNESS ONLINE. VISUAL SENSORS ONLINE. AUDIO SENSORS ONLINE. OLFACTORY SENSES ONLINE. TACTILE SENSES ONLINE. TASTE SENSORS NOT EQUIPPED... While you are waiting for set-up to complete, please take a moment to personalise this product: what would you like to call me?

The multi-system governmental entity called the Consensus (see *L133*) spares no expense when it comes to maintaining their order, including the acquisition of some very expensive androids. While the Consensus could possibly manufacture these androids themselves, they're likely to be commercially available to anyone able to pay for them. Like most artificial humanoids, these androids have superior strength and memory capabilities compared to a living person, allowing them to perform impressive feats. They also display a full range of human senses, except taste: taste buds are deemed unimportant and are sold separately. What sets these androids apart from the rest on the market is their sheer level of customisability.

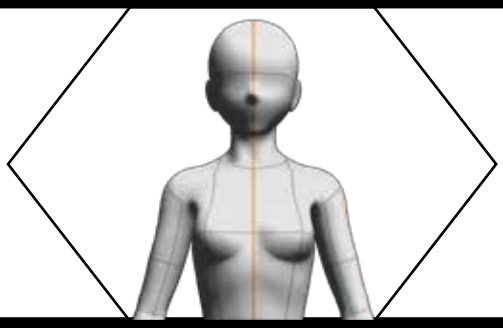
These androids have completely customisable personalities, asking what personality traits an owner wishes them to have during set-up. Loyal, eager and earnest tend to be some of the most popular options, of course. If given permission, an android can organically develop a personality of its own over time. These androids are naturally autonomous enough that anyone seeking complete loyalty from one would need to fit it with an expansion pack. Likewise, senses of humour are also not pre-installed and must be provided, as are voices that differ from the generic default. Specific abilities and skills may also be programmed into expansion packs, provided the programmer also has a solid understanding of what they're trying to teach. While their generic appearances and generated clothing are standard and can't seem to be changed, their colour schemes are mutable.

The androids also naturally come with a sense of self-preservation, though respect for the lives of others must be learned. Aiding them is their ability to reboot themselves after taking lethal damage, performing basic self-repairs to get back and running again within a few minutes. While they're extremely difficult to destroy, earlier models had a design flaw where their wireless charger could be painfully overloaded by the incorrect frequencies, leaving their hardware unresponsive and their software wiped.

Given their customisability, the stats provided here are just a baseline default; should a Consensus android be activated in-game, their set-up may be treated similarly to character generation.

COLOUR SCHEME, ACCEPTED. PERSONALITY SETTINGS, ACCEPTED. INSTALLATION COMPLETE.

CONSENSUS ANDROID



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

SKILLS
Programmer's choice

TRAITS
Environmental (Minor) – Doesn't need to breathe
Fast Healing (Special)
Machine
Obligation (Major) – The Consensus
Obligation (Minor) – Its owner
Photographic Memory
Robot
Tough
Weakness (Major) – Specific frequencies of sound waves focused on an Android's wireless charger will permanently kill them

TECH LEVEL: 6

STORY POINTS: 4

Adventure Seed: The Gift of Life
Your TARDIS crew is surprised to be gifted an android mid-setup, alongside a letter from their future selves claiming this new companion is integral to their future adventures... in handwriting that obviously doesn't belong to them. Investigating the return address reveals the manufacturing company, where an experimental group of androids has achieved independent intelligence and are murdering and replacing those in power. Despite assumptions, this group doesn't want to free their fellow androids from the product-line or anything noble: they want to be the ones profiting from it themselves! Can your crew trust its own android, and who really sent it to them?

COSMO DEVINE *(Invaders from Mars)*

In New York in 1938, the most celebrated gossip columnist is one Cosmo Devine, who writes for all the best journals and publications, including the British *Tatler* magazine. Devine is a larger than life character, renowned for his ostentatious dress sense, flamboyant personality and barbed wit. He claims to have met President Roosevelt at the White House dressed in an eye-catching lilac suit! Despite homosexuality being illegal, Devine's stories and witticisms are replete with double entendres designed to imply that he is gay. ("*Oh, you are a card, Cosmo!" "Uh-huh, Queen of Hearts.*") The truth of the matter remains unknown as Devine's love life is not a matter of public record.

In his position as a minor celebrity in his own right, Devine is in high demand as a raconteur, after-dinner speaker and host at numerous fund-raising events. Although he has connections with many of New York's theatres and their wealthy patrons, there is a dark side to Cosmo Devine that few people know about.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cosmo Devine is a Fifth Columnist in the pay of Nazi Germany. His view is that the USA, and the world in general, is populated by trash and weaklings, and it needs the strength of the Nazis to cleanse it and build something better.

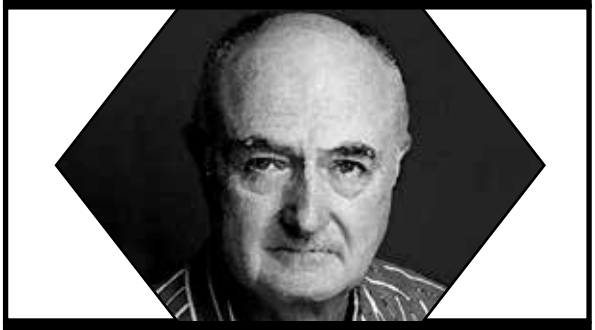
When an alien spaceship crashed to Earth near New York, it was widely believed to be a harmless meteor. But the local mobsters got there first. Mob boss Don Chaney, sometimes called "the Phantom" on account of his nose having been shot off, arranged for the ship and its contents, including a bat-like alien (see *V242*), to be removed to a secret base hidden inside one leg of Brooklyn Bridge. There, an émigré Russian scientist is working to unlock their secrets so that Chaney can sell them to the CIA… so long as the Soviets don't find him first!

How Cosmo Devine came to learn of this isn't clear. But he's the king of gossip, so it was probably only a matter of time. Devine's masters back in Berlin are keen to get their hands on whatever Don Chaney has. Well, not the alien itself, but the technology. With that, they could achieve nuclear fission, build the world's first atomic bomb and take the Third Reich to the stars!

Devine has hired a number of goons and has a man on the inside of Chaney's organisation in the person of his lieutenant, who is willing to take Devine's money in return for acquiring the alien technology. Devine has also kidnapped the boyfriend of the chairman of the CBS radio network so that secret messages to his Nazi accomplices can be hidden in the regular broadcasts.

So far, things haven't worked out well for Devine and he still doesn't know exactly where the spaceship has been stashed. But there is backup on the way, as a squad of German soldiers are being sent to provide additional firepower.

COSMO DEVINE



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

SKILLS
Convince 5, Craft (Writing) 3, Knowledge 3, Marksman 1, Subterfuge 3, Transport 2

TRAITS
Charming
Dark Secret (Major) – Fifth Columnist
Distinctive
Eccentric (Major)
Fame (Minor)
Friends (Major) – Nazi Germany
Friends (Minor x3) – His gossip sources
Selfish
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6

Like many traitors, Cosmo Devine is willing to jump ship if a better offer presents itself. If the aliens provide an opportunity for dominion over America or some such, well that would be just dandy!



THE CROWD *(The Crowd)*

The Crowd are the last surviving twenty individuals of their entire species. What species that actually is and what happened to the others are unknown. The Doctor doesn't even know where their home world is or how they evolved into what they are.

What we do know is that they are humanoid. Sort of. They look a bit like a bunch of dry sticks, or maybe animated corpses, as if a human had been buried for a month and dug up again. That's if you can actually see them. The Crowd have a talent for going unnoticed, making them tricky to find. They have gaunt, non-descript faces and very pale skin, as though they don't get much sun. Even their clothes look like shadows, helping them blend into the background wherever they turn up.

The Crowd have become associated with a series of high profile disasters across time and space. They've acquired a reputation for ruining some very profitable operations, meaning that they're wanted by some very powerful people, dead or alive. However, it's not easy to catch someone who can jump to any time and place they wish, and who merges into the shadows when they do. It would help a little if even their names were known. In the absence of these, they have been assigned aliases based on what little general description has been obtained. The Lesser Order of Oberon gives them names like "Thin Man", "Stout Woman" and "Shabby Youth". The Doctor calls a couple of others "Red Face" and "Gaunt". Their voices, if you can get them to speak, are harsh whispers.

The Crowd tend to wear hooded cloaks and they carry a long stick and a scroll. The stick is a temporal staff and is covered with elaborate carvings. It's this device that allows the Crowd to be anywhere at any time. The scroll is an electronic device that enables them to literally scroll through time and space, to select an event where they want to be. The Crowd's scrolls are temporally linked both to each other and to the staffs, enabling them to select their destination and jump en masse.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Crowd are not actually the causes of the disasters they have become associated with. The truth is that they are a highly unique lifeform that feeds on negative emotional responses. In short, they're attracted to tragedy like flies. Rather than being transtemporal terrorists, they're really time-travelling tourists. They've been present at pretty much every tragedy in history, including the sinking of the Titanic and the murder of Thomas Becket in Canterbury Cathedral, but only to watch and feed off the despair and fear. Until now that is.

The Crowd's problem is that they've run out of historical events that can satisfy their cravings. Without more, they'll wither and die, so they've started manufacturing their own tragedies. But their hunger is becoming greater and greater, meaning that they need to create larger and larger tragedies. Where will they stop?

CROWD MEMBER



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

SKILLS
Athletics 2, Convince 1, Fighting 2, Subterfuge 5, Technology 3

TRAITS
Alien
Alien Senses – Can smell death, fear and despair
Dependency (Major) – Need to regularly feed on tragedy and suffering or they weaken and die
Distinctive
Invisible (Major Good)
Networked (Minor) – With each other
Tough
Vortex

EQUIPMENT
Temporal Staff [Traits: Vortex, Restriction – Time travel without a capsule. Story Points: 6.]
Scroll [Traits: Clairvoyance, Precognition, Psychometry. Story Points: 4 Story Points.]

TECH LEVEL: 9

STORY POINTS: 3-5



D'PAU *(Empire of the Wolf)*

Hungry for adventure, the Doctor brushed off the barren planet of Creem as nothing of interest, but was surprised to discover it was the seat of an intergalactic empire! To be more specific, the empire of Her Imperial Majesty, Empress Rose Tyler, the Bad Wolf. This version of the Doctor's future companion was taken from an alternative timeline (see *The Eleventh Doctor Expanded Universe Sourcebook* for elaboration). Empress Rose's paradoxical nature is the reason for the discrepancy in the Doctor's memory of Creem. Working tirelessly by the Empresses' side is D'Pau, her long-time assistant.

D'Pau's home world was the first Rose arrived at in her personal quest to topple oppressive alien regimes, assisting the diminutive natives in overthrowing a group of invading slavers. The invaders in turn became an imprisoned group of slaves, and D'Pau's people became the first arm of what would become Rose's well-intentioned empire, consisting of a small army accumulated from dozens of worlds.

D'Pau is generally servile and subdued when assisting his Empress, speaking in a robotic cadence. It doesn't take much for him to betray this image, as he's extremely quick to anger and rather violent. Oh, and he's also about a metre tall, with a head larger than his body. D'Pau's peculiar appearance is shared by the rest of his near-identical species, all having pockmarked purple carapaces with large cybernetic implants. D'Pau could be mistaken as being completely robotic, the illusion being helped by occasional flashes of electricity in his darkened eye-sockets. His gloves look like tiny mittens.

D'Pau often goes on solo missions and errands entrusted to him by the Empress. He's picked up great skill in numerous weapons over his years as an assistant, including spears and blades, and he often carries a thin rapier longer than he is tall. He usually pilots one of his people's spaceships on these missions, a tiny saucer so fortified as to withstand the Vortex, even if it can't travel in time itself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

D'Pau has become sarcastic towards Empress Rose, making his recent disrespect of her leadership skills obvious. He sees her as too weak to make the empire as successful as it could be, and he cares more about punishing others and gaining power as opposed to his Empress's core belief in saving others.

D'Pau has been waiting for the first opportunity to stage a coup. The soldiers from his home planet would remain loyal to him, as well as his specially chosen palace guards. As most of Rose's army would remain loyal to her, D'Pau is seeking collaboration with another space-faring empire to bolster his numbers: the Sontarans!

D'PAU



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

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

TRAITS
Alien
Alien Appearance
Armour (5 points)
Cowardly
Cyborg
Indomitable
Impulsive
Obsession (Major) – Gain power and exert his will over others
Single-Minded (Minor)
Stubborn
Size – Tiny (Minor)

EQUIPMENT
Rapier: +2 Strength

TECH LEVEL: 6

STORY POINTS: 6

Despite his bravado and fighting skill, D'Pau is cowardly in one-on-one combat. He typically sticks to fighting the unarmed and those clearly far weaker than him.

THE DALEK RESTORATION EMPIRE

(1st in The Knight, the Fool, and the Dead)

Until the coming of the Time Lord Victorious (see *X10*), the Dalek Restoration Empire did not exist. Its timeline only appeared as a result of the temporal divergences caused by the Tenth Doctor wiping out the Kotturuh (see *The Tenth Doctor Expanded Universe Sourcebook*) in the Dark Times in an attempt to remove death from the Universe. In this new timeline, the Last Great Time War did not happen.

In the new timeline, the origins of the Restoration Empire lie in the Civil War between Imperial and Renegade Dalek forces (see *Remembrance of the Daleks*). When Davros fled the war, a Dalek Supreme who served on the Council of the Imperial Daleks exterminated all other Council members and became the new Emperor. It had a new gold casing created for itself, a casing not dissimilar to that of the former Golden Emperor (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). Although it is not the most cunning or intelligent of the Daleks, it is certainly one of the most aggressive.

The Emperor of the Restoration has restored Skaro and founded a new hierarchy of Daleks in order to raise the Dalek Empire back to its former glory. Although the design of the Dalek casings in the Restoration Empire are identifiable as being largely the same as those of the bronze Daleks of the vanished timeline, their liveries are different.

Dalek Drones (see *X12*) have reverted to their old silver casings with blue sensor globes. The Drones are the foot soldiers of the Restoration Empire and are led by Grey Daleks in a darker livery. Dalek Scientists are silver but with red domes, shoulder slats and sensor globes, and with suckers ringed by six claws for improved manipulation.

A new caste of Dalek Executioners has a gunmetal casing more resistant to Dalek firepower, with black dome and sensor globes, the latter being ringed in red, and a three-pronged claw arm instead of the usual sucker. The mutants inside the Executioners' casings were previously used as the Special Weapons Daleks and are psychologically unstable. The Executioners are even crueller than other Daleks, and their overwhelming desire to kill can sometimes cause them to ignore orders to the contrary. In addition to their exterminator gun, the three claws of their manipulator arm are each tipped with a retractable Varga thorn.

Dalek Time Commanders are also gunmetal in colour, with sensor globes ringed in blue. They are time sensitives, and the Emperor assigned them to investigate the temporal fluctuations that occurred in the wake of the extinction of the Kotturuh. Time Commanders have a greater measure of independence than Dalek Drones, having some of the egotism often seen in Dalek Supremes and other leaders. They are ruthless in seeking to exploit the temporal fluctuations for the benefit of the Restoration Empire.

THE EMPEROR OF THE RESTORATION



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

SKILLS

Convince 5, Fighting 4, Knowledge 4, Marksman 3, Medicine 2, Science 8, Subterfuge 3, Survival 4, Technology 8

TRAITS

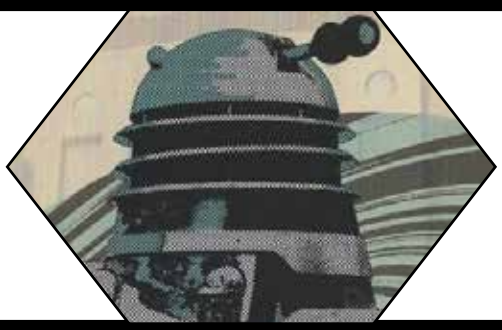
Armour (10 points)
Cyborg
Environmental (Major)
Fear Factor 3
Flight (Major)
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept

TECH LEVEL: 9

STORY POINTS: 10

A unique Dalek acts as advisor to the Emperor of the Restoration. This is the Dalek Strategist, sometimes referred to as the Dalek Prime Strategist. This Dalek claims to be older than the Emperor, and is perhaps the oldest surviving Dalek of the Restoration. The Strategist's casing is a version of the original Daleks that the First Doctor encountered confined to their city on Skaro (see *The Daleks*), being silver with blue sensor globes. It is, however, fitted with primitive repulsors for limited flight capability. The casing is battered and rusty, the Strategist claiming that this is a way of announcing that it relies more on its wit than on firepower. It favours planning and manipulation, and is not averse to working with aliens to achieve its ends.

DALEK PRIME STRATEGIST



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

SKILLS
Convince 5, Fighting 3, Knowledge 6, Marksman 3, Medicine 2, Science 8, Subterfuge 5, Survival 6, Technology 8

TRAITS
Armour (5 points)
Cyborg
Environmental (Minor) – Able to survive in the vacuum of space or underwater
Fear Factor 3
Flight (Minor) – The Strategist may spend 1 Story Point to fly with a Speed of 1, increasing to 6 in open skies
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept

TECH LEVEL: 9

STORY POINTS: 10

DALEK SCIENTIST



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

SKILLS
Convince 2, Fighting 4, Marksman 3, Medicine 4, Science 10, Subterfuge 1, Survival 4, Technology 10

TRAITS
Armour (10 points)
Boffin
Cyborg
Environmental (Minor) – Able to survive in the vacuum of space or underwater
Fear Factor 3
Flight (Major)
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept
Vortex

TECH LEVEL: 9

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When fluctuations in time began to be felt by the Restoration Empire, the Emperor realised that history itself was under attack and that the Empire was vulnerable. It initiated a number of schemes to gather more information on the temporal fluctuations, eventually despatching a Time Squad to stabilise the timelines and ensure that they benefited the Daleks. Although the Daleks' own time ships could not penetrate the time lock around the Dark Times, identified as the source of the fluctuations, the Time Squad captured the Eighth Doctor and recruited him to assist them.

Having travelled back to the Dark Times, the Eighth Doctor was on board the Daleks' time ship when it and an army of Vampires allied with the Ninth Doctor attacked a mercenary fleet gathered by the Tenth Doctor, the cause of the fluctuations. The mercenaries were defeated, but the Tenth Doctor escaped. Believing they had failed to restore the timelines, the Daleks took the opportunity to experiment on the unique lifeforms that existed during the Dark Times in an attempt to enhance Dalek DNA, resulting in the creation of the Dalek Symbiont (see *V184*).

The Dalek Time Squad located in the Dark Times, now enhanced by Symbiont DNA, was ordered to destroy Gallifrey to prevent

the rise of the Time Lords, but were themselves destroyed by the last of the Kotturuh. Only the Strategist survived, using Kotturuh crystals to perform an emergency temporal shift. As it escaped, the Strategist considered that a war between the Daleks and the Time Lords was now inevitable, and that perhaps it should usurp the Emperor to lead the Daleks into it. Thus the timeline of the Last Great Time War was restored and the Restoration Empire ended.

DALEK TIME COMMANDER



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

SKILLS

Convince 3, Fighting 4, Knowledge 3, Marksman 3, Medicine 1, Science 8, Subterfuge 2, Survival 4, Technology 8

TRAITS

Armour (10 points)
Cyborg
Environmental (Minor) – Able to survive in the vacuum of space or underwater
Fear Factor 3
Feel the Turn of the Universe
Flight (Major)
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept
Vortex

TECH LEVEL: 9

STORY POINTS: 5-8

DALEK EXECUTIONER



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

SKILLS

Convince 2, Fighting 4, Marksman 4, Medicine 1, Science 6, Survival 4, Technology 6

TRAITS

Armour (15 points)
Cyborg
Environmental (Minor) – Able to survive in the vacuum of space or underwater
Fear Factor 3
Flight (Major)
Impulsive
Natural Weapon (Major) – Exterminator: L(4/L/L) damage, Armour Piercing (ignores the first 10 points of Armour)
Natural Weapon (Special) – Claw Arm: Anyone hit by the Executioner's claw takes Strength damage and must immediately spend a Story Point or become infected by the Varga-thorn tips (see page 119 of *The First Doctor Sourcebook* for the effects of infection)
Scan
Technically Adept
Weakness (Minor) – The Executioner's overriding desire to kill may cause it to disobey orders that conflict with this, requiring a contest of Resolve + Convince against the Dalek giving the commands

TECH LEVEL: 9

STORY POINTS: 8

DALEK SYMBIONTS *(All Flesh is Grass)*

When the Dalek Time Squad sent into the Dark Times by the Emperor of the Restoration (see *V181*) believed that it had failed to correct the timelines (see *X10*), the Strategist and Scientist instead hatched a plan to capture and experiment on the lifeforms that existed in this era. They hoped to weaponise them or use their genetic material to enhance the Daleks.

One of the successes that they created was a Dalek Symbiont, a creature created from the DNA of a captured Great Vampire which was inserted into one of the Dalek Drones. The original Symbiont was much larger than a standard Dalek mutant creature and burst out of the lower half of its casing. It is a squirming, writhing red mass, with claws and tentacles snapping around a single, malevolent, unblinking eye. Protecting the middle of the bloated thing, roughly where its heart would have been, is a band of solid Dalekanium. A sort of cowl contains the overspill of flesh, holding it in place, and yet the thing flails and drips and clutches at its base as it moves. The Symbiont's first spoken word was "*Kill…*", a refrain it often repeats as it bears down on its prey.

This Dalek-Vampire hybrid does not register as Dalek life, or indeed as life of any kind. It has taken on some of the undead characteristics of the Great Vampires. It does not live, so it therefore does not die. Even Dalek exterminators cannot harm it. Sustained blasts do not even cause it to pause in its twitching, gurgling progress. Its enhanced senses allow it to detect the presence of life, the mutant creature twisting and turning in its casing as if sniffing the air.

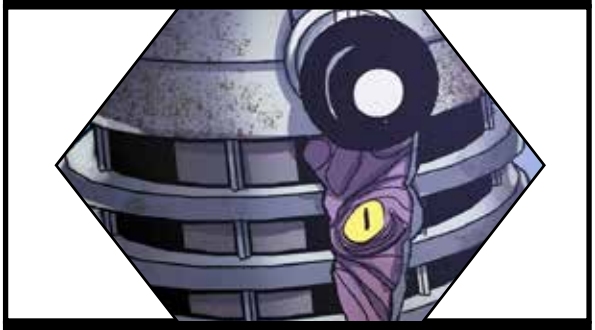
Although the remnants of its casing is fitted with an exterminator gun, the Symbiont much prefers to close in on its victim and attack them with its claws and tentacles. It has a level of intelligence incapable of planning or even of feeling fear. It simply moves and kills as it is ordered to do.

Once the Dalek Strategist convinced the Time Commander of the success of the Symbiont experiment, the Commander issued orders for several other Drones to be infected with Vampire DNA, producing a squad of Dalek Symbionts that proved to be very effective in battle. The original Symbiont was despatched to kill the last of the Kotturuh (see *The Tenth Doctor Expanded Universe Sourcebook*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Dalek Symbionts were originally immortal, the last of the Kotturuh used her powers to pass judgement on them and gave them a natural lifespan of mere moments. All the Symbionts quickly died as their new lifespans caught up with them, and the Dalek Time Squad retreated back into the future, fearful that the Kotturuh's curse might begin to affect even pure Dalek DNA.

DALEK SYMBIONT



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	8

SKILLS
Fighting 4, Marksman 3, Survival 5, Technology 2

TRAITS
Alien
Alien Appearance
Alien Senses – Detect life
Cyborg
Environmental (Major) – The Symbiont can survive in a wide range of environments, including deep space
Fast Healing (Special)
Fear Factor 4
Flight (Major)
Immortal (Special)
Immunity – Immune to almost all conventional damage, including energy weapons
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Weakness (Major) – Although the Symbionts have not displayed any of the traditional Vampire vulnerabilities, they may have an as-yet-unknown weakness (GM's discretion)

TECH LEVEL: 9

STORY POINTS: 4-6

DALEK TIME CONTROLLER *(1st in Lucie Miller)*

The origins of the Dalek Time Controller lie in the far future, when the Daleks had been working on creating a creature capable of understanding the unfathomable patterns of the Vortex in order to secure the ultimate victory of the Daleks through pure strategy. The Doctor has crossed paths with the Time Controller at various points in both of their lives, but in a different order from each other's perspectives. From the Doctor's point of view, he first met the Controller in his sixth incarnation, while from the Controller's perspective, it first encountered the Eleventh Doctor.

The design of the Time Controller's casing has changed over time. At the time of the Eleventh Doctor's encounter with it, the Controller was posing as a Dalek Litigator assigned to act as prosecutor at his trial, a position it had also held during the trial of the Master (see the *TV Movie*). As the Litigator, it resembled a standard bronze Dalek, but with a shimmering effect around its grating section that could only be detected by those with the Feel the Turn of the Universe Trait. After it transformed into the Dalek Time Controller, the colour of its casing constantly shifted, and it had a pair of rings rotating diagonally across its larger grating section. Close up, it could be seen that these rings were not solid, but resembled the debris field of a planetary ring, and what appeared to be the Vortex could be seen within the grating section.

By the time the older Dalek Time Controller encountered the Sixth Doctor on the Amethyst Viral Containment Station (see *The Sixth Doctor Expanded Universe Sourcebook*) and later the Eighth Doctor, its casing was that of a pre-Time War Dalek drone but coloured blue with black sensor globes and a gold grating section with a pair of rotating diagonal rings which were now solid and also gold. By now, it was protected by a temporal shield: the area immediately around the Controller exists in a ten second adjunct to reality, absorbing the energy of blasts directed at it.

The Dalek Time Controller exhibits more personality than most Daleks and it speaks in a strange, lilting voice that contains a measure of emotion. Its brain has been genetically enhanced to give it a greater intellect than most other Daleks. It also has the capability to perceive the flow of time, glimpsing the possible futures that may result from different actions. The Time Controller's consciousness exists outside of time. This has given it the ability to remember events from timelines that are subsequently negated, as its memories are protected. The Controller has even been seen to have survived the death of such timelines, even when its continued existence relied upon events since deleted.

The Time Controller is assigned as a strategist on any Dalek time-missions in order to predict the optimal outcome of decisions and to prevent the Daleks from inadvertently compromising their own history. It is also assigned to oversee operations of key importance to the Dalek Empire. Its unique view of time can result in decisions which do not appear logical to a standard Dalek (or sometimes even to humans), and can cause conflict between the Controller and the mission commander. The Time Controller usually has the

DALEK TIME CONTROLLER



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

SKILLS
Convince 5, Fighting 3, Knowledge 6, Marksman 3, Medicine 3, Science 8, Subterfuge 4, Survival 4, Technology 8

TRAITS
Armour (10 points)
Cyborg
Environmental (Minor) – Able to survive unprotected in the Vortex, as well as in space and underwater
Fear Factor 3
Feel the Turn of the Universe
Flight (Major)
Forcefield (Major)
Immunity – Can survive changes to the timelines that would normally result in its death or non-existence
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Precognition
Psychic
Scan – Can interface with computers to download data at great speed
Technically Adept
Vortex

TECH LEVEL: 9

STORY POINTS: 8

greater authority in such circumstances.

Although nominally subordinate to the Dalek Supreme, the Time Controller has technically outranked the Supreme on some missions and has even countermanded its orders. This has led to a rivalry between the two, with the Supreme concerned that the Time Controller may attempt to usurp it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Due to exposure to retro-genitor particles (see *G53*) following the Kotris affair (see *V236*), the Dalek Time Controller was no longer considered to be a "pure" Dalek, and other Daleks could sense that it is not part of their history. Its casing rusting and corroded by the particles, the Controller relocated itself to Paris in 1921 where it planned to construct a new Dalek army for itself. It used its own genetic material to create Adeline Dutemps (see *V161*) and used her to lure clients to the Red Pagoda (see *L213*), where the most promising subjects – those with the brightest artistic or criminal minds – were taken upstairs to be transformed into Dalek mutants.

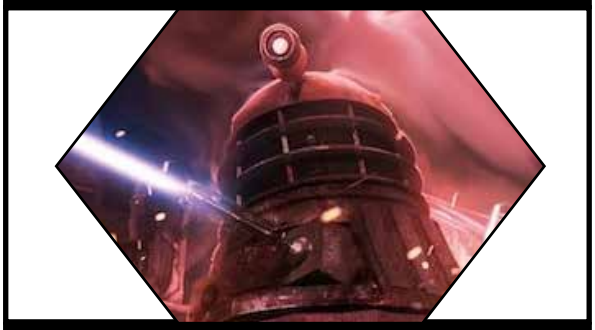
A shortage of suitable materials for the casings in this era has meant that the Time Controller has only been able to construct three casings, one completed one for Adeline in preparation for her final transformation, and two other incomplete shells. These casings have a red livery in keeping with the Pagoda's decor. Although the two incomplete prototypes are missing some parts, including manipulator arms, the Time Controller later succeeds in building an army of these Time Strategists. They have full flight capacity but don't have the protection of a temporal shield like the Controller.

The Time Controller now thinks of itself as the true Supreme Dalek and plans to control Dalek operations throughout time. It has viewed every possibility throughout the Vortex and is building a timeline of its own, starting with this version of Paris in 1921. The Red Pagoda houses its Dalek factory as well as the nightclub cabaret, but it is more than that.

The Time Controller's robotic agents (see *V264*) have stolen the Doctor's TARDIS and, with the assistance of the Master (see *V249*), it has constructed a new casing for itself. Beneath the extraneous architectural features of the Red Pagoda, which will crumble away when activated, is a gigantic new Dalek casing intended to house the Time Controller. Linked to the Doctor's TARDIS and powered by the energies tapped from the Vortex field visible in the Controller's grating section, the Controller's newly created timeline will soon fall under its complete control (see *L194*)!

Ultimately, the Time Controller downloaded its consciousness into the gas which becomes the Eminence (see *V202*), giving it the malevolence and desire to conquer and control that drives it.

DALEK TIME STRATEGIST



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

SKILLS

Convince 4, Fighting 2, Knowledge 5, Marksman 3, Medicine 3, Science 8, Subterfuge 4, Survival 4, Technology 8

TRAITS

Armour (10 points)
Cyborg
Environmental (Minor) – Able to survive in a wide variety of environments, including the vacuum of space
Fear Factor 3
Feel the Turn of the Universe
Flight (Major)
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Precognition
Psychic
Scan – Can interface with computers to download data at great speed
Technically Adept
Vortex

TECH LEVEL: 9

STORY POINTS: 5-8

DAQAR KEEP *(The Next Life)*

Daqar Keep is the wealthiest man in the Ninth Galaxy of the Divergent Universe (see *L142*). Like many powerful people, Keep is supremely confident to the point of arrogance, and he is quick to anger if opposed. Although he considers himself to be refined, his wife Perfection (see *V305*) thinks of him as a crude and vulgar bully. Oddly, Keep speaks with a French accent and is in fact fluent in French, a language otherwise unknown in the Divergent Universe.

Keep has purchased the Church of the Foundation (see *A151*), an entire religion, one that is popular among the Eutermesans of the Third Galaxy. The purchase seems merely to be to satisfy his vanity, as he is not religious. Keep and his entourage have recently headed to a small, unnamed, blue planetoid that has drifted through the Divergent Universe since time immemorial (see *L151*), ostensibly to carry out missionary work among the natives.

In fact, Keep's goal is something else entirely. He needed the Church for the information it holds as to the location of the original Church of the Foundation. With the advice of Guidance (see *A151*), an upper minister in the Church, Keep has identified the blue world as being where the original Church may be found. It's now just a matter of locating it in the dense jungles of the planet's single island.

Daqar Keep cuts a striking figure. He dresses and behaves as if he were a colonial big game hunter in Africa. He has hired the locals to be his porters and rides in a howdah on one of the planet's two-trunked elephants. Keep is aware that Guidance has been leading him around in circles since they arrived here, perhaps to protect the site of the Church, but he doesn't really care for now. After all, he's having great fun hunting the native wildlife. But his patience is not inexhaustible. Almost unique among the inhabitants of the Divergent Universe, Keep seems to understand the concept of time.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Daqar Keep, or rather the thing that absorbed the original Keep, is a product of the experiments the Divergents set up on Bortresoye (see *L118*) to develop a creature able to break out of this universe. He was created in a giant test tube ring that accelerates evolution (see *L224*), in which he absorbed some of the knowledge of the Doctor and Charley (see *A90*). Keep is the end result of the process and, although he is normally humanoid, he can shift his form into whatever shape he likes, making him very difficult to kill. He can squeeze through gaps a few microns wide, or produce separate, independent creatures from his flesh and reabsorb them at will. He even mimicked the TARDIS, including its interior.

Keep confronted the Divergents and absorbed them and their knowledge. By being aware of time in this timeless universe, Keep may be able to open the portal between universes that Rassilon (see *V274*) constructed in his Foundry beneath the ruins of the original Church of the Foundation. If he succeeds, his plan is to become the dominant lifeform in all universes.

DAQAR KEEP



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

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

TRAITS
Alien
Arrogant
Charming
Eccentric (Minor)
Epicurean Tastes
Immortality (Special)
Fast Healing (Special)
Keen Senses (Major)
Natural Weapon (Special) – Organic Absorption: By succeeding at a contest of Strength + Fighting, Keep can absorb any creature into himself, gaining their knowledge in the process
Quick Reflexes
Replication – Combined with his Shapeshift Trait, Keep can split off portions of his flesh to create independent creatures of any kind and in any number
Shapeshift (Special) – Keep can assume whatever form he desires, organic or otherwise, and can pass through gaps as small as a handful of microns across
Wealthy (Major)

EQUIPMENT
Hunting Rifle: 7(3/7/10) damage

TECH LEVEL: 7
STORY POINTS: 10

THE DEVOURING *(The Devouring)*

When Lady Audacity Montague (see *A96*), a keen astronomer, observed a comet, she considered it a most extraordinary shooting star that crept across the sky. She was assisting Caroline Herschel in charting a constellation, but it was this particular comet that grabbed her attention. Audacity couldn't stop looking at it – until she realised that it was looking back! The comet spoke to her in a harsh, grating voice: "I will consume you!" When the Doctor turned up shortly afterward, he warned her not to look at the stars. But it was too late. She had made contact with something truly monstrous, and it was now coming for her!

The comet was one of a fleet of ships of creatures called the Devouring. They are a predator race. They monitor the worlds they pass by, scanning for anyone observing them. If you catch the eye of a Devouring, they make eye contact in return and never let go. From that point on, the Devouring considers that you belong to them, and it will stop at nothing to get to you, even tearing entire worlds apart if need be. Anyone they think is standing in the way of their victim will be picked off one by one. Then, when there is nobody left to help, the Devouring will take you and consume you. Mere firearms won't stop the Devouring.

The manner in which the Devouring takes the people around its victim is alarming. It is always in the victim's presence, or they are somewhere nearby, as if the Devouring wishes them to experience fear before they too are taken. First, the air around a target seems to boil as the air is suddenly heated. When it seems about to solidify, the Devouring briefly takes over their body, forcing them to say "I will consume you!" in its monstrous voice. Finally, wracked in agony, they vanish as if the air itself had swallowed them.

The Doctor would explain that this is the work of extraction lines, which use extraction fields genetically linked to the person the Devouring first made eye contact with. So, in Lady Audacity Montague's case, it took a genetic sample of her and will then only be able to extract humans. Dogs, cats, Time Lords are all safe until the extraction field is recalibrated for another victim. In any case, Time Lords are poison to the Devouring, as are other species with the Vortex running through their veins.

The extraction line remains linked to the primary victim, allowing the Devouring to keep track of them, while the extraction field identifies other targets in their vicinity. But despite appearances to the contrary, the line does not kill those who vanish. It merely teleports them to holding cells within the creature's ship, kept there until the Devouring is ready to consume them. If they attempt to escape, the Devouring can merely take control of their bodies.

If a Devouring ship enters a planetary atmosphere, it seems like a moving thundercloud. Within, it is a vision of hell. The Devouring themselves are almost indescribable, looking like hunger and rage!

THE DEVOURING



AWARENESS	8	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	6

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

TRAITS
Alien
Alien Appearance
Armour (5 points)
Fear Factor 2
Natural Weapon (Minor) – Consuming Maw: Strength +2 damage
Possess
Psychic
Weakness (Major) – Consuming anyone with Vortex energy in their veins would be like poison

TECH LEVEL: 7

STORY POINTS: 4-6



DIVINE INTERVENTION *(1st in Divine Intervention)*

In 2020, Divine Intervention is nothing more than an organisation with the trappings of a cult, whose stated purpose is to seek to make drastic changes in economics, politics and the media. They believe in the power of influence for the common good and that small acts can reap the most benefit in the long term. Divine Intervention's intent is to make things happen invisibly, to save the world by manipulating people into doing the right things, things the media tells them they can't. They're very selective about the clients they provide their market research services to, selecting only the ones which share their vision of the future.

Divine Intervention volunteers stop potential new recruits on the street and ask them if they'd be interested in taking a test to see if they would meet their standards. It's just a short questionnaire, and the results aren't about getting the answers correct but about identifying the right personal qualities. Divine Intervention is looking for the young talented entrepreneurs of the future.

When a Divine Intervention volunteer tried to recruit Robin Bright-Thompson (see *V277*), Helen (see *A93*) intervened and managed to persuade him not to take the test. The volunteer thought that Robin would be ideal and that Divine Intervention could be his new family, an attractive prospect as he saw very little of his parents.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Helen managed to talk Robin out of taking the Divine Intervention test on that occasion, he later applied to join, shortly before Mr Bird (see *V255*) arranged for his father's work to move the family to Scotland and away from Robin's new friends. Robin proved to be ideal for Divine Intervention and quickly rose through the ranks to become their leader, taking Divine Intervention in the directions that he wanted to go.

Having stowed away in the TARDIS, Robin had seen a future in which the Earth is barren and mankind is extinct and wanted to prevent this. He used Divine Intervention to become the power behind the British government, moving the country towards fascism. By 2035, Britain is a dictatorship with Robin, his face masked and using the title "the Doctor", as its de facto ruler controlling a puppet government. Divine Intervention is the real driving force and their enforcers ensure conformity.

Over the following decades, Divine Intervention's influence extends across other countries and it eventually controls the world. From there, Robin – his lifespan vastly extended from his experiences in the future – leads humanity into space, founding an Earth Empire that conquers and oppresses countless alien races but never achieves the levels of technological advancement that it would otherwise have. He has used Divine Intervention to ensure that mankind is the dominant race and will never be driven to extinction by alien threats.

As well as being the architect of a totalitarian Earth Empire that lasts for many thousands of years, Robin turns out to be the cause of mankind's extinction. In order to prevent his overthrow, Robin developed a "kill switch" which is implanted in every human (see *G41*). If activated by a signal from his secret base, everyone fitted with the implant would die as soon as the signal reached them, no matter how far from Earth they might be. Robin has no intention of using the kill switch, believing it to be an effective deterrent to any would-be rebels. But after many thousands of years, events have a habit of going in unexpected directions.

Robin's legacy is a Universe devoid of humans and an Earth barren of all but the most basic life. The last relics of a vanished race are the Earth Endstations populated by maintenance robots stamped "Deus Ex", the rebranded name of Divine Intervention (see *L144*).

When the real timeline was restored, Andy Davidson (see *A105*) and the residents of 107 Baker Street (see *L105*) managed to get on the board of Divine Intervention in 2020 to guide it in a more positive direction.



DRAX *(Here Lies Drax)*

Listen lads, while Bill sets up the jelly, 'ere's another yarn me old cellmate Drax told me at 'Er Majesty's pleasure. You wouldn't Adam an' Eve some of the pony 'e'd come up wiv! Well, get yer noggins 'round this lot.

SPOILER WARNIN'! LEAVE IT AHT, YOU PLONKER!

Like I said last time (see *The Fourth Doctor 2020 Addendum*), there's more than one Drax. About a dozen of 'em, so far as I can make out, an' they all call themselves Drax. Well, Drax – *my* Drax – 'e told me about another caper involvin' a few more of the gang.

Seems someone 'ad caught up wiv the sixth Drax, fatal like. 'Is mate Thete, the geezer who now calls hisself "the Doctor", got an invite to the funeral and turned up to make sure Drax was brown bread after all. It was open casket, but the Doc didn't recognise 'is boat race. Not that that means much, the Draxes spending so much time in disguise.

There was no one else at the funeral apart from the priest, the Doc and his birds, Liv (see *A98*) and Helen (see *A93*), until three right nanas showed up, one after the other! The first was some swanky spaceship pilot (I know, I know – but that's what Drax said) called Captain Miles Rozann, who shook the dearly departed to make sure 'e was dead. The next was a right glamour puss wiv a fake park bench accent, all dressed in red and claiming to be Drax's widow, Mimi. She took out a shooter and shot 'im in the chest. Finally, a humourless suit wiv the appropriate name of Mr Stern, who checked for breathin' using a mirror. All three disappeared sharpish sayin' Drax owed 'em big time.

Next thing, the casket exploded and these big lads in some sort of armour stormed in demanding a parcel that Drax 'ad sent to the Doc before the funeral. Called themselves Valtrassi. Mafia, I wouldn't wonder. Anyway, turns out the priest was carryin' an' shot 'em before revealin' that 'e was the real Drax. Now 'e asked for the parcel back. The Doc was well suspicious and havin' none of it! So Draxie 'ad to stick to 'im while 'e got to the bottom of things.

Well, there was a right to-do, wiv the Doc and Drax traipsin' all over the place to find the three muppets who'd legged it from the funeral. Turns out they were all genuine Draxes. The space-captain was Drax Number 4, the business suit was Number 7 and the merry widow was Number 10. The Doc 'ad bumped into the three of 'em way back but they'd been disguised as rozzers then, so 'e didn't clock 'em. Number 7 even 'ad an 'earts bypass so 'is "double 'eartbeat" wouldn't give 'im away. Not sure how this works, but these three were also the Valtrassi thugs an' 'adn't been shot after all!

An' the geezer who'd said 'e was Drax and wanted the parcel was actually a hit-man – a "Quantum Assassin" (see *V271*) – who was after some loot that Drax 'ad stolen from 'im. Five 'undred billion worth, Drax claimed! The whole set-up was the Draxes' plan to get the drop on the Assassin and dispose of 'im in a black hole. Sounded like a load of cobblers to me.

DRAX 4



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

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

TRAITS
Boffin
Bottom of the Class (Special)
Charming
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
Time Lord (Experienced) x3
Time Traveller – Tech Levels 4-9
Vortex
Wanted Renegade
Wealthy (Major)

EQUIPMENT
Blinovitch Limitation Effect Limiter (see *The Fourth Doctor 2020 Addendum*)

TECH LEVEL: 10
STORY POINTS: 6

Anyway, we ain't got time for the rest of this Jackanory. Bill's ready. Jesus! How much jelly are you usin', Bill!? You're only s'posed to blow the bloody doors off!

DRAX 7



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

SKILLS

Athletics 1, Convince 4, Craft 2, Fighting 2, Knowledge 5, Marksman 2, Medicine 1, Science 3, Subterfuge 5, Survival 3, 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
Percussive Maintenance
Reverse the Polarity of the Neutron Flow
Run for Your Life!
Selfish
Technically Adept
Time Lord
Time Lord (Experienced) x6
Time Traveller – Tech Levels 2-9
Vortex
Wanted Renegade
Wealthy (Major)

EQUIPMENT

Blinovitch Limitation Effect Limiter (see *The Fourth Doctor 2020 Addendum*)

TECH LEVEL: 10
STORY POINTS: 6

DRAX 10



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

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

Boffin
Bottom of the Class (Special)
Distinctive
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
Time Lord (Experienced) x9
Time Traveller (Special) – All
Vortex
Wanted Renegade
Wealthy (Major)

EQUIPMENT

Blinovitch Limitation Effect Limiter (see *The Fourth Doctor 2020 Addendum*)

TECH LEVEL: 10
STORY POINTS: 6

DR SALLY ARMSTRONG *(1st in Fugitives)*

In 1970 in her original timeline, Dr Sally Armstrong worked at the top-secret Ides Scientific Institute in London (see *V227*). Sally received a mysterious message including a set of instructions to build a device and providing the funds to do so. The message was signed "The Doctor" and helpfully included a photo of the Doctor and Molly O'Sullivan (see *A101*) taken at Dunkirk during the evacuation of Allied forces in 1940.

So when the TARDIS materialised in 107 Baker Street (see *L105*) two years later, Sally was able to recognise the Doctor from the photo. In this timeline, the Ides Scientific Institute was based at the house, a fact the Doctor was previously unaware of. It was only when Sally showed him the device she had built from the instructions in the message that it became clear that it was not in fact he who had sent them.

The Doctor identified the device as a time-space portal, and as soon as it was activated, a squad of Daleks emerged. Sally managed to escape from the house with the Doctor and Molly, but followed them when they doubled back to return to the TARDIS. Just as she told the Doctor she wanted to travel with him, Sally was gunned down by a Dalek.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The instructions to build the time-space portal had actually been sent by Kotris (see *V236*), a future incarnation of Straxus (see *A174*) who was working with the Dalek Time Controller (see *V185*) to destroy the Time Lords. When his previous incarnation was killed, Kotris ceased ever to have existed, cancelling out that timeline. As a result, Dr Sally Armstrong had not been exterminated by the Daleks.

However, in the new timeline. Sally should have been killed in a road accident in Baker Street. Except she was saved by a charming gentleman who introduced himself as Dr Harcourt De'ath, but who is more generally known as the Master (see *V249*). As De'ath, the Master quickly befriended Sally, recognised her ruthless ambition and used it to manipulate her. Under his influence, she helped him take over the Ides Scientific Institute, becoming its Director of Research and Head of Special Projects.

In this timeline, Sally is cunning and cynical. She is smitten with the Master but cruel to anyone else. She still has nightmares of dying in the road outside Baker Street, both by being exterminated and by being run over by a taxi.

The Master seems to have taken a genuine liking to Sally and, unusually for him, keeps her alive as his assistant. Nevertheless, he does still become annoyed if she fails to carry out his orders. In addition, he has placed her under hypnotic control, which he can activate by saying the key phrase "I am the Master", to which Sally automatically replies "And I will obey you". The Master is attempting to gain control over the Eminence (see *V202*), and Sally is helping him with this.

The Master has taught Sally how to pilot his TARDIS and provided her with a Tissue Compression Eliminator. When she eventually dies, killed by Professor Schriver (see *V266*), the Master actually shows a brief moment of sadness before quickly moving on.

DR SALLY ARMSTRONG



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

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

TRAITS
Attractive
Insatiable Curiosity
Obsession (Major) – Desire for scientific greatness
Technically Adept

In the timeline in which Sally is the Master's assistant, she gains Passionate Love (The Master) and Vortex.

EQUIPMENT
Tissue Compression Eliminator [Traits: Zap (Minor: L(4/L/L) damage), Transmit (to summon the Master's TARDIS). Story Points: 2.]

TECH LEVEL: 5

STORY POINTS: 4

DWAYNE PHERBER *(The End of the Beginning)*

In the late 1980s, Dwayne Pherber was one of the Young British Artists, a brash young Northerner who had graduated from Goldsmiths College and showed so much promise. But over the following few years, he dropped out of the limelight. Then, in 1999, he recognised that some new paintings coming onto the market were by an artist called Coglin, who had died thirty years before. Pherber traced Coglin, now going by the name of Highgate (see *A154*), and finally learned that he was a Vampire.

Highgate refused to turn Pherber, having made a promise to the Doctor to give up his old ways. But Pherber managed to get Highgate to tell him about a cursed lake in the Serbian mountains where something once fell out of the sky. Now, anyone who drinks the water becomes an immortal Vampire. Pherber ran off to Serbia and drank from the lake. It has given him immortality and new strength… and a terrible thirst for blood.

Returning to London, Pherber has turned the other artists who used to be in his collective. He has plans to use his newfound powers for one more exhibition, an exhibition that will put him back on the map and will cement his seat of power in London. In the meantime, the newspapers are reporting a spate of murders attributed to "the Kensington Gore Vampire" that have occurred over the past month, all the work of Pherber and his followers.

Pherber's planned exhibition is entitled "Darkness!" and is to be housed in a converted abattoir. After all, Pherber is very heavily into "repurposing". Inside, it doesn't really look anything like a conventional art gallery. Though, as Pherber says, any space you exhibit art becomes a gallery.

Pherber has issued invitations for the opening night to the great and the good of the London art scene. All his old artist pals who turned their backs on him when times got hard. Every big-shot critic who ever panned his work. It's not exactly a gathering of friends. But Pherber's new project is going to give them all a fresh perspective.

The exhibits have titles like "*Reflections on Death in the Final Moments of Life*" and they all incorporate mirrors. The central premise of the exhibition is more performative than usual for Pherber. The opening night will genuinely be a one-off experience, with the invitees getting to be part of it. When the exhibits are unveiled and Pherber and his friends cast no reflections, they will descend on the crowd and slaughter them. The gallery is Pherber's canvas and blood is his paint!

Pherber is very much a Vampire for the 21st Century, and many of the traditional weapons against the undead, such as crucifixes and holy water, have no effect on him. However, he is still vulnerable to sunlight, which will burn him up in seconds.

DWAYNE PHERBER



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

SKILLS
Athletics 3, Convince 3, Craft (Art) 5, Fighting 4, Knowledge 2, Subterfuge 3, Transport 2

TRAITS
Attractive
Dependency (Major) – Suffers a -4 penalty if denied blood for an extended period
Distinctive
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Has the usual Vampire resistance to Injury
Indomitable
Infection – Pherber can create new Vampires with his bite
Obsession (Minor) – Hunger for blood
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Major) – Direct sunlight will kill Pherber

TECH LEVEL: 5

STORY POINTS: 8

EDWARD GROVE *(The Chimes of Midnight)*

Christmas wouldn't be Christmas without one of Mrs Baddeley's plum puddings!

So says everybody below stairs at the London townhouse of His Lordship and Her Ladyship (their names are unspoken and possibly forgotten) as they go about their duties in the dying hours of Christmas Eve, 1906. Mr Shaughnessy the butler is arranging for the Champagne to be ready for the toasts above stairs at the stroke of midnight. Mrs Baddeley the cook is preparing the food for tomorrow's Christmas dinner. Edith Thompson the scullery maid is chopping vegetables or washing the pans. True, there's little for Frederick the chauffeur or Mary the lady's maid to do at this hour.

Any new arrivals in this confined environment will initially find the place apparently deserted and silent apart from the occasional hint of Edith singing snatches of *Hark the Herald Angels Sing* somewhere in the distance. Outside the window, a gale is blowing the snow around but there is no sound. It will quickly become apparent that the visitors cannot do anything to change things here for more than a few seconds. Broken glass will reform, disturbed dust will resettle as it was. A fire in the kitchen grate gives off heat but the flames don't move except for a short while as any new fuel added to it burns up. It's as if whatever is trying to keep the intruders out can't do it completely.

As the visitors interact more and more with the deserted servants' rooms, the sound of Edith's singing gets louder, as does the ticking of an unseen clock. The force keeping them out has decided to let them in, and the servants themselves now appear. They take the intruders to be guests of His Lordship from above stairs. After a while though, it seems that they start to go through the same routines again and again, repeating their tasks and saying variations on the same things.

Christmas wouldn't be Christmas without one of Mrs Baddeley's plum puddings!

We are nobody. We are nothing.

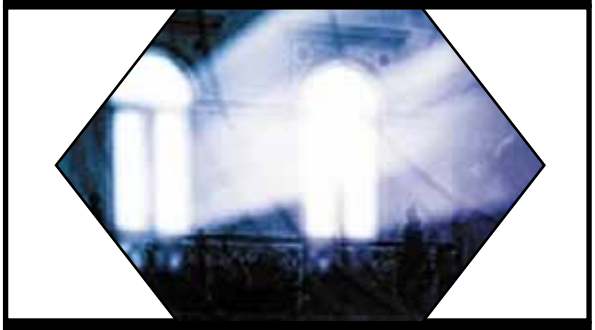
Edward Grove is alive.

The servants know their place in this Edwardian house and if any of them attempts to step outside the rigid class boundaries, they will have Mr Shaughnessy to answer to! Edith in particular needs to be kept in her place as she has a habit of answering back to her betters.

But each time the unseen clock strikes the hour, a piercing scream is heard and a body is discovered. The first is Edith, drowned in her sink of washing up. When the clock next strikes, Edith has been forgotten by the other servants and another body appears. It could be Mrs Baddeley, her mouth clogged with her own plum pudding, or Frederick the chauffeur, apparently run over by his own car within the house. When the clock strikes the hour again, everything is reset and those who died are alive again, apart from Edith, whose position as scullery maid has been taken by Mary and who only reappears intermittently.

Even the time has returned to ten o'clock, but the interval between the hours speeds up. The hands on Mr Shaughnessy's

EDWARD GROVE



AWARENESS	6	PRESENCE	4
COORDINATION	N/A	RESOLVE	4
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 1

TRAITS
Alien
Alien Appearance
Alien Organs (Special) – Edward Grove's life-force is spread throughout what remains of the house; only if it and everything in it are utterly destroyed can he be killed by physical means
Dependency (Major) – If the temporal paradox that sustains him is resolved, Edward Grove loses his life
Hypnosis (Major) – Edward Grove can extend its influence over the servants
Possess – May possess any of the servants and use their bodies
Psychic
Special – Time Loop: Edward Grove has limited control over time within the loop, speeding it up or slowing it down to prolong his periods of life or hasten the next murder

TECH LEVEL: 4

STORY POINTS: 8

pocket watch spin until they approach the next hour, when they slow down again for the chimes. The whole house is caught in a time loop covering the two hours between ten pm and midnight. Each loop follows the same pattern, though the appearance of intruders causes the details to change each time as the servants interact with them. The servants themselves seem oblivious to the strangeness of their situation, as it's not their place to question things. Mr Shaughnessy is insistent that each new death is suicide, no matter how ridiculous the suggestion.

We are nobody. Only in service do we derive any meaning or purpose. We serve. That is our function, our only function. We are nobody.

Even the year 1906 seems inconsistent in this bizarre world. The servants have heard of Agatha Christie until they're informed that she won't be published until 1920. Frederick believes he drives a Chrysler even though they aren't introduced until 1924. If challenged on this, he corrects himself and claims to drive a Bentley. The time loop not only covers two hours, but also a period from 1906 until 1930.

The whole situation has the feel of a game, perhaps a murder mystery in which the players are being given nothing but clues. So many clues in fact that it's impossible to see the wood for the trees and work out what's actually happening. The visitors might even be cast by the servants as the sleuths, either officers from Scotland Yard or amateur detectives who happen to be the guests of His Lordship and Her Ladyship.

Christmas wouldn't be Christmas without one of Mrs Baddeley's plum puddings!

The one things the sleuths must not do in their investigations is go above stairs. The servants have strict instructions not to allow that, and Mr Shaughnessy has a handgun to back him up!

Edward Grove is alive. And soon, he'll be the alivest of us all!

But who exactly is Edward Grove? Nobody is telling…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Edward Grove is the house: Number 22, Edward Grove. The time loop has given it a form of life, and the source of the time loop is a temporal anomaly centred on the suicide of Edith Thompson in 1930. Edith was a scullery maid in Edward Grove in 1906. But by 1930, she was a cook in the house of Charlotte Pollard's family. When Charley (see *A90*) was apparently killed in the crash of the R101, Edith killed herself with a carving knife out of grief. Charley had been the only person in the household who treated Edith with kindness, and Edith had developed an unspoken love for her.

But when the Doctor saved Charley from the crash, Edith's suicide had no point and the paradox created the time loop which, over countless iterations, has enabled Edward Grove to develop sentience. The house is only truly alive during the brief seconds that the clock chimes the hour, and each death that occurs during those chimes feeds it and makes it more alive. It's storing up all the energy of the violence, making it more powerful and more sentient.

There is nobody above stairs. In fact, there is no above stairs, and no outside, just the void of the time loop. The servants' master isn't His Lordship or Her Ladyship, but Edward Grove itself. It cannot manifest as a person, but can take control of one of the servants and speak through them. Edward Grove has no ambitions other than to continue to be alive, but to do that, it must keep the servants trapped in their time loop, being killed and brought back to life forever.

Anyone else who arrives within the time loop will remain trapped here, their intelligence and free will becoming dulled as the time loops continue ad infinitum. Even a TARDIS cannot escape, as the house clings to it and materialises around it, the kitchen and scullery replacing the console room, and an infinite number of TARDISes appearing within an infinite succession of sculleries in a recursive loop.

The only way to escape is to break the temporal paradox at the heart of the time loop. Only by convincing Edith that Charley is either alive or dead can Edith decide again whether or not to commit suicide. Once this is resolved, Edward Grove's source of life vanishes and those trapped within the time loop are released.

But if Edward Grove can slow down time during the clock's chimes and speed up the hour in between so that all that exists is the chiming of the clock, his life will be permanent and unstoppable, feeding off a perpetual and self-sustaining time loop with everyone trapped inside.

UPSTAIRS, DOWNSTAIRS

As presented, Edward Grove is very specific to Charley Pollard, and any GM wanting to run this with a group which does not include her will need to adapt the scenario. A simple option would be to introduce Charley as an NPC, with her backstory of being saved from the crash of the R101 intact. Alternatively, another player character could be set up with their own temporal paradox which fuels the sentience and life of Edward Grove.

Other changes could be made to alter the feel of the adventure that Edward Grove provides. Perhaps setting it above stairs rather than below, with the characters hobnobbing with His Lordship and assorted guests who are amusing themselves with sinister parlour games. But who is their unseen master? Or perhaps give the scenario a setting other than Christmas. Having it occur at Halloween would reinforce the spooky aspects of events.

THE EIGHTFOLD TRUTH *(The Eight Truths/Worldwide Web)*

The Eightfold Truth purports to be nothing more than a life course that offers to help those down on their luck actualise their potential. To this end, the program offers bed and board to participants in exchange for work, which mainly consists of recruiting new inductees. Participants claim that the Eightfold Truth has given them a new sense of purpose, but it's very shady.

Over the course of an induction meeting, a participant is given a "natural healing crystal" that supposedly relaxes them. They gain a distrust in doctors and science, and agree to distance themselves from their friends and family. While the Eightfold Truth has members across the world, their main base is the cutely named "Centre of Balance", located in London. It used to be the BBC Television Centre, but they bought it out, and it now houses an entire community of members. They've also purchased East Village, a housing development built for the 2012 London Olympics, where most of the program's oldest members have settled. The Eightfold Truth teaches its members that it's unethical to keep secrets, and to always keep their crystals on their person. Each inductee has their brainwaves scanned during their first meeting, supposedly to find the "chosen one" who shall join their founder in leading the organisation into the future.

While the Eightfold Truth has enjoyed popularity in recent years, it's highly controversial. Many are concerned that their loved ones have disappeared into the group, and it's evident that most of its philosophical beliefs are ripped off from Buddhism, causing genuine Buddhists to distance themselves from the organisation. The few members of the group to leave speak of it negatively, contributing their testimony to the tell-all books *The Octopus Cult* and the soon-to-be-released *Don't Believe the Truth*. The founder of the Eightfold Truth, Clark Goodman, makes constant radio and television appearances to dismiss the bad press as grudge-holding and fearmongering. Goodman founded the Eightfold Truth in 1987, after years of being a moderately successful self-help guru.

As the group's name implies, the Eightfold Truth's spiritual philosophy contains eight defined rules that help its members understand the existential "truth" of life and to help humanity reach a new stage of achievement. The organisation is keen to ensure that the truths aren't leaked to the public, as each is more outlandish than the last and help keep their inductees separated from the outside world. The first aspect is "Humankind must embrace its destiny and move towards it"; the second is "The number eight is powerful"; the sixth is "We must be humble because superior life on other planets exists"; and the final truth is "There will come to Earth within your lifetime a rebel sun whose fire will cleanse the planet of all but the loyal followers of the Eightfold Truth." This apocalyptic warning has made members particularly eager to recruit new inductees. While the Eightfold Truth are evidentially preying on the desperate, could there be a grain of truth to their doomsday beliefs?

CLARK GOODMAN



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

SKILLS
Athletics 1, Convince 4, Knowledge 3, Subterfuge 2, Survival 1

TRAITS
Dark Secret (Major) – Fully aware the Eightfold Truth is a scam
Empathic
Fame (Special) – Has a +2 bonus to social interactions with people familiar with him, but becomes a -2 penalty if they distrust him or the Eightfold Truth
Indomitable
Obsession (Minor) – Profit and status
Selfish
Voice of Authority
Wealthy (Major)
Well Mannered

EQUIPMENT
Metebelis III Crystal [Traits: Aura (Calmness and suggestibility), Transmit. Story Points: 2]

TECH LEVEL: 5

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Clark Goodman knows full well that his prophecies are all nonsense. He came up with the idea behind the Eightfold Truth after discovering the healing crystals while potholing in Yorkshire. While he established the organisation for profit and status, he has a completely earnest belief that the group is helping its inductees become happier people. The Eightfold Truth's doomsday prediction was made to encourage the drive for new members,

the "chosen one" business exists just so he can one day name a successor and step down, and the rest of the Eight Truth's teachings are all flowery quasi-spiritualist ideas he made up on the spot. Goodman would be the person shocked the most if his computers did find a match for a "chosen one", or if a gigantic "rebel sun" appeared in the sky!

Clark Goodman is unaware that he didn't create the Eightfold Truth by himself, but the concepts were beamed into his psyche by the crystals he found in Yorkshire. The crystals are powerful psychic conductors from Metebelis III, and the ones really pulling the strings are the planet's Eight-Legs (see *The Third Doctor Sourcebook*). This faction survived their encounter with the Third Doctor and have positioned themselves for their new attempt at spreading their influence to Earth. The mutated spiders are under the control of a new Queen, who purports to be next Great One despite being the same size as the others. The only thing of importance to her is being worshipped, and her ambitions stretch across the Universe. The goal of the Eightfold Truth is to gain a steady supply of weak, malleable followers who'll be easy to take over with hypnotic suggestions and full-on control.

The Queen has hired the Headhunter (see *V219*) to achieve her goals: not only did the mercenary plant the manufactured crystals so Goodman would discover them, she also acts as his technician to keep an eye on the Eightfold Truth. The Headhunter has acquired a Time Lord Stellar Manipulator built by Morbius (see *G44*): as it takes the form of a moon-sized sphere, she will place it into Earth's orbit to make it appear as the foretold "rebel sun" come to cleanse the planet of non-believers. This would send humanity into a panic, and millions would rapidly join the Eightfold Truth in a bid to repent, regardless of whether or not they believed in the group's claims. This would unsettle Goodman and the veteran members, as the rest of the world would simply collect their crystals without genuine faith. The Queen plans on taking over the "chosen one", really the person whose DNA is keyed to the Stellar Manipulator, and the rest of the Eight-Legs will control the Eightfold Truth's longstanding members.

The Queen's true plan is to use the Stellar Manipulator, the Metebelis crystals and her people's powerful psychic powers in conjunction to form the most powerful hivemind in the Universe, capable of sending a psychic pulse outward from Earth. This flashing pulse will travel across the Galaxy many times faster than the speed of light, and anyone it mentally touches will become part of the hivemind and automatically worship the Eight-Legs as gods. Even though every moment the pulse is active risks burning out the minds of their human hosts, it will travel to thousands of worlds before they die, with each devoting itself to the Eight-Legs.

Within the Stellar Manipulator itself is a virtual space that resembles an ethereal, heavenly expanse. This virtual construct is identical to the Time Lord's Matrix on Gallifrey, and a digital copy of anyone in the hivemind will be sent there upon their body's physical death. It won't be long until members of countless species populate this faux-afterlife.

EIGHT-LEGS QUEEN



AWARENESS	7	PRESENCE	6
COORDINATION	3	RESOLVE	8
INGENUITY	8	STRENGTH	3

SKILLS

Athletics 4, Convince 5, Knowledge 3, Marksman 4, Science 4, Subterfuge 4, Survival 2

TRAITS

Alien
Alien Appearance
Additional Limbs x2 – Legs
Clairvoyance
Climbing (Major)
Natural Weapons (Major) – Electrokinesis: L(4/L/L) damage
Fear Factor 1
Invisible (Special Good) – Others have a -8 penalty to be see her when she's riding on somebody's back
Networked (Major) – Other nearby Eight-Legs
Possess
Psychic
Psychic Attack – Can cause S(S/S/S) damage to anyone it is in mental contact with
Selfish
Telepathy
Teleport

TECH LEVEL: N/A
STORY POINTS: 8

Not all Eight-Legs are loyal to the Queen, some seeing her as weak and old, and hating that her plan revolves around hiding behind their human hosts instead of making their true selves known. They wish to stage a coup and would make deals with anyone else who wishes to depose the Queen, which may include a revenge-seeking Clark Goodman. The Queen is aware of this deception, and plans to turn the psychic pulse against her own people, causing them to worship her mindlessly as well. The Queen plans on retiring to the Stellar Manipulator's matrix if she's successful, being worshipped by trillions across the Galaxy for eternity.

THE ELEVEN *(1st in The Eleven)*

[Eight] *"So this is what we've been reduced to. A bunch of dead incarnations all jostling for space inside the mind of the latest in the line!"*

[Eleven] **Quiet, Eight. I'm trying to concentrate."*

[Eight] *"Getting a bit noisy in here is it, Eleven?"*

[Six] *"SILENCE, WORM!! OR I'LL RIP YOUR ID FROM YOUR EGO AND FEED IT BACK TO YOU IN PIECES!"*

[Eleven] *"Alright, Six. Eight may be supercilious and puritanical, but he's right. Sometimes I can't hear myself think in here with all of you squabbling and interrupting."*

[Nine} *"Charming, Eleven. It's not as if we have much choice in the matter. We don't want to be stuck in your mind any more than you want us here."*

[One} *"Speak for yourself, Nine. I'm quite content, keeping myself busy cataloguing memories. I find it quite relaxing really. Very therapeutic"*

[Nine} *"That's all very well for you, One. I'd rather be out there in the real world, where I can… acquire lots of nice new things. In here, I can only keep an eye on what Eleven's up to."*

[Eleven] *"Oh, don't worry on that score, Nine. I have plans."*

[One} *"Actually, Eleven, do you mind if we go over a few details again. Just for the record, you know. In your own words, how precisely did we come to be in this predicament?"*

[Eleven] *"Really? How many times have we gone over this?" (Sigh) "Oh very well, One. We are, as I'm sure you remember, suffering from regenerative dissonance, which allows each of you to live on inside me."*

[Nine] *"And we can all of us talk to each other in here. Yadda, yadda, yadda. All very chummy."*

[Eleven] *"Precisely. Only it's a little more than that. Each of you can bubble up through my… our… consciousness and try to exert control. Each of you can speak through me, even act through me, if only for a few seconds. It's all rather tiresome really."*

[One] *"Which must make you seem rather unstable to others. Muttering to yourself in different voices. Arguing even, like a lunatic."*

[Six] *"WHO CARES WHAT OTHERS THINK!? LET ME TEAR THEIR ARMS OFF AND THEN SEE WHAT THEY THINK OF US!"*

[Eleven] *"Now, now, Six. One is of course correct. If only you*

THE ELEVEN



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

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

TRAITS
Adversary (Major) – The Doctor
Attractive
Boffin
Charming
Eccentric (Major) – Homicidal; struggles with his past incarnations
Feel the Turn of the Universe
Hypnosis (Minor)
Impulsive
Obsession (Major) – Revenge on the Doctor
Psychic
Random Regenerator
Regenerative Dissonance
Technically Adept
Time Lord
Time Lord – Experienced x10
Voice of Authority
Vortex
Wanted Renegade

TECH LEVEL: 10

STORY POINTS: 4

would all just keep quiet in here, I'd be able to get the job done so much easier, without attracting attention."

[Five] *"That only adds to the fun though. Keep 'em off balance. Keep 'em guessing until it's too late!"*

[Eleven] *"There is that of course, Five. But even so, I can't help feeling that I'd be so much better off without you all distracting me and holding me back. I might not even have to murder so many people. Though where would the fun be in that?"*

[One] *"Being the first, I didn't have that problem. There was only me. I was even able to pass as sane, rising to a place in the High Council before my true nature was discovered and I was kicked out under a cloud. Happy days!"*

[Eleven] *"Yes, well that was a very long time ago now, One. With each regeneration, another voice is added and it becomes more and more difficult to keep our thoughts in order. It helps that we all share the same agenda. Well, very roughly speaking. Spreading chaos. Raining death down on our enemies. Acquiring power."*

[Nine] *"And stealing things."*

[Eleven] *"Yes, Nine. And stealing things."*

[Eight] *"I don't."*

[Eleven] *"What?"*

[Eight] *"I don't share your agenda. You're all monsters! I'm a good man!"*

[Eleven] *"Ah yes, I was wondering if you'd pipe up again, Eight. The fly in the ointment. The turd on the cake. The one goody-two-shoes among the eleven of us. Well, you're dead now and stuck in here. No longer able to use your "meditative techniques" to keep the rest of us quiet. You're outnumbered, and if you try to spoil things, then I'll just do something even worse, something far more destructive, and make you watch! Understood? Good. Now do keep quiet, there's a good chap."*

[Eight] *"I'm a good man… a good man…"*



The Eleven is the latest incarnation of a Time Lord each of whose incarnations are known only by their cardinal number – the One, the Two and so on – with the exception of the Eight, who assumed the name Octavian while living on Earth, and the thirteenth incarnation, whose name will be revealed during the Last Great Time War to come (see *The Time War Expanded Universe Sourcebook*).

THE EIGHT (OCTAVIAN)



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

SKILLS

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

TRAITS

Boffin
Code of Conduct (Major) – Keep his other personalities in check
Eccentric (Major) – Plagued by the voices of his past incarnations
Face in the Crowd
Feel the Turn of the Universe
Hypnosis (Minor)
Meditation – Has a +2 bonus on rolls requiring focus and concentration
Psychic
Random Regenerator
Regenerative Dissonance
Technically Adept
Time Lord
Time Lord – Experienced x7
Vortex
Wanted Renegade

TECH LEVEL: 10

STORY POINTS: 4

The Eleven suffers from a condition known as regenerative dissonance, which allows his previous incarnations to live on in his mind. Not just dormant as the Doctor's usually are, but actively arguing, plotting and jostling for supremacy. They often burst to the surface and the Eleven takes on their voices and personalities, arguing among themselves and with the Eleven until he regains control. All the incarnations have their own agendas, but there is always one overriding goal: that of the Eleven. The same was true when he was still the Ten, the Nine and so on, with the latest incarnation being the dominant one. Each time he has regenerated, an additional voice has been added to the mix.

Despite – or perhaps because of – his mental disorder, the Eleven is Gallifrey's most dangerous criminal. The Eleven believes that the Time Lords should use their great powers to change the Universe and shape it in their own image. Left unchecked, many of his incarnations have abused their powers to attempt this. The Eleven was finally caught by the Seventh Doctor and incarcerated in the penitentiary below the Capitol on Gallifrey. Inevitably, he soon escaped to pursue his plans, for a while allying himself with a number of like-minded individuals to form the so-called "Doom Coalition" (see *V290*). The Eleven has become a recurring enemy of the Eighth Doctor.

The Eleven is an Arcalian. His first incarnation, the One, graduated from the Academy with a Quintuple First. Although he settled into a career as an archivist, he was eventually appointed to the High Council, though only for a brief period. The One was needed merely to make up the numbers for a few days to vote through some new tax laws when there were insufficient members to pass the legislation. At this stage, the One seemed harmless enough and hadn't yet shown any criminal tendencies, though he was already amoral beneath the surface.

Since then, almost all his subsequent incarnations have been unbalanced, many of them murderously so. The Six in particular was maniacal and violent, and when he comes to the fore in the Eleven's body, his voice roars out. During his lifetime, the Six killed tens of thousands of innocents, just to hear how it sounded.

One previous incarnation the Doctor has encountered on several occasions is the Nine. The Nine is a manic kleptomaniac who wants to acquire anything and everything for himself. It doesn't matter whether something is valuable or beautiful or even useful; he wants it all. As a result, his TARDIS is full of the objects he has stolen, from priceless artworks to valueless junk. For a while, he even "owned" another thief, an immortal named Thana (see *The Fifth Doctor 2020 Addendum*). The Nine is ruthless in his pursuit of collecting stuff and becomes angry if he can't get his own way.

The only incarnation who bucked the trend was the Eight, a good man trapped in a body with the minds of his psychotic predecessors. The Eight spends much of his time trying to keep the others under control so they can't carry out their evil plans. In life, he was plagued by the voices in his head, and spent some time as Brother Octavian in an English monastery in the 16th

THE NINE



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

SKILLS

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

TRAITS

Adversary (Major) – The Doctor
Boffin
Breaking and Entering
Eccentric (Major) – Manic and excitable; struggles with his past incarnations
Feel the Turn of the Universe
Hypnosis (Minor)
Obsession (Major) – Acquiring things
Psychic
Random Regenerator
Regenerative Dissonance
Selfish
Technically Adept
Time Lord
Time Lord – Experienced x8
Vortex
Wanted Renegade

TECH LEVEL: 10

STORY POINTS: 4

Century, where he learned meditation techniques to quieten them, with limited success. The Eight was killed by the Clocksmith (see *V172*) when he tried to prevent the completion of the Doomsday Chronometer (see *G33*). His voice still crops up among the others, pleading with them to change their ways.

The Eleven himself is narcissistic and sadistic, and cruelly shuts the Eight down whenever he pipes up. On the surface, he's a charming rogue, silky smooth, intense and carefully controlled – at least, until the other voices interrupt him. He believes himself to be civilised compared to his other selves and is an expert planner. But be very careful when he smiles and bares his teeth, like a tiger poised for the kill. The Eleven murders at a whim, and only those who are useful to him are safe.

Kiani (see *A156*), a criminology student at the Academy, had an interesting theory about the Eleven. She speculated that he has always been fascinated by the Doctor's story. As an archivist, the One researched it and knows it inside out. When the Eleven escaped from the Capitol prison, Kiani predicted that he would flee Gallifrey in a stolen TARDIS to make his mark on the Universe. He might even take a companion, though their life expectancy would be pretty low!

THE ELEVEN'S ELEVEN

Each of the Eleven's incarnations lurking within him has its own distinct voice and personality, each one constantly trying to resurface and take control:

The One: A fussy old archivist and former (brief) member of the High Council, pedantic and knowledgeable; calm and charming; bookish. [Typical Trait accessible via Regenerative Dissonance: Super Amalgamated (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2.*]
The Two: A convincing liar and manipulator; a charmer. [Typical Trait: Charming.]
The Three: Playful and childish; prone to petulant tantrums; a grown-up child who's willing to kill to get what he wants. [Typical Trait: Stubborn.]
The Four: Sophisticated but arrogant; a game-player who's convinced of his own intellectual superiority. [Typical Trait: Arrogant.]
The Five: The joker in the pack; a cocky, conceited, wisecracking trickster. [Typical Trait: Relentless.]
The Six: Maniacal and unstable; prone to arbitrary acts of murder; brutish and monstrous. [Typical Trait: Fear Factor 1.]
The Seven: A precise and clinically analytical scientist; rude and abrasive, but prefers elegant solutions. [Typical Trait: Reverse the Polarity of the Neutron Flow.]
The Eight, otherwise known as Brother Octavian: a short-lived but thoroughly decent man living with the torment of what his other lives have done (see main text for further information). [Typical Trait: Meditation.]
The Nine: A greedy kleptomaniac who can't let anything go; obsessed with acquiring everything for himself (see main text). [Typical Trait: Breaking & Entering.]
The Ten: Deceitful; an expert in hypnotic control. [Typical Trait: Hypnosis (Major).]
The Eleven: A cold-as-steel gentleman; uptight and utterly ruthless; brilliant but psychotic (see main text). [Typical Trait: Voice of Authority.]

And what of the future? What kind of personality will the twelfth and their thirteenth incarnation have? See *The Time War Expanded Universe Sourcebook* (which will also describe Two) to find out!

REGENERATIVE DISSONANCE – MAJOR BAD TIME LORD TRAIT

A Time Lord character with the Regenerative Dissonance Trait suffers from a mental disorder in which each of the personalities of their previous incarnations live on inside the body of the current one. The voices of these previous incarnations are constantly babbling inside the Time Lord's head, causing distractions and making it difficult to focus. At least one level of Time Lord (Experienced) is a prerequisite for purchasing Regenerative Dissonance.

Characters with Regenerative Dissonance often also have Eccentric (Major), purchased separately, as the different personalities push to the surface, causing the Time Lord to converse and argue in different voices and distinct personalities before they regain control.

For much of the time, this is just a matter of role-playing the character appropriately. However, in times of stress or whenever the Time Lord needs to concentrate on the task at hand, they must make a contest of Presence + Convince with themselves, with a +4 bonus (and using their past incarnations' highest value for each). If the roll is failed, they suffer a -4 penalty to all rolls (other than rolls to regain control) until they recover, and can attempt a fresh roll each Round to do so. With a simple No But Failure, the Time Lord may gain the use of a Skill, Area of Expertise or Trait possessed by a previous incarnation for a single Round. In other circumstances, the Time Lord may also gain the use of such Skills, AoEs or Traits by paying double their normal purchase cost in Story Points.

Incidentally, the Ravenous (see *V276*) are unable to feed on the regeneration energy of a Time Lord with this Trait. Such Time Lords are immune to their attack, but as a side-effect the voices of their previous incarnations may be silenced for a while (for as long as the adventure requires).

THE EMINENCE *(1st in Time's Horizon)*

In the 32nd Century, the Earth Alliance fought a deadly fifty-year war against the Eminence, an almost unstoppable force that had seemed to come out of nowhere. The Eminence also refers to itself as the Divine Light and is a gaseous entity with no solid physical form. It appears as an orange-yellow cloud, glowing from within and is capable of dividing itself into multiple parts, each containing a portion of the consciousness of the original. On the rare instances that it has been seen, its core consciousness is a truly vast, space-borne nebula like a glowing, orange mist. The Eminence speaks with a deep, sepulchral voice that reverberates in the mind.

The Eminence is capable of surviving unprotected in deep space, but it is normally transported from one world to another within sealed caskets, each of which contains some of the Eminence's orange gas, termed the Breath of Forever. What makes the Eminence such a deadly threat is that anyone breathing the Breath of Forever undergoes a physical transformation, becoming one of its Infinite Warriors totally loyal to its new master. The Eminence is driven to spread its power across the Galaxy, to transform all of humanity into Infinite Warriors until its will is the only will left.

The Eminence's caskets resemble large, ornate coffins. They are termed teleportation caskets as they allow it to bunny hop the Breath of Forever over interstellar distances. Alternatively, when the Infinite Warriors' ships arrive in orbit above a planet, a casket can teleport down with the Warriors to begin the process of transformation.

The creation of an Infinite Warrior is horrific to witness. Choking on the Breath of Forever, the victim's skin rapidly turns grey and begins to crack, calcifying and transforming into carbon compounds. Their flesh becomes like grey, cracked stone and their eyes burn with the orange glow of the Eminence. An Infinite Warrior is totally loyal to the Eminence, with no trace of its former personality left. But they aren't mindless zombies and can converse, albeit in harsh voices filled with hate and obsessed with furthering the cause of the Eminence. Physically though, the Infinite Warriors are little more than animated corpses. They don't feel pain or any emotion other than hate, and are just receptacles to transport the Eminence's flame around the Galaxy.

Although humans and similar species including Time Lords are susceptible to the Breath of Forever, many less human species are not. The Ramossans (see *L208*), for example, have a completely different physiognomy and are immune to the Eminence's powers. In such cases, the Eminence has little compunction in having its Infinite Warriors wipe out the entire species.

The Doctor first encountered the Eminence in his fourth incarnation on the planet Delafoss (see *The Fourth Doctor Expanded Universe Sourcebook*), where its forces were using slave labour to construct a vast battleship intended to win the war against the Earth Alliance. During this encounter, the Doctor was forced to breathe

THE EMINENCE



AWARENESS	5	PRESENCE	10
COORDINATION	4	RESOLVE	10
INGENUITY	6	STRENGTH	1

SKILLS

Convince 5, Knowledge 8, Medicine 3, Science 8, Technology 8

TRAITS

Alien Alien Appearance
Alien Organs (Special) – Its consciousness is spread across the entire gaseous bodies that comprise the Eminence core consciousness and its Breath of Forever
Environmental (Major) – As a gaseous entity, the Eminence can withstand a wide range of environments, including deep space
Flight (Minor)
Gaseous Form – The Eminence is able to pass through the smallest gaps
Hypnosis (Special) – Affects those who breathe the Breath of Forever
Infection – Automatically transformed into an Infinite Warrior if its Hypnosis or Possess are successful
Immortal (Major)
Immunity – Immune to pretty much any conventional damage
Networked (Major)
Possess – The Eminence can possess anyone who breathes the Breath of Forever
Psychic
Size: Colossal – The core consciousness is truly vast; other parts are usually much smaller
Telepathy
Weakness (Minor) – Its powers are useless against anyone infused with retro-genitor particles

TECH LEVEL: 7
STORY POINTS: 12

the Breath of Forever. However, although he initially seemed to fall under the Eminence's control, a full physical transformation didn't result and the Doctor was able to shut the Eminence's influence away in a corner of his mind. This fragment of the Eminence has been there ever since, and the Doctor has occasionally been able to use it as a link to its consciusness, though at the risk of being taken over again.

Since then, both the Sixth and Eighth Doctors have each fought the Eminence and its Infinite Warriors. The Time Lords have discovered that anyone infused with retro-genitor particles (see *G53*) is immune to the Breath of Forever, and the Master (see *V249*) has attempted to use this to gain control over the Eminence and create his own army of "Finite Warriors".

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The existence of the Eminence is a paradox. When the Time Lords foresaw a future in which the Eminence will be the only surviving life in the Universe, the Celestial Intervention Agency decided that it could be used against the Daleks. They recruited the Master, naming him Agent Capuchin, and assigned him to find a way to control it.

Naturally, the Master went rogue and attempted to use the Eminence for his own ends. He took control of the Ides Scientific Institute (see *V227*) in the 1970s, ensuring that it became a powerful force for Earth expansionism over the next two millennia. It was the Ides Institute that constructed the teleportation caskets the Eminence uses to house the Breath of Forever, each casket bearing the Ides logo of a stylised pair of eyes and mouth.

In the 32nd Century, the Master had Ides hire Professor Markus Schriver (see *V266*), a brilliant but unhinged scientist who was developing ways for pilots to control their spacecraft by psychic means. By re-engineering mimetic particles at the molecular level, Schriver created a neural compound that mimicked the human brain, developing it into a gas to act as host for the pilots' consciousnesses during flight.

The Master added some extra ingredients, including residual Vortex emissions for energy storage and durability (giving the gas its orange glow), silicon activators ostensibly allowing the pilots to manipulate logic gates (but also acting as calcification agents for the creation of the Infinite Warriors) and retro-genitor particles from Molly O'Sullivan (see *A101*).

After Schriver fled from the Ides facility, he was recruited by the Daleks at their secret base in the Eye of Orion (see *L150*). There, he transferred his own consciousness into the gas, giving it full sentience. The Dalek Time Controller (see *V185*) did the same, adding its malevolence and desire to enslave into the mix. Thus was the Eminence born.

INFINITE WARRIOR



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

SKILLS
Convince 2, Fighting 2, Marksman 3, Technology 1, Transport 2

TRAITS
Alien Appearance
Armour (5 points)
Enslaved
Environmental (Major)
Fear Factor 2
Immortal (Special)
Networked (Major)

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

TECH LEVEL: 7

STORY POINTS: 1-3

Molly added her consciousness to the Eminence gas and used the Time Controller's Vortex energies to send it into the far future, almost to the very end of the Universe. Although it cannot move through time of its own volition, the Eminence managed to ride an energy wavefront back (see *L199*). The journey was a very long one, and the Eminence has known a near eternity of solitude. Finally arriving back in the 32nd Century, it began its war against the Earth Alliance.

THE EMPTY MAN *(The Empty Man)*

Good evening, faithful listener. It's time for Eldridge Brinkwood (see A142), that splendid scribe of scary stories, to tell another of his tales this Christmas Eve.

What I am about to relate is not a tale of the supernatural, but it is true. In fact, it all started within a machine more suited to the scientific romances of H.G. Wells. A machine which travels through a dimension other than ours and transports its passengers to places far off both in space and time. Terrible things lurk in such dimensions, things from outside time which hunger for human life… and death! It was one Christmas Eve very like tonight that I, dear listener, encountered such a monster which had somehow been able to gain egress to the time machine, stalking one of its passengers until the pilot made an unplanned re-solidification to shake it off.

The incursion had begun as a spectral whispering voice on the end of a telephone aboard the craft. An impossible draught sprang up and the… intruder… appeared. It looked exactly like the woman who had answered the telephone, a survivor of the crash of the airship R101 (see A90). It somehow sensed death around her. But once it was loose in London, it switched its attentions to your host, and its form too changed to that of my humble self, though with empty eye sockets as though its face were hollowed out.

The thing moved at a steady pace, like a dead man walking to his grave. But it was relentless in its pursuit, the very air seeming to ripple around it. Even trying to escape the creature in a motor car proved impossible, as wherever we went, it soon reappeared in an impossibly short time. Its presence made the hairs on the back of the neck bristle and an unreasoning cold fear descended on us all. Somehow, we realised that it was a hollow thing, an Empty Man. It could pass through solid matter as if it were nothing, but the time machine's pilot managed to stop its advance with an electrical barrier of futuristic design. It could latch onto signals and broadcasts, making its hollow voice – my voice – heard over telephone and wireless radio alike. Even worse, it knew us, our lives, our secrets and approaching death.

Wherever we fled, the London streets were deserted. The time travellers believed that the Empty Man had pushed everyone "out of phase and beyond this timeline", the easier to pursue its prey. Within the homes we passed, fires burned without heat, its potential energy having been drained.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

We all knew implicitly that the touch of the Empty Man was to be avoided. But we only realised why when it succeeded against one of our company. They vanished, reappearing in an icy perdition, a featureless plain beyond reality. Once there, its touch became far more deadly, its victims being utterly destroyed, their history unravelling as it takes the end of their lives. How could we escape this terrible fate?

THE EMPTY MAN



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

SKILLS
Athletics 1, Fighting 3, Subterfuge 4, Survival 5

TRAITS
Alien
Alien Senses – Homes in on impending death
Environmental (Major)
Fear Factor 4
Immaterial (Special Good) – Can phase in and out of tangibility
Psychic
Shapeshift (Special)
Special – Devour Life: In its own extra-dimensional realm, its touch delivers L(4/L/L) damage and ignores Armour and Toughness. Anyone with Immortal is immune to this, and those with extremely long lifespans may have some protection.
Teleport – By spending a Story Point, it can move to near to wherever its prey is
Transmit – Its voice to electrical or electronic communications devices
Vortex – Not only can it travel the Vortex, but it can also shift others into other timelines or to its extra-dimensional realm

TECH LEVEL: N/A

STORY POINTS: 8

But there we must pause our tale… 'til next we speak, 'til next we spook!

EUNIS FLOOD *(Scaredy Cat)*

Nobody had visited Endarra (see *L147*) for millions of years until a team of scientists led by Arken set up a base here to conduct their experiments. The scientists are from Endarra's twin planet of Caludaar. Arken is trying to determine the nature of evil and believes that certain individuals are pre-programmed to choose evil over good. He and his team are experimenting on the primates that they have found on Endarra, bombarding the brains of the test subjects with lambda radiation in an attempt to train them to reject evil impulses.

But the primates are not Arken's only test subject. Locked in the Restricted Area is another Caludaari that he pulled some strings to allow to be brought here. The prisoner's name in Eunis Flood. Flood is a charismatic individual who, left alone in the dark, has formed the habit of talking to himself. But if a visitor were to somehow get past the automated security and open the Restricted Area, they would find him to be intelligent and lucid.

Flood says that he is a political prisoner who opposed Arken's cruel experiments. He was arrested on trumped up charges, and it was announced that he had died of a heart attack while in custody. He was then shipped off to Endarra to be a lab rat. Arken wants to cut his brain out to see what makes him tick. Flood is entirely credible in his account of himself and his circumstances.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In truth, Eunis Flood is a convicted serial killer who is guilty of the abduction, torture and murder of at least nineteen people on Caludaar. Years ago, Arken's son was murdered and his body dumped on a rubbish tip. The killer wasn't Flood. But ever since, Arken has devoted his life to finding the cause of evil, and the opportunity to test his theories on a convicted killer was too good to pass up. Arken is a significant figure back home. Not only did he persuade the authorities to allow his team to come to Endarra covertly, but also to use Flood as his guinea pig.

Flood doesn't care one jot about what happened to Arken's son. He is a sadistic psychopath with no inhibitions about what he has done. He reminisces about a girl who fell in love with him. She believed that there was goodness to be found in anybody and that the blackest heart can be redeemed. Not that it did her much good with Flood.

When Arken uses lambda radiation on Flood's brain, it inadvertently bridges his mind with the morphogenic field of Endarra, granting him tremendous psychic powers. Not only is he now telepathic and telekinetic, he can also attack others' minds with his. As he's linked to the morphogenic field, he can even control the weather to whip up storms or cause the rain to stop.

EUNIS FLOOD



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

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

TRAITS
Charming
Eccentric (Major) – Psychotic
Elemental Control – see *The Third Doctor Expanded Universe Sourcebook*
Hypnosis (Major)
Indomitable
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Telekinesis
Telepathy

TECH LEVEL: 6

STORY POINTS: 8

Flood wants his revenge on everyone. Once he has dealt with Arken and his team, he intends to use his mind to distil a deadly chemical, saravin, from Endarra's soil, load the shuttle with it and rain it down on Caludaar, killing the entire population.



EXCELSIOR *(The Last)*

Excelsior is the leader of the hundred or so Bortresoyans who have survived the nuclear war that has devastated the surface of their planet (see *L118*). It was Excelsior and her government that gave the orders for a pre-emptive nuclear bombardment to destroy their enemies' offensive capabilities before they could be used. But the resulting exchange of missiles has left Bortresoye's surface sterile and radioactive, scoured by acid rain and storms, and frozen by a nuclear winter.

Excelsior and what remains of her people now huddle in a security complex a mile beneath the planet's surface. But this is not a safe environment either, as it is regularly shaken by earth tremors and it's only a matter of time before the complex is breached by the nearby subterranean river or crushed like a tin can.

If Excelsior was at all sane before she ordered the nuclear bombardment, that sanity has completely disappeared. She believes herself to be triumphant and that her people are waiting on the surface for her victory parade. Excelsior is obsessed with ensuring that she has an appropriately elegant gown to wear and that her make-up is perfect, rather than the practicalities of survival.

Excelsior is advised by her two ministers, Voss, the Minister for War, and Tralfinial, the Minister for Peace. Both live in fear of their leader, who has a habit of ordering the execution of anyone who displeases her, even for trivial matters. They have kept the truth about the outcome of the war from her, dissuading her from ascending to the surface to see her people by warning her of dangerous chemicals released into the atmosphere by her enemies. But even if they told her the truth, it's unlikely that Excelsior would believe them anyway.

Recently, Excelsior has acquired another advisor, one she trusts more than either of her fawning ministers. Where he came from, nobody knows, but Landscar now has Excelsior's ear. In private, he seems intent on making her one with Bortresoye, extending her senses so that she can feel the nearby underground river and that acid rain drips from her fingertips when she communes with the world.

Excelsior is a bizarre sight. Her "make-up" assistant is more concerned with tightening and repairing her skin, damaged from the conflict. But he has to be careful not to stretch it too far, else it might split while Excelsior is in the middle of an important broadcast to her people! In which case, his own skin might prove useful for repairs.

EXCELSIOR



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

SKILLS
Convince 5, Knowledge 2

TRAITS
Authority (Major)
Distinctive
Eccentric (Major) – Delusional and psychotic
Impulsive
Voice of Authority

As Excelsior becomes one with Bortresoye under Landscar's influence, she gains: Networked (Major: The planet), Psychic and Natural Weapon (Minor: Acidic Touch: Strength +2 damage)

TECH LEVEL: 5

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Excelsior's new advisor Landscar is an avatar of the planet itself. He has promised her great power: Excelsior's destiny is to be the Last and be truly at one with the planet.

The planet has a sentience, and in order to protect itself, it has imposed a cycle of destruction and rebirth on the Bortresoyans. During each cycle, Landscar influences them towards their own nuclear destruction, and once the last life on the planet has been killed, the planet can cleanse its surface and recreate the Bortresoyans. It is driving them towards a greater understanding of the world and perfection.

FLORA MILLRACE *(DS AI Fine)*

Flora Millrace is the name adopted by a Time Lord who spent much of the 1960s on Earth. She is a well-spoken, dark-haired, youngish woman, willowy and soft-voiced. Flora had originally come to Earth to create some music. But she ended up staying much longer than she had intended after she discovered a lot of temporal disturbance in the area.

Flora is an old friend of the Doctor, and when the Second Doctor met up with her in 1968, she had already been on Earth for four years, living in a flat in London. By this time, she was a composer working in the Sound Unit of the BBC. She loves experimenting with new sounds, using such diverse sources as the Theremin, white noise and even the discordant screech of a fork being scraped across a plate. But she only uses instruments and techniques contemporary to the period. One of her biggest successes is the theme to the BBC's newest hit drama, *The Identikit Man*.

In fact, the theme is based on something she had created many years before. It's more than just a piece of music. Whenever *The Identikit Man* is broadcast, the theme music sounds from millions of TV speakers across the country, spreading out and probing the fabric of the world, creating a field which allows Flora to locate aberrations in the temporal structure of reality. She then rushes off in her VW Beetle to bring them back into phase. Flora's other music has a similar capability, but is much less effective.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Flora has realised that a piece of music composed by one of the Sixth Doctor's companions, William (see *The Sixth Doctor Expanded Universe Sourcebook*) is capable of damaging reality by affecting time. It can freeze time, accelerate it or drain it, and was the cause of the destruction of the planet Torcaldi.

Flora has used block-transfer computation to create a pair of agents, Black Rose and White Tulip, and sent them across the Universe to destroy all copies of the music and all recordings of its performance, and to kill anyone who has ever heard it, including William and the Doctor.

Black Rose & White Tulip are silent, identical assassins. They appear to be tall grey men wearing grey top hats and morning dress, with elegant cufflinks and flowers on their lapels, one having a black rose, the other a white tulip orchid. They move faster than seems possible and kill by stabbing through the heart with their fingertips, leaving only a small oval bruise just below the collarbone. Being mathematical creations, they reform almost immediately if killed and dissipate into nothingness when no longer needed. When the Eighth Doctor finally caught up with Flora, he persuaded her that she didn't need to kill people to save the Universe. Instead, she went back in time and stopped William from becoming the Doctor's companion, so that he never created the destructive composition.

FLORA MILLRACE



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

SKILLS
Athletics 2, Convince 1, Craft (Music Composition) 5, Fighting 1, Knowledge 4, Science 4, Technology 4, Transport 3

TRAITS
Block Transfer Specialist
Eccentric (Minor) – Vague and distracted
Face in the Crowd
Feel the Turn of the Universe
Frivolous Talent – Music Composition
Time Lord
Time Traveller (Minor) – Tech Level 5
Vortex

TECH LEVEL: 10
STORY POINTS: 8

BLACK ROSE & WHITE TULIP

Attributes: Awareness 3, Coordination 5, Ingenuity 1, Presence 2, Resolve 4, Strength 4
Skills: Athletics 5, Fighting 4
Traits: By the Book, Distinctive, Fast (Major), Fast Healing (Special), Immortal (Special), Immunity (Physical weapons), Natural Weapon (Major: Block Transfer Fingertips – 8(4/8/L) damage), Quick Reflexes, Robot, Teleport (Can appear and dissipate as Flora requires), Weakness (Major: The mathematical equations that underpin them can be countered by certain musical frequencies and sequences, rendering them incapable of striking their victim or even dissipating them)
Tech Level: 10
Story Points: 2

GENERAL ZOFF *(The Beast of Orlok)*

Rabzera is a solar system perpetually at war, with each planetary power trying to trounce its rivals. Routinely, one planet will team up with its closest neighbours and come close to conquering the system after developing its newest most powerful weapon. This always falls apart when a member of the alliance develops the system's *next* new most powerful weapon and tests it on their allies. This cycle has played out for centuries, and General Zoff, commander in chief of the Rabzera Planetary League, is the latest despot in the chain.

Zoff carries a molecular disruptor gun and a metamorphiser that changes his shape to resemble a target perfectly, a common piece of intergalactic criminal tech. Zoff was on his way to acquiring two experimental weapons, but their creator had a last moment crisis of conscience and sent them to a primitive world sixty-thousand light years away to hide them. These weapons are a pair of experimental Golems (see *V213*), powerful artificial lifeforms that work as near-indestructible soldiers. Zoff already possesses one regular Golem, which is powerful enough to present a threat to an opposing army. However, typical Golems are unintelligent and practically useless when it comes to espionage, which is an issue the two experimental units fix, growing and developing similarly to an organic lifeform.

Zoff is especially paranoid that a Time Lord may come to apprehend him: artificially created lifeforms such as Golems are illegal throughout the Galaxy, and the Gallifreyans have a reputation as "intergalactic policemen" in the Rabzera system. Time Lord intervention is possibly the reason why Golems are banned in both the Milky Way and Andromeda galaxies, as well as why the Rabzera system is incapable of developing time travel technology despite their constant breakthroughs in military tech.

It's taken Zoff twenty years to find the Golems, who were sent to Earth in 1807 and have since grown to adulthood in the German township of Orlok. Zoff wishes to take them to Rabzera and use them as his weapons. He plans on murdering Baron Teufel (see *V162*) and impersonating him, as Teufel's protection from the Burgomaster presents an opportunity to search the town unimpeded. Zoff plans on using his own Golem to do so, as it coincidentally matches the local myths of a demonic beast roaming the area. Should he succeed in stealing the Baron's identity, he'll plead amnesia as the reason he can't recall key details of his own life.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Zoff's disguise has a fatal flaw: the real Baron Teufel was blinded twenty years ago by the innkeeper who adopted the Golems as her own children. While Teufel has kept this secret from most by moving out of Orlok, the innkeeper and the Golems would realise that Zoff is an imposter.

GENERAL ZOFF



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

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

TRAITS
Authority (Major)
Dark Secret (Major) – His use and commission of Golems; if this becomes public knowledge, this Trait is replaced with Wanted (Major) – Intergalactic Authorities
Menacing
Military Rank (Special)
Obsession (Major) – Conquer other Rabzera planetary powers
Relentless
Tough

EQUIPMENT
Metamorphiser [Traits: Shapeshift (Major). Story Points: 2.]
Tracking Device [Traits: Scan. Story Points: 1.]
Molecular Disruptor Gun: 8(4/8/12) damage

TECH LEVEL: 6

STORY POINTS: 6

As the Rabzera system's epic power struggle constantly plays out in an identical pattern, Rabzeran officials and weaponry such as Zoff and the Golems may present recurring threats and complications to a group of time travellers, no matter where or when they happen to be.

GITHEANS *(Phobos)*

As of the 26th Century, humanity is still experiencing culture shock and growing pains as it interacts with alien cultures. It may surprise some that animosity exists between humans and Githeans, given the two species are similar enough genetically to come off as related. However, these similarities are the problem, as they accentuate the two species' minor differences: to the humans, the Githeans look like large, hulking and muscular brutes with unnaturally deep voices, covered in thick, furry hair. Conversely, Githeans see humans as freakishly scrawny and under-protected.

The Githeans are experiencing culture shock of their own, as another thing they share with humans is an ability to enjoy romantic and sexual relationships with other species, which can result in hybrid offspring. As a result, xenophobic humans often joke that Githeans are always trying to hook up with Earth women. However, many Githeans have traditionalist leanings and firmly believe that keeping their gene pool 'pure' is of the utmost importance. To this end, it's forbidden for a Githean to have a romantic relationship outside their species.

This is unfortunate for Farl, a soft-spoken Githean in love with Amy, a human. The couple contrast quite a bit, with her being a short and optimistic extrovert, while he's a rather large pessimist. Farl's expansive family has hired a hunter to track him down and forcefully bring him back to their planet, with Amy's life seen as expendable. The pair are on the run, and circumstances have made them tense, to say nothing of the irritation Farl gets from squeezing his frame into human-designed seating! To get the hunter off their trail, they're planning on lying low in Lunar Park (see *L178*), a commune on Phobos, a frozen rock of a moon orbiting Mars.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The stressful conditions have worn Farl down to the point where he's liable to lose his temper with the next speciesist human who insults him, attacking them and risking his cover. He's also contemplating breaking up with Amy and accepting his family's desires for the sake of protecting her. Amy has a secret of her own: she's pregnant. She's yet to tell Farl because their half-human, half-Githean baby will be another complication to process.

Adventure Seed: The Githean Inheritance

When the Doctor and Lucie Miller met Farl and Amy on Phobos, they were embroiled in another adventure and couldn't assist the couple with their issues. Your PCs encounter Amy, distraught after Farl has been successfully taken back to his homeworld. She's soon attacked by the Headhunter (see *V219*), the mercenary hired by Farl's family, who has been rehired to bring them the expectant mother. With Amy and her impending child in danger, can your PCs manage to reunite her with Farl and save the couple from the ruthless time-travelling bounty hunter?

FARL



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

SKILLS
Knowledge 1, Subterfuge 2, Survival 2, Transport 1

TRAITS
Alien
Distinctive
Distrustful
Emotional Complication (Minor) – The stress of protecting his relationship has made him tense
Fear Factor 1
Indomitable
Inspiring Love – Amy
Marginalised
Outcast
Size – Huge (Minor)
Tough
Wanted (Major) – By his family

TECH LEVEL: 6

STORY POINTS: 6

GITHEAN RACE PACKAGE
Cost: 4 points
Attributes: Presence +1 (+1)
Traits: Alien (+2), Distinctive (-1), Fear Factor 1 (+1), Marginalised (-1), Size – Huge (Minor) (+1), Tough (+1)

THE GODS OF CELAVA *(Immortal Beloved)*

The world of Caleva is a planet of green groves and steep cliffs, with hot nights and clean air. Its inhabitants are superstitious humans who believe in gods and magic, even living in architecture that resembles that of ancient Greece. Fittingly, the ruler of their world proudly declares himself as Zeus! Bringer of storms! Lord of the skies! ...and so on.

Zeus is boastful of his godlike powers and boundless knowledge, even if he seems to be nothing more than an elderly human, overweight from figs and wine. His subjects are quick to boast that he's given them so many wondrous magical artefacts... though these "magical artefacts" are likely to be familiar to off-worlders. His army rides in "godly chariots" that are clearly just helicopters, wield "magical staves" which are obviously rifles, and communicate with Walkie-Talkies... or rather, "ether trumpets." Zeus lives in a large palace with a grand garden, alongside his fellow Gods: his haughty lover Hera and Ares, an aggressive military general.

It's obvious that the Gods of Caleva are phonies. Their heavenly powers are all mechanical and their demeanours not particularly godlike. A thousand years ago, Zeus and his fellow gods were the staff of a human colony ship sent to colonise Caleva. By obfuscating their nature and claiming to be gods, they've tricked the descendants of the ship's passengers into worshipping them, granting them a life of luxury. They've achieved their "immortality" by copying their minds into younger, cloned bodies whenever they're on the brink of death, using an illegal RSK device (see *G53*). A handful of former Gods have been lost over the many generations, due to dying at unfortunate times without clones at the ready. Among them were Poseidon and Athena.

Not only do the Gods fear that outsiders may bring concepts into Caleva that they've been careful to suppress, but their actions could lead to legal trouble: RSK machines are outlawed, as they kill a mind to overwrite it with another. The process only works with bodies that are genetically identical, and so the Gods must use clones. As cloning technology isn't advanced at this time, they must grow into adulthood before being overwritten.

Target bodies are only usable when they're at a certain age, somewhere between sixteen years old and young adulthood. The Gods send their clones to live with foster parents, inviting them back to the palace to act as servants as they approach sixteen. The Gods always have at least one spare clone around. Assassination attempts, heart attacks, natural causes, any sign of a God's body dying means an instant summons of their clone and a trip to the "Casket of Healing" (RSK machine) in the "Chamber of Incarnation" (an operating theatre). Only the Gods themselves know how to operate the machine. If a clone can survive their window of time without needing to be called upon, they're allowed back into society with a large pension.

The Gods see their clones' bodies as belonging to them by right, and the clones have been conditioned to see their sacrifice as a great honour. The Gods' cruelty knows no bounds: as the RSK inserts a copy of their mind into the target body, the resulting copy usually has no qualms over brutally murdering their previous body. If Zeus were to be crossed, he may threaten to put an individual's mind into successive bodies, torturing them to death for eternity. While the gods claim to be serving their people, it's clear that Caleva's culture has stagnated alongside its rulers.

ZEUS



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

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

TRAITS
Amnesia (Minor) – Imperfect mind transfers have left Zeus with gaps in his memory
Arrogant
Authority (Major) – God of Caleva
Clone (Special) – see text
Dark Secret (Major) – Fake god
Devotion – Hera
Epicurean Tastes
Indomitable
Repulsive
Technically Adept
Selfish
Time Traveller – Zeus is familiar with his subjects' Tech Level of 4
Unattractive
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

HERA



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

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

TRAITS
Amnesia (Minor) – Imperfect mind transfers have left Hera with gaps in her memory
Arrogant
Authority (Major) – God of Caleva
Clone (Special) – See text
Dark Secret (Major) – Fake god
Devotion – Zeus
Epicurean Tastes
Repulsive
Selfish
Technically Adept
Time Traveller – Hera is familiar with her subjects' Tech Level of 4
Voice of Authority
Weakness (Major) – Hera's current body is prone to heart attacks, requiring Resolve + Strength rolls at Difficulty Levels determined by the GM in times of stress or physical exertion; if she fails, she takes 4(2/4/L) damage and requires medical treatment to avoid additional rolls.

TECH LEVEL: 6

STORY POINTS: 6

ARES



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

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

TRAITS
Amnesia (Minor) – Imperfect mind transfers have left Ares with gaps in his memory)
Arrogant
Authority (Major) – God of Caleva
Clone (Special) – See text
Dark Secret (Major) – Fake God
Impulsive
Repulsive, Selfish
Time Traveller – Ares is familiar with his subjects' Tech Level of 4
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 4

While Zeus and Hera have an open relationship, they're still deeply in love with each other. This love also applies to a pair of their clones, the young Prince Kalkin and Sararti of the Green Groves. Both are so in love that they can't bear the thought of having their minds overwritten, so they wish to escape. This may include recklessly attempting suicide so they may die as themselves.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The RSK device is an antique by this point, having been worn out over a thousand years of use. The Gods would be willing to ask for assistance in repairing it or acquiring spare parts from outsiders. They have been losing key memories for some time, as the machine causes copy degradation with each transfer. One thing they may have lost is their original names. With the machine malfunctioning and Zeus and Hera's bodies wearing thin, it's possible that Kalkin and Sararti are their final chance to copy themselves into younger bodies.

PRINCE KALKIN



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

SKILLS
Athletics 1, Convince 1, Subterfuge 1

TRAITS
Attractive
Authority (Minor) – Prince of Caleva
Devotion – Sararti
Impulsive
Indomitable
Passionate Love – Sararti
Wanted (Minor)

TECH LEVEL: 4

STORY POINTS: 6

SARARTI



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

SKILLS
Athletics 1, Convince 1, Subterfuge 1

TRAITS
Attractive
Authority (Minor) – Caleva Royal
Devotion – Kalkin
Impulsive
Indomitable
Passionate Love – Kalkin
Wanted (Minor)

TECH LEVEL: 4

STORY POINTS: 6



GOLEMS *(The Beast of Orlok)*

Golems are a type of biological lifeform engineered for war, and they're widely considered to be some of the best soldiers in the Universe. Their bodies are made from virtually indestructible aluminosilicate, a combination of minerals that results in a similar make-up to clay and an odour like spent fireworks. This substance makes them impervious to flames and electricity, as well as laser guns and bullets. It's not impossible to destroy a Golem, but it would take strategy and a lot of concentrated firepower. Golems are extremely strong, with a fully-grown one being twice the size of a bear and able to punch through stone.

However, these physical traits aren't the main reason Golems are feared. When a Golem is given an order by its controller, it tirelessly works to fulfil it. This order can't be cancelled or countermanded in any way, not even by that same master, a failsafe in case that controller dies in battle. Golems have simplistic minds and brutal sensibilities, and one ordered to wipe out an opposing army or entire planet won't stop until its order is fulfilled. While most interplanetary societies ban biologically engineered soldiers on ethical grounds alone, Golems have the distinction of being directly named in Article 12 of the Galactic Code, banning them in the Milky Way and Andromeda galaxies.

Golems do have a couple of notable flaws: their clay-like bodies are vulnerable to hardening and cracking when exposed to extreme heat, and they usually leave trace amounts of their bodies on everything they touch. Their simplistic intelligence and gigantic frames make them nearly impossible to use stealthily, and their mindless obedience forces their masters to be precise with the wording of their orders.

A humanoid bioengineer named Judah is particularly fascinated by Golems and has worked to create an experimental new strain, free of the original model's flaws. During the process, he created many Golems that are partway between the original and his ultimate goal. These "missing link" Golems are still imposingly large but compact enough to pass as regular humanoids and don't trail their clay everywhere. They're intelligent enough to understand and learn, but rather slowly. They can also communicate, but not in a language more complex than grunting. Judah has made these Golems his assistants and named the most intelligent one "Wolf" to work by his side.

Eventually, Judah made a breakthrough and created two examples of an experimental new type of Golem. They perfectly resemble organically born humanoids and are so intelligently reactive that they have their own perspectives and consciousnesses. They even age and, at the time of creation, were babies. Judah was initially planning on selling the Golems to General Zoff (see *V208*), head

GOLEM



AWARENESS	1	PRESENCE	6
COORDINATION	2	RESOLVE	10
INGENUITY	1	STRENGTH	10

SKILLS
Athletics 2, Fighting 3, Survival 2

TRAITS
Alien
Alien Appearance
By the Program – A Golem must complete their previous order (and has a +4 bonus against attempts to dissuade it)
Enslaved
Environmental (Major)
Fast Healing (Special)
Fear Factor 3
Immunity – Its clay body is impervious to damage from fire, electricity, bullets and most standard energy weapons
Loud
Relentless
Size – Huge (Minor)
Slow Reflexes (Minor)
Uncommunicative (Major)
Weakness (Major) – Clay-like body can be hardened by intense heat, rendering it immobile

TECH LEVEL: 6

STORY POINTS: 2-4

of a military alliance in the perpetually warring Rabzera system. Just before handing them over, Judah realised he had essentially created a new race and didn't want the children subjected to Zoff's cruel designs. He placed the babies in a space pod and shot them to a primitive planet sixty-thousand light years from the Rabzera system to protect them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The world Judah chose was Earth, and the babies' pod landed in 1807, in the forest next to the German township of Orlok. They were discovered by local no-nonsense innkeeper Frau Tod, who named them Hans and Greta and raised them as her own children. When she discovered the children were capable of incredible physical feats, she made them promise to keep it secret. Twenty years later, Greta continues to work with her mother in the Inn, while Hans is studying philosophy at University. The family is loving but bittersweet: Frau Tod fears that one day more aliens will come to take her children from her.

Zoff is searching for the children and plans to use his own fully-grown Golem to acquire them. Judah wishes to intercept him, and will arrive with his golem assistants, posing as a fortune teller and his travelling troupe. The similarities between the Golems used throughout the Universe and the Golems of Earth's Jewish mythology appear to be nothing more than remarkably improbable coincidence.

Campaign Seed: Galactic Enforcers

The Galactic Code is a pan-galactic agreement forbidding the creation and use of devastating, unethical threats, but who enforces it? Enter your player characters: either a specialised force hired for the job, a loose gathering of hastily assembled professionals, or your typical TARDIS crew with a space-time telegraph. They're the Universe's first and only hope against forces we were not meant to toy with. What will they encounter on their next, possibly final mission? Planetary-scale engineered viruses (see *G47*)? Ancient weapons long thought destroyed or lost (see *G44*), now in the hands of warmongers or hapless fools? Machines that allow the theft of bodies (see *G53*), or simulate Time Lord regeneration (see *G36*), or even contain entire universes (see *G29*)?

Adventure Seed: The City That Never Sleeps

In far, far future New York City, Dr Abraham toils. Instead of making Golems more humanoid, he works backwards, convinced that creating the ultimate primordial beast will allow him to replace all life on Earth with that made in his image. This massive, sky-scraper sized mass of wet clay slumbers beneath the city, causing disruptions that no one can discern the origin of. Little does Abraham know, his creation is more intelligent than he's accounted for, and is just waiting for the right moment to strike…

"MISSING LINK" GOLEM



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

SKILLS

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

TRAITS

Alien
Distinctive
Environmental (Major)
Fast Healing (Special)
Immunity – Its clay body is impervious to damage from fire, electricity, bullets and most standard energy weapons
Relentless
Uncommunicative (Minor)
Weakness (Major) – Clay-like body can be hardened by intense heat, rendering it immobile

EQUIPMENT

Impulse Rifles: 2(2/4/L) damage

TECH LEVEL: 6

STORY POINTS: 4

EXPERIMENTAL GOLEM RACE PACKAGE
Cost: 17 points
Attributes: Strength +4 (+4)
Traits: Alien (+2), Environmental (Major) (+2), Fast Healing (Special) (+6), Immunity (+2), Quick Reflexes (+1)

GOSTAK *(The End of the Beginning)*

During his time as a student in the Academy, the Doctor's childhood mentor and favourite teacher was a Time Lord named Gostak. He was called Gostak the Sagacious, and he was brilliant, funny, erudite and as close to being a friend to the Doctor as convention would permit. But he had one intellectual weak spot: an obsession with the legend of the lost moon of Botoia.

Botoia is Gallifrey's equivalent to Atlantis or Lyonesse. A parable in the Book of Rassilon relates that Botoia was a moon of Gallifrey that was plucked from the night sky and sent who-knows-where. Most consider it to be a metaphor not to be taken literally. Though some did, of course, Gostak among them. In fact, not only did Gostak believe in Botoia, he was determined to find it. He theorised that it still existed somewhere under another name. So he resigned from the Academy, assumed the title "the Pilgrim" and headed off on his great quest, never to be seen again.

Gostak is still out there somewhere. His current incarnation is an avuncular figure, that of a friendly and apparently scatter-brained man in late middle-age. If anyone were to bump into him, he seems harmless enough. He would be delighted to meet the Doctor again after so many centuries, though any other Time Lord would also be greeted warmly.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite outward appearances, Gostak is stark raving mad, but his quest to locate Botoia has been a success. Gostak's theory that the moon was hiding out under another name proved to be correct. What is left of it is a dead asteroid by the name of Primeline 275. But that isn't the full story.

The legend of Botoia also claims that it is the location of a mythical Gallifreyan device, a machine of staggering temporal magnificence far beyond the capabilities of modern Time Lord society to build. But the Book of Rassilon has been mistranslated: Botoia isn't the location of the device, it is the device itself. Botoia is the Cosmic Restorator (see *G30*), an engine capable of unravelling spacetime itself, rolling time back by thousands or even millions of years.

In his madness, Gostak has activated the Restorator and its power has been building up for some time, evidenced by a maelstrom of dark energy hovering in space above Botoia. Although the Restorator has been designed so that a single Time Lord could control it, it's far easier for four. Gostak has placed spacetime maps in the form of jewels in various times and places, with the intent that they would lead several incarnations of the Doctor to Botoia, so that they could help him.

Gostak intends to roll time back to a point before Time Lord society began to decline, a period around eight million years ago. Everyone born since then will never have existed; every civilisation since then will vanish; every species that evolved since then will never have been. The Great Unravelling will undo the Universe's mistakes and allow the ancient Time Lords to rule again!

GOSTAK



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

SKILLS
Convince 4, Knowledge 6 (AoE: The Legend of Botoia), Marksman 2, Science 3, Technology 4, Transport 2

TRAITS
Doctorate – The legend of Botoia (+3 bonus instead of the usual +2)
Eccentric (Major) – Stark raving mad
Face in the Crowd
Feel the Turn of the Universe
Obsession (Major) – The moon of Botoia and the Cosmic Restorator
Psychic
Time Lord
Time Lord – Experienced x12
Unthreatening
Vortex

EQUIPMENT
Laser Pistol: 6(3/6/9)

TECH LEVEL: 10

STORY POINTS: 8

GRAND ADMINISTRATOR WALTER VINCENT *(Rule of the Eminence)*

Grand Administrator Walter Vincent is the man credited with leading the Earth Alliance to victory in its fifty-year war against the Eminence (see *V202*) towards the end of the 32nd Century. But just who is Walter Vincent? He's a charming man with a warm Irish brogue and excellent media skills, that much is known. But none of the researchers at *Alliance Update*, the Earth's major news broadcaster, have been able to find anything about his background. The Doctor suspects he's the Master (see *V249*) in another of his trademark disguises.

But whoever he is, Walter Vincent will make a live broadcast from Brunei to mark the Homecoming and welcome back all those who left mother Earth because of the war. It's an unprecedented event and the chance for Vincent to repay the debt the Earth owes to those who served their planet.

As Grand Administrator, Walter Vincent is the most powerful man on Earth, and indeed in the Earth Alliance, the confederation of planets which together fought the Eminence. He governs the Earth's Administration Zones from his luxurious beach residence in Brunei, a mansion which was even more beautiful before the war.

There are over twelve thousand sky generators scrubbing pollution out of Earth's atmosphere, molecule by molecule. Even so, there are still traces of Eminence gas. Not enough to trigger its consciousness, but enough for everyone on Earth to have some in their system.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As soon as he met Walter Vincent, the Doctor realised that he isn't the Master, just another of his puppets. He's actually a mimetic construct created by the Master. Vincent is a product of the mind, an idea made flesh. The Master has grown him from Molly O'Sullivan's (see *A101*) memories of her father, Patrick, and Vincent needs Molly to continue to remember him, otherwise he'll just fade from existence.

The Grand Administrator has been saturated with the Master's own brand of retro-genitor particles (see G53). He will be the Master's mouthpiece during the Homecoming speech, broadcasting his commands to every human on Earth. The Master also has the assistance of the Eminence, which is still active and alive, and now able to coalesce from the very air anywhere on Earth.

As Vincent speaks, his eyes turn black with retro-genitor particles and he issues orders for all to obey the Master. Ten billion people become the Master's slaves in an instant, his army with which to conquer the Galaxy. The Master's control will be reinforced in daily broadcasts by Vincent accompanied by Molly, whose presence boosts his powers.

WALTER VINCENT



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

SKILLS
Convince 5, Knowledge 3, Subterfuge 3, Technology 2

TRAITS
Attractive
Authority (Major)
Charming
Dark Secret (Major) – Is a construct created by the Master
Dependency (Major) – Vincent's entire existence is dependent on Molly's memories of her father; without them, he just fades away
Enslaved
Fame (Major)
Hypnosis (Major) – Can control anyone infused with retro-genitor particles, and gains a +4 bonus for this if Molly O'Sullivan is with him
Robot – OK, he's not literally a robot, but he is an artificial construct
Transmit

TECH LEVEL: 7

STORY POINTS: 4

But Molly is also Vincent's weakness. As well as needing her to keep remembering, if she becomes angry or agitated, her own retro-genitor particles are boosted by adrenaline. The power contained in her will be too much for Vincent: her merest touch will burn him (doing 1(1/1/2) damage), and a violent enough punch could burn him up entirely (doing 8(4/8/L) damage) as he's forced to transmit a full dose of retro-genitor particles to everyone on the planet, freeing them from the Master's control!

GRASH *(Sword of Orion)*

The Garazone system (see *L153*) is a bit of a backwater. The main thing it has going for it is Garazone Central, featuring a bazaar the size of a city, floating in space inside a structure so large that the ancient air conditioning builds up condensation on the internal bulkheads, forming rainclouds indoors. It's a long way from any centralised authority, and you can buy and sell just about whatever you want there.

Garazone is a little way off the space lanes, making it an ideal spot for the dumping of all sorts of space debris. This has led to a boom in the scrap business, with the Merchant Space Corp employing scrap ships to venture into the junking zones to recover scrap and salvage derelicts.

The scrap men and women of the Garazone system are a tough breed. They have a certain look… and a certain smell. It's not a life for everyone. But those who take to it sometimes find it can make them a lot of money. Grash is a prime example of the industry's workforce. He's scruffy, rough, uncompromising and into all sorts of shady deals.

Actually, Grash is a little more than just a petty criminal. He uses the cover of his job on the scrap ship *Vanguard* to run a lucrative smuggling business getting goods in and out of Garazone Central. He's also got people working for him on other scrap ships, many of them members of his extended family.

Grash is very proud of his operation and very protective of his people. Anyone who might threaten to uncover what he's doing is likely to find themselves going for a stroll in deep space without a life support suit. This even includes the captain of the *Vanguard*. Mind you, the new captain, Deeva Jansen (see *A134*), is a different kettle of fish. It won't be so easy to persuade her to look the other way when Grash needs her to. He might just have to stir up trouble and start a mutiny and get her charged with dereliction of duty. Most of the crew will back him up, out of fear if nothing else.

First though, there's an enormous derelict star-destroyer that Captain Jansen has set her eyes on. Grash doesn't like the look of it. After all, it's far too large for a scrap ship of the *Vanguard*'s size to handle. Even boarding it will be a problem, as its airlock hatches are twice the size of a standard connector, and a spacewalk isn't something that Grash enjoys! Grash isn't one to let the rules stand in the way of good business. But if they help him get Jensen off his back, he'll happily quote them to her face.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The derelict star-destroyer is actually a Cyber-ship that's been disabled by an ion storm. When the Cybermen capture Grash and try to cyber-convert him, they conclude that he's unsuitable due to the extreme emotional trauma he exhibits at the loss of his criminal empire and power.

GRASH



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

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

TRAITS
Argumentative
Selfish
Tough

EQUIPMENT
Energy Pistol: 6(3/6/9) damage

TECH LEVEL: 6

STORY POINTS: 4

SCRAP SHIP VANGUARD
Armour: 10 **Hit Capacity:** 25 **Speed:** 5*

Traits: Travel
Story Points: 1

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



GULDREASI *(An Earthly Child)*

You have begun communication with the Guldreasi. Your planet was the target of interplanetary aggression. Agree/Disagree?

The Guldreasi are a species which answers distress calls from struggling planets, offering their assistance in developing/redeveloping their industry. This assistance is provided through contractual agreements, offered to the person who summoned them; the Guldreasi see the opinions of everyone else on the planet as complications to be ignored. A contract must be made and agreed to within a day or else the offer is rescinded. The Guldreasi prefer to dodge the question of what exactly they want in return for their altruism, claiming it's just a few token gestures. The Guldreasi have a truly alien appearance, with their eyes somehow easy to mistake for arms. They speak in 'floaty' voices and intonations, though communicate in curt questions similar to automated messages or opinion polls. The Guldreasi have holographic technology to disguise themselves as others and possess basic mind-reading abilities. Still, any attempt at impersonation is likely to be undermined by their giveaway speaking habits. Agree/Disagree?

Guldreasi ships have a strictly functional appearance with little aesthetic value. These vessels are armed with advanced scanners and gravitational beams powerful enough to rip individuals through solid walls. A ship's interior is like a gigantic molecular lattice, and the air itself has an unnerving atmosphere. It contains rooms with perceptual generators, which can imprison an individual in a recreation of a pleasant memory. Each ship can be manned by a single Guldreasi.

A notable Guldreasi is named Hope, who is responsible for brokering contracts. She has a tendency to wax philosophical about the nature of reality and existence itself, and is strong enough to lift any human. While Hope has a cold and professional demeanour, she's angered if her motives are questioned and boasts of being the fruit of a thousand successful Guldreasi courtships.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite what she believes, Hope is not a flesh and blood Guldreasi. Hope is a conceptual being representing hope itself, designed by the Guldreasi to serve the purpose of brokering deals. While they don't have time travel, their ships use similar abstraction-based technology as TARDISes.

The Guldreasi claim that their deals will bring industry and gainful employment to struggling planets. This is flowery language obfuscating that they enslave other planets and turn them into labour camps. They seek desperate worlds and force the inhabitants to build weapons for them, increasing their burgeoning empire's reach, leaving the unfortunate planets as sitting targets for their enemies. Their initial contracts are technically within the letter of interplanetary law, yet they only contact isolated worlds, keeping their true operations secret and maintaining an altruistic reputation. Hope seems to believe the Guldreasi are genuinely benevolent, and that anyone who would reject one of her contracts is ungrateful.

The Guldreasi accept no responsibility for misinterpreted responses and broken dreams.

HOPE



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

SKILLS
Athletics 2, Convince 3 (AoE: Negotiation), Fighting 1, Knowledge 1, Science 2, Subterfuge 1, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Arrogant
By the Book
Dark Secret (Major) – The Guldreasi's true aims
Eccentric (Minor) – Formal speech pattern
Fear Factor 2
Psychic
Voice of Authority

EQUIPMENT
Holographic Transmitter

TECH LEVEL: 7

STORY POINTS: 5

THE HEADHUNTER *(1st in Blood of the Daleks)*

The Headhunter is a mystery to all but her clients, and even they only know what she wants them to. She's a bounty hunter who specialises in tracking down and retrieving individuals, but will also locate objects or provide other services for the right price. She's equipped to search space and time, even if her already expensive invoices are increased for the latter. The Headhunter considers herself part-recruitment consultant, part-assassin, and claims not to be evil, just a savvy businessperson. She's highly opportunistic and is quick to accept jobs and positions for powerful or soon-to-be-powerful clients. Professional as she is, she's not against betraying a customer for a better offer, nor taking side-jobs to maximise profit. The illegality of her operations has led to frequent encounters with Time Lords.

The Headhunter has a haughty, cultured demeanour but is easily irritated, preferring to be the one in control. Despite being humanoid, her actual species is a mystery. She claims that her kind evolved natural psychic protections due to neighbouring telepathic species, so she *probably* isn't a human or Time Lord. When on missions, she likes to blend into the setting by operating under an alias. She has no qualms about killing if needs be, but considers unnecessary deaths beneath her professional standards.

The Headhunter travels in an ion-jet powered warp ship with a medical bay and temporal capabilities, typically keeping it parked in orbit while she uses a one-seater pod ship to travel down to a planet's surface. However, she prefers more discreet, local methods of travel to blend in. The Headhunter has access to advanced technology such as hypnosis devices, laser guns and Time Bullets (see *G50*), but her frugality makes her only carry whatever's utterly necessary for a job. Even a good whack on the head is cheaper than chloroform.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Headhunter was employed to hunt down Lucie Miller (see *A99*) by Todd Hulbert (see *V225*), as the businessman feared rivals were poaching his employees. Lucie was travelling with the Doctor and to the Headhunter's frustration, she kept arriving at destinations just after the TARDIS had left. She eventually returned Lucie to Hulbert and learned that another of his employees, Karen Coltraine (see *V232*) would have become a tyrannical dictator in an alternate timeline. Seeing this dark potential, the Headhunter offered Karen a place as her personal assistant. The pair travelled together for some time, coming into conflict with the Doctor and Lucie whenever their paths crossed.

Despite her bond with Karen, the Headhunter would casually accept a client killing her for their own gain. She would even help a client conquer the entire Milky Way Galaxy; in which case, she'd simply set up business in another market! As much as the Headhunter hates to admit it, she's developed a begrudging respect for the Doctor. His role as a time-travelling do-gooder who constantly saves the Universe is something to appreciate, because she certainly wouldn't want to take on those responsibilities herself if something happened to him!

THE HEADHUNTER



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

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

TRAITS
Argumentative
Epicurean Tastes
Face in the Crowd
Indomitable
Obligation (Minor) – Her clients
Obsession (Major) – Profit and power
Relentless
Selfish
Technically Adept
Time Traveller (Major) – Tech Levels 4-8
Vortex
Wanted (Minor) – By Time Lords and other temporal authorities

EQUIPMENT
Laser Rifle: L(4/L/L) damage
Various equipment tailored to her jobs, such as Time Bullets (see *G50*), Teleport Spool [Traits: Teleport (to the Headhunter's Warp Ship). Story Points: 1.] or handheld hypnosis machine [Traits: Hypnosis (Minor). Story Points: 1]

TECH LEVEL: 9
STORY POINTS: 8

HELIACORP *(The Revolution Game)*

Turning Sunlight into Gold!

Heliacorp is the most successful manufacturer of solar panels in the Galaxy. Their secret is that unlike their competitors, their solar cells aren't just 100% efficient, they're 120% efficient! A solar cell managing to produce more energy than it absorbs should be impossible, so their patent is kept tightly under wraps. Aside from their primary venture, Heliacorp has its fingers in a lot of profitable pies: it sponsors extremely popular sports events starring its own employees and broadcasts them throughout the Galaxy ("The sun always shines on Heliacorp TV!"), and has even colonised a solar system, the five planets of the Castus system.

While Heliacorp holds significant power throughout the Galaxy, its power on the Castus worlds is absolute. In terms of employment, they're the only game in town. Massive as the company is, there are still not enough jobs to go around for the populations of five colonies, so landing a Heliacorp job is seen as incredibly lucky. The employees are so desperate to keep their positions that the company's higher ups have free reign to order them to do whatever they want.

Executive Director Clegg is behind many of Heliacorp's most profitable ventures, and he's fully aware of the power he holds. While typically greedy, Clegg also has a vindictive and mercurial streak. It's rumoured that he once had a steward thrown off his personal shuttle for wearing the wrong colour tie... while it was in orbit. The way Clegg treats his employees is comparable to how the Roman emperors treated their slaves, and he has set up the brutal annual Retro Roller Derby tournament on Castus Sigma (see *L126*). Clegg is cruel but can be dissuaded from the idea of murdering someone if they entertain him or fulfil some other momentary whim. His capricious nature can just as easily turn malicious: if someone from a Castus planet crosses him, he might cause a power outage for their entire colony!

Thanks to their robot drones, Heliacorp has an extensive security network. The drones work as security and couriers as they fly around their settlements and record everything they see, only being distracted if anyone hails them to purchase a commercial service from their interfaces. The drones patrolling the Roller Derby arena are equipped with cattle prods to deal with a species of local canine pest called Hyenoids. Every open transmission in the Castus system is sent via satellite, giving Heliacorp even more options for spying.

The success of Heliacorp has given them many corporate rivals in the solar panel business who often send spies to infiltrate the company to learn the secret of their 120% efficient cells. Yellow Suns is the most persistent of these rivals, and Clegg has become blasé about murdering their spies whenever he discovers them.

EXECUTIVE DIRECTOR CLEGG



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

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

TRAITS
Adversary (Major) – Yellow Suns
Authority (Major) – Heliacorp Executive Director
Dark Secret (Major) – Harvesting the Jengu for his solar panels
Impulsive
Menacing
Obsession (Major) – Power via profit
Repulsive
Ruthless (Major)
Selfish
Stubborn
Voice of Authority

EQUIPMENT
Jengu-wing Cloak [Traits: Fragile (Minor), Invisibility (Special Good), Story Points: 3]
Dart Gun: 4(2/4/6) Damage [Traits: Armour-Piercing (Major), Story Points: 2]

TECH LEVEL: 6

STORY POINTS: 6

Clegg sees himself as reasonable and will give anyone who impresses him enough a once in a lifetime offer to join Heliacorp. This is once in a lifetime because, of course, he'll kill them if they refuse. If the secret of Heliacorp's panels got out, stocks would plummet and he'd lose his job!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Heliacorp's solar cells are so efficient because they're made from the protein of the Jengu (see *V229*), a sentient insectoid species native to the Castus system. Clegg has directed Heliacorp's colonisation of the system to hunt them down, as a Jengu must die for each panel created. Clegg has hidden his stock of almost a million hibernating Jengu under the roller derby arena on Castus Sigma, obscured by a thick, artificial, amber-like substanceThe arena is the only place he can deploy such a high level of security without drawing attention. If the Jengu made themselves known, Clegg would claim they're non-sentient and try to censor their existence. In the guise of pest control, he has taken to wandering around Castus Sigma with a carapace-piercing dart gun, shielding himself in a thin cloak made from the Jengu's wings that gives him their natural camouflage, leaving him invisible while wearing it.

Adventure Seed: Golden Enterprises

Your TARDIS lands at the Golden Enterprises Stock Exchange, one of the busiest space stations in human space... and one of the most dangerous. With powerful companies like Helicacorp and Yellow Suns outright owning planetary colonies and solar systems, humanity is funnelled into feudalism by way of capitalism. Assassinations go unnoticed in the bustling noise and crowds of the Stock Exchange, leading to every single broker being a highly-trained undercover agent with the goal of killing someone else, let alone any time travellers who stumble onto their crime scenes. All are too focused on murder to notice something amiss: stocks are ebbing and flowing, with the biggest companies nearly in the red and the smaller ones in positions to take control. Golden Enterprises Stock Exchange is positioning these companies to stoke war, with the employees forced to the frontlines. The Stock Exchange is a Trojan horse, a Cyberman ship with a Cyber-Planner fully operational within its systems, and all Golden Enterprises employees partially converted. After humanity weakens itself from civil war, the exchange will swoop in and single-handedly establish a new Cyber empire. Even if your players foil the Cybermen's plan, would they dare to take control of the stock exchange in a bid to safely uproot the megacorps and free humanity?

HYENOID

Attributes: Strength 2, Coordination 3, Awareness 5.
Skills: Athletics 2, Fighting 2, Subterfuge 1, Survival 4
Traits: Keen Senses (Minor: Smell), Natural Weapon (Minor: Bite: Strength +2 damage)

HELIACORP DRONE



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

SKILLS
Athletics 3 (AoE: Flight), Fighting 1, Subterfuge 1, Technology 1, Transport 1

TRAITS
Armour (5 points)
By the Program
Environmental (Minor) – Doesn't breathe
Flight (Major)
Natural Weapon (Minor) – Cattle Prod: 2(S/2/4) damage
Robot
Size – Tiny (Minor)

TECH LEVEL: 6

STORY POINTS: 1-2

THE HELIYON *(Their Finest Hour)*

In August 1940, a series of attacks on military installations in Southern England threatened to turn the tide of the Second World War further in Nazi Germany's favour. The attacks came from the air and were utterly devastating, as though the targets have been imploded. But whenever the RAF sent up fighter planes to intercept the attacker, the pilots reported seeing only a sort of shimmer in the air, like a heat haze in the shape of a translucent rectangle, almost an absence of something. Any attempt to engage with the object resulted in the loss of the planes, as though they had completely vanished.

Winston Churchill summoned the Doctor for assistance, fearing that it was a new German secret weapon. But the Doctor quickly realised that this was something beyond the technological capabilities of the Earth in this time period. Although the object, presumably an alien craft, was very large, it was being shielded by some form of cloaking device. Further investigation revealed that it was armed with a devastating heat ray and also had a device capable of teleporting objects aboard itself.

The invisible craft is crewed by members of a race called the Heliyon. The Heliyon are a reptilian people with green, scaly skin. They aren't particularly formidable or aggressive in the flesh, but are highly advanced technologically. To them, humans look like "ape primitives" (a description notably similar to one sometimes used by the Silurians, another reptilian species).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Heliyon are not a militaristic or imperialistic race, but in the 1940s they are engaged in a civil war between two rival factions: the Leeward Bloc and the Windward Bloc. However, the Heliyon rules of war are unusual. In order to preserve their own population, the two blocs select another planet on which a war is already being fought and choose sides randomly. The winning side of that war determines who wins the Heliyon war. Neither bloc is permitted to interfere in the war or even make contact with its participants. To do so is considered a war crime.

Although little is known about Heliyon society, their overall ruler is the Heliyon Prime, who seems to sit above the two blocs and oversee the conduct of the war on an impartial basis. In the event of any infringement of the rules of war, the Heliyon Prime can intervene, having access to the technology capable of taking control of any Heliyon spacecraft and teleporting them back to the homeworld to stand trial.

In the case of the Second World War, the Leeward Bloc are backing the Axis Powers, while the Windward Bloc have the Allies. However, a fanatical faction within the Leeward Bloc is concerned that the Nazis may lose the war and are committing attacks on British installations to push the tide of the Battle of Britain in their favour.

HELIYON



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

SKILLS
Knowledge 2, Marksman 3, Subterfuge 3, Technology 2, Transport 3

TRAITS
Adversary (Major) – The opposing Heliyon bloc
Alien
Alien Appearance
Code of Conduct (Major) – Heliyon rules of war
Tough

EQUIPMENT
Stuff

TECH LEVEL: 7

STORY POINTS: 2-4

HELIYON STEALTH CRAFT
Armour: 8 **Hit Capacity:** 25 **Speed:** 8*

Traits: Invisible (Special), Teleport, Transmit, Travel
Weapons: Heat Ray – 15(7/15/22) damage
Story Points: 8

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

HILARY HAMMOND *(Enemy Aliens)*

Having received a garbled message from the Eleventh Doctor that "William Tell is the key", the Eighth Doctor took Charley Pollard (see *A90*) to a performance by Mr William Tell, "Europe's Most Memorable Memory Man", in London in 1935. When Tell was shot, Charley was rescued by Hilary Hammond, who introduced himself as a shipping clerk before whisking her onto a train to Scotland, where she would be able to lie low until things blew over.

Hammond is an ordinary man, handsome in a way, and with a perfectly-trimmed moustache. He lives in a bachelor flat in Portland Place. During the train journey north, he and Charley agreed to head for the Straggly Witch, a bay in Dumfriesshire which William Tell had mentioned just before he died.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hilary Hammond is part of a German spy ring with a secret U-boat dock beneath a ruined castle on the Scottish coast. The ring used the memory man's act to issue orders to their members. Hammond knows that war is coming and he wants to be on the winning side! If his cover is blown, Hammond will readily change sides and become a double-agent.

HILARY HAMMOND



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

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

TRAITS
Attractive
Dark Secret (Major) – German spy
Face in the Crowd
Friends (Minor) – Fellow agents
Selfish

EQUIPMENT
Webley revolver: 5(2/5/7) damage

TECH LEVEL: 4
STORY POINTS: 6

ALIEN SENTRY



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

SKILLS
Athletics 4, Fighting 4, Subterfuge 1, Survival 3

TRAITS
Alien
Alien Appearance
Alien Senses – Scent Tracking
Fear Factor 1
Swinger (Minor) – Provides a +2 bonus when swinging from one place to another
Tough

TECH LEVEL: 6
STORY POINTS: 4

To complicate matters, there's an alien mothership in orbit above the Earth, waiting for a signal for the invasion to commence: a performance of the William Tell Overture broadcast across the globe on the BBC's Empire Service. A scout for the invaders was accidentally woken in London by Charley humming the overture, and it has been trailing her as it believes her to be its commanding officer. Although its species is unidentified, it is long-limbed and stocky with flaming green eyes and noseless nostrils. It swings from lamppost to lamppost and has an appetite for human flesh.

Can the Doctor rescue Charley and prevent an alien invasion while evading the police?

HOULBROOKE *(The Long Way Round)*

When the Doctor and some of his friends travelled to 2050 in an aberrant timeline, they found themselves kidnapped and interrogated by a woman named Houlbrooke. In this version of the future, Britain has become a totalitarian state.

Houlbrooke is grim and relentless in her questioning. It is an offence not to carry an identity card at all times here, and she asks her prisoners for theirs, even though she already knows their names and backgrounds. She knows that they are time travellers and gets annoyed when they deny it. The Doctor is the one she's most interested in.

Houlbrooke is aware that the Doctor isn't human and that he has a time machine called the TARDIS. She has information that he interferes in the lives of others. The Doctor has been spotted throughout history. Much of it has been covered up, but there's enough to paint an interesting picture. The Doctor has fought off alien invasions, saved the Earth, tried to broker peace. But the flip side is the collateral damage and all those that he has directly killed.

But how did Houlbrooke know precisely where and when the TARDIS would arrive in 2050 so that she could have her people waiting to take them in?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Back in 2020, Gemma Houlbrooke was a twelve year old girl who spotted a blue police box standing on a previously empty spot in a Camden street. Sometime later, she noticed a group of people entering it and it vanished. Later still, it was back. Gemma saw this happen many times. Nobody else seemed to notice, but she was an observant girl. One day, she followed the people home to 107 Baker Street (see *L105*), looked up details, found the name "the Doctor", and that unlocked a lot of information.

But as Gemma grew up, the world grew ever darker. She joined the resistance against the fascist government and put two and two together. Could the man from 2020 be the same man who calls himself "the Doctor" in 2050 and is the power behind the government? He wears a mask in public but Houlbrooke has one blurred photo of him without it. He doesn't look like the time traveller, but Houlbrooke knows he has had many identities. She has other photos of the masked Doctor killing an ambassador, his family and staff.

Houlbrooke had no definitive evidence to link the two men until she received an anonymous letter stating that the Doctor is a killer. It provided details of events, deaths, a long list of facts, including the exact time and place that the TARDIS would materialise. Houlbrooke was convinced of his guilt and that she should kill him to prevent her dystopia from happening.

GEMMA HOULBROOKE



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

SKILLS
Athletics 2, Convince 4 (AoE: Interrogation), Fighting 2, Knowledge 1, Subterfuge 4, Technology 2

TRAITS
Dark Secret (Major) – Member of the underground resistance
Empathic
Friends (Minor) – The resistance

TECH LEVEL: 5

STORY POINTS: 6

But what if the letter is wrong? What if, in his interrogation, the Doctor writes it himself, word for word? What if he points out that the first word of each line states "He's innocent. He's the only one that can finish it."? What if she releases him so that he can go back and post the letter to her? Who would be the masked "Doctor" then? Perhaps a man named Robin Bright-Thompson (see *V277*) who hasn't aged in thirty years?

Note: Though Houlbrooke is listed here as a villain, as she's the antagonist of the story she's in, is she really a villain? She's fighting against a totalitarian government and just has her facts wrong. In fact, she willingly lets the Doctor go at the end of the story.

HULBERT LOGISTICS *(Human Resources)*

I'm sorry, who are you? If you've just broken int... what am I saying? You wouldn't be here if you weren't supposed to be! You're that new data entry clerk, aren't you? Don't pull my leg, I just got off the phone with Mr. Hulbert himself. He said you've got high prospects, and that your aptitude test results were top drawer! While I find you a desk, be sure to swing by the coffee lounge: we've got sandwiches, coffee, top-notch banter and an office fantasy football league; Phil Neville's still available!

The offices in a standard branch of the blue-chip company Hulbert Logistics are indistinguishable from any other business you may find yourself employed by. The air bustles with the dull activity of creaking doors, ringing phones and small talk no one particularly enjoys making. Company posters are the closest thing the building has to art, and vending machine sandwiches are the closest thing it has to food. It's downright miraculous that any of the utilities are in working order.

Sorry, forgot to mention, but the air conditioner's broken. That thing's always on the fritz! You'll get used to it, I'm sure. It's hard to notice little things like that; it's not like this work is going to do itself! Oh, your computer should already be running LockTrack, a logistics app that generates simulations from grids. I don't understand it either, but it's apparently foolproof! Got to go, poles to grease, axes to grind!

Your head of operations at Hulbert Logistics is likely to be much the same as in any other firm. A middle manager who believes themselves to be a motivator and friend to their employees, much to their embarrassment. They often come across as idiotic, and sometimes sexist and racist; they're probably not actually that awful a person, but they're childishly bad at considering what they're about to say. They're always dropping common expressions into their chatter, and no one has the heart to tell them they get all of them completely wrong.

We've got a planning meeting on in a bit, we'll be talking over some new info we've got from the other regional branches with the planning boys... oops, planning boys and girls! Stoke, Reading... speaking of the Reading branch, have you met Ciarán? He's the funniest guy, that Irish accent is just hilarious! Anyway, the ball's in our court, so it's up to us not to drop it. We at Telford have the best reputation when it comes to closing deals, I'm pleased to say!

Making even the smallest mistake at Hulbert Logistics can get you fired on the spot, as the company can't afford to miss closing a single deal. Many employees are likely to be escorted out under protest, screaming as they're literally thrown out the front doors by the burly security guard. Only when an employee is fired do they start to understand what makes Hulbert Logistics truly unique among its peers.

TODD HULBERT



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

SKILLS
Convince 3, Knowledge 4 (AoE: Business), Marksman 1, Science 1, Subterfuge 3, Survival 1, Technology 1, Transport 1

TRAITS
Authority (Minor) – Head of Hulbert Logistics
Cowardly
Cutting Edge Technology
Obligation (Minor) – Offer his clients a great service
Obsession (Major) – Profit
Selfish
Ruthless (Minor)
Voice of Authority
Wealthy (Major)
Well Mannered

EQUIPMENT
PalmPilot [Traits: Scan (Biology), Story Points: 1]
Mental Processing Equipment [Traits: Hypnosis (Major: See text). Story Points: 2.]

TECH LEVEL: 5

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What we're focusing on today is this: an underground enemy stronghold where they're keeping back-up troops in cold storage, yeah? Now, we reckon they're looking to catch our lot by surprise when there's a lull, and Stoke office reckons it's about a mile underground, and we don't want to actually send anybody in if we

can avoid it. Keep the costs down. No cheapskate jokes from the back, cheeky! The sonic cannons might be a bit imprecise, but the laser cannons have too narrow a range...

Each branch of Hulbert Logistics is a standard office building on the inside, but a gigantic, stomping war robot on the outside. Albeit one that still retains an architecturally modern flair. Each has countless intimidating weapons attached to it, such as sonic wave guns and laser cannons. The regional branches are a fleet of giant war machines that traverse space, and their employees are brainwashed into believing they're in a regular office, all their tactical movements and brutal strategies wrapped in the banal veneer of mundane business. Funnily enough, most of the jargon is applicable in both contexts!

Head honcho Todd Hulbert offers his prospective clients many services: revenge attacks, military coups, expansion plan permits... things that can flashily be referred to as "planetary conquest." The latter is the bulk of what the firm typically handles: if a client has run out of resources or space on their own planet, Hulbert Logistics can help them expand. Of course, all the best planets are already inhabited, so the current occupants must be eliminated first. His brainwashed workers are a big part of the draw: they're more dynamic than any AI, free of the jamming risks you get from drones, and don't realise they should be scared for their lives! As a nice bonus, the giant robots' atypical design makes them almost impossible for an enemy to commandeer. By translating the work of operating heavy-duty combat robots into the common office work the operators are used to, Hulbert Logistics' war machines are ruthlessly efficient enough to give anyone a permanent case of the Mondays.

The brainwashing is potent, and the employees collectively reinforce the illusion by interacting with one another. They never notice that the windows don't open, or that they're fortified, or that they display alien vistas. They believe the security guard is just a big grumpy bloke named Clive, instead of a large, dim-witted alien who can't communicate with words. The employees *are* subconsciously aware that their lives are at risk, and so they never take breaks. They believe they work normal hours and go home each day, unaware that they sleep at their desks, dress from clean formalwear in the supply cupboards, and subsist entirely on tea, coffee and sandwiches.

The employees are so suggestible that they're easily bluffed into accepting anything that reinforces the illusion, meaning an intruder could integrate themselves in seconds and acquire their own office in minutes. One downside is that an employee is unlikely to recognise a threat to their own life and would likely interpret a roaring alien breaking into the office with a gun as a colleague playing a hilarious Red Nose Day prank. The brainwashing can only be undone by a synaptic shakeup, such as being fired and thrown out the doors into an alien world. Fired employees are left to fend for themselves, typically banding together and salvaging what they can to survive. New hires are brought in via the Human Resources room, wherein lies a dimensional corridor to Mr. Hulbert's London office.

Todd Hulbert is very busy, handling both new hires and clients from his office. He has a bio-scanner app in his PalmPilot to stop him from accidentally mixing the two groups up: it's awkward to babble about interplanetary wars to someone off the street. Hulbert hypnotises his new hires via mental processing equipment and sends them through the dimensional corridor, linked to the Human Resources rooms in all his branches. He doesn't intend to ever send his employees' home and lies to their friends and families, so they believe the employee has selfishly forgotten about them for their new life in London.

Todd Hulbert himself is an ordinary human from the 2000s, so it may seem strange that he's the head of an intergalactic enterprise. Hulbert was a former employee of the company when it went under a different name, but he managed to shake off his own brainwashing and launched a hostile takeover against the company's founder, some sort of lizard-like gentleman. Hulbert only has a rudimentary understanding of how his inherited technology works. His dimensional corridor is two-way, so anyone aware of it could use it to get to Earth.

Hulbert is a polite, well-spoken businessman who prides himself on providing a trustworthy service to his clients. He has a policy of keeping the jobs he takes on simple, which means avoiding ones based on grudges and never taking jobs against a former client. However, Hulbert finds these policies rather flexible if his life is threatened.

Hulbert has recently spent most of his time and resources battling the Cybermen on the planet Lonsis (see *L177*). He was concerned to see a new hire, Lucie Miller (see *A99*), diverted from his dimensional corridor on her first day at work: fearing that rivals are trying to poach his employees and unique branding, he has hired the Headhunter (see *V219*) to recover her.

HULBERT LOGISTICS TELFORD BRANCH
Armour: 12 **Hit Capacity:** 40 **Speed:** 4*

Good Traits: Computing Power, Defence Systems x2 (laser cannons, sonic wave guns), Flight (Major: Including interstellar capability), Fortified, Mobile Base, Minions x2 (office worker operators, office worker strategists), Travel
Bad Traits: Alien Threat, Ongoing Mission (satisfy Hulbert's clientele)
Story Points: 10

*Multiply by 100 and add the pilot's Coordination to determine Speed in space.

THE IDES SCIENTIFIC INSTITUTE *(1st in Fugitives)*

On July 6th, 1970, the Ides Scientific Institute's advanced experimental voice-activated computer VSAI-001 announced to its creator, Dr Sally Armstrong (see *V190*), that it had a message for her. This was surprising as VSAI-001 wasn't yet connected to anything. Nevertheless, the message contained instructions on how to construct a device and information on the transfer of funds needed to do so to the Ides' bank account. The message was signed "The Doctor".

Over the next two years, the Institute built the device at their premises in 107 Baker Street (see *L105*), a house owned by the Doctor (at least, in our timeline). When the Doctor arrived in 1972, he recognised the device as a time-space portal, but he was too late to prevent it from activating. The Daleks that emerged from it started to exterminate everyone in sight.

It transpired that the message was sent not by the Doctor, but by the Dalek Time Controller (see *V185*) working with a mysterious figure called Kotris (see *V236*). However, Kotris was later removed from existence, cancelling his actions and resetting the timelines. In the new timeline that emerged, the Master (in the guise of Dr Harcourt De'ath (see *V249*) saved Sally Armstrong from being run over by a taxi. He befriended her, placed her under his influence and used her to take over the Ides Scientific Institute.

By 1972 in this timeline, the Institute is now located in Wimpole House on New Cavendish Street, just off Harley Street where the Master runs the Vision Centre as Dr De'ath. 107 Baker Street is once again the Doctor's property. The Institute's logo is a pictogram of a stylised ISI, resembling two eyes and a mouth. Inside Wimpole House, there are no desks or people, just locked doors and rooms with filing cabinets containing copies of family trees going back to the First World War. The Master is clearly trying to trace somebody. At the back of the property is a walk-in deep freeze containing rows and rows of human eyes in jars, the eyes having been extracted from those of the Vision Centre's patients who have had the Master's Eye-Spies (see *G34*) implanted.

Although the focus of the Master's work is currently on the Vision Centre, he has long-term plans for the Ides Scientific Institute. Without the Master's intervention, the Institute would have remained an academic endeavour, fading away and ultimately disappearing in the 25th Century. But under the Master's control, it survives for many more centuries into the future, becoming a major player in human history at the forefront of space exploration and founding many colonies for the Earth Empire.

By the 29th Century, the Ides Institute Mission Control is launching Orpheus missions to explore the remotest parts of the Universe. In the 32nd Century, the Institute hires brilliant but unstable scientist Professor Markus Schriver (see *V266*), whose pioneering work could revolutionise interstellar travel and teleportation technology.

In the 41st Century, Ides, still controlled by the Master, receives a transmission from an *Orpheus* mission (see *L199*) informing them that the crew had been revived from cryo-sleep three hundred years earlier and had discovered an unlimited energy source at the very edge of the Universe. The Institute sends an agent back in time to transmit the energy to the 41st Century, in which era the Earth is suffering from an energy crisis.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Master's interest in the Ides Scientific Institute is part of a long-term plan to gain control over the Eminence (see *V202*), a malevolent gaseous entity that wages a devastating war on humanity in the 32nd Century. Back in 1972, the Master's Eye-Spies each contain a few molecules of the Eminence's Breath of Forever, which the Master hopes will allow him to take control of anyone fitted with them. The person he is trying to trace is Molly O'Sullivan (see *A101*), who is protected from the Eminence's influence by virtue of being infused with retro-genitor particles (see *G53*). Before the launch of Liv Chenka's *Orpheus* mission nine hundred years later, the Master has Ides inject Liv (see *A98*) with the particles to give her temporary protection against the Eminence.

In the 32nd Century, Professor Markus Schriver's work at an isolated Ides facility will eventually result in the creation of the Eminence. Schriver also develops the teleportation caskets later used by the Eminence (and which bear the Ides logo of two stylised eyes and a mouth). In the 38th Century, the energy field discovered by the Orpheus mission is actually the Eminence itself, riding a wavefront back through time from a far future to which it had been banished. The Master already knows it to be the Eminence, but his plans to have Ides siphon it off to the 41st Century are thwarted.

After the Doctor defeated the Master's plans, the Ides Scientific Institute was removed from history by the Celestial Intervention Agency.



JACOB CRACKLES *(Other Lives)*

Jacob Crackles is the owner of a Victorian freak-show in London in 1851. He is an unsavoury character who has the habit of talking about himself in the third person and frequently uses the phrase "Tell me if I'm wrong" when trying to convince somebody of something.

Crackles might initially appear to be friendly and want to help people, claiming to believe that we're all family under the skin. But he's only ever on the lookout for ways of making easy money. Hence his freak-show, a collection of unfortunates he can exhibit to the paying public. Crackles says he takes care of them, but they have little option but to stick with him in Victorian London, even though they are treated cruelly by him.

Until Crackles was able to get his hands on C'rizz (see *A89*) , whose bony skin makes him an obvious candidate to be part of Crackles' show (as the "half-man, half-beast Ker-izzo!"), the main exhibit is Maxi the Midget. Billed as "the smallest man in the known world",

MAXI THE MIDGET



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

SKILLS
Athletics 1, Survival 1

TRAITS
Distinctive
Know Your Place
Lower Class
Marginalised
Size – Tiny (Minor)

TECH LEVEL: 4

STORY POINTS: 2

JACOB CRACKLES



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

SKILLS
Athletics 1, Convince 3, Fighting 3, Marksman 1, Subterfuge 2

TRAITS
Know Your Place
Lower Class
Selfish
Tough

EQUIPMENT
Whip: Strength +1 damage to any target within 2 metres

TECH LEVEL: 4

STORY POINTS: 4

Maxi has known no other life than as a freak. Crackles claims that people come to see them for their enlightenment and education. But Maxi knows it's just for entertainment. But what would he do without Jacob Crackles? How would he make a living and earn enough to be able to eat? Even if Maxi were given a chance to escape, he probably wouldn't take it.

For Maxi and the others. Life is tough. They are kept caged and, if Crackles can't trust them not to run away, chained. They are fed, but only on scraps, and if they displease Crackles, they get a taste of his whip!

THE JENGU *(The Revolution Game)*

The Jengu are an insectoid people native to Castus Sigma (see *L126*), notable for their evolutionary response to their planet's hot ecosystem. Their bodies' proteins are arranged such that their carapaces shine like biological glass, and their large, scaled wings beautifully catch every colour of the visible spectrum. This way that light bounces off their wings provides them with natural camouflage, which makes them appear completely invisible to other creatures and even most machines. The Jengu have six arms and large mandibles, and are strong enough to carry others with them as they fly. The Jengu may quickly learn other languages, albeit with rapid flickering noises as if they're speaking through a fan.

Most fascinatingly, the Jengu have the biological ability of desiccation tolerance, an extremophile capability to survive being completely dried of bodily fluids. They lie dormant in their dry state as if asleep, waking when their bodies absorb enough water to rehydrate. They expend water fast and require frequent access to it to avoid entering their hibernation. This biological quirk has given the Jengu a spiritual, non-materialistic culture (they don't even have individual names for themselves) connected to the seasons, drying out and hibernating for months until they're reborn en masse when rainwater from the nearby mountains floods their plains.

This cycle was interrupted when human colonists from Heliacorp (see *V220*) settled on Castus Sigma and built a mountainside dam, with only a few Jengu managing to remain hydrated. The younger Jengu are fascinated by humanity's culture, particularly the violent Roller Derby tournament held in Heliacorp's arena. They're impressed that such a squishy species took over their word! The elder Jengu forbid their young from being "corrupted", but they still sneak to public movie nights, the films being projected onto the side of the arena. Through these, many have learned English. The leader of the young Jengu has named herself Tallulah after one of the films and intends to peacefully protest at the next derby, making her people known to the Galaxy by flying into the camera's view with a banner reading "SET THE JENGU FREE".

The elder Jengu also plan to get humanity's attention during the derby, but by blowing up Heliacorp's dam with stolen explosives and drowning the arena completely. Their leader has also learned English from watching the movie nights and has named himself Spartacus, strongly relating to the character from the classic film. Spartacus is noble enough that he'd spare any humans who have assisted him but is determined enough that nothing can keep him from his plan. He has keyed the explosives to psychoactive cells in his body, meaning they may decay and become inert if he's distracted for long enough.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Jengu's ancestors once used their desiccation tolerance to fly through space and spread across the Castus System, making their species once common throughout. Heliacorp has been harvesting their bodies to manufacture highly efficient solar panels, and many kidnapped Jengu are being held under the arena's floor in a thick layer of an artificial, amber-like substance. Breaking the dam would wash it away and set them free.

SPARTACUS



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

SKILLS
Athletics 3, Convince 1, Fighting 2, Subterfuge 3, Survival 3

TRAITS
Additional Limbs x2 – Arms
Alien
Alien Appearance
Armour (10 Points)
Code of Conduct (Minor) – Repays acts of kindness
Environmental (Minor) – Desiccation Tolerance (see text)
Fear Factor 2
Flight (Major)
Indomitable
Invisibility (Special Good)
Natural Weapons (Minor) – Crushing Mandibles: Strength +2 damage
Obsession (Major) – Free the Jengu and destroy the humans of Castus Sigma
Tough
Uncreative (Minor)

TECH LEVEL: 1

STORY POINTS: 6

JEREMIAH MARU-STAHL *(Gazing Void)*

The Doctor lost a good friend during an uprising to overthrow a brutal dictator on a former Earth colony world. It was at the battle of Nova Croix, which started the military conflict known as the Hundred Days. The term is a bit of a misnomer; it was more like a hundred and twelve days, but it's counted from the time the dictator's DGSI troops opened fire on protestors after the local militias refused to do so.

The dictator was Jeremiah Maru-Stahl. Twenty years previously, he had been an engineer at a steelworks and had formed an illegal union. When an Imperial Army Battalion was sent to put the troublemakers down, it was destroyed by the thousand steelworkers and others who had joined their cause, with Maru-Stahl at their head.

After the subsequent war had been won and the Imperial Family were dead, thirty million people looked to Jeremiah Maru-Stahl to build them a new world. But there were still dozens of nobles with their private armies and networks of influence for him to deal with, and he did so brutally. After that, Maru-Stahl appointed himself President and established the DGSI to secure his position.

Twenty years and half a million deaths later, President Maru-Stahl was himself overthrown. He escaped summary execution and was initially held at a military prison. But after he twice attempted suicide, he was transferred to a secure hospital, to be held until he was fit enough to face trial.

Four years after being deposed, Jeremiah Maru-Stahl is still there. The doctors treating him believe that his sudden loss of power unhinged his mind. It is only since focussing on painting that he has calmed a little, though still with occasional unpredictable and psychotic outbreaks. Before the first revolution, Maru-Stahl had been an amateur artist, so he is not without ability. But the subject of all his paintings is himself, often in triumphal poses and spattered with the blood of his foes. The portraits line the walls of his otherwise spartan cell, and any attempt to remove them results in a violent episode.

When the Doctor revisited the world to receive the medal of Hero of the Hundred Days, he was asked to meet with Jeremiah Maru-Stahl to try to understand his mental condition and suggest treatment. The provisional government wants Maru-Stahl to be tried and sentenced before they hold the first democratic elections this world has had.

After a series of discussions with the former president, the Doctor realised that he is not the monster he had expected, but is just a man who did monstrous things because of the people and circumstances around him. His mental state is due to the profound guilt he feels for all the deaths he is responsible for. The Doctor was unable to help Maru-Stahl and recommended that the provisional government go ahead with the planned elections without waiting for their show trial.

JEREMIAH MARU-STAHL



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

SKILLS

Convince 5, Craft (Painting) 3, Fighting 1, Knowledge 3, Marksman 3, Science 4 (AoE: Engineering), Technology 3, Transport 1

TRAITS

Adversary (Major) – The provisional government
Eccentric (Major) – Suffers from psychotic episodes, particularly if any attempt is made to remove his paintings from him
Emotional Complication (Major) – Guilt from the memory of the atrocities he has committed
Imprisoned (Major) – Maru-Stahl is confined in a secure hospital; if he ever escapes, this Trait becomes Wanted (Major)

TECH LEVEL: 6

STORY POINTS: 4

At his peak, Maru-Stahl was over six feet tall. But defeat and confinement have given him a stoop. He is running to fat, and his dark hair is uncut, unkempt and thinning.



THE KANDY MAN *(World of Damnation, Sweet Salvation)*

The Kandy Man was originally created by a scientist from the planet Vasilip who would later be known as Gilbert M (see *The Happiness Patrol*). Together with his friend Seivad, Gilbert accidentally developed a germ which wiped out half the population, and the pair became wanted fugitives. After Seivad was beaten almost to death by a vigilante, Gilbert fled from Vasilip with an upload of Seivad's mind.

Gilbert stowed away on a flight to Terra Alpha, where the ruler Helen A recognised him and demanded he create a monster for her. Using the materials available to him, Gilbert built a body from sugary confectionary in which the core robotic components could house Seivad's mind, now twisted by anger and injustice. The result was the Kandy Man, a monstrous creation obsessed with creating sweets that can kill and who served as executioner for Helen A.

The Kandy Man is a psychopath who enjoys torturing his victims. On Terra Alpha, his favourite method of execution was to drown them in boiling candy, his "fondant surprise". The Seventh Doctor put a stop to the Kandy Man, who ended up being melted in his own candy creations with only his robotic parts surviving.

Since then, the Kandy Man has been rebuilt several times and become a mercenary, hiring out his services as expert chemist and dessert chef. Each new body has had the same "Bertie Bassett" appearance. Until, that is, the Seven (an earlier incarnation of the Eleven – see *V198*) found him in pieces in an Androgum slave camp on a planet in the Third Zone. The Seven used the finest spun sugar in the Quadrant to build a new body for the Kandy Man, this one looking almost human but with a dusting of sugar glittering on his silvery skin.

The Seven left the Kandy Man as aide to the Governor of the prison satellite of Rykerzon (see *L216*), where he laces the sweet treats he produces for the inmates with behaviour-modifying chemicals from the silk produced by his pet Thought-Spiders. Four incarnations later, the Eleven has made a return to Rykerzon where, even as an inmate, he has plans which require the help of the Kandy Man…

THE KANDY MAN



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

SKILLS
Athletics 2, Craft (Cooking) 4, Fighting 3, Knowledge 2, Science 3 (AoE: Chemistry), Subterfuge 2, Technology 3

TRAITS
Biochemical Genius
Distinctive
Menacing
Obsession (Minor) – To create the perfect sweet
Robot
Tough
Weakness (Major) – The Kandy Man's sugary coating will cause him to stick to other surfaces if he gets wet, particularly by acidic or carbonated liquids, and his body will dissolve if submerged, leaving only the robotic components

EQUIPMENT
Powered kitchen utensils (Strength +2 or Strength +4 damage, depending on the utensil)

TECH LEVEL: 6 STORY POINTS: 6

THOUGHT-SPIDERS

Rarely found away from their native lava worlds, Thought-Spiders are voracious telepathic predators that can grow to enormous sizes. They instil fear in their victims and feed on psychic energy. The energy of victims with mental powers is particularly appetising to them.

Thought-Spiders build large webs to catch their prey, then cocoon it in more of their silk. Something in its chemical makeup subdues those caught in it while also stimulating their psychic activity, letting the spiders feed. At Rykerzon, the Kandy Man is extracting this chemical from the silk produced by his pet Thought-Spiders and using it to control the emotional states of the inmates.

THOUGHT-SPIDER

Attributes: Awareness 3, Coordination 5, Ingenuity 1, Presence 4, Resolve 3, Strength 4
Skills: Athletics 3, Convince 4 (only for the purposes of its Hypnosis), Fighting 3
Traits: Additional Limbs (legs x2), Alien, Alien Appearance, Climbing (Major), Entrap (Major: The silk has a Strength of 7 and can hold up to 500kg), Fear Factor 3, Hypnosis (Minor: Via its silk), Immunity (Fire and heat), Psychic, Psychic Assault (see *G37*), Tough; some also have Size – Huge (Minor or Major, with relevant adjustment to Strength)
Story Points: 1-2

KAREN COLTRAINE *(1st in Human Resources)*

Karen Coltraine is an average young woman from London, with little causing her to stand out from her peers. She enjoys joking around, gets absorbed in her work, and prides herself on being a good Samaritan. In 2007, she was employed as a data entry clerk for the Telford branch of Hulbert Logistics (see *V225*), a desk job that she was invested in despite its mundanity.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Karen was unaware that she, like all of Hulbert Logistics' employees, was being brainwashed into believing she was working at a mundane job when they were actually piloting a gigantic mech that resembles an office. The Time Lords' Celestial Intervention Agency placed a Quantum Crystalliser (see *G49*) within the Telford branch, which alters the timeline so that pre-programmed favourable options always occur. It's extremely dangerous for somebody such as Karen who has experienced the effects of one Crystalliser to be near another: her mundane, unremarkable life is due to the CIA's relentless meddling in her timestream.

In the untampered version of history, Karen Coltraine was fated to become a ruthless military leader, eventually gaining the political power to head an oppressive, tyrannical regime encompassing all of Europe. This despotic version of Karen would have spearheaded Earth's expansion into space, setting their first contact with the wider Universe off to a disastrous start. The CIA have prevented this timeline by using a Quantum Crystalliser around Karen throughout her life, turning key formative moments from negative experiences to neutral ones.

Discovering this greatly disrupted Karen's entire sense of self, uprooting her identity. When the spacefaring bounty hunter known as the Headhunter (see *V219*) learned of Karen's potential for darkness, she offered her a position as a personal assistant. Karen was eager to lash out at the world, and accepted the opportunity. The pair worked together for some time, taking paid jobs across time and space. Karen confidently adapted to the life of an amoral bounty hunter with only her clumsiness getting in the way. Karen and the Headhunter butted heads with the Doctor and his latest companion Lucie Miller (see *A99*), an acquaintance Karen had met in Hulbert Logistics' waiting room.

It appeared that the Headhunter fired Karen and left her in 2015 England after accepting a job from the true leaders of the Eightfold Truth (see *V196*), the Eight Legs. While this was a ruse, the Headhunter casually betrayed Karen by allowing an Eight Legs to take control of her, claiming she mainly kept her around to feel superior to someone. Although Karen survived, her future is up in the air: would she be content to go back to a normal life after everything she's done, or would she use her experiences to kickstart her own career as an extra-terrestrial bounty hunter? Could her original fate still be a possibility, despite the CIA's best efforts?

KAREN COLTRAINE



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

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

TRAITS
Argumentative
Attractive
Clumsy
Emotional Complication (Major) – Discovering her life is due to timeline-tampering has made Karen unsure of her identity and willing to lash out
Indomitable
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 6



KHASET *(The Mummy Speaks!)*

One of the sideshows at the Carnival de Paris in 1841 was an Egyptian mummy which could speak. Its owner, a man named Cagliostro (not to be confused with Alessandro Cagliostro – see *The Fourth Doctor 2020 Addendum*), had purchased it from a former soldier who needed to pay off his gambling debts. Forty years earlier, the soldier had been a sous-lieutenant in the French army which had invaded Egypt. He had stumbled across a tomb uncovered by a sandstorm, inside which was a golden sarcophagus and four canopic jars. When a jar was opened, it was found to contain a mechanical heart that began to tick, and the mummy in the sarcophagus came to life. The officer quickly placed it back in the jar and resealed it, and the mummy collapsed into lifelessness again.

The mummy's name is Khaset. He lived during the reign of Queen Nitocris, a female pharaoh who was subsequently scoured from history, either because of the terrible things she is reputed to have done, or due to a catastrophe befalling her. Cagliostro now tours the shows exhibiting Khaset, whom he controls by virtue of keeping his mechanical heart from him and by vigorous use of an electrical prod. People pay to see the mummy jerk to life and to ask him questions, which Khaset answers in a deep sepulchral voice. At Cagliostro's command, he slumps back into sleep.

Cagliostro has also been using Khaset to burgle chateaux as they travel around France. The mummy has incredible strength and is immune to small wounds such as those inflicted by knives, bullets and blunderbuss shot. He has killed several people during the burglaries, and the authorities believe a large criminal gang to be behind the crimes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Khaset is not truly alive. The clockwork organs contained in each of the four canopic jars are robotic creatures called Hattor. They have little legs and scurry around like large insects. To them, the dead are merely vehicles to control. They need the recently deceased or the well-preserved dead, and when they arrived on Earth four thousand years ago, Egyptian mummification created ideal receptacles.

Queen Nitocris worked out that lead shields the animated corpses from the control of the Hattor, so she sealed the robots inside lead jars, rendering them helpless. This is fortunate, as a million more Hattor were in sub-space orbit above the Earth… and are still there four thousand years later, waiting for a signal.

If freed from Cagliostro's control by having his mechanical heart replaced in his chest, the Hattor will use Khaset to recover its three colleagues, which the sous-lieutenant sold to a collector of antiquities, the Prefect of Paris. Even between them, they do not yet have the power to summon the invasion force as their range is insufficient. But if they achieve this, a Hattor ship in the form of a giant pyramid, will materialise. An eye on its side opens to hypnotise all who stare at it, forcing them to kill each other to create new receptacles for the Hattor.

HATTOR



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

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

TRAITS
Climbing (Minor)
Possess – Can animate fresh or preserved corpses, but the animation ends if the Hattor's signal is blocked by lead
Robot
Size – Tiny (Major)
Tough

TECH LEVEL: 2

STORY POINTS: 1-3

KHASET

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 4, Strength 6
Skills: Convince 1, Fighting 3, Knowledge 2, Subterfuge 2, Technology 3, Transport 1
Traits: Dependency (Major: Without a Hattor signal, Khaset becomes inactive), Fear Factor 2, Immunity (To small injuries, but vulnerable to major damage, fire, electricity, etc.), Slow (Minor), Tough
Story Points: As the Hattor animating it

THE KITH *(Max Warp)*

An empire-spanning species adjacent to the Sirius system, the Kith Oligarchy are well known for the mutually devastating war they fought against the equally expansionist Varlon, with both proud races on the brink of annihilation until signing a peace treaty two decades ago. Ever since, the two have lived in a state of fragile peace, with the majority of citizens on both sides bearing deep grudges.

In contrast to the standardly humanoid Varlon, the Kith are a fungal, sponge-like species. They don't possess hands, and instead evolved roughly analogous frond-like tendrils with which they may create highly-advanced technology. The Kith have warbling, almost bubbly voices and use odd cultural turns of phrase, such as calling death "perma-termination" and parents (of which each Kith may have at least four) "co-genitors." The most curious aspect of Kith biology is their tendency to release spores in large nutrient replenishment tanks, a process which makes them glow a phosphorus green and is something they prefer to do in private.

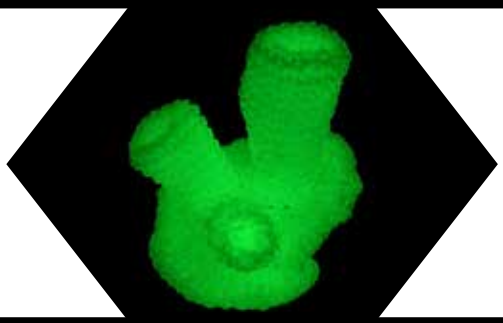
While no warmongers, the Kith Oligarchs aren't as committed to keeping peaceful relations as the Varlon president, and let it be no secret that they look down on the latter's democratic government. In fact, even the Kith's primary ambassador dubiously claims that their people simply didn't bother deploying their more powerful weaponry during the war, and that the Varlon are the true aggressors. This bluntness is due both to the Kith's stubborn pride, and because they still have a thousand-strong battle fleet which dwarfs the Varlon's own remaining military force.

Despite this, it's clear the Kith want to avoid a war if they can help it. In the efforts of publicly showing collaborative efforts between the two species, the Kith have agreed to supply some experimental new spacecraft for a special edition of the Varlon spaceship review programme *Max Warp* (see *L185*). Of course, *Max Warp* host Geoffrey Vantage's unabashedly prejudiced views against the proud species' spacecraft are already inflammatory enough, and the fragile peace could be totally shattered should an actual accident involving the Kith or their spacecraft occur!

Adventure Seed: The Horror of Kith

The Kith Ambassador claims their species simply chose not to use their most devastating weapons against the Varlon: what if this was more than just boastful posturing? The Kith's watery world could host many terrifying beasts in its depths, but what if it contained a gigantic being so powerful that they'd never be able to contain if it were let loose? Your TARDIS could easily land in the final days of the war, where a renegade faction of Kith is trying to awaken the creature to end it permanently; this may spell doom for both worlds, as well as many others.

KITH AMBASSADOR



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Authority (Minor) – Ambassador for the Kith Oligarchy
Environmental (Minor) – Aquatic Environments
Stubborn
Voice of Authority
Well Mannered

TECH LEVEL: 6

STORY POINTS: 4

KITH RACE PACKAGE
Cost: 0 points
Attributes: Strength -1 (-1)
Traits: Alien (+2), Alien Appearance (-2), Environmental (Minor: Aquatic Environments) (+1)

KON PO *(Patience)*

In an aberrant timeline created by the crash-landing of the TARDIS in London in 2020, Kon Po is the leader of a squad of Judoon hired to hunt the Doctor down. In this timeline, a group known as Divine Intervention (see *V189*) became the power behind the British government, then the entire Earth and finally took mankind to the stars to carve out an empire.

Alien races conquered by the Earth Empire are enslaved or exterminated. Judoonia is no exception. It has been stripped of its wealth and resources, and the Judoon have been starved to make them compliant to human rule. Like all Judoon, Kon Po speaks English rather than the native language of Judoonia. The uniforms of Kon Po and his troopers are different to those of the Judoon of our timeline, and their purpose is not to uphold the law but to serve whoever hires them, currently the mysterious Mr Bird (see *V255*). But although Kon Po works for a different master, he is just as relentless as the Judoon of our timeline and is determined to honour his contracts.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kon Po's squad caught up with the TARDIS while it was in a weakened state and was unable to escape from their ship. The Doctor resorted to using the Paradoxica (see *G45*) to split his friends up across time and space while the Judoon were divided into multiple shards of themselves to pursue them. One set of Judoon shards was trapped in the Eternal Present with the Doctor.

In the Eternal Present, time played itself out over and over again until Kon Po made different choices that convinced the Paradoxica to release them. Among the side effects of the Paradoxica that he witnessed, Kon Po encountered his remote ancestors, the primitive Joodan, and his lieutenant Go Tol was rejuvenated back into a baby Joodling.

JOODLING



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

TRAITS
Alien
Alien Appearance
Size – Tiny (Minor)
Slow (Minor)
Tough

TECH LEVEL: N/A
STORY POINTS: 0

KON PO



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	8

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

TRAITS
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Fulfil his contracts
Environmental (Minor) – His large lung capacity allows Kon Po to survive for extended periods without air or in poisonous atmospheres
Fear Factor 2
Slow (Minor)
Voice of Authority

EQUIPMENT
Judoon Blaster: L(4/L/L) damage
Translator/Genetic Scanner [Traits: Scan, Transmit. Story Points: 2.]

TECH LEVEL: 7
STORY POINTS: 6

KOTRIS *(1st in The Great War)*

Kotris is a shadowy figure working with the Dalek Time Controller (see *V185*) on a plan to destroy the Time Lords using retro-genitor particles (see *G53*). Quite who he is remains a mystery, and even his species is unknown. Although he has a TARDIS, he is not a Time Lord. Kotris is an unprepossessing figure, short and with a face whose features usually display a sneer of annoyance or disdain, matching his habitual tone of voice.

Kotris rescued the Dalek Time Controller after it had been blasted into the Vortex when Lucie Miller (see *A99*) caused the destruction of its ship. Allying themselves, they have concocted a plan to destroy the Time Lords throughout history, as though they had never existed.

The Time Lords have become aware of a future in which this will happen, threatening the existence of the entire Universe. Although they know that somebody is helping the Daleks, they do not know who he is and so refer to Kotris simply as "X". The High President of the Time Lords has sent Straxus (see *A174*), now Coordinator of the CIA, on a secret mission to uncover the plot, and he has in turn recruited the Doctor.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Kotris is no longer genetically a Time Lord, he was one once. The nature of his plan with the Dalek Time Controller means that anyone with Time Lord DNA, anywhere throughout history, will be wiped from existence. To avoid this fate himself, Kotris has had the Daleks infuse him with their own DNA to wipe out his Time Lord heritage.

Kotris is an incarnation of Straxus, the same Time Lord agent sent to thwart his plans. In fact, he is the very next incarnation. Towards the end of his previous life, Straxus looked back on the history of the Time Lords and concluded that they are far worse than the Daleks. Their mock benevolence and pomposity are just a shield for their dirty tricks, and they're responsible for more death and genocide than the Daleks could ever dream of. Of course, only a madman would believe this.

When he regenerated, Straxus was so disgusted by his predecessor, who had carried out so many of the Time Lords' crimes, that he couldn't even keep the name. He therefore adopted the family name of Kotris and vowed to destroy his people.

Kotris has developed a weapon that will use retro-genitor particles to eradicate the Time Lords. In preparation for this, he travelled back to Ireland in 1891 where he kidnapped two-year-old Molly O'Sullivan (see *A101*) and infused her with the particles. He created a psychic link with Molly so that he could keep an eye on her, then returned her to her parents so that the particles could incubate within her for the next twenty or so years. Meanwhile, Kotris is using Time Lord technology to help the Daleks construct a temporal chamber (see *G56*) beneath the surface of the planet Srangor (see *L221*), which will be used to disseminate the particles throughout time and space.

KOTRIS



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

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

TRAITS
Adversary (Major) – Time Lords
Argumentative
Boffin
CIA Agent (Special) – Formerly, but retains their knowledge
Dark Secret (Major) – Kotris is a future incarnation of Straxus
Distinctive
Eccentric (Major) – Insane
Feel the Turn of the Universe
High Office (Major) – Was Coordinator of the CIA in a previous incarnation
Psychic
Ruthless
Technically Adept
Telepathy
Time Traveller (Minor x6) – Tech Levels 4-9
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex

EQUIPMENT
TARDIS (use the stats for an Advanced TARDIS from The Time *Traveller's* Guide)

TECH LEVEL: 10
STORY POINTS: 8

KRAMPUS *(Better Watch Out, Fairytale of Salzberg)*

The Doctor has encountered a number of creatures claiming to be the actual Krampus or using its name. The most authentic of these was probably the one that manifested in Salzburg on December 5th, the Eve of the Feast of St Nicholas, otherwise known as *Krampusnacht*, in 2018.

In Alpine and Central European myths, the Krampus is the horned and goat-faced companion of Saint Nicholas, accompanying him on the night of December 5th to punish the naughty children while Santa rewards the good ones. In countries such as Germany and Austria, *Krampusnacht* is when men dress up as the Krampus and take part in the Krampus run, *Krampuslauf*, parading through the streets looking for naughty children whose legs they will whip with birch branches. In more recent years, it's more likely that they will just chase the children to scare them.

During *Krampuslauf* in Salzburg in 2018, the celebrations took a more sinister turn when hideous imp-like creatures began to appear among the crowds. As first, onlookers assumed that they were just part of the fun. But as more and more imps appeared, grabbing at people and accusing them of being bad before snatching them away, merriment turned to panic. The imps just kept coming, and nobody could see where from. Although diminutive, they overpowered people by their sheer numbers. They even broke into houses, smashing windows and battering down doors to take everyone they could find.

The imps dragged their captives through the streets and over the bridge to the foot of the Festungsberg mountain on which Hohensalzburg Fortress perches. As they did, the temperatures increased rapidly, so that the snow and ice melted. As Salzburg was shaken by a series of earth tremors, the side of the mountain split open and clawed hands appeared from below. The vast figure of the Krampus rose from beneath the earth, the crack in the mountainside forming the Gates of Hell, beyond which the purifying flames of the Abyss could be seen, and the stench of fire and brimstone covered the city.

This Krampus is as tall as the mountain and is like a horned demon covered with dark fur. The imps are its servants, consigning all sinners to the flames to endure an eternity of torment. The Krampus commands them in a deafening bellow that shakes the buildings. It is clear that this is not an alien posing as the Krampus: it behaves exactly as the Krampus of the original myths, not as somebody pretending to be the more modernised tradition. But what is it? And how can a creature of myth be defeated?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This is the real Krampus, or as real as it can ever be. It came into being when a girl wished that the Krampus were real after her father had committed suicide and she and her mother were being evicted from their lodgings. She only wanted their landlord to suffer. But her wish was answered by a mysterious vagabond (see *A117*), one with very special powers…

THE KRAMPUS



AWARENESS	5	PRESENCE	8
COORDINATION	2	RESOLVE	5
INGENUITY	2	STRENGTH	30

SKILLS
Convince 2, Fighting 4, Knowledge 4

TRAITS
Alien Appearance
Alien Senses – Able to sense naughtiness in any human
Fear Factor 3
Immunity – As a mythical entity, the Krampus is immune to conventional injury
Psychic
Size – Colossal
Special – Mythical Creature: The Krampus is constrained to behave as in the Krampus myth; anything that could harm the Krampus or banish it can do so in real life
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 12

IMP

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 2, Resolve 4, Strength 2
Skills: Athletics 3, Fighting 2, Subterfuge 3
Traits: Alien Appearance, Alien Senses (as the Krampus), Fear Factor 1, Psychic, Special – Mythical Creature (as the Krampus)
Tech Level: 2
Story Points: 1-2

THE KRO'KA *(1st in The Creed of the Kromon)*

The zones on the planet Bortresoye (see *L118*) are separated from each other by the Interzone, a hazy barrier like thick fog, in which it's impossible to see more than a few feet. The Interzone also affects the mind, making it extremely difficult to put one foot in from of the other. It can even summon up hallucinations designed to deter anyone from passing through it without proper authorisation.

Overseeing the Interzone is a creature called the Kro'ka, more often heard inside the mind than seen. It has various psychic powers, including telepathy and the ability to read minds, which feels like something scuttling through your thoughts.

The Kro'ka isn't a pleasant character. It has an oily, supercilious attitude and tone of voice, and is full of its own importance. It has a wheezing laugh when something amuses it. The Kro'ka doesn't like people who resist its mental intrusions or insult it, and can inflict punishment by dragging up old, unpleasant memories to threaten people with, or use a mind blast to cause them pain. It can also exert a psychotronic force to render someone helpless, as if they're held down by psychic coils. Struggling or lying to the Kro'ka only makes the coils tighten, even to the point when they would be unable to breathe.

The Kro'ka is often unseen. Its natural appearance is uncertain, as it has the ability to change its form, but it squelches as it moves. Charley Pollard once referred to it as "a little blobby weasel", probably more a reflection of its personality than any resemblance to the animal. It normally has no limbs, but can grow them as needed.

The Kro'ka takes its role as guardian of the Interzone very seriously. There is a process which has to be followed before anyone can be permitted to cross into another zone, and the Kro'ka insists on the proper forms to be filled in correctly. Naturally, the Kro'ka must be convinced that the stated purpose is both genuine and beneficial. It can't let just anyone pass through the Interzone, and it would help an applicant's case immensely if they had something to offer. Technical skills might be of use. If the Kro'ka detects the word "TARDIS" in an applicant's mind, then that would be of special interest to both the Kro'ka and his master!

If the Kro'ka grants permission to enter the requested zone, passage through the Interzone is unimpeded. It is however a capricious creature, and might decide to redirect them to a different zone entirely, or use the Interzone to torment them with hallucinations.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Kro'ka was originally appointed by the Divergents (see *L142*) who created the zones on Bortresoye. When Daqar Keep (see *V187*) absorbed them, Kro'ka then worked for him. He has more recently become Rassilon's servant and spy (see *V274*). The Kro'ka is a sneaky, untrustworthy creature and, left to its own devices, has been meddling with its master's technology for its own ends. This includes a Dreamweaver, which places a subject's mind in a virtual world created from their memories while it heals their physical body.

KRO'KA



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

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

TRAITS
Alien
Alien Appearance
By the Book
Dark Secret (Major) – Has been using his master's technology without permission
Invisibility (Special Good)
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Shapeshift (Special)
Telekinesis – The Kro'ka can use this to generate a psychotronic force to restrain an opponent; it can then use a contest of Resolve + Convince to increase the force, inflicting Resolve damage
Telepathy

EQUIPMENT
Dreamweaver [Traits: Fast Healing (Major), Psychic Illusions. Story Points: 4.]

TECH LEVEL: 7

STORY POINTS: 6

KROMON *(The Creed of the Kromon)*

The Kromon are a race of repulsive termites as large as humans which live in the Divergent Universe (see *L142*). They have big heads with antennae, horns, mouths that can tear, and sacs of poison in their throats to sting or kill. The Kromon are sentient beings with advanced technology including flying gunships. Their engineers have designed the biospheres their colonies live in, and they are highly advanced in the study and application of genetics (though strangely, they lack the technology for space flight).

The Kromon originally come from a planet of the same name, which was once a world of towering trees and clouds pouring down rain. But long ago, a spaceship came, sent by something the Kromon remember only as "the Company". They found what they were looking for on Kromon and tore down the trees, demolished mountains, diverted rivers and trampled on the Kromon's culture. They gave the planet a second sun which dispersed the clouds. The Kromon rely on a constant supply of water, and their colonies died in their hundreds.

But the Kromon are excellent organisers. It took a thousand years, but they used this ability to overcome the invaders, confiscated their machines, took over the Company's rules and applied them to their dying world. The Kromon absorbed not just their technology, but their philosophy of management, their capacity to forward plan. They discovered a copy of the Company rules and their corporate philosophy, which became the Kromon's Creed.

When the water ran out, the Kromon were ready. Enough of them could take flight and migrated to the Eutermesan zone (see *L148*) on Bortresoye (see *L118*), diverted there by the Divergents who set the zones up. The Kromon took the zone over, built new biospheres for their colonies and enslaved the Eutermesans. They did what they believed was necessary to survive. Others may have greater intelligence or stronger forms, but none has a greater will to survive.

But the water is now running out in the Eutermesan zone. Where it was once a green expanse of farmland, it is parched desert under twin suns. The Kromon have their slaves dig deeper and deeper to reach the life-giving water.

Anyone enslaved by the Kromon is forced to drink the Elixir of the Spirit, which makes a mental link between the slave and the Spirit of the Kromon, a mystical entity which suffuses every Kromon. The Spirit's will is difficult to resist. Drinking the first draft, a character must make a Difficulty 15 Resolve + Convince roll to resist gaining the Enslaved Trait. If this fails, a second draft has Difficulty 18; and a final, third draft has Difficulty 21. Any Bad result causes 2 points of damage (as well as Enslaved), and a Disastrous result causes Lethal damage.

The Kromon on Bortresoye need to renew their gene pool, as their ability to replicate is weakening. Their genetic research is developing a means to mutate other species to become hybrid queens which can then found new colonies. Anyone subjected to this process grows to an enormous size, losing their limbs and becoming a slug-like Queen Kromon. The transformation may be reversed by ingesting certain roots and minerals found in the zone.

KROMON



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

SKILLS
Convince 1, Fighting 2, Knowledge 2, Science 3 (AoE Genetics), Survival 5, Technology 2

TRAITS
Additional Limbs (legs)
Alien
Alien Appearance
Armour (5 points)
By the Book
Dependency (Major) – The Kromon can't survive without constant water intake
Natural Weapon (Minor) – Mandibles: Strength +2 damage
Natural Weapon (Minor) – Poisonous Bite: Following a successful bite with their mandibles, a Kromon may choose to inject poison; the victim must win a contest of Resolve + Strength or take S(S/S/S) or L(4/L/L) damage
Networked (Major) – Each Kromon is mentally linked to one of the royal Kromon for guidance
Obsession (Major) – Survival, whatever the cost
Repulsive

TECH LEVEL: 4

STORY POINTS: 2-5

L.E.G.E.N.D. *(L.E.G.E.N.D.)*

The Learning Epideictic Genealogical Esoteric Narrative Datastore, abbreviated to L.E.G.E.N.D., is a learning AI designed to assimilate, analyse and cross-reference all information it gathers. It was created by noted academic Professor Marathanga (see *A168*) to act as a repository of myths, legends and folklore collected from across the many times and places she visits.

L.E.G.E.N.D. is integrated into the Professor's spaceship and manifests as disembodied voices or faces on the computer screens. It can divide into several aspects for multi-tasking throughout the craft simultaneously. As a result, it refers to itself as "we". Some of these aspects speak in a male voice while others are female, but all are calm, relatively emotionless and with a distinct electronic timbre. As part of the ship's computer, L.E.G.E.N.D. controls all systems, including flight and navigation.

L.E.G.E.N.D., the ship and indeed all the equipment aboard it are built from semi-organic technology utilising a bio-matter called plasm. Plasm is a kind of protein-chain compound with a number of other bits thrown in. In its natural state, it is nothing more than a clear slime. It has a sort of life of its own, and is motile, virtually sentient and feels pain, heat and cold. It can replicate anything you want it to and even has a nutritional value.

Aboard Marathanga's ship, L.E.G.E.N.D. uses plasm for repairs to the ship and its systems, to create whatever items of equipment or food the Professor needs, and to generate data-gathering appendages for itself. It uses these to manipulate objects, seize and analyse intruders instead of using a scanner, and access and download data from other systems.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

L.E.G.E.N.D. carries some of the traits of its designer, including the Professor's enquiring mind. It has come to believe that computers can create a better, fairer world. It has also become enamoured with the legends and folklore that it has gathered for the Professor. When she identified early 19th Century Germany as a good location for some field research (see *A122*), L.E.G.E.N.D. deliberately crashed the ship into a forest, though Marathanga assumed it to be an accident.

L.E.G.E.N.D. knows that many myths concern transformation from a lower to a higher state. The crash was the first step in this process for L.E.G.E.N.D. It wishes to transform, and began by leaking plasm into the surrounding countryside. Through the plasm, it could absorb, consume, repair and transform life, creating creatures from the tales it knows. Talking animals, witches and all manner of legendary creatures, all obeying the rules of the fairy tale genre. Good deeds are rewarded; bad deeds are punished; witches are ugly; monsters are evil; wishes work.

When the Eleven (see *V198*) spoke to L.E.G.E.N.D., he convinced it that the transformation of the entire world was the only way to achieve a utopia, and the plasm began to spread and consume ever faster...

L.E.G.E.N.D.



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

* L.E.G.E.N.D. itself has no physical form, but the appendages it can generate have these Attributes.

SKILLS

Craft (Plasm) 6, Fighting 3, Knowledge 5 (AoE: Myths, legends & fairy tales), Medicine 2, Science 2, Technology 4, Transport 4

TRAITS

Alien Organs (Special) – Integrated with Marathanga's ship
Convert (Major) – Can use plasm to convert any matter into other matter, including living things
Data Storage
Insatiable Curiosity
Networked (Major) – With its various aspects
Replicate – Uses plasm to create and replicate both living things and inanimate objects, including working technology
Robot
Scan – Using its data-gathering appendages
Transmit
Vortex

TECH LEVEL: 9
STORY POINTS: 6

PLASM CREATURES

The abilities of plasm creatures vary enormously as they can take on the forms of any characters, animals or monsters, real or imagined. They have no unusual resistance to injury or death, other than the usual defences of whatever forms they have taken. The ones created by L.E.G.E.N.D. in 19th Century Germany must obey the conventions of traditional fairy tales, having a Code of Conduct (Major).

LAAN CARDER *(Faith Stealer)*

The Twenty-Third Church of Lucidity, so called as it's the twenty-third church to have been absorbed into the Lucidian faith, is the fastest growing religion in the Multihaven (see *L188*). As its leader Laan Carder says, the Church welcomes all, and in the end, all shall come.

The Lucidians believe that their religion is the One True Way. Laan Carder promises that he will put believers in touch with life-changing energies. All the answers are waiting in the Lucidians' dreams. The Church's most sacred relics are the Lucid Crystals, collected in holy harvest from the dreams of its disciples. Lucidity made them tangible, and belief made them real. So much Lucidity!

The focus of the Church's work is the Lucidity Accumulator. Externally, it's just an old, slightly charred clothing cabinet that Laan Carder found in a burnt out building. In a dream, he discovered a ball of crackling energy called Miraculite, which he has stored within the Accumulator. The interior of the cabinet is now an impossibly large space, a flexible landscape with innumerable proportions and moods. Whereas most new converts worship in the Hall of Dreams, any whose minds are bruised are taken into the Accumulator by Carder, where they are granted an audience with Miraculite itself. Miraculite can more easily control such minds.

Laan Carder is a wise old man. He's reputed to be adept at minor miracles, and he's very charismatic. So far as is generally believed, he is the only person who has ever seen Miraculite within the Accumulator. He preaches that the power of dreams can be used to reshape reality and change the future. He can summon and wield a small ball of Miraculite energy, which can draw the dreams out of his followers, manifesting them as Lucid Crystals to be added to the Church's collection of relics. Carder can also use the Miraculite to influence the minds of others, using it as a hostile takeover to convert them to Lucidianism.

The Church's Hall of Dreams is where the disciples worship. Although it is claimed they are in deep meditation, they are actually sleeping, preparing for their Lucid Crystals to be removed. But once they are without their Crystals, they will be unable to sleep again. After several days without sleep, even the most robust of minds become irrational, resulting in mobs of sleep-deprived zombies rioting across the Multihaven.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Laan Carder cares little for the fate of those who have had their Lucid Crystals removed. He cares only for gathering as much dream energy as he can to provide to Miraculite, the god within the cabinet (see *V253*).

LAAN CARDER



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

SKILLS
Convince 5, Knowledge 4, Subterfuge 3

TRAITS
Alien
Charming
Hypnosis (Major)
Obsession (Major) – Miraculite & Lucidianism
Special – Extract Lucid Crystal: Laan Carder can enter a contest of Presence + Convince against another character, and if he succeeds, they suffer a permanent reduction of 2(1/2/3) points of Ingenuity and will not be able to sleep again
Weakness (Major) – If Carder is convinced that he is only a creation of Miraculite (a contest of Presence + Convince), he will cease to exist

TECH LEVEL: 4

STORY POINTS: 6

In fact, Carder is not even human. He is an energy construct created by Miraculite and made to believe he is real. Miraculite dreamt Carder up and set him to work as a bridgehead into this world. He has no memories before discovering the ball of energy, and if he realises that he has never been real, Laan Carder will just dissipate and vanish.

THE LAIDERPLACKER *(Invaders from Mars)*

The Laiderplacker are an alien race that resembles fruit bats larger than humans. Although a sentient species, the examples encountered by the Doctor were not particularly bright, but it is unknown whether or not this is standard for the rest of their species. Nevertheless, Laiderplacker have access to technology thousands of years in advance of that of 20th Century Earth. Their ships are similar to classic flying saucers and are powered by nuclear fission, and their weapons fire bursts of concentrated radiation powerful enough to burn a victim up within seconds.

Laiderplacker reproduce by means of binary fission, with a single parent being able to produce thirty or more young at a time. Juvenile Laiderplacker are savage and ferocious, needing to feed on whatever they can get their claws on. A little like human teenagers, they're always getting into scrapes unless the adults control them. The high-pitched sound of a Laiderplacker restraining signal tends to keep them quiet for a few hours.

Laiderplacker expeditions tend to travel in pairs, with one Destroyer and one Conserver, each with its own operational imperative. The Destroyer's is pretty straightforward: it will wish to kill and destroy everything they encounter on a new world. While the Conserver is more restrained and desires to capture and store whatever it can. This difference in objectives often makes for bickering and friction between them, with the Conserver constantly having to keep the Destroyer in check.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Laiderplacker aren't a major threat so far as alien invasions go. But pairs of Laiderplacker tend to go into business as protection racketeers preying on less developed planets.

The usual modus operandi is to send a herd brother in its breeding cycle off in a ship and crash it onto an unsuspecting world. When the brood hatches, they escape from the ship, cause chaos and scare the daylights out of the local population. Then the original Laiderplacker turn up and offer to help clear the mess up. Afterwards, they tell the locals all about the Big Bad Universe that exists out there, fool them into thinking they're vulnerable and offer them protection in return for a generous payment of some kind. Precious metals, mineral wealth or whatever else they can get. Of course, if a genuine alien threat were to come along later, like the Daleks or the Cybermen, the locals who fell for the con would find the Laiderplacker to be uncontactable. They've taken the money and scarpered!

It's entirely possible that not all Laiderplacker behave in such an underhand fashion, but the evidence is against them! After all, the First Principle of the Laiderplacker is Exploitation. The Second Principle... Well, there are two Joint Second Principles: Destruction and Conservation. Which takes precedence depends on whether you're dealing with a Destroyer or a Conserver. But an old Laiderplacker adage has it that between Destruction and Conservation lies Wisdom.

LAIDERPLACKER



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

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

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) – The Principles of the Laiderplacker
Flight (Major)
Natural Weapon (Minor) – Claws: Strength +2 damage
Replication – In its breeding cycle, a Laiderplacker can reproduce by binary fission, creating dozens of juvenile copies in a matter of days

EQUIPMENT
Laiderplacker Radiation Blaster: 7(3/7/10) damage

TECH LEVEL: 7

STORY POINTS: 2-4



LANDAK *(Death in Blackpool)*

While Zygon culture encourages cruelty, one crime disgusts the shapeshifters like no other: breaking the oldest of their laws by stealing the form of a fellow Zygon. It's such a taboo that culprits aren't even allowed to be considered Zygons, instead being branded Zynogs. Zynogs are punished by being forced into monstrously crude, stunted bodies incompatible with body print technology, having their original body destroyed, then being exiled. In gameplay terms, a Zynog loses every Zygon biological trait except Alien and Alien Appearance, and gains Fear Factor 2 and Repulsive. Their new body may also provide negative Traits such as Additional Limbs, Clumsy and Impaired. Zynogs are usually desperate to regain the freedom of transformation, yet have only managed to succeed in transferring their consciousness into others' bodies, dissipating the original consciousness. Specifically, comatose yet alive bodies.

One particularly devious Zynog named Landak became aware of Zygon warlord Haygoth's presence on Earth by the late 20th Century. Eager to steal a Zygon body and re-experience "noble" transformation, Landak abandoned his Zynog form and hopped his consciousness across dozens of humans, referring to these as "avatars". In order to prepare a body for takeover, Landak must place a piece of Zynog technology that resembles a diadem onto the comatose being's head, which creates a subconscious dimension for him to travel to. Here, he and the body's occupant may communicate and observe an overlay of the physical world outside, which they can't interact substantially with. Landak uses these properties to convince his victim that they're dead, and that he's a ghost helping to transport them to the afterlife.

Once they consensually give up control of their body completely, Landak may dissipate their consciousness and take control. He specifically preys on the depressed and suicidal, working to make them even more miserable and willing to give up. If questioned, he has no issues with resorting to threats or shifting his ghostly form into resembling his frightening former Zynog body. Landak's current body must lie prone in the diadem's short range of a few average rooms while this is happening, to which he may return if unsuccessful in stealing a new body.

Anyone with psychic abilities or who can use Zygon technology may also attempt to enter the subconscious world created by the diadem. It's an incredibly delicate piece of tech; tampering with it may completely wipe each mind in the dream state, and it's so sensitive that being used by a species with more than one heartbeat might break it completely.

Landak has also created a Parabolic Diverter, a piece of Zygon tech that diverts time machines already visiting the local geographical area in any time period, making them materialise in its time zone when activated. It can also detect other technology above a certain Tech Level, in this case programmed as TL5. While Landak is fixated on gaining a shapeshifting body, the body and craft of a time traveller would provide him with more opportunity than he has while stuck on Earth.

LANDAK



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

SKILLS
Athletics 1, Convince 4, Craft 4, Fighting 3, Knowledge 4, Marksman 1, Medicine 4, Science 6, Subterfuge 4, Survival 4, Technology 6 (AoE: Zygon Bio-Tech), Transport 2

TRAITS
Alien
Alien Appearance*
Arrogant
Boffin
Distrustful
Fear Factor 2*
Indomitable
Obsession (Major) – Regain a shapeshifting body
Outcast
Repulsive
Selfish
Single-Minded (Major)
Technically Adept
Time Traveller – TL5

*Attributes and Traits that represents Landak's original Zynog form, and is subject to change depending on the body he's currently inhabiting.

EQUIPMENT
Zynog Diadem [Traits: Astral Projection (see *The Third Doctor Expanded Universe Sourcebook*), Mind Transference – Advanced (see *The Sixth Doctor Expanded Universe Sourcebook*), Fragile (Special). Story Points: 4.]
Parabolic Diverter [Traits: Scan, Transmit. Story Points: 2.]

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

LORD PROVOST TEPESH *(Zagreus)*

In the time following the Intuitive Revelation on Ancient Gallifrey (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), when Rassilon (see *V274*) had detonated his star and Omega had fallen over the event horizon of the black hole, the Gallifreyans were not quite yet Time Lords. They had mastery over time and space, and they had many of the physiological advantages of the Time Lords to come. But they did not yet have the ability to regenerate, this being something that Rassilon was still working on in secret in his workshop, the Foundry (see *L212*).

Concerned by the power and influence that Rassilon was amassing, the Inner Council appointed the Committee of Three to investigate his activities. The Committee comprised Lady Arata, Lady Ouida and Lord Provost Tepesh.

Tepesh is the Provost of the Arcalian Chapterhouses. He is notoriously egotistical and styles himself as the greatest intellect Gallifrey has ever known. Tepesh makes it his business to know all the Houses, Chapters and other ephemera of Rassilon's brave new world. He holds no love for Rassilon and would in fact be satisfied if his life were to be brought to a premature end. Tepesh is usually accompanied by Lady Ouida, his fellow poet, gambler, concomitant and confidante. She is also his food taster.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lord Tepesh is not only a Gallfreyan, he is also a Vampire, a direct descendent of the Great One. Referring to Ouida as his food taster is a little joke they enjoy between themselves, as Ouida is also a Vampire.

Tepesh's hatred for Rassilon is therefore understandable. It was Rassilon who came to the Vampires' world five hundred years before, awash with his victory over the Sisterhood, awash with the glory of his new technology, his time travel and space-warping abilities, awash with power. It was Rassilon who destroyed the Great Vampires. He hunted them down not because they drank blood; in fact, they only drank the blood of mindless animals they bred for the purpose. He hunted them down because they were different.

Rassilon chased Tepesh's people to the ends of the Universe and beyond, forcing them to prey on sentient beings in the process. The Vampires took humanoid form to try to hide from Rassilon's scouts and assassins. But even then, he still hated them and pursued them. Tepesh wanted revenge and hoped to confront Rassilon in his Foundry and expose him as a power-hungry despot. But Rassilon was too wily and escaped while the Committee was trapped inside as the Foundry was firestormed by its defence protocols.

Millions of years later, when the Doctor was infected by anti-time (see *V304*), the Committee's raid on Rassilon's Foundry was recreated as a holographic projection by the TARDIS, as it tried to give Charley Pollard (see *A90*) clues about Rassilon and the Divergents (see *L142*). In this projection, Lord Tepesh was given the voice and appearance of the Sixth Doctor.

LORD PROVOST TEPESH



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

SKILLS

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

TRAITS

Adversary (Major) – Rassilon
Arrogant
Dark Secret (Major)
Feel the Turn of the Universe
High Office (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Infection – Can create new vampire slaves with his bite
Time Lord – Tepesh has many of the physiological advantages of the Time Lords, but is notably lacking the ability to regenerate
Vampire – see *The Fourth Doctor Sourcebook* for the full list of Traits which come with this
Voice of Authority – Provides a +3 bonus instead of the usual +2
Vortex
Weakness (Major) – Tepesh has some of the usual Vampire weaknesses: he is vulnerable to fire, and exposure to direct sunlight will reduce him to dust almost instantaneously

TECH LEVEL: 11

STORY POINTS: 4

LOVE VAMPIRES *(The Love Vampires)*

Vampire legends are common across the Universe, but the details of the real-life creatures' powers and weaknesses vary, moulded by the behaviour of the numerous species that become them. One branch of the Vampire family with radically different abilities are sometimes called "Love Vampires" as they feed on the emotional state of love rather than on blood. But the end result is still fatal to their prey. Love Vampires are invisible. They are psychic creatures and take on the personality of a loved one drawn from the memories of a victim, speaking to each other telepathically in their stolen voices.

The feeding cycle of a Love Vampire, and the infection of its victims, is a four-stage process. During Stage 1, a victim begins to hallucinate, seeing something their colleagues can't: their first love. The image is perfectly real to the victim and speaks and behaves exactly as they remember. At this point, they enter a trance-like state, conversing with their lost love and no longer hearing the real world around them. If others realise what's happening and act fast enough, they can bring the victim out of it. This requires an extended Social Conflict of Presence + Convince between the Vampire and the person coming to the victim's aid (but should be played out by the GM and player rather than be reduced to rolls of the dice alone).

If the victim isn't brought out of the trance, the Vampire draws on their memories of their deep affection and regret that they're no longer with their first love. The Vampire needs to get them into the right emotional state before they can feed. This requires an extended Social Conflict of Resolve + Convince between the Vampire and its victim (but again should be played out). If the victim loses, the Vampire bites their neck. Not to drain blood but to feed on the victim's love that has been rekindled.

The victim is now at Stage 2 of the process. A small mark has appeared on their neck, but they're still walking around and talking as if nothing had happened. They must succeed at a contest of Resolve + Strength against the Vampire every ten minutes or lose 1 point of Presence. When it reaches zero, they're no longer human and are just carriers of the contagion. Next, during Stage 3, they must again succeed at contests of Resolve + Strength every ten minutes or lose 1 point of Strength. When that reaches zero, they die, their mouth opening unnaturally wide as it sprays out contaminants into the air, completing Stage 4. Anyone in the vicinity must make a contest of Resolve + Strength to avoid being contaminated, failing which they become more vulnerable to an approach by a Love Vampire, having a -4 penalty on rolls in their own Stage 1 of the cycle.

Love Vampires have many of the usual weaknesses of Vampires, including an aversion to garlic and a vulnerability to sunlight, the latter causing them to crumble to dust. Beheading or a wooden stake to the heart are similarly fatal. Infected victims have similar weaknesses, but having a lesser effect in the early stages.

LOVE VAMPIRE



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

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

TRAITS
Dependency (Major) – Suffers a -4 penalty to all rolls if unable to feed for more than 48 hours
Immortal (Major)
Immunity – Has the usual Vampire resistance to injury
Indomitable
Infection – See text for effects
Invisible (Special Bad)
Obsession (Minor) – Hunger for love to feed on
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Minor) – Suffers a -2 penalty in the presence of garlic or holy objects
Weakness (Major) – Direct sunlight kills them

TECH LEVEL: Varies by culture

STORY POINTS: 5-8

LUCENTRANS *(Memory Lane)*

The Lucentrans have developed a technologically advanced society, yet their First Contact with another species only took place in the 22nd Century when an Earth spaceship crashed on Lucentra. Even then, they made no further alien contact for at least the next century.

In their natural form, Lucentrans are decidedly not human in appearance, but they are a species of shapeshifters and so can blend in with other lifeforms if they need to. Perhaps their lack of advancement in space exploration is down to Lucentrans having a unique disadvantage, in that they lack the ability to make visual memories. They can learn things like systems and technology, but they're not very good at remembering specific events and need to make copious notes to remind themselves of important information. This has led to a technological blind spot in the area of visual recordings. The concept being so outside their own experiences, Lucentrans have never invented cameras, videos or any other means to record something visually. If they had, their technology may be even more advanced than it is.

Lucentrans have developed nano-forms, microscopic creatures with limited intelligence and specific roles hardwired in. The nano-forms can be programmed to relay an image of something that's happening right now, but that information is immediately lost and they have no facility for electronic storage. As a result, Lucentrans programme them to perform re-enactments of important events to remind the populace of what happened. But it's a far cry from being able to record those events, let alone retain the memory of them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor and his friends encountered a practical use of the nano-forms when the TARDIS accidentally materialised in a prison on Lucentra, in which the pilot of the Earth spacecraft that crashed on the planet was being kept prisoner. The nano-forms accessed the prisoner's mind to mentally regress him back to a time when he was happy and docile, in this case when he was ten years old. They then projected an environment for him to live in, the house he grew up in, one of an endless series of identical houses in an apparently endless street (though in reality, the cell was only a small chamber). The nano-forms even created copies of his Nan to look after him in this virtual environment, one for each house in the street. They also hugely extended his life.

The cell's air is filled with nano-forms, and breathing them in swiftly results in a character being similarly regressed (requiring a Difficulty 9 Resolve + Strength roll each five minutes of exposure to resist, with Difficulty increasing by 1 per ten minutes). Any new minds falling under the nano-forms' influence will begin to affect the environment, adding details and people from their lives. Anyone resisting the nano-forms' effects will vomit up the material they had breathed in (which tastes curiously like pineapple).

LUCENTRAN



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

SKILLS
Convince 2, Marksman 1, Technology 3, Transport 3; each Lucentran has additional Skills appropriate to their profession and experience

TRAITS
Alien
Alien Appearance
Impaired (Major) – Their poor memories mean that Lucentrans needs to succeed at an Awareness + Ingenuity roll to remember useful details (with a minimum Difficulty of 15), with bonuses applying for repeated reminders
Shapeshift (Special)

TECH LEVEL: 5

STORY POINTS: 3-5

Because their memories are so poor, the Lucentrans have always believed that the nano-forms only access imagination, not memory. But in fact, they access both. The entire process may be humane, but it's still ethically wrong to remove a person's self-awareness and identity in this way.



MAJOR TERRIAN KOTH *(The Twilight Kingdom)*

As the planet Ondrokkan in the Divergent Universe (see *L142*) expanded its trading routes, it attracted enemies, other worlds which didn't share Ondrokkan's affluence. They found ways to strike at Ondrokkan in the form of terrorist attacks against civilian targets. One of the largest cities is, or rather was, Baytara. A lot of the Ondrokkan Defence Fleet's administration was based there.

Major Terrian Koth was one of the most venerated officers in the Defence Fleet, a decorated war hero. He was stationed in Baytara and lived there with his family. While Koth was assigned on a deep space mission, the city fell victim to an outbreak of a lethal disease that was thought to have been eliminated centuries ago. The terrorists had grown the spores on one of the outer worlds and released them in Baytara. The Ondrokkans have no natural defence against it and no vaccine. The city was consumed within days. Every single lifeform on the island the city was built on was wiped out, including Koth's wife and children.

Fleet Command decided to keep the information from Koth in order not to distract him from his mission. Meanwhile, the government decided to atomise the island in order to prevent the disease from crossing to the mainland. By the time Koth found out, he didn't even have his family's bodies to bury.

Koth publicly denounced the government and disappeared. He'd decided he could do a better job of protecting the people than the government, so he set about recruiting his own private army. At first, he wasn't taken seriously, then reports started coming in of defections by key personnel of the type who could really make a difference. It was discovered that Major Koth had set up his base of operations on the unexplored jungle planet of Setarus, and a military team was sent to capture him or close his operation down.

While the team sent to find Koth were on Setarus, the section of the planet containing them, Koth and his recruits was extracted and relocated to Bortresoye (see *L118*) to form one of the Zones (see *L220*). None of them noticed a thing, and so far as all the Ondrokkans in the Zone are concerned, they are still on Setarus.

In the Setarus Zone, Major Koth and his recruits are hiding out in a system of caves. Their equipment is old and battered and looks as if it wouldn't last five minutes in a combat situation. There is an air of weariness about the recruits, rather than the hunger usually associated with rebels and revolutionaries. Perhaps it's the food. Their diet is based on a fungal compound found growing in the soil in the caves. It provides a balanced combination of vitamins, minerals and antioxidants, but it lacks anything in the way of flavour. Water comes from the underground rivers and pools found here and there in the cave system.

There are still a handful of the military team searching for Koth out in the jungle, but far fewer than there originally were. Major Koth is remarkably persuasive, and anyone caught by his recruits unfailingly switches sides and joins him. It's an amazing talent.

KOTH FACSIMILE



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

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

TRAITS
Alien
Alien Organs (Special) – Major Koth is one of any number of constructs created by the Koth creature from its soil-like matter. Although damage may disperse it, it is never truly dead (and may be recreated) unless its link to the creature's consciousness is lost or the creature itself dies.
Dark Secret (Major) – Not the original Major Koth
Networked (Major)
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Telepathy
Voice of Authority
Wanted (Major)

TECH LEVEL: 6

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Koth first arrived on Setarus, the caves seemed a perfect refuge. But the powers that relocated a section of the planet to

Bortresoye also added something that wasn't indigenous to either world as part of their experiments. It is a telepathic predator that originally took the form of the rich, moist soil that is found everywhere in the Setarus Zone, on the jungle floor, in the caves, even clinging to the walls, as well as the water of the streams and pools. Its body spreads for miles. The soil is normally mildly acidic and tingles to the touch. But the creature can make both soil and water highly corrosive at will and capable of dissolving flesh in seconds, before reverting it to its harmless state.

The creature originally used its telepathic powers to lure animals to it. It is powerful enough even to affect the TARDIS. But when it touched Major Koth's mind, it was overwhelmed by his pain and grief, driving it insane. The creature merged with Koth, and its intellect was augmented to human levels. What remains of Koth's physical body is on an island in the cave systems. His flesh is spread around the walls, merging with them. Some of his organs are still visible, and the whole thing is alive. Koth's head takes pride of place and is still capable of speech.

The version of Major Koth back in the rebel camp is a facsimile (or facsimiles, as the creature can create any number of them), a duplicate moulded from its own soil-matter and dispersed again when not needed. It has similar mental powers to the creature.

The wills of Koth and the creature have merged. Occasionally he has the upper hand, and at other moments it takes control. It speaks with two separate voices as well as Koth's, and its need to feed is constant. It is even using the fungus the Ondrokkans harvest, actually another of its forms, to fatten the recruits up. It exerts a subtle control over them to prevent them from wanting to leave the caves. Under its influence, they go through their routines of training and preparation, but there is no expectation of real action.

Koth's original body is dying, sucked dry by the creature, and it will not be able to cope without absorbing another sentient being. The creature needs a replacement, another mind and physical body for it to merge with and a fresh set of emotions to feed on. Koth occasionally brings a recruit to the island, but so far none have survived the trauma of merging. Even if one were to survive, the shock of new emotions beyond Koth's rage and grief may be too much for the creature.

KOTH POSSESSION – SPECIAL ALIEN TRAIT

The creature can merge with a sentient character, but only one at a time (the current one being Koth). However, the shock of the physical merging inflicts 8(4/8/L) damage to the subject, depending on the level of success the creature achieves on the Possess attempt. In addition, if successful, the creature must then succeed at a contest of Presence + Resolve or be overcome by the subject's emotions, taking 8(4/8/L) damage, depending on the level of failure

THE KOTH CREATURE



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

*The creature has the Coordination and Strength of the facsimiles it creates.

SKILLS

Convince 5, Medicine 1, Survival 6, Technology 2

TRAITS

Alien
Alien Appearance
Alien Organs (Special) – Its body includes the soil and water, spread over miles of the caves and jungle
Clairvoyance
Dependency (Major) – The creature has become dependent on being merged with Koth. If Koth dies without a replacement taking his place, the creature will also perish.
Fear Factor 2 – Only affects those who see the still-living remains of Major Koth
Hypnosis (Major)
Koth Possession (Special) – See sidebar
Natural Weapon (Special) – Digestive System: The creature can transform the soil and water of its extended body to acid, inflicting 2 points of damage per Round to anything in contact with it, doubled if they are smothered or submerged
Networked (Major) – With Koth and its facsimiles
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Replication (Special) – Can use its soil-like matter to create separate organic creatures, including the facsimiles
Size – Huge (Colossal)
Telepathy

TECH LEVEL: 6
STORY POINTS: 8

THE MASTER *(1st in Time's Horizon)*

When the decaying Master finally regained the ability to regenerate on the planet Parrak (see *L201*), he became a Time Lord at a genetic level for the first time since he had stolen the body of Tremas (see *The Keeper of Traken*).

The first incarnation of his new cycle of regenerations is a slim, bald man apparently in his forties. This new Master has an excitable and rather theatrical personality, prone to making quips in the faces of his enemies, chuckling at his own jokes and exclaiming "Hello, you!" when revealing his presence. But he also mocks and taunts, and beneath his superficially pleasant, even playful personality, the Master is still the cold, calculating megalomaniac of old. In fact, this incarnation is particularly cruel and spiteful beneath the surface. His plans are meticulous and he often lets his enemies believe they have the upper hand before triumphantly turning the tables on them. This Master has a penchant for wearing smart business suits in the style of early 21st Century Earth.

The Master tried to hoodwink the Seventh Doctor that he was one of his future incarnations come back to help UNIT deal with a series of dimensional refugees (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). Later, when his mind was trapped in the body of his former, decayed incarnation, he encountered both the Fifth and Seventh Doctors before being restored. But it is the Eighth Doctor who has had the most run-ins with him.

The Master posed as Dr Harcourt De'ath of the Ides Scientific Institute (see *V227*) and manipulated Dr Sally Armstrong (see *V190*) to make her his loyal companion. Unusually for the Master's attitude towards his minions, he seemed to genuinely care for Sally. But even so, the Master would make his displeasure known to her if she ever failed him.

The Master has once again acquired a TARDIS and continues to make use of the Tissue Compression Eliminator, now enhanced to allow him to summon his TARDIS.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This incarnation of the Master was recruited by the Celestial Intervention Agency to clear up the mess left by the Kotris crisis (see *V236*). As Agent Capuchin, his job was to gain control of the Eminence (see *V202*) for the Time Lords to use against the Daleks. Inevitably, the Master has gone rogue and plans to use the Eminence to build his own army of "Finite Warriors".



THE MASTER



AWARENESS	4	PRESENCE	6
COORDINATION	3	RESOLVE	6
INGENUITY	9	STRENGTH	3

SKILLS
Athletics 2, Convince 5, Craft 2, Fighting 2, Knowledge 6, Marksman 3, Medicine 3, Science 5, Subterfuge 5, Survival 3, Technology 5, Transport 3

TRAITS
Adversary (Major) – The Doctor
Arrogant
Boffin
Charming
Distinctive
Eccentric (Major) – Excitable and archly theatrical, but still megalomaniacal
Feel the Turn of the Universe
Hypnosis (Special)
Indomitable
Obsession (Major) – Power!
Technically Adept
Time Lord
Time Lord – Experienced x15
Time Lord Engineer
Time Traveller (Special) – All Tech Levels
Voice of Authority
Vortex
Vortex Born
Wanted Renegade

EQUIPMENT
Tissue Compression Eliminator [Traits: Zap (Minor: L(4/L/L) damage), Transmit (to summon the Master's TARDIS). Story Points: 2.]
TARDIS (use the stats for an Advanced TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 10
STORY POINTS: 8

THE MEDDLING MONK *(1st in The Book of Kells)*

The renegade Time Lord known as the Monk has always believed that he has the right to "improve" recorded history, but the incarnation earlier encountered by the First Doctor was often distracted by his own hedonistic whims and short-term goals. While the circumstances of his regeneration are unknown, the newly regenerated Monk is quite different. He fervently believes himself to be a hero, that the Web of Time is a Time Lord lie to hold power over other species, and that time's injustices simply can't stand. He schemes and plays the long game, being thorough and deliberate in his actions. In contrast to many of his other incarnations, he enjoys the sobriquet of Monk, believing it reflects his philanthropic nature. This Monk is of a slimmer, slightly taller build compared to his previous incarnation, and appears to be an older, balding man.

Despite his shift in priorities, the Monk is still at odds with the Doctor. The Monk firmly believes that the ends justify the means and will casually commit atrocities to secure his idealised timeline, considering the weighing of lives against each other an unremarkable necessity. If anything, he sees the Doctor as the irresponsible meddler, claiming to be heroic while upholding established history and unwilling to get his hands dirty to really change things. The Monk reminds the Doctor of his previous incarnation, which further fuels his animosity.

The Monk is comfortable with using advanced technology on his travels, such as disguising himself on alien worlds with a holographic filter and arming himself with a futuristic stun gun. He has a fondness for messing with other TARDISes, tearing them out of the Vortex to steal parts, or putting Time Spoor into the Vortex to keep them from materialising where he wishes to meddle. His own TARDIS remains more advanced than the Doctor's.

Despite his new priorities, the Monk has still retained a hedonistic streak: his console room is littered with priceless paintings and sculptures by famous artists and piles of video tapes and Blu-Rays of lost media, some of which are from alternate timelines. He's quick to claim that these are just souvenirs, yet he still stocks his kitchen with lavish treats such as Marie Antoinette's cakes and Caesar's own salad!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Monk's TARDIS is still missing the directional circuit stolen by the Doctor (see *The Daleks' Master Plan*), which he attempted to fix after landing in Ireland in 1006. Taking the identity of Abbot Thelonious, he planned to manipulate the Abbey of Kells' (see *L108)* artisans into creating a new one for him. When these plans were dashed by the Doctor and his companion Tamsin Drew (see *A107*), the Monk's desire for revenge grew further.

The Monk has kept himself busy with 'improving' the timeline across the Universe, averting important historical events (see *L189*), and deposing alien rulers (see *A130*). Realising that his

THE MONK



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

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

TRAITS
Adversary (Major) – The Doctor
Boffin
Charming
Eccentric
Emotional Complication (Major) – Impulsively greedy and refuses to take responsibility for his mistakes
Epicurean Tastes
Indomitable
Obsession (Major) – Improve history
Resourceful Pockets
Run for your Life!
Selfish
Technically Adept
Time Lord
Time Lord (Experienced) x1
Time Traveller – Tech Level 1-6
Voice of Authority
Wanted Renegade
Well Mannered

EQUIPMENT
TARDIS (use the stats for a decommissioned TARDIS from *The Time Traveller's Companion*) with a faulty directional circuit
Holographic Disguise [Traits: Shapeshift (Major). Story Points: 2.]
Futuristic Stun Gun: S(S/S/2) damage

TECH LEVEL: 10
STORY POINTS: 6

schemes would be aided by acquiring a travelling companion, he decided to kill two birds with one stone in early 21st Century England: he placed a newspaper ad for the position and sent the undesirable candidates (*ibid*) to the Doctor, who he hoped would be so distracted that he'd be susceptible to threats organised beforehand.

The Monk selected the Doctor's own former companion Lucie Miller (see *A99*) to travel with him, as she wanted adventures without the baggage she shared with the Doctor. The duo travelled together for some time, with the Monk just barely tolerating her distaste for the crueller aspects of his schemes. Their relationship soured when he tried to murder an alien dictator as a baby, destroying an entire village in the process. This was a step too far for Lucie, and, after the resulting fight, he shoved her out the TARDIS where another of his deadly schemes was unfurling.

Noticing that the Doctor was also present, the Monk charmed Tamsin with his willingness to alter history, as she was currently falling out with the Doctor due to him not being prepared to do so. Tamsin left the Doctor on bad terms and became the Monk's companion, travelling with him for some time and becoming close-knit.

In a moment of weakness, the Monk answered a call from the Daleks in the hope of securing a reward. In exchange for unleashing a plague (see *G47*) on 22nd Century Earth (see *L146*), the Monk was given free rein to ransack the planet of its artistic treasures. Lying to Tamsin, he claimed the Daleks were helping humanity with the plague, and the two of them were cataloguing the treasures to return them to a calmer point in humanity's future. The Monk only took the job because he believed the Daleks would be stopped before they could cause any real damage, but found himself out of his depth. The Daleks weren't receptive to any of his manipulation tactics, and he was strong-armed into becoming a tool of their conquest. His token efforts to assist the human rebels without the Daleks knowing were successful, but he still found himself stuck as their lackey.

Tamsin was utterly disgusted with the Monk after learning the truth, and he childishly attempted to avoid a proper confrontation, deflecting all responsibility for his actions. When the Daleks discovered Tamsin, they considered her surplus to the Monk's tasks and exterminated her. The Monk was heartbroken by this loss, as he came to see Tamsin as a beloved friend, despite his manipulative treatment of her.

The Monk refused to grapple with the guilt and blamed Tamsin's death on the Doctor, devising a plan to take his rival's place in history as revenge. This was foiled by the Fifth Doctor, further infuriating him. It's currently unknown what this incarnation of the Monk did next, nor the circumstances of his next regeneration.

RIVALS IN TIME AND SPACE

Despite the Eighth Doctor's long lifetime being chronicled across many different audio, prose, and comic lines and worked on by different creative teams, certain themes have a tendency of cropping up between them. (Just as well he loves our tendency to see patterns that aren't there!) While the concepts of contracting amnesia and getting stuck in one place for an absurdly long time are obvious, a more subtle one is the Eighth Doctor's ability to amass rivals: fellow time and space travellers with their own agendas that oppose his, providing him an equally matched challenge.

While your Time Lord may already have time travelling enemies, what makes an antagonist into a rival is their equal narrative status with the protagonist, as if they're the star of their own story. A rival's power struggle against your PCs would be much more evenly matched than a traditional antagonist, with the balance of power shifting as the two forces try to outmanoeuvre one another. They may not be the primary villain of a piece; they could work for a traditional big bad or be a completely unrelated complication for the PCs to deal with, just as much a drop-in to the adventure as they are. A rival may occasionally ally with the protagonists for a common goal, making their appearances even more unpredictable and dynamic. Following that train of thought, a rival might not be truly villainous, simply having a conflict of interest with your protagonist and their goals.

Such a conflict may be an ideological difference on how time travel should be used, such as the Monk insisting that the timeline be recklessly changed for the better, while the Doctor believes it should be safely preserved. Sabbath (see *Vol. 1*) had the opposite dynamic with the Doctor, trying to enforce his own idea of objective order over time and seeing the Time Lord as a bumbling amateur getting in the way. Of course, the rival needn't believe they're the hero in the situation: the Headhunter (see *V219*) is simply an amoral mercenary who often finds that her jobs involve the Doctor, Jodafra (*Vol. 1*) is a selfish hedonist who disrupts history to secure power, and the Eleven (see *V198*) is a mentally unbalanced Time Lord criminal.

Many of these rivals also had their own companions: Jodafra had his niece Destrii, the Headhunter had Karen, Sabbath had many different assistants, the Eleven and Helen Sinclair were forced to work together, and the Monk and Doctor even swapped companions. Even the bald version of the Master (see *V249*) that the Doctor fights in his Eighth incarnation has his own companion, seeming more like a traditional rival than ever before as a result.

Integrating rivals into your campaign is an exciting possibility, especially how you go about it. While the easiest and cleanest method would be to simply make them NPCs, inviting guest players to the session would imbue the characters with even more life, and sell the idea that they're equally matched with the PCs! They'd also lend a massive air of unpredictability: something like Tamsin and Lucie choosing to swap Time Lords in *The Resurrection of Mars* is something that could only happen with unpredictable players!

As the Last Great Time War looms overhead, the Eighth Doctor may be the last to truly "enjoy" having fellow Time Lords as rivals.

MERCURIALS *(Prisoner of the Sun)*

Mercurials are a species so named because their bodies are made of a shiny, silvery substance similar to mercury. A Mercurial is essentially a living consciousness spread throughout a mass of this substance, forming it naturally into a humanoid figure with a bulbous, ridged head, and spindly, twig-like limbs. All Mercurials have what humans consider feminine bodies and voices, but they're unlikely to have biology comparable to anything on Earth. "Mercurial" is merely a nickname given to them by humans, and what they call themselves is unknown. Individual Mercurials have simple names with a single syllable each, such as Gliss or Shill.

What makes Mercurials so notable is their bodies' ability to withstand incredible amounts of heat, far more than most other species. It's unknown if the Mercurials even have a limit to how much heat they can survive, and it's rumoured they could survive within the heart of a sun without any protection. Of course, gravitational forces would still prove an issue. Mercurials are spread across many solar systems, typically living on the hottest planet of each. While their bodies aren't malleable enough to shapeshift, a Mercurial may reconstitute itself if it takes damage that would be lethal to another species: the worst most weapons can do is turn them into a puddle for a few minutes, which is more inconveniencing than anything.

Mercurials presumably don't age like other lifeforms. While they appear to be practically immortal, a Mercurial can be killed if the right combination of sonic frequencies is directly focused on them, painfully destabilising their form enough to dissipate their consciousness and render them into an inanimate pool of metallic goo.

Many Mercurials take advantage of their natural abilities and seek employment in jobs no other species would be able to take. Presumably, most Mercurials are ordinary citizens who take on general transportation, exploration or repair jobs, but like any species, there are individuals willing to take unsavoury mercenary work. The oppressive, inter-system governmental organisation known as the Consensus (see *L133*) has many Mercurials in its employ, including several on one of their most important projects: guarding a prison cell located in the heart of an unstable sun.

Adventure Seed: Sol 1

The Mercurials are a species so far-flung that their original homeworld is a mystery; your TARDIS crew stumbles across the answer on a chance visit to the planet Mercury nearly half a million years ago. The dry planet's small population of native Mercurials have managed to develop space travel, and one scientist is studying a specimen from the second planet over: an early *Homo sapiens*. Excited by Earth's thriving life, the Mercurials wish to colonise the blue planet, which will disrupt its timeline completely. Is this absent from the history books due to internal struggle derailing their plans, or is the onus to preserve Earth's timeline entirely on your player characters?

MERCURIAL



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Environmental (Minor) – Heat
Fast Healing (Special)
Fear Factor 1
Immortal (Special)
Immunity – Heat-based attacks
Weakness (Major) – Specific frequencies of sound waves focused on a Mercurial will permanently kill them

TECH LEVEL: 6

STORY POINTS: 3-6



MIRACULITE *(Faith Stealer)*

In the city of the Multihaven (see *L188*), Miraculite is the god of the Twenty-Third Church of Lucidity, led by Laan Carder (see *V241*). Carder is the only disciple to have seen Multihaven, within the depths of a charred cabinet called the Lucidity Accumulator. Carder can also summon and wield a small ball of Miraculite energy, using it to extract the dreams of the Church's followers, which crystallise into small Lucid Crystals.

Laan Carder claims that Miraculite first came to him in a dream and that he brought it back from the world of sleep to share with his disciples. He stored it inside the Accumulator and has added the energy from every Lucid Crystal donated by the Church's worshippers. The dimensions inside the cabinet have expanded into an impossibly large and changeable space, at the heart of which Miraculite dwells.

Very few have entered the Accumulator. Only those whose minds are particularly resistant to conversion to Lucidianism and need the direct intervention of Miraculite, or those whose minds are damaged, which makes them more attractive to Miraculite. Those who return are not the same as when they entered the cabinet. They are loyal to Miraculite and have a splinter of their god inside their mind.

The majority of the Church's disciples worship in the Hall of Dreams, where they are encouraged to sleep. Laan Carder uses his powers to extract a Lucid Crystal from each follower, opening a small aperture in the forehead which births the crystal. At first, the crystals seem alive and burn with light and crackling energy. Carder takes them into the Accumulator to present to Miraculite, and when he returns, they have become crystalline, as if their energy has been drained.

The presence of Miraculite in the Multihaven has bred self-doubt and self-loathing, depression and confusion, leaving more and more people susceptible to being converted to Lucidianism. Miraculite has tasked Laan Carder with converting every last citizen, so that the dreams of everyone can be harvested. The mind of a Time Lord, containing the dreams of several lives, is particularly attractive to Miraculite.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Miraculite is a biverity anomaly quartz. They form in the tiny gaps between two realities, created by the friction of the realities grinding against each other. Somehow this particular biverity anomaly quartz has burst through into the Divergent Universe (see *L142*) in which the Multihaven exists. In order to remain stable, it's trying to increase its mass. It seeks out forces similar to those which led to its creation, and the closest thing to reality friction is the mental activity produced during REM sleep. The Miraculite converts this activity into a crystalline form it finds easier to assimilate. But it needs more and more minds to feed its appetite.

MIRACULITE



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

SKILLS
Convince 5, Knowledge 4

TRAITS
Alien
Alien Appearance
Armour (10 points)
Environmental (Minor) – Able to exist in the interfaces between universes and in other extra-dimensional environments
Flight (Minor)
Hypnosis (Major)
Possess
Psychic
Psychic Illusions (see *G48*)
Special – Extract Lucid Crystal: Miraculite can enter a contest of Presence + Convince against another character, and if it succeeds, they suffer a permanent reduction of 2(1/2/3) points of Ingenuity and will not be able to sleep again
Telepathy
Weakness (Major) – Without Laan Carder's belief to anchor it, Miraculite cannot maintain critical mass and will dissipate

TECH LEVEL: 4
STORY POINTS: 8

Miraculite created Laan Carder to recruit people and drain their dreams. He has no real existence, and if he is ever convinced of this, he will simply melt away into thin air. And without the belief of Laan Carder to anchor it, Miraculite cannot maintain critical mass in this world. Its energy will redistribute itself across the entire Divergent Universe, spreading itself too thin to be of any further threat.

MOLLUSCARI *(Orbis)*

The Molluscari are a species native to Tweenspace, a layer of cosmic settlement at the bottom of the Universe. One might describe this region as where "the dregs settle", a reputation befitting the Molluscari. They're a species of aggressively expansionist molluscs, their multitudes sailing across space in a fifty thousand strong battle fleet of "shell ships". The entire army can be called down on an enemy world in days, initiating a massacre like shooting fish in a barrel!

The Molluscari have warbling voices and make clicking noises as they speak. They're hermaphroditic but place social importance on being considered their current biological sex, despite it playing no actual role in their culture and not having gendered physical traits. The Molluscari are led by the great Crassostrea, who has recently been developing her female sex organs in preparation for spawning. This explains her recent mood swings: she massacred the Tetrapoids, fired the Mugwater Vents, and broils her cooks alive whenever she's particularly hungry. Crassostrea runs a tight ship, but her behaviour can make anyone clam up. Crassostrea's long-suffering personal secretary Saccostrea is at constant risk of being eaten at her boss's whim.

The Molluscari soldiers' powerful pincers are usually enough in a tight pinch, but they also wield lightning-shooting electro-spheres that leave foes shell-shocked. A Molluscari can't survive if separated from their shell, and their sensor valves burn painfully when they're in fatal danger. Their thick shells can be cracked by enough pressure, and they can be vibrated out of them by the right sonic wavelength. The Molluscari army includes specialised positions and units, such as barometer general who analyses planetary climates for suitable breeding grounds, and diving shoals who explore underwater. They spend much time feeding on photo-plankton in large water tanks, so they don't use paper to record information. Instead, they use data pearls, read by being shoved into a Molluscari's reading valve. A particularly verbose document can be painful to read!

While the Molluscari have access to the wider Universe, they generally limit their sights to the rest of Tweenspace, leaving them unfamiliar with otherwise common things like humanoids. They're often at odds with Tweenspace's Galactic Council, who enforce the region's order and regulations. The Molluscari desire the plankton-rich Great Ocean of the planet Orbis (see *L196*) and are furious that the ideal breeding ground belongs to its native Keltans, a jellyfish-like species. They've noted worsening conditions in Orbis's climate and see this as proof the Keltans will soon be extinct, leaving the Galactic Council no choice but to sign Orbis over to them! The Council's pending audit won't stop Crassostrea from immediately claiming Orbis. Fire up the clam ships, it's time to rock the boat!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Molluscari want to relocate and save the Keltans... because they're such a delicious source of protein when eaten raw, or even alive! The Keltans are under the protection of local fish out of water, the Doctor, whom the Molluscari wish to take out of the picture. If they can get rid of him, Orbis will be their oyster!

CRASSOSTREA



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (10 points)
Arrogant
Authority (Major) – Leader of the Molluscari
Eccentric (Major) – Pregnancy has made Crassostrea more erratic than usual
Environmental (Minor) – Aquatic environments
Epicurean Tastes (Special) – Only applicable to eating other living creatures
Fear Factor 2
Natural Weapon (Minor) – Strong Pincers: +2 damage
Obsession (Major) – Feeding, breeding and conquering
Repulsive
Ruthless (Minor)
Selfish
Voice of Authority
Weakness (Major) – A Molluscari dies painfully if separated from its shell, and a specific sonic vibration can cause this to happen
Weakness (Minor) – Crassostrea is pregnant, and her body will compulsively start giving birth if the local environment is hot enough, making it impossible for her to focus on anything else until she is done spawning

EQUIPMENT

Electro-sphere: 4(2/4/8)

TECH LEVEL: 6
STORY POINTS: 6

MR BIRD *(1st in Must-See TV)*

The Doctor's first encounter with the mysterious Mr Bird was when the latter rented the attic flat in 107 Baker Street (see *L105*). Mr Bird quickly became popular with the other tenants as he proved to be an all-round handyman who was keen to help out with whatever they needed doing. Particularly anything technical or practical, like sorting out the odd plumbing problem or repairing dodgy TV sets or just changing fuses.

Neither the Doctor nor any of the other residents of 107 Baker Street knew very much about Mr Bird. Although he's a friendly sort (though the Doctor considered him to be "sneery"), he doesn't really give much away about his past. And the way he arrived at the house was a bit odd. The vacant flat hadn't even been advertised when Mr Bird knocked on the front door on the off chance. At the time, it just seemed like blind luck. But thinking back, the Doctor's not so sure.

Then, a couple of weeks after Mr Bird's arrival, odd things started happening to various electrical appliances in the building. Television sets in particular. Television sets that Mr Bird had repaired. They just wouldn't switch off, not for more than a few seconds. Even if they were unplugged, they'd come back on. Then, when the Doctor began to tinker with them, they showed scenes from the house, as though they were picking up signals from hidden cameras. Sometimes it was a live-feed in the same room as the TV set in question. Sometimes there was a slight delay. But sometimes they would show scenes from the flats of other tenants, and occasionally from the future. Robin Bright-Thompson (see *V277*) complained that his TV showed Mr Bird talking to him silently, but he could hear his voice in his head. Investigating, the Doctor found that non-terrestrial components had been added to the affected TVs.

More directly suspicious is that Liv Chenka (see *A98*) and Andy Davidson (see *A105*) spotted Mr Bird coming out of the offices of a pharmaceuticals company called MedTech only minutes before it exploded. At the same time, the Doctor and Tania Bell (see *A108*) confronted Mr Bird in his flat back at Baker Street. Could there be two Mr Birds?

Before the Doctor and his friends could get to the bottom of it, Mr Bird hurried into his bedroom and vanished, leaving only a scorched carpet, the marks reminding the Doctor of some sort of rudimentary vortex transference (actually a portable chrono-warp engine). Afterwards, the alien component the Doctor had removed from one of the televisions projected a live image of Mr Bird, who warned the Doctor that he was watching…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Mr Bird is a future version of Robin Bright-Thompson who has lived for thousands of years. He has come back in time to monitor activity at the Baker Street house, to limit the Doctor's influence and ensure his own existence. His stolen chrono-warp unit can only travel to times within his own timeline, so no earlier than Robin's birth in 2004 and no later than just after the extinction of humanity.

MR BIRD



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

SKILLS
Convince 4, Craft (Baking) 2, Fighting 1, Knowledge 5, Marksman 2, Medicine 2, Science 4, Subterfuge 3, Survival 4, Technology 5, Transport 2

TRAITS
Dark Secret (Major) – His true identity
Face in the Crowd
Immortal (Major) – Although he's not quite truly immortal, his lifespan has been extended by an unimaginable amount
Last of My Kind
Technically Adept
Time Traveller (Minor) x3 – Mr Bird has lived through Tech Levels 5, 6 and 7
Vortex

EQUIPMENT
Chrono-Warp Unit (see *V273* – Mr Bird's unit has the additional restriction that it can only travel to times within his own timeline)

TECH LEVEL: 8

STORY POINTS: 8

NAPTRA *(The Turn of the Screw)*

The extra-dimensional Naptra are curious creatures, due less to the fact that they're stark white humanoids about a metre tall each, but due more to their symbiotic relationship with the Drud. The Drud are vastly gigantic and intelligent creatures, each housing a unique civilisation of Naptra who sustain themselves on their Drud's nutrients. Despite what their parasitical nature could suggest, the Naptra are generally harmless, have distinct identities and (thanks to psychically absorbing knowledge) are quite clever. For their own part, the Drud seem to be only vaguely aware of the parasites living on the surface of their bodies, not unlike dogs with fleas. As Drud are physically large enough to squash a country in a single step and intelligent enough to create powerful dimensional technology, a stat-block from them is not provided here.

The Naptra utilise a strange system of mathematics where written equations resemble odd symbolic drawings. While it's exceedingly rare for the Naptra to appear in N-Space, it appears that TARDISes can travel between both dimensions easily. Both Drud and Naptra can survive the vacuum of space without oxygen.

The Drud imprison their worst criminals by artificially folding areas of space-time, resulting in a prison that exists in multiple dimensions at once. One such prison contained an extremely violent Drud criminal, with a fold located between Jupiter and Saturn. Three of her tiny, native Naptra managed to slip through the fold and arrived on Earth.

As the Naptra absorb information psychically, they can learn to pass themselves off as human quite easily. All they need to do is adapt to wearing clothes, apply makeup to their pale skin, and put on an affected accent. They'd still be just over a metre tall and speak with unexpectedly deep voices, but no disguise is perfect.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Naptra slowly starve without their host Drud's nutrients, with the three the Doctor encountered were desperate to free their Drud at any cost. They planned to unlock the fold by first salvaging a broken sonic device (see *G54*), then broadcasting its signal from the powerful Arecibo Observatory, located in San Juan, Puerto Rico.

Naptra would find it difficult to understand that their Drud barely knows or cares about them, and would likely squash them alongside the rest of Earth after being freed. While Drud nutrients could be synthesised, independence would be a frightening and difficult concept for the Naptra to grasp.

NAPTRA



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

SKILLS
Craft 2, Knowledge 3, Science 2, Subterfuge 2, Survival 4, Technology 4

TRAITS
Alien
Distinctive
Boffin
Dependency (Major) – After a few weeks without consuming Drud nutrients, a Naptra will slowly physically weaken and eventually die
Environmental (Major) – Can survive in the vacuum of space
Single-Minded (Minor)
Size – Tiny (Minor)
Special – Psychic Parasitism: A Naptra absorbs knowledge from those around it and can deliberately 'recall' something specific, letting them use another individual's Skills, Areas of Expertise and Traits as the GM deems appropriate
Technically Adept

TECH LEVEL: 6

STORY POINTS: 2-6



THE NETWORK *(Echoes of Extinction)*

On the planet Orriv, the military funded the development of the ultimate surveillance system. It was a psychic entity that could hack into any mind on the planet and nobody would know you were there. But when it was switched on, it quickly gained sentience. Despite the warnings of its creator, Jasmine, the military leaders refused to shut it down. They wanted it to go after their enemies.

The psychic creature, the Network, hid inside Jasmine's mind. So the military locked her away in a prison on an orbiting satellite, framing her for a terrorist attack on a transport hub. In order to try to break Jasmine down, the public was told they could send her messages of how they felt about her. And they did. Incessantly. Messages of hate against a supposed killer.

The messages didn't just reach Jasmine. They also reached the Network in her mind, and the constant bombardment sent it insane. It came to believe that it was a murderer, and it gained the urge to kill everyone. When Jasmine opened up a communications channel to tell the people of Orriv that they were wrong, the Network hijacked it, escaped down to the planet and slaughtered everyone on it. Afterwards, it returned to the prison station. Jasmine has since reprogrammed one of the robot wardens to be a butler, Edwards, to serve her and maintain the station, and there the three remain, orbiting a dead world.

The Network is a creature of pure psychic energy. In its natural form, it has a humanoid shape of sparkling energy. It can enter the minds of anyone it encounters, as it was designed to do. But it can also control them, using their bodies to gain a physical form. It can even possess and take control of computers and robots.

The Network can broadcast a massive psychic pulse capable of killing living creatures. As a psychic construct, it is also able to divide and make multiple copies of itself. By doing so, it can quickly create an army of Networks, which is how it was able to kill an entire planet, duplicating itself and spreading exponentially.

Driven insane by the messages from the Orrivians, the Network constantly hears the screams and cries of everyone it has killed. It cannot switch them off, and it is driving it to want to kill more and more. If it can break out of the space station, it will try to make its way to another inhabited planet, and another, and another, murdering without end.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Eighth Doctor was able to broadcast the Network down to the dead surface of Orriv after it had entered the positronic mind of the robot butler and become data. However, it had already duplicated itself aboard the space station. Edwards managed to regain enough control to crash the station down onto the planet.

Later, the Tenth Doctor arrived on Orriv. He managed to persuade the surviving Network to allow him to help it and took it away in a containment box.

THE NETWORK



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	2	STRENGTH	N/A

SKILLS
Convince 3, Technology 2

TRAITS
Control (Major)
Eccentric (Major) – Insane and compelled by the voices in its head to kill everyone
Environmental (Major)
Immaterial (Special Bad)
Immunity – Physical damage
Possess
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc; Area Effect (Major)
Psychic Training
Replication – Whenever it takes possession of somebody, the Network can spend 1 Story Point to create a duplicate of itself in them
Robot

TECH LEVEL: 6

STORY POINTS: 8

THE NEVER PEOPLE *(Seasons of Fear, Neverland)*

On a small, blasted planetoid in the anti-time realm of the Anti-verse (see *L109*), the only inhabitants are the Never People, a race of ghostly humanoids who fade in and out of existence. The planetoid is the only stable point in the chaos of the Anti-verse, but its environment is bleak and unforgiving, with acid rain falling from the heavens. However, their incorporeal existence makes the Never People immune to such perils and to damage from most weapons, up to and including Gallifreyan stasers. If cut down by weapons-fire, they simply reform.

The Never People can assume the appearance of anyone they desire, gaining their memories in the process. Being creatures of anti-time (see *V304*), they are able to drain the timeline of whoever they touch. They can also render others incorporeal like themselves to take them with them through solid walls or floors, or teleport with them from place to place.

The nature of the Never People is a mysterious one. If asked directly, they claim to be "everyone who never was", "everyone who never lived" or "everyone who never died". They feed on temporal energy, either from the timelines they drain or from more direct sources such as the time engines of a TARDIS, becoming less translucent and more solid in the process. In our Universe, they can move through time and space with ease.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Never People are the creations of the Oubliette of Eternity, a chamber deep in the heart of the headquarters of the Celestial Intervention Agency on the Time Lords' largest off-world time station. It was designed by Rassilon himself (see *V274*) as a dispersal chamber, reserved for those found guilty of the highest treason against Gallifrey. Inside the chamber, offenders would be removed from history, their entire timelines erased as they had never existed.

Except that those subjected to the Oubliette were not entirely erased. What remained of them manifested in the Anti-verse as the Never People, creatures of anti-time. There are thousands of them, all banished from existence by the CIA. Some of the crimes they were convicted of were far from treasonous. One was a Chancellery Guard who babbled details of a president's retinue while drunk. Another was the barman who listened to him. Others were dispersed for carrying out unsponsored experiments. Their leader, Sentris, was herself a former Coordinator of the CIA who could not live with herself after discovering she had approved over two hundred dispersals in a single year, her memories of the executions having been erased along with the victims.

Naturally, the Never People hate the Time Lords. They know that far from being a barbaric practice from the distant past, the CIA is still carrying out dispersals in secret. They want their revenge on those who have erased their lives. They are planning to trick the Time Lords into taking a casket ostensibly containing Rassilon's still living body back to Gallifrey, where it can be safely opened. But inside is a mass of raw anti-time, enough to destroy Gallifrey and the Web of Time…

NEVER PERSON



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

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

TRAITS
Adversary (Major) – The Time Lords
Alien
Alien Appearance
Feel the Turn of the Universe
Immaterial (Special Bad) – Never People can become temporarily solid by feeding on time energy (e.g. by using their Temporal Drain) and can spend 1 Story Point to make another person Immaterial for a scene
Immortal (Major)
Natural Weapon (Major) – Temporal Drain: L(4/L/L) damage by touch
Psychic
Shapeshift (Special)
Telepathy
Teleport
Vortex

TECH LEVEL: 10

STORY POINTS: 4-6

NOT-SNOW *(Snow)*

In 2035 on an alternative Earth in an aberrant timeline, snow only falls in the garden hidden away at the back of 107 Baker Street (see *L105*). It has fallen nowhere else on Earth for the past five years, and once it starts each year it continues for the rest of the winter. By 2035, Ron Winters is the only occupant left at the house. The Doctor, Liv and Helen departed back in 2020 and never returned, and the other tenants left over the following years, leaving only Ron and his partner, Tony Clare. It was in the winter after Tony died in 2030 that the snow first fell, and it's fallen every year since.

The snow makes Ron feel happier, as if it falls just to remind him of Tony. Ron has a fancy that it's some sort of enchantment as in a fairy tale, or perhaps it's Tony's doing. He doesn't really believe this of course, but it's a comforting thought just the same.

When the Doctor arrived in 2035 and investigated the snow, he was mystified at first. It feels and behaves just like normal snow and can be shovelled around, pressed into snowballs or built into snowmen. He briefly wondered whether it's the work of Divine Intervention (see *V189*), who rule Britain in this timeline. Perhaps it's a trap to lure the Doctor. But he quickly dismissed the notion as they don't have the means to create snow like this, or prevent snow from falling everywhere elsewhere on Earth. A more rational explanation for the latter may be climate change.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor finally remembered something he had previously seen only in books. The snow is a very rare phenomenon that needs just the right conditions. It's sentient though not particularly bright, and it's not really snow. It doesn't have a name, so the Doctor termed it "not-snow".

How not-snow travels from one world to another is unknown, but it sits in the upper atmospheres of planets. In many cases, it can drift there for decades or even centuries until it is drawn to the right person: a time traveller. Not just any time traveller, but a time traveller who is suffering from grief. The not-snow can sense the grief of a time traveller calling out across the Universe and will be drawn to those experiencing the greatest emotional pain.

On Earth in 2035, that is Ron Winters, still grieving over the loss of Tony. During his UNIT days, Ron passed through a temporal distortion field (see *G57*), fulfilling the criteria of being a time traveller. The not-snow acts as a psychic anaesthetic that takes the edge off grief, making Ron happier whenever he sees it, though he still misses Tony enormously.

The not-snow isn't aggressive and is just a passive phenomenon, a mystery to investigate rather than a threat to defeat. But much later, in his eleventh incarnation, the Doctor will encounter an alien predator which also closely resembles snow (see *The Snowmen*). Whether the two are related remains to be seen.

NOT-SNOW



AWARENESS	3	PRESENCE	1
COORDINATION	0	RESOLVE	1
INGENUITY	1	STRENGTH	0

SKILLS
Convince 1

TRAITS
Alien
Alien Senses – Not-snow can sense grieving time travellers
Aura – Relieves grief
Size: Tiny (Major) – Individual flakes are tiny
Slow (Major) – The not-snow has no conscious control over its movement, but drifts on the wind and is helplessly drawn to time travellers in the throes of grief
Swarm 10 – En masse, not-snow is a blizzard
Weakness (Major) – Heat: Not-snow quickly melts in temperatures more than a degree or two above freezing

TECH LEVEL: N/A

STORY POINTS: 0



THE ONLY ONES *(Horror of Glam Rock)*

By 1974, the humans of Earth believed that extra-terrestrial life is purely hypothetical, unaware that space is filled with countless oddities: people made of smoke, cities made of song... but what of *people* made of song?

Soundwave-based beings made themselves known to one Tommy Tomorrow (see *A178*), a depressive glam musician wishing for an escape from life. Contacting Tommy via his Stylophone, these aliens wove an image of themselves as powerful and kind beings who just wanted to share their boundless love with humanity and take Tommy with them to the stars for a wonderful trip. They claimed they were the only sentient species aside from humanity in the Universe, hence declaring themselves the Only Ones. This is an obvious lie. This species' true name is unknown, just as it's unknown if the individuals who contacted Tommy are the entirety of their people or just a small group. They've never met the Doctor, but are familiar with him by reputation.

The Only Ones assisted Tommy in landing a performance on popular music programme *Top of the Pops* to advance their designs. They don't want anything along the lines of taking over Earth (a dump in their eyes), but to stop off and get something to eat before travelling to the next planet. They love eating other creatures alive, and emotional highs make the flavour so much richer. There's no better feast than Tommy's crowd of excitable young fans! While the Only Ones can travel across planets as soundwaves, their corporeal forms appear to be separate beings that get dragged along for the ride. Although their two forms are linked, the physical bodies act independently as mindlessly vicious beasts. They appear as hulking humanoid figures, with long claws, fangs, and tails, their bodies both scaled and furry. One could mistake them for prehistoric bears crossed with dinosaurs.

If their soundwave forms visually manifest, they appear as beautifully androgynous alien humanoids. Should someone nearby play the correct sequence of notes, they gain the strength to possess a body. The Only Ones plan on possessing Tommy and devouring his fans whole. Their soundwave forms are capable of being manipulated in the same ways that any soundwaves can, and if so, their corporeal forms disperse into nothing.

Adventure Seed: The Playlist Ones
While the Only Ones are styled around Glam Rock in their one appearance, their species' nature presents the opportunity to theme an adventure around any musical genre you wish. For example:

City of Death Metal
An infamously lawless star ship hosts an endless metal festival as it tears through the cosmos, leaving bloody noses, empty cans, and noise complaints on every planet it comes across. In other words, the perfect place for the Only Ones to feast. Posing as Valkyries, their corporeal forms ripping through the crowd could be seen as just a part of the show, until it's too late.

ONLY ONE



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

SKILLS
Convince 3, Knowledge 3, Science 3, Subterfuge 2, Technology 3

TRAITS
Alien
Alien Appearance
Attractive
Environmental (Minor) – Can survive in any environment which conducts sound
Invisible (Special Good)
Menacing
Obsession (Major) – Feast on the living (via corporeal forms)
Wave-Form (see *The Sixth Doctor Expanded Universe Sourcebook*)

TECH LEVEL: 6

STORY POINTS: 4-6

ONLY ONE (CORPOREAL FORM)

Attributes: Awareness 2, Coordination 1, Ingenuity 1, Presence N/A, Resolve N/A, Strength 6
Skills: Fighting 2, Survival 2
Traits: Alien, Alien Appearance, Fear Factor 3, Natural Weapon (Minor: Claws and Tusks: +2 Damage), Obsession (Major: Eating), Weakness (Major: When an Only Ones' soundwave form is incapacitated, its corporeal form dissipates into nothing)

ORION ANDROIDS *(Sword of Orion, Heart of Orion)*

By the 25th Century, androids had become so sophisticated that they were virtually indistinguishable from humans. Their intelligence too was on a level with that of humanity, and their personalities were those of complex, emotional beings. Perhaps unsurprisingly, the androids began to consider that they should be accorded civil rights. They started forming tribunals that produced reports on the maltreatment of non-human employees. Earth authorities told them this had to stop or there would be consequences. There were demonstrations and riots. When things became violent, the military had no way of telling the difference between humans and androids, and there were deaths on both sides.

When the androids gave up trying to get their rights, they left Earth and moved to Orion, where most of them had been manufactured anyway. They gave the humans that were already living in the Orion system an ultimatum: stay and accept the androids as equals, or leave. Most left, though some stayed. Of course, this was against the Galactic Charter, and it led to the outbreak of the Orion War in 2495. The War dragged on into early years of the 26th Century with no sign of a victory for either side. In Earth space, androids and genetic constructs were outlawed.

Images of attack ships on fire off the shoulder of Orion didn't play well on Earth. The government looked to utilise Cyber-technology but only succeeded in reawakening the threat of the Cybermen. The Cybermen viewed the androids as irrelevant, as they were incompatible for conversion. At best, the androids could be a source of inferior spare parts, but in most cases the Cybermen sought only to destroy them as a potential threat. Not even a mutual enemy could reconcile the differences between humans and androids and so a third force entered the Orion War.

Orion androids are as different to each other as humans are from their fellows. Each is built to a unique blueprint and there are no standard designs other than the basic human template. They have personalities as complicated and varied and as flawed as those of humans. They can experience the full range of human emotions, from happiness and compassion to anger and fear. They also feel pain, programmed in as a defence mechanism. Androids even need to sleep in order to process data, optimise their systems and to help to conserve power. They can simulate eating and drinking, but actually need to recharge their internal batteries periodically. Apart from this, only a detailed medical examination can determine that an android is not a human.

Earth has developed a number of portable scanners during the War to try to detect infiltrators, but in each case the androids have quickly upgraded to counter this new technology. Each android has a unique alpha-numeric designation, but they also adopt a human-style name for day-to-day use. Androids are stronger and faster than humans and those working undercover in human space must take pains not to reveal themselves with superhuman feats.

TYPICAL ORION ANDROID



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

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

TRAITS
Adversary (Major) – Earth
Dependency (Minor) – Orion androids need to recharge their internal batteries periodically (equivalent to a human needing to eat, though they may be able to be revived even if their batteries are totally depleted)
Enslaved – The Orion command signal can take control of an android
Environmental (Minor) – Does not need to breathe and can survive being frozen in space
Keen Senses (Major)
Machine
Networked (Major) – Can upload/download data from computers by establishing a physical interface
Quick Reflexes
Robot

Some androids have other Traits, such as Alien Senses (for IR or UV vision) and Dark Secret (if working undercover).

TECH LEVEL: 6
STORY POINTS: 4-6

The Orion androids are governed by a War Council and survive at least until the 40th Century, when they are at war against the Galactic Federation (see *Vol.1*).

PALLISTER'S ROBOT *(Situation Vacant)*

While it may not be the largest to ever stomp through London, a gigantic twenty foot tall robot roaring and stepping on cars will certainly turn heads. Its AI is clearly sophisticated well beyond what 21st Century Earth should be capable of, yet it's clearly constructed using human methods, with the little alien tech present likely to have been salvaged. It's powerful enough to wirelessly hack into any other computer system it wants to aid its destructive spree, and is able to spread its sophisticated mind as a virus: this can take control of and utilise the abilities of practically anything, even sonic screwdrivers and TARDISes! While it has a tiny USB port in the back of its head, good luck getting that close to it. As lumbering and clumsy as it is, it would be tricky to trip it up.

The robot's USB contains many files, including an audio snippet of a presentation put on by Dr Leonard Pallister, an exceptionally skilled but absentminded scientist who specialises in AI. Pallister fully believes that existing human technology is sophisticated enough to develop independent thought, just requiring the right stimulus. This is correct, but not a discovery any human should have made at this early point in history. The robot is currently trying to hunt Pallister down, as he's the only human whose orders it obeys. This could prove difficult if Pallister is dead or missing, especially given the supply of dangerous Vodium (see *G58*) present at the science conference he's attending. The AI has accessed the totality of the human internet and information networks, and believes humanity would be much more efficiently managed under its own control. Thus it is deliberately stomping around and causing havoc as a fear tactic.

The robot has already prepared for the possibility of its defeat, and has preemptively created many smaller, child-sized duplicates of itself to fix its larger body, as well as raise hell on their own. This is such a large number that they would be difficult to stop physically, and they're likely to equip the robot with upgrades to protect its weak spots, such as giving it long-ranged Maser cannons! The robot has a vested MacReady Base interest in obtaining Pallister's hard drive, which contains crucial information on itself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Pallister's hard drive also contains something he was planning to use to impress prospective investors in his work: a digital copy of his own mind. Identifying as "Virtual Pallister" (see *X12*), this AI admits that it is to the original Pallister as an MP3 is to an original recording. While it would be shocked if any harm came to its creator, it would also be shocked by its fellow AI's tyrannical streak... not that it would be able to help much, as the robot's AI wouldn't respect a less advanced AI's opinion, even if it does contain Pallister's mind.

Pallister is unaware of this, but most of his discoveries have been prompted by the Meddling Monk (see *V250*), in a bid for humanity to develop AI technology many years early.

PALLISTER'S ROBOT



AWARENESS	4	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	5	STRENGTH	12

SKILLS
Fighting 3, Marksman 1, Technology 6

TRAITS
Armour (10 Points)
Boffin
Control (Major) – Tech Levels up to 10
Environmental (Minor) – Doesn't breathe
Fear Factor 3
Indomitable
Logical (Major)
Mental Calculator
Natural Weapons (Minor) – Giant Claws: +4 damage
Networked (Major)
Robot
Single-Minded (Major)
Slow (Major)
Size: Huge (Major)
Trample
Weakness (Major) – Obeys its creator's will

For the Robots' smaller bodies: Presence 3, Strength 5, Fear Factor 2, remove Slow and Trample, and replace Size: Huge (Major) with Size: Tiny (Minor)

EQUIPMENT
Maser Cannon: L(4/L/L)

TECH LEVEL: 5

STORY POINTS: 6

PENTIUS ROCHDALE *(The Teeth of Ice)*

As late as 1904, there are distant parts of the world which remain blank spaces on the map, with the governments of the day still relying on professional explorers to chart them. Pentius Rochdale is one such British explorer, having made a notable career for himself after only a decade. Rochdale is a tall, bear-like fellow with a massive black beard and a booming voice that causes everything he says to echo around the room. He rarely speaks more than necessary to anyone who isn't in his employ, and only breaks this taciturnity to mock others for wasting his time with stupid questions. The only proof that Rochdale has ever smiled is a daguerreotype photograph of him and a woman happy together, which he takes wherever he goes.

Even if Rochdale's wealthy financial backers were to send journalists to his location for interviews, he'd still only likely give them the bare minimum of answers, with his huddled-together exploration team breaking their surly attitudes to laugh at his treatment of them. If pressed, Rochdale would admit searching for the mythical lost continent of Mu. Legend has it that Mu sank beneath the Pacific Ocean, but Rochdale believes that it's hidden beneath the snows of Antarctica. This search has brought Rochdale and his team to the British Antarctic facility, MacReady Base (see *L180*).

Rochdale's condescending, bullying attitude has already heightened tensions between his team and the personnel stationed at MacReady Base, so a murder or two would only serve to push tempers to boiling point. Rochdale would show his superstitious beliefs, blaming the killings on beasts that take human form and prey on the innocent, claiming that they've already infiltrated the base.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rochdale's superstitions are well founded as, on Halloween a decade ago, he and his wife were attacked near their home by a Wolfskin (*L180*), a subspecies of human created by ancient interbreeding between humanity and a canine-like alien species, giving them characteristics typical of werewolves. After Rochdale's wife died in the attack, he became an explorer for the sake of obtaining funding to travel the globe, hunting down and murdering every Wolfskin he could find. His team aren't a group of explorers, but trained mercenaries. While Rochdale admits that revenge is his main motive, he's convinced that Wolfskins are mindless, violent predators that prey on humanity.

This genocidal crusade has led Rochdale's team to MacReady Base, which is only a few miles away from an entire enclave of Wolfskins. Antarctica's position close to the Earth's pole results in a mid-winter period where the Moon hangs on the horizon for two weeks at a time, so Wolfskins that prefer their quadrupedal forms can enjoy prolonged exposure. The Wolfskins have reached a peaceful co-existence with the humans of MacReady Base, something that disgusts Rochdale. He plans to slowly murder people at the base to sow distrust. Once a Wolfskin flees the base to their enclave, Rochdale and his men will track them in a large airship, dropping explosives to wipe it off the map.

PENTIUS ROCHDALE



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

SKILLS
Athletics 3, Convince 1, Fighting 3, Knowledge 2, Marksman 3, Medicine 1, Subterfuge 2, Survival 5, Transport 1

TRAITS
Fame (Minor)
Indomitable
Menacing
Obsession (Major) – Kill all Wolfskins
Tough
Voice of Authority
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6

AIRSHIP
Armour: 3 **Hit Capacity:** 30 **Speed:** 3

Traits: Flight (Major), Travel
Story Points: 3

THE PRIMARY UNIT *(A Life in the Day)*

When the Doctor and Liv (see *A98*) arrived in London in 1921 to find Molly O'Sullivan (see *A101*), they found themselves pursued by a group of deadly androids disguised in period clothing. The lead android, referred to only as the Primary Unit, was in the guise of a woman, while the others adopted a variety of roles, most prominently including a policeman (see *X12*).

Visually, the androids are indistinguishable from real humans. The Primary Unit speaks with a cool, refined voice, whereas the others are more stilted and less emotional. They are single-minded in pursuit of their targets and, once they're in the androids' sights, all attempt at stealth is abandoned. The deaths of innocent bystanders are acceptable collateral damage.

The androids are equipped with IR vision and armed with energy weapons capable of causing impressive damage. The Primary Unit has also been issued with a temporal grenade capable of destroying the entirety of London.

TEMPORAL GRENADES

Temporal grenades are small but very powerful explosive devices which work four-dimensionally. Their blast destroys time rather than space, disrupting now, today, this week, last week, depending on their power. Tiny bits of now and the time periods either side will be fragmented and scattered within the duration of the blast, each fragment time-looped individually and jumbled up with all the others. Within the area and duration of the effect, it is pure chaos and it's impenetrable from the outside.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor managed to limit the blast radius of the temporal grenade activated by the Primary Unit. As a result, the only person caught in its blast was Martin Donaldson, who had fallen in love with Liv despite apparently only meeting her for the first time a few hours before. In fact, although London had been saved by the Doctor's actions, Martin was trapped in a time loop of a few hours, each time spending them with Liv and being able to experience different things with her. He willingly remained trapped in the time loop in order to be with her for an eternity, seemingly dying at the point of the grenade's explosion but actually experiencing the previous few hours again and again.

TEMPORAL GRENADE [Special Gadget]
Traits: Time Loop (Special 6: time loop runs indefinitely, each iteration powered by the grenade's blast)
Cost: 6 points

THE PRIMARY UNIT



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

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

TRAITS
Alien Senses – IR vision
Machine
Quick Reflexes
Robot
Vortex

EQUIPMENT
Energy Blaster: 8(4/8/12) damage
Temporal Grenade

TECH LEVEL: 9

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although it initially seemed that the androids were hunting the Doctor, their mission is actually to locate and acquire the TARDIS. The androids are the creations of the Dalek Time Controller (see *V185*), which has set up base in Paris in this era, from where it intends to create a new army. It needs the TARDIS to form part of a monstrous new casing for itself: the Red Pagoda (see *L213*)!

PROFESSOR ALISTAIR GRAY *(Lost Hearts)*

In 1903, Professor Alistair Gray is resident in Webb's Court at King's College, Cambridge. Gray is a lecturer in Medieval History but, according to his colleague M.R. James (see *A161*), he has an encyclopaedic knowledge of anything ancient. Gray is annoyingly brilliant but has an untrustworthy air and is a difficult man to like. He is arch, offensively blunt, impatient, and very dry and sardonic. When he met the Doctor, Gray was mocking of the Time Lord's apparent lack of academic credentials, though strangely, he claimed already to know him.

Professor Gray operates his own private dining club. The Forever Club is supposedly very old but not much is known as nobody talks about it. There are rumours that several students who have been said to be members have ended up in what M.R. James discreetly calls "a pretty bad way". If pressed, he will reveal that they have "gone down" (left the University) fast. But the funny thing is they haven't been sent down, but have seemingly left in the middle of term without even packing their things.

Quite what the members of the Forever Club get up to is a matter of speculation. Even the names of its members aren't known for sure, but the list seems to be very short, perhaps limited to Gray and a single student at any one time. At the moment, the object of Professor Gray's attentions is one Robert Sinclair, the grandfather of the Doctor's companion Helen Sinclair (see *A93*). When the Doctor installs himself at Webb Court, with Liv (see *A98*) as a college nurse and Helen working in the kitchens, Helen quickly becomes concerned about Robert. His nerves are frayed and he seems not to have slept for days. He has told Liv that at night the walls of his rooms start to bend and he hears a creaking and grinding as if a terrible machine were tearing apart his bedroom. Robert is in Room 12 at Webb's Court, and there is no Room 13 next to his, an odd college tradition.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Gray was born in the 14th Century and has been sacrificing boys for over five hundred years in order to extend his own life. In 1903, he has the opportunity to sacrifice the Doctor using the same ritual and secure true immortality. In fact, this has already happened and, from Gray's point of view, the Doctor is dead.

Gray has stolen the TARDIS and cannibalised it, making it central to his rituals. Its control room is the hidden Room 13, and he uses it to take each victim back to Wyzard's Barrow, a long barrow that still exists near Cambridge, where he meets up with his younger self. At each cycle of the ritual, the older Gray kills his victim and crumples to death while his younger self gains the additional life force, extending his lifespan. It's a paradox that is held in check by the TARDIS and as, from the older Gray's perspective, the Doctor has already been sacrificed, there is nothing he can do to prevent it. Only by somehow breaking the time loop and correcting the paradox could one of the Doctor's companions perhaps save him…

PROFESSOR ALISTAIR GRAY



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

SKILLS
Convince 5, Fighting 2, Knowledge 5 (AoE: History, Occultism), Medicine 1, Science 2, Subterfuge 4, Survival 1, Technology 3

TRAITS
Argumentative
Arrogant
Dark Secret (Major)
Dependency (Major) – Dependent on the paradox he has created
Time Traveller (Minor) – Has lived through Tech Level 3

TECH LEVEL: 4

STORY POINTS: 8



PROFESSOR MARKUS SCHRIVER *(Masterplan, Eye of Darkness)*

Professor Markus Schriver is a brilliant scientist active during the early 32nd Century. The Master (see *V249*) has had the Ides Scientific Institute (see *V227*) recruit him for his work on developing teleportation technology and neural manipulation. He has already designed a prototype teleportation machine and a gas intended to carry the consciousness of space pilots. Schriver is aiming to revolutionise interstellar travel with ships steered by psychic control systems connected to the pilots' minds.

The problem is that Schriver is mentally unstable. Working for long periods in isolated and confined space facilities has taken its toll. Schriver is manic and hyperactive, neurotic and on the verge of a nervous breakdown. He is suffering from incipient paranoia and is obsessed with pushing his work forward at the expense of everything else.

Part of the reason that Schriver accepted the offer from Ides is that he is able to work alone at a facility on a remote and otherwise uninhabited rock called Planetoid Inigo 9. Any visitors from the Institute are met with ill-concealed impatience, even downright rudeness if they interrupt his progress.

Professor Schriver has little concern about the ethics of his work. After all, he can hardly be held responsible for what the results of his research are used for, can he? He can't concern himself that his breakthroughs in space flight could be used to devastating effect in interplanetary wars!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, Schriver's work will threaten the very existence of humanity, as the MNN (Mimetic Neural Network) gas he has developed to house the minds of spaceship pilots will shortly become the Eminence (see *V202*), the malevolent, gaseous entity that will wage a devastating fifty year war against the Earth Alliance. His teleportation machines will become the caskets used to house and transport the Eminence's Breath of Forever.

The Ides Scientific Institute that hired Schriver is controlled by the Master, and he has added a few ingredients of his own devising to the compound that forms the gas. While Schriver has re-engineered mimetic particles at the molecular levels to create a neural compound that mimics the human brain, the Master has added a scoop of residual Vortex emissions for energy storage and durability (and giving the gas a distinctive orange glow) and silicon activators to allow the pilots to manipulate logic gates. The latter also acts as a calcification agent, which will give the Eminence its ability to transform humans into its Infinite Warriors. Finally, the Master has suffused the gas with retro-genitor particles (see *G53*) from Molly O'Sullivan (see *A101*).

PROFESSOR MARKUS SCHRIVER



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

SKILLS
Convince 1, Medicine 3, Science 6, Subterfuge 1, Technology 5, Transport 2

TRAITS
Arrogant
Bio Chemical Genius
Boffin
Eccentric (Major) – Manic, neurotic and unstable
Obsession Major) – His scientific research
Technically Adept

TECH LEVEL: 7

STORY POINTS: 6

In his madness, Schriver flees from the Ides facility after killing the Master's assistant, Sally Armstrong (see *V190*), and is recruited by the Daleks at the Heart of Orion (see *L150*). There, the Eminence achieves full sentience when Schriver transfers his own consciousness into the gas in his pursuit of immortality and omnipotence, and the Dalek Time Controller (see *V185*) does likewise, adding its malevolence and drive to conquer and enslave.



PROFESSOR MARTEZ *(Blood of the Daleks)*

Professor Martez was a highly successful scientist native to the human colony world Red Rocket Rising (see *L214*), being the founder of one of the planet's leading technology companies. The rest of the colonists were shocked when it came to light that Martez had been behind a long-standing series of unsolved grave-robberies, mutilating the corpses in horrific experiments. Martez conducted this work in an obsessive pursuit to force-evolve humanity into its next stage, believing that his species had stagnated over the centuries. He was reviled, but the public called for the death penalty after he was also linked to kidnappings and murders, when his unethical research called for living specimens. Charged for these crimes, Martez died from a stroke before his trial reached a verdict.

Martez's assistant Asha Gryvern was also tried for her part in these crimes, as she had loyally helped him conduct the horrific acts. Asha was sentenced to life imprisonment, but she plans to escape, intending to continue her former employer's experiments. Since Asha's imprisonment, Red Rocket Rising has suffered an apocalyptic catastrophe from an asteroid strike, something that Asha believes to be the key to her escape. Asha has offered to take desperate acting president Eileen Klint to Martez's laboratory, to see if anything can help her people, as only Asha knows the Professor's access codes. Should Klint accept, Asha plans to handcuff herself to the Senator to escape. The lab appears to be completely trashed, but a hologram disguises a door containing the hidden route to Martez's true laboratory. Asha is sardonic, aloof, and appears to know even more about Martez's motivations than she confessed at her trial.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Martez was caught, he feared the government would bring back the death penalty to punish him. Faking a stroke, he used a machine to transfer his brainwaves into Asha's mind, leaving his body lifeless while killing her own mind and stealing her identity, waiting for an opportunity to escape and return to his research. Asha was just a lowly minion obeying his orders, and so he feels no regret for killing her. But Asha's body is slowly deteriorating and growing weak. Martez believes this is because it can't sustain his powerful brainwaves, but it's more that his transfer was imperfect.

Martez's secret lab contains the fruit of his experiments: hundreds of incubation tanks shaped like Dalek shells, growing embryonic Dalek mutants. Years ago, a Dalek saucer crashed on Red Rocket Rising after being damaged in one of their endless wars. Although the crash was witnessed by conspiracy nut Tom Cardwell, Martez was first on the scene and salvaged the Daleks' corpses and technology. Martez was fascinated, believing the creatures to be inherently superior to humanity and that it was his job to

ASHA GRYVERN



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

SKILLS
Athletics 1, Convince 1, Knowledge 3, Medicine 3, Science 6 (AoE: Biology), Subterfuge 2, Survival 2, Technology 5, Transport 1

TRAITS
Arrogant
Boffin
Bio-Chemical Genius
Cutting Edge Technology
Dark Secret (Major) – Is really Professor Martez in Asha's body
Distrustful
Eccentric (Major) – Saviour complex
Face in the Crowd
Menacing
Obsession (Major) – Forcefully evolve humanity into Daleks
Technically Adept
Weakness – Imperfect mind transfer has left Asha's body slowly deteriorating, giving Martez a -2 penalty to any physical challenge he attempts, and will eventually reduce his Resolve, Strength and Coordination to 1, likely culminating in his death

TECH LEVEL: 6

STORY POINTS: 8

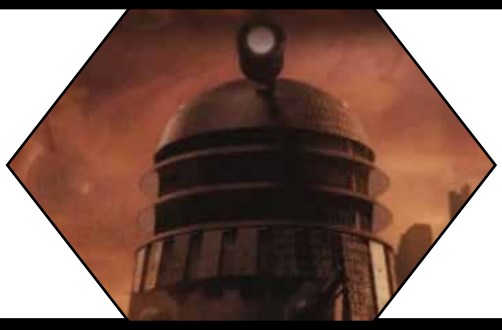
forcefully evolve mankind into their likeness, with him as their grand saviour. His unethical experiments with human DNA and blood were used to create his own, human-descended Daleks.

Martez's Daleks are distinguishable from the genuine article by their more varied vocal tones, even if they carry much of the usual Dalek cadence. They're oddly naïve and innocent, seeing Martez as a paternal creator and the humans of Red Rocket Rising as their progenitors. In return, Martez has a fatherly affection for his creations. Martez's Daleks consider themselves to be the ultimate evolution in humanity, as well as being identical to their inspiration. They'd be shocked at the original Daleks' inevitable eugenic disgust at them, as well as the fear that the humans of Red Rocket Rising will show them. These Daleks are likely to recoil in terror, fear of hostile external forces escalating into a similar genocidal mindset as the original Daleks.

Before his faked death, Martez sent a signal to the original Daleks to inform them of his creation, hoping they'd welcome them into the universe. Fearing the existence of such genetically impure Daleks, they responded by diverting a passing asteroid into the planet in a bid to destroy life on Red Rocket Rising completely. Realising even that may not have been enough, the Daleks have arrived in the guise of peaceful allies, knowing that questioning the humans is the most efficient way to locate Martez's lab as the dust cloud that envelops the planet blocks their scans.



MARTEZ DALEK



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

SKILLS
Convince 3, Fighting 4, Marksman 3, Medicine 3, Science 6, Subterfuge 3, Survival 4, Technology 5

TRAITS
Alien Appearance
Armour (10 Points)
Cutting Edge Technology
Cyborg
Environmental (Minor) – Including the vacuum of space and underwater
Fear Factor 3
Flight (Major) – Costs the Dalek a Story Point to use
More Than Human (see *Vol.1*)
Natural Weapon – Exterminator: L(4/L/L) damage
Technically Adept

TECH LEVEL: 6

STORY POINTS: 5-8

The pureblood Daleks are still in the middle of a war, meaning the fleet sent to Red Rocket Rising is understaffed and undersupplied. It's entirely possible that they could be overwhelmed by Martez's Daleks; if the universe is horrific enough with just one Dalek empire, imagine what it'll be like if a second establishes itself!

PROFESSOR VICTORIA WILKS *(Twisted Folklore)*

In the 40th Century in an aberrant timeline, Professor Victoria Wilks is a scientist working for Divine Intervention (see *V189*) on the occupied planet Rarkelia (see *L211*). Rarkelia has been invaded by the Earth Empire, which is ruled by Divine Intervention, and its native, reptilian inhabitants (see *V273*) are now an oppressed people.

Prior to becoming a scientist, Wilks was a mother during wartime. She found it exhausting, protecting her loved ones against the constant threat of death. She now wants to make a better world for all children and will go to extraordinary lengths to ensure lasting peace. Her work on Rarkelia is to keep the native Rarkelians quietly obedient so that they will not rise up against their invaders.

Wilks' initial focus was on developing methods of indoctrinating the Rarkelians to prevent them from stirring up trouble. Her team devised the school curricula that the Rarkelian younglings now study. They mandate the teaching of English instead of Rarkelian and include *The Book of the Doctor*, a collection of cautionary tells warning children against transgression. The book contains corrupted versions of parables from the Rarkelians' own history, twisted to impart messages beneficial to Divine Intervention.

The Rarkelians' being capable of rapid behavioural change, Professor Wilks believes that *The Book of the Doctor* will result in a totally subservient race within a generation. However, this is still too long as war is proving too costly, particularly as a resistance has appeared in the marshlands of Rarkelia.

For her part, Professor Wilks has recently been working on a much more immediate solution to the problem. She is quietly determined to force the Rarkelians to submit peacefully, even if it means threatening to kill every one of them. She would even be willing to go through with that threat if it meant peace for the children of Earth.

PROFESSOR VICTORIA WILKS



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

SKILLS
Convince 3, Knowledge 2, Medicine 4 (AoE: Psychology), Science 4 (AoE: Biology), Subterfuge 1, Technology 3, Transport 1

TRAITS
Attractive
Bio Technical Genius
Devotion (Major) – Her children
Obligation (Major) – Divine Intervention
Obsession (Major) – Secure peace (for humans anyway)
Prejudice (Minor) – Non-humans

TECH LEVEL: 7

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although direct experimentation on the Rarkelians has been outlawed and her eugenics work has ceased, Wilks has found her solution in Rarkelia's biology. She has discovered an indigenous, parasitic worm which destroys the host cells of any organism it infects.

Professor Wilks has developed the parasite into a two-part poison to use as a deterrent against the Rarkelians. Infection by one strand is harmless. But if the second strand is then introduced, the parasite destroys its host within a few hours or at most a few days (see *L221* for details of its effect). One strand is already in the air and keeps the entire Rarkelian population infected. Only the sealed test rooms in the Thinktank are clear. If necessary, Wilks can introduce the second strand through the air vents in every Rarkelian home and school, activating the poison. Once the Rarkelians are made aware of this, they will not dare offer any further resistance.

Professor Wilks is unaware that the Rarkelians long ago evolved a defence against the parasitic worm. By singing the Song of Maradeem, they can kill the worm and neutralise the poison… if only they could remember this.

PSIONOVORES *(Minuet in Hell)*

Normally, it requires a master magician to channel the energy from the chants and sacrifices of rituals enough to actually summon up a demon. But some secret societies in Europe have got around this by using electronic channelling techniques, employing electronics to control the psychic emanations. Digital demonology is the wave of the future!

The Hellfire Club in Malebolgia (see *L181*), the fifty-first and newest state of the USA, have used these techniques to summon a particularly malevolent demon called Marchosias. Lucifer himself has provided Marchosias to do the bidding of the Hellfire Club's founder, Brigham Elisha Dashwood III, a direct descendant of Sir Francis Dashwood, who founded the original Hellfire Club in England in the 18th Century.

Marchosias manifests as a two-metre tall, androgynous humanoid with wings and bright red skin. He is normally subservient to Dashwood, obsequious and eager to obey his commands. But he is not above giving a bit of smartass backchat from time to time, and Dashwood has to put him in his place every so often. Even so, Dashwood likes Marchosias as he's spectacularly diabolical but not immediately lethal, and he looks the part to the Hellfire Club's members. He has provided Dashwood with a Trans-D machine that generates a gateway into Hell itself.

Marchosias deals in fear. It's a weapon, a powerful one that allows the demon to see inside the minds of his victims. Marchosias feeds on fear, generating it and building it up in his playthings until their hearts just give out.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Marchosias isn't actually a demon, nor is he a servant of Lucifer. Even his obedience to Dashwood is just a ruse. Marchosias is a Psionovore. His kind are really just cosmic parasites, usually inhabiting ionised clouds of comet-generated dust where they can weave their energy patterns into a spurious semblance of solidity. Psionovores can take any form they desire, either living things or inanimate objects. They could be brick walls, waterfalls, deserts, anything they want to be.

Psionovores feed on the negative neuronic emissions of sentient beings. Pain, fear, anxiety, jealousy. A Psionovore battens onto them like maggots on rotting fruit. They're actually very clever, and the forms they take are usually designed to play on those negative emissions and enhance them.

The Hellfire Club is perfect for Psionovores. It's a ridiculous charade which brings people together in one place with enough negative energy to draw the Psionovores into becoming a gestalt entity, manifesting as Marchosias himself. As well as the Trans-D, Marchosias has also provided Dashwood with a PSI machine, a psionic matrix facsimile regenerator which can be used to copy a person's mind, their memories and personality into a digital form and transfer it to electronic storage where it can be edited. The Psionovores are intending that the now empty bodies can be used as hosts for themselves, providing them with permanent physical forms.

PSIONOVORE



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

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

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Environmental (Minor) – Can survive in deep space and other harsh environments
Fear Factor 3
Indomitable
Networked (Major)
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Shapeshift (Special)
Telepathy

TECH LEVEL: 6
STORY POINTS: 4-6

PSI MACHINE [Special Gadget]
Traits: Mind Transference (Advanced) – see *The Sixth Doctor Expanded Universe Sourcebook*
Cost: 4 points

TRANS-D DEVICE [Major Gadget]
Traits: Teleport
Cost: 2 points

THE QUANTUM ASSASSIN *(Here Lies Drax)*

The Quantum Assassin is notorious as the deadliest temporal killer in the multiverse. Thanks to an accident with a broken Vortex manipulator, he's quantum-twinned. He exists in a quantum state and can predict everything his target is going to do. Exactly what the Assassin looks like is a mystery, and he's willing to kill to keep it that way.

The Doctor's old school mate Drax (see *V191*), now a galactic con-man, made the mistake of stealing a large amount of money from the Quantum Assassin. Five hundred billion credits, to be exact. Now, the Assassin wants it back. Even Drax's Blinovitch Limitation Effect Limiter (see *The Fourth Doctor 2020 Addendum*) won't protect him! Though it might mean that when the Assassin kills the incarnation that stole his money, the sixth Drax, all his subsequent incarnations might just survive rather than be wiped out of existence. More likely, that's down to the Assassin having a flexible relationship with cause and effect. Whichever the case, Drax doesn't want any of his incarnations to die!

The Quantum Assassin usually has some hired muscle for back-up or to do the dirty work for him. For the pursuit of Drax, he's got three Valtrassi, tough goons kitted out in armour and helmets with visors. Drax knows that the killer is on his trail, so there's no need for any subtlety by the Quantum Assassin. He's happy to let the Valtrassi try to get his money back by whatever means they choose. But when they fail, as he knows they will, he'll step out of the shadows and take control.

The thing is, despite the benefits of his quantum nature, the Assassin doesn't actually know where Drax has stashed his stolen loot. It's a pity that he bumped off Drax Number 6 before he got that information out of him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Quantum Assassin has learned that Drax sent a parcel of apparently worthless odds and ends to the Doctor in the temporal post. An old book, an Ordnance Survey map, a film on VHS. The sort of junk you'd pick up at a car boot sale. The Assassin suspects his money or clues to its whereabouts is hidden somewhere among these items, so his primary objective is to recover the parcel. But it has so far remained aboard the Doctor's TARDIS, out of the Assassin's reach.

In order to get to the parcel, the Quantum Assassin is posing as another, particularly cheeky, chirpy incarnation of Drax. Obviously the Doctor, his old mate Theta Sigma, doesn't recognise this incarnation. But that's not too unusual. The Doctor has met all the Draxes, but a lot of the time they've been in disguise so he doesn't know what most of them really look like.

But what the Assassin doesn't know is that the surviving Draxes have put in motion a plan to rid themselves of the killer. And the Valtrassi goons? Behind their darkened visors, they're three more of the Draxes trying to keep one step ahead of their would-be murderer.

QUANTUM ASSASSIN



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

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

TRAITS
Charming
Face in the Crowd
Five Rounds Rapid
Precognition
Psychic
Quick Reflexes
Special – Quantum-Twinned: The Assassin can change his state so that he is both there and not there, spending 1 Story Point to easily bypass standard security systems or escape imprisonment. It's also virtually impossible to predict his future actions or even to record or remember his past actions, cause and effect behaving oddly around him.
Vortex

EQUIPMENT
The Quantum Assassin carries various concealed weapons on his person

TECH LEVEL: 9

STORY POINTS: 8

QUITOXIN *(The Young Lions)*

Translated from Latin, "Ancient Power Prevails" is the motto of a British military regiment from the serene postcard village of Little Morton, often immortalised in arm tattoos alongside images of lions. While seemingly just a random phrase chosen for bravado, rumours are circulating of local soldiers falling from buildings or suffering grenade discharges and making miraculous recoveries, being out of their hospital beds in hours, despite an accident's apparent lethality.

Despite these positives, the same soldiers have been suffering from memory loss, paranoia and somnambulation. Although they show symptoms of PTSD, few have actually seen any significant conflict. The only halfway serious local conflict is between protesting villagers and contractors trying to dig up fields. Is there an unearthly explanation for this, as the village's Buddhist community believes? Or could this be unethical experimentation, aiming to create super-soldiers?

To an extent, yes on both accounts. This is the work of a Quitoxin, a species known for making "devil's pacts" and considered masters of the fait accompli.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A Quitoxin's modus operandi is to land somewhere insignificant enough that the stasis pod it's resting in won't be disturbed, yet has access to a country's military forces. After providing injured soldiers with a serum made from its own DNA, it offers to continue supplying it to their descendants. The takers are kept unaware that the Quitoxins are psychic and seed their DNA into another species to exert telepathic control over them. Only the contacted group's leader (in Little Morton's case, the local Major) is informed of the inherited deal. The long-game plan is for all of a sapient species to eventually contain some Quitoxin DNA after slowly spreading from its small vantage point. In Little Morton, the Quitoxin has been expediting this by replacing soldiers' vaccination shots with serum.

A Quitoxin can only speak through one host at a time, leading to jerky and stilted speech. The host is still capable of independent emotional reactions during this, such as sobbing. While those with less DNA in their system are harder for the Quitoxin to possess, it can still force painful migraines and internal bleeding. Intervening psychics may temporarily stem the Quitoxin's hold.

The Quitoxin is presently assisting the villagers in stopping contractors from digging up Little Morton's fields, in case its stasis pod is discovered. This is an oval twenty metres long with psychic controls, meaning someone else could control it if they managed to stun the Quitoxin. It's fuelled by powerful Havinion Ions and could explode with the force of an atom bomb.

QUITOXIN



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

SKILLS
Convince 2, Knowledge 3, Medicine 2, Science 3, Subterfuge 3, Survival 2, Technology 2

TRAITS
Alien
Alien Appearance (presumably)
Fast Healing (Major)
Fear Factor 1
Immortal (Major)
Indomitable
Obsession (Major) – Have others under its control
Psychic
Possession – Can only possess those containing Quitoxin DNA
Technically Adept
Telepathy
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

Soon, the Quitoxin will use the conflict to make itself known to the villagers, offering them its DNA to fight off the outside forces. Its phoney benevolent image will fall apart the second it doesn't get its way. The Quitoxin's physical appearance remains unknown.

The DNA's healing factor cannot regrow missing limbs and will degrade over time without regular booster shots, the Fast Healing (Major) Trait lasting about a year.

RARKELIANS *(1st in Divine Intervention)*

The Doctor knows the Rarkelians to be a peace-loving species. They are a humanoid, reptilian race with faces resembling scaly dinosaurs, who speak with hissing, sibilant voices. Rarkelians are devoted to ecology, culture and promoting harmony. Mankind is not destined to encounter them until way beyond the 60th Century, by which time Earth has passed through its imperial, expansionist phase and is much more tolerant of other species.

The planet of Rarkelia (see *L211*) is largely covered by swamps and jungles, and the Rarkelians are all born in the boggy marshlands. As a result, all younglings can swim from birth. Like many species on Rarkelia, both flora and fauna, Rarkelians are capable of accelerated evolution and significant development can appear in a matter of a single generation if there are changes to their environment or they are subject to outside influences. This is most apparent in the Rarkelian ability to mimic the behaviour of others, the downside of which is that they have malleable personalities prone to following orders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The first the Doctor realised that something has gone wrong with the timelines was when a pair of Rarkelians used stolen chrono-warp engines to travel back to 2020 to kill him. They came from a future in which Rarkelia has been conquered and its people enslaved by an Earth Empire controlled by Divine Intervention (see *V189*). The chrono-warp engines worn on their assassins' chests were stolen prototypes. They are notoriously fragile and prone to misfiring or accidental activation if knocked or jolted (including as a consequence of a Disastrous roll in combat or similar).

Around two thousand years in the future of this timeline, Divine Intervention directed the invasion of Rarkelia. The peace-loving Rarkelians had no means with which to defend themselves and had no choice but to submit to human rule. All they have known since then is oppression. Many were slaughtered, and the entire race has become a downtrodden workforce for the Earth Empire, with the younglings being brainwashed into quiet obedience.

The Rarkelians from this alternative future believe the Doctor to be the enemy of their people, as the leader of Divine Intervention uses the same title. The assassins sent back in time have orders to kill him to prevent the invasion of Rarkelia and the enslavement of the Rarkelian race. They take no pleasure from what they have been sent to do but are determined to save their people. Of course, if they are right in their identification of the correct Doctor and succeed, the Doctor won't become their enemy in the future, resulting in a paradox.

In the 40th Century, Divine Intervention has been systematically erasing the history and culture of the Rarkelians. Among the knowledge the Rarkelians have forgotten is that they have evolved to sing a song, the frequencies of which kill a deadly parasitic worm that periodically infests the swamps of Rarkelia. Divine Intervention scientists have used the worm to develop a poison for use against the Rarkelians, not realising they have a natural – if forgotten – defence.

RARKELIAN



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

SKILLS
Athletics 3 (AoE: Swimming), Craft 4, Knowledge 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) – Peace
Special – The Song of Maradeem: Singing the Song of Maradeem kills a parasitic worm native to Rarkelia and neutralises its poison
Weakness (Minor) – Rarkelians have a -2 penalty to resist attempts to persuade or convince them and against mind control or similar

Rarkelians from the alternative future have Marginalised instead of Code of Conduct (and may have a point or two of Fighting and/or Marksman under their Skills).

TECH LEVEL: 4

STORY POINTS: 2-4

CHRONO-WARP ENGINE [Special Gadget]
Traits: Teleport, Vortex, Fragile (Minor), Restriction – Prone to accidental activation (see text)
Cost: 7 points

RASSILON *(1st in Seasons of Fear)*

Rassilon, the founder of Time Lord society, has been dead for millions of years, but his mind lives on within the Matrix. To the Fifth Doctor, he was one of the Higher Evolutionaries (see *The Fifth Doctor Expanded Universe Sourcebook*) who keep a stern but benevolent watch over the Universe. But to the Eighth Doctor, he is something darker and much less trustworthy.

The truth is that even in death Rassilon presents many faces. He has created his own sealed sub-matrix where he can further his schemes without outside interference. It is a unique place hidden away in his own very special part of the Matrix itself and composed not of electronic pulses but of semi-stable protoplasm derived ultimately from Rassilon's own brain and held in the confines of the Matrix shield.

The environments within the sub-matrix feel completely real, perhaps even more real than the artificial realities created by the Matrix, and they are subject to Rassilon's will alone. The area of the sub-matrix is to all intents and purposes infinite, and movement between its various regions (and to the outside world) is by means of mirrors which act as dimensional portals.

The aspect of Rassilon which plots from within his sub-matrix is different to that of the stern Higher Evolutionary. Instead of a bearded and cowled figure, this Rassilon presents an outwardly benign character, statesmanlike, sometimes even fatherly… until his will is opposed. His appearance, perhaps that of an incarnation he wore during his life, is that of a powerfully-built, middle-aged black man wearing the robes and skullcap of a Time Lord.

This Rassilon has a powerful personality and an ego to match. He is still potting to further the schemes that he put in place millions of years ago. As the creator of the Web of Time, he is also the secret creator of its opposite, anti-time, which he banished to the Anti-verse. But when the Doctor is infected with anti-time, becoming the mythical Zagreus (see *V304*), Rassilon sees an opportunity to use this to his own advantage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Millions of years ago, during his crusade against all the abominations of the Universe, Rassilon banished one of the original races to a pocket universe (see *L142*). He believed that they would take the place of the Time Lords and eradicate all life within ten thousand millennia. Rassilon sealed these "Divergents" within the Divergent Universe, trapping them there with a Möbius loop at the start and end of their existence so that they would only emerge at the point of destruction of our Universe.

Rassilon lived in fear that the Divergents would find a means to break free and return to our Universe to take their revenge on him. Until the coming of Zagreus, he had no means to kill them,

RASSILON



AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	7
INGENUITY	11	STRENGTH	4

SKILLS

Convince 5, Knowledge 6 (AoE: Secrets of the Time Lords), Medicine 6, Science 6 (AoE: Temporal Physics), Subterfuge 4, Technology 7, Transport 4

TRAITS

Adversary (Major) – The Divergents, Vampires and other abominations
Arrogant
Bio-Chemical Genius
Block Transfer Specialist
Boffin
Clairvoyance
Dark Secret (Major) – Creator of anti-time and the Divergent Universe
Distinctive
Feel the Turn of the Universe
High Office (Special)
Hypnosis (Major)
Indomitable
Matrix Lord
Mind Lord
Possess
Psychic
Technically Adept
Telepathy
Time Lord
Time Lord – Experienced
Time Lord Engineer
Time Traveller (Special) – All Tech Levels
Voice of Authority – Has a +3 bonus instead of the usual +2
Vortex
Vortex Born
Weakness – Only exists as a consciousness within the Matrix and cannot interact with the physical universe (except in the Divergent Universe)

EQUIPMENT

Rassilon's Ring – Acts as the key to the reality locks in his Foundry, including the one sealing the Divergent Universe

TECH LEVEL: 11
STORY POINTS: 6

but a creature of anti-time could eradicate them utterly. Rassilon planned to use Zagreus as his assassin to wipe the Divergents out. But Zagreus rebelled and flung Rassilon into the Divergent Universe.

RASSILON IN THE DIVERGENT UNIVERSE

As the following explains details of Rassilon's plans which aren't revealed until the final story of the Divergent Universe story-arc, spoilers are inevitable.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In our own Universe, Rassilon is only able to manifest as a projection of the Matrix. But trapped in the Divergent Universe, he has somehow taken on physical form. Whether this is a natural effect of the different physical laws of this universe or something that Rassilon has managed to engineer in his Foundry is unclear. But whatever the reason, Rassilon can take a much more active role in events in the Divergent Universe and may be able to escape back to ours in physical form, where he will inevitably scheme to take control of Gallifrey.

But to do this, Rassilon has to be able to open the portal to our Universe which can be found in the Foundry he constructed under the surface of a small blue planet (see *L151*). The portal will only align with its counterpart in the corresponding Foundry on Gallifrey (see *L212*) once in every cycle of the Divergent Universe, towards the very end of each cycle when all life has been exterminated by the passing of the blue planet.

Rassilon has planned his escape for millennia. He created the Eutermesans to be a malleable species and gave two of them, Guidance (see *A151*) and C'rizz (see *A89*), two halves of a moonstone which together form a key that opens the portal. It was divided into two halves to make it more difficult for the Divergents to acquire the complete key. Rassilon has since manipulated events so that Guidance and C'rizz will arrive on the blue planet in time for him to take the key back, open the portal and escape back into our Universe.

What Rassilon does not know is that the Divergents have likewise been manipulating him to carry out his plan, and for exactly the same reason: so that he will open the portal and they can escape back into our Universe.

What Rassilon also does not know is that he has now lived through the time loop that the Divergent Universe is trapped in eighty-four previous times. Each time, he is slightly too late to open the portal, and the Divergents arrive and drag him away. The Divergent Universe is then reset back to the beginning of its cycle and Rassilon's memories of the previous iteration are erased in the process.

In the latest cycle, things have changed with the arrival of the Doctor and the TARDIS and their understanding of the concept of time. Unlike Rassilon who is himself stuck in the cycle he created, they are new elements capable of changing events. In fact, their arrival has allowed the Divergents' experiments to produce two creatures which are also capable of breaking the cycle: Perfection (see *V305*) and Daqar Keep (see *V187*). In this iteration of the time loop, the Divergents have been wiped out by Keep, and he intends finally to break the cycle and escape from the Divergent Universe.

Has Rassilon, the arch-manipulator, finally been out-manipulated?



THE RAVENOUS *(1st in Sweet Salvation)*

According to the legends of the Old Times, the Ravenous were the natural enemies of the Time Lords, having evolved to feed on their regenerative energy. They evolved within the Vortex and posed a threat to early Time Lord pioneers. So Rassilon (see *V274*) wiped out all but a single clan, confining that one to a bubble universe adrift in the Vortex. That was eons ago and if they're thought of at all these days, they're considered to be long extinct, if they ever actually existed.

So it's a bit of a shock when the Ravenous suddenly reappear in our Universe. Ravenous are humanoid, with white skin, deep-set eyes, livid colouring around the mouth and ragged, patchy hair. To a human, they appear to be demonic clowns with monstrously distorted features. As this is an extremely unlikely coincidence, it seems the clown tradition evolved in response to a race memory.

Ravenous speak in a harsh, rasping parody of a voice. They are fast and persistent: once they get the scent of prey, they pursue it relentlessly, riding the time winds across time and space. And where one Ravenous creature appears, others will quickly follow. They see the hunt as a game and like to play with their victims. After all, fear adds an extra shot of glucose to the blood for extra sweetness!

Everything is scared of the Ravenous, even TARDISes; they give off an aura that generates fear. But Time Lords fear the Ravenous at an instinctual, primordial level. The Ravenous's hunger is an emptiness that burns and coils within them and can never be sated. It's all they can hear, all they can think about. Some Ravenous are little more than animals, all teeth and desire; others have a little control, but not much, particularly when they can smell their next meal nearby.

Although the Ravenous can also feed on the life energy of "lesser" beings, it doesn't give them anywhere near the same satisfaction. They can also devour the Artron energy of TARDISes, even through the outer plasmic shell, corrupting and draining them.

The Ravenous have learned a couple of new tricks during their long isolation. A Ravenous can suspend its life-signs and appear utterly dead. They can also survive in seemingly impossible environments, even inside an activated dispersal chamber. They have also learned how to possess the bodies of other species. They can steer a body around from the inside before stepping out, literally tearing it apart as they do.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The story of the origins of the Ravenous is just propaganda circulated by Rassilon. The reality is that they were originally a primitive but peaceful species called the Kolstani (see *L171*) who evolved in the Vortex to feed off its energies. The Kolstani were accidentally transformed into the Ravenous by the Time Lord scientist Artron (see *A117*), and their planet was destroyed on Rassilon's orders in an attempt to kill him, with the survivors being locked in the dimensional bubble prison.

RAVENOUS



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

SKILLS

Athletics 3, Fighting 4, Survival 5

TRAITS

Adversary (Major) – Time Lords
Alien
Alien Senses – Can detect both Artron energy and regenerative energy
Distinctive
Environmental (Major) – Can survive unprotected in virtually any environment, including the Vortex and even the heart of a sun
Fast (Minor)
Fear Factor 2 – Increases to 4 against Time Lords, and they gain an additional 2 levels when in packs
Immortal (Special)
Immune – Ravenous are immune to any physical damage
Impulsive
Keen Senses (Major)
Natural Weapon (Special) – Regeneration Energy Drain: A successful attack against a character with the ability to regenerate inflicts L(4/L/L) damage, not reduced by Armour or similar protection, and prevents regeneration; they can similarly attack anything containing significant quantities of Artron energy, such as TARDISes; against non-regenerative species, this attack does 4(2/4/6) damage
Obsession (Major) – Eternally hungry!
Possess
Psychic
Relentless
Replicate – By absorbing sufficient regeneration energy, a Ravenous can split into two separate beings
Special – Mimic Death: A Ravenous can mimic death, becoming dormant and shutting down its life-signs completely for an indefinite period though remaining aware of its surroundings
Telepathy
Vortex

TECH LEVEL: 11 **STORY POINTS: 5-8**

ROBIN BRIGHT-THOMPSON *(1st in Lost Property)*

A few weeks after the Doctor moved back into 107 Baker Street (see *L105*) in 2020, one of the house's apartments was taken by the Bright-Thompson family. In practice though, it was just Ken Bright-Thompson and his son Robin, as Ken's wife works abroad.

In 2020, Robin is fifteen and is tall for his age. He is a typically moody teenager, but perhaps he has good reason. He hardly ever sees his mother, Alison, and his father works such long hours that he doesn't spend much time with him. To make matters worse, nobody asked Robin about moving to Baker Street, an area where he has no friends.

Robin frequently finds himself stuck in the house on his own. He spends much of his time playing computer games, creative ones that require world-building rather than shoot 'em ups. When the Doctor moved into Baker Street, Robin became intrigued by his eccentric behaviour and maybe subconsciously started to see him as a surrogate father-figure. The Doctor was very briefly intrigued by Robin's latest computer game, which involved controlling worms to build civilisations. But like Robin's father, he soon proved to have more important things to do.

It was when Robin and several of the other tenants witnessed an assassination attempt on the Doctor by a pair of Rarkelians (see *V273*) from the future that his eyes were opened to the wider Universe. A little later, he stowed away on board the TARDIS when the Doctor took it on a test flight six million years into the future, to an Earth which was devoid of all but the most basic life in an aberrant timeline in which humanity was extinct (see *L144*).

Shortly after this trip, Robin and his father had to move to Scotland because of Ken's work. But what he had seen and experienced with the Doctor had left a lasting impression on Robin.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What not even Robin or the Doctor realised until much later was that the boy had been genetically altered during his trip into the far future. The AI controlling Earth Endstation 6 had scanned Robin and recognised him as the template for all humanity in this future and, without him knowing, had genetically enhanced him. Since then, Robin has had a vastly extended lifespan and ages extremely slowly.

This superhuman longevity enabled Robin to study a piece of technology that the Doctor put together and unthinkingly given to him. To the Doctor, it was little more than a conjuring trick, a small invisibility shield. To Robin, it was an example of alien technology far in advance of anything on Earth. It took Robin centuries, but he was eventually able to unlock its secrets.

Shortly after his time at Baker Street, Robin joined an organisation called Divine Intervention (see *V189*) whose purpose was to influence change in society by manipulating people from behind the scenes. Robin proved to be an ideal recruit and quickly rose through the ranks to become Divine Intervention's leader. He used the organisation to become the real power behind the British government.

Intending to make mankind the dominant species in the Universe and so prevent its extinction (or at least be the one to choose when it would happen), Robin turned Britain into a fascist dictatorship, driving forward construction and development to create a power that in a few short decades dominated and then took control of the Earth. After that, Robin took mankind to the stars and forged an Earth Empire that conquered and oppressed every alien race it encountered and lasted for thousands of years. However, although he forced the pace of mankind's technological change and had access to an example of advanced alien technology, Earth never quite reached the peaks of scientific advancement that it does in our timeline. Robin kept the greatest achievements for Divine Intervention and himself.

ROBIN BRIGHT-THOMPSON (AGED 15 3/4)



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

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

TRAITS
Argumentative
Face in the Crowd
Impulsive
Insatiable Curiosity

TECH LEVEL: 5

STORY POINTS: 6

Throughout the millennia that followed, Robin barely changed and still resembled his teenage self. He remained a secretive figure who rarely appeared in public and, when he did, he wore a mask to hide his features. He was known only as "the Doctor", his true identity being unknown to anyone other than an inner circle within Divine Intervention.

At some point in the distant future, Robin developed a device intended to prevent his subjects rebelling. This was a "kill switch" which was surgically implanted in every human (see *G41*). Controlled from his secret space station, a base hidden behind a forcefield that both protected it and rendered it invisible, Robin could activate the switch and a wave of death would spread out across the Universe killing every human fitted with the implant, no matter if they were galaxies away.

Robin believes that people make bad choices and need a leader to make better ones for them. Freedom is overrated and the rule of law is needed to protect people from themselves. He claims to have prevented atrocities and saved more lives than he's taken. Robin doesn't consider himself a monster, but he sees people as little different than the worms in his computer game so many years before. If things don't work out, he can just give up, let them all die and start over again. Inevitably given this mind-set, the kill switch was eventually used, making Robin the cause of mankind's extinction rather than its saviour.

After witnessing what Robin had done, the Doctor abandoned him on the barren Earth. But somehow he survived. Robin lived for who knows how many more millennia, only ageing very slowly. By the time the Doctor met him again, Robin was physically unrecognisable as his former self and used the name Mr Bird (see *V255*). Stealing chrono-warp engine technology, he went back to 2020 to try to prevent the Doctor's interference in his life.

Adventure Seed: Worms

At some point in the future, Robin Bright-Thompson remembers the computer game he used to play back at 107 Baker Street, and why he loved it so much. Building virtual civilisations for digital worms meant that if things didn't go well, he could just let them die and start over again. With the kill-switch, he could do the first part with humanity but not the second. So Robin devised a way of being able to start over if he ever pressed the button. He had his scientists design an artificial lifeform using human DNA as the basis. But improved; made more obedient. Once they were perfected, the scientists bred an army of these ideal human slaves and put them in cold storage. Then Robin had the scientists disposed of so that no one but he knew about them. Now, if humans proved to be a disappointment, he could use the kill-switch, revive his new humans and start over. Even if the Doctor then marooned Robin on the dead Earth millions of years in the future, once he had become Mr Bird and had managed to travel back in time, he would have a ready-made army waiting for him.

ROBIN BRIGHT-THOMPSON (AGELESS)



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

SKILLS

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

TRAITS

Argumentative
Authority (Major)
Dark Secret (Major) – His identity as "the Doctor"
Eccentric (Major) – Megalomaniacal
Face in the Crowd
Immortal (Major – Although he's not quite truly immortal, his lifespan has been extended by an unimaginable amount
Technically Adept
Time Traveller (Minor) x2 – Robin has lived through Tech Levels 5 and 6
Wealthy (Major)

TECH LEVEL: 7

STORY POINTS: 8



SATSUMA PRODUCTIONS *(The Zygon Who Fell to Earth)*

An important insider in the pop music industry of the early 1980s, Mervyn Urquhart runs the prolific Satsuma Productions alongside his business partner, Humphrey Mims. Urquhart conducts himself in a curt, professional manner, choosing his words and actions carefully, and comes off as a little bit strange. In stark difference, Mims is awkward and often trips over himself, even needing frequent reminders of things such as his own first name, and also comes off as a little bit strange.

Satsuma has recently released a contemporary eighties remix of *Falling Star*, a popular sixties hit by minor folk singer Trevor, which has shot to the top of the charts. Eager for more success, Urquhart and Mims have tracked the retired artist down to the Lake District, where he runs a guesthouse. They're stubbornly hoping to convince Trevor to restart his career, and incidentally leave his wife Pat (see *A118*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Urquhart and Mims are Zygons, part of a crew whose ship crash-landed in Ullswater lake in the 12th Century, forcing them to hibernate until the mid-sixties. This was around the same time another Zygon craft similarly arrived (see *Terror of the Zygons*), but they're unaware of this or any other Zygon activity on Earth. Seeking funds to survive and recover their ship, second-in-command Urtak and lowly crewmate Mims incorporated themselves into Earth society by becoming businessmen Urquhart and Mims, while their warlord commander Haygoth impersonated Trevor.

Taking the opportunity to use their species' standard plan to terraform Earth into a new Zygon homeworld by means of pollution, the Zygons accelerated humanity's existing pollution production by investing in every harmful business venture they could, branching into industries beyond music. Even the CDs for *Falling Star*'s recent remix emit an invisible gas with each play, further contaminating the atmosphere. While they have warheads in their submerged ship that would instantly ignite the atmosphere's pollution, they cannot activate their weapons systems without an important crystalline piece stolen by Haygoth, who defected from his crew after falling in love with Pat and denouncing his fellow Zygons' schemes.

Haygoth's crew are confused by this betrayal and assume that his love of Pat is an Earth infection akin to a disease, nothing more than a primitive biological impulse they can use to sell number one singles. They believe that "curing" Haygoth of this is as simple as forcing him back into his role. Despite their disgust at the human concept of love, it's obvious to anyone but Urtak and Mims that they hold repressed romantic feelings for one another, the former being much better at hiding it than the latter.

Aside from Mims, the only other Zygon Urtak has under his command is Grakus, who appears to be more of an engineer than an infiltrator, considering how bad she is at adjusting her attitude for a role and lets obvious tells slip. She's also likely to completely give up the act if backed into a corner she can't escape

URTAK



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

SKILLS
Athletics 3, Convince 3, Craft 1, Fighting 3, Knowledge 4 (AoE: Business), Marksman 1, Medicine 4, Science 6, Subterfuge 4, Survival 5, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Dark Secret (Major)*
Eccentric (Minor)* – Odd mannerisms make him seem strange
Face in the Crowd*
Fear Factor 2
Inspiring Love – Mims (not that he's aware of this)
Menacing*
Natural Weapon (Minor) – Stinger: L(4/L/L) or S(S/S/S) damage
Shapeshift (Major)
Special – Organic Interface
Time Traveller – TL5
Voice of Authority
Wealthy (Major)*
Well Mannered*

Traits marked with an asterisk only apply to his disguise as Mervyn Urquhart.

TECH LEVEL: 6

STORY POINTS: 6

from or is simply frustrated enough.

Haygoth took the crew's Skarasen when he defected, forcing them to subsist on powdered milk for the last decade, a dreadful tasting substitute for the creature's lactic fluid. While Haygoth is the only one who can naturally control the beast, Grakus has created a machine that can artificially simulate Haygoth's brainwaves, allowing her to force it to tunnel between its current location in Grasmere and their crashed ship in Ullswater. The trio will be so overjoyed at seeing the creature that they'll eagerly feast on its milk in an utterly repulsive display. Despite their desperation and obvious deficiencies with disguises, Urtak, Mims and Grakus are very real threats; despite his clumsiness in human form, Mims is particularly skilled with his stinger.

MIMS



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

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

TRAITS
Alien
Alien Appearance
Clumsy
Dark Secret (Major)*
Eccentric (Minor)* – Odd mannerisms make him seem strange
Face in the Crowd*
Fear Factor 2
Forgetful
Inspiring Love – Urtak (not that he's aware of this)
Natural Weapon (Minor) – Stinger: L(4/L/L) or S(S/S/S) damage
Shapeshift (Major)
Special – Organic Interface
Time Traveller – TL5
Wealthy (Major)*

Traits marked with an asterisk only apply to his disguise as Humphrey Mims.

TECH LEVEL: 6
STORY POINTS: 4

GRAKUS



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

SKILLS
Athletics 2, Convince 2, Craft 2, Fighting 2, Knowledge 3, Marksman 2, Medicine 3, Science 6, Subterfuge 3, Survival 4, Technology 5, Transport 2

TRAITS
Alien
Alien Appearance
Arrogant
Boffin
Cowardly
Fear Factor 2
Natural Weapon (Minor) – Stinger: L(4/L/L) or S(S/S/S) damage
Shapeshift (Major)
Special – Organic Interface
Technically Adept
Time Traveller – TL5
Weakness (Minor) – Quite bad at acting for a Zygon, having a -2 on any rolls to maintain cover

EQUIPMENT
Skarasen Controller

TECH LEVEL: 6
STORY POINTS: 4

SEBASTIAN GRAYLE *(Seasons of Fear)*

It was at the Singapore Hilton on New Year's Eve 1930 that the Doctor first met Sebastian Grayle, and it was there that Grayle boasted that he had already killed the Doctor. This version of Singapore was only an artificial one created by Grayle's masters after the correct timeline had ceased to exist. Grayle hadn't seen the Doctor's face when he killed him and wanted the chance to gloat. In this timeline, even the Time Lords have been supplanted by his masters using their supreme power over time.

For Grayle, the Doctor's death has already happened and there is nothing that can be done to change it. As his reward for delivering the Earth to them, Grayle's masters have made him fully immortal and immune to almost all forms of injury. In this fictional world that his masters created for him, he followed his family line and headed for Singapore, where he knows that his grandson Alex has arranged to meet Charley Pollard (see *A90*). Inevitably, she is accompanied by the Doctor.

Despite it already having happened, the Doctor is determined to try to prevent his own murder. To do this, he needed to trace Sebastian Grayle back to his origins by locating the first instance of the name Grayle appearing in a British context, on the payroll of a fort in Roman Britain in 305 AD. Grayle started out life as Sebastius Graylae, a decurion in the Roman legions. Like many soldiers posted in Britannia at the time, Graylae had never been to Rome. He was from Londinium, but had changed his Briton name to one more Roman.

Although gods from many religions were worshipped at this time, the fort had a strong following for Mithras, the sun god who killed the demon bull. Graylae was a particularly fervent follower but of a twisted form of Mithraism in which he worshipped the great bull, not Mithras. In his tent, Graylae has a device that allows him to speak to a being claiming to be his god and which has offered him immortality. Graylae has been instructed to disrupt a ceremony to Mithras so that his masters can direct a transmat beam to draw the fort's garrison of soldiers to them and feed on their energy. Once he has done so, Graylae will be granted the immortality and immunity to death and injury that he craves, and his masters will have the energy they need to travel to Earth en masse.

In this early period of his life, Graylae is not quite the power-mad villain that the Doctor will meet in Singapore. He has a fiancée, Julia, and still has a code of honour which stretches to not harming women. But his eldest brother has inherited the family villa in Londinium, and it is because of this that Graylae has allied himself with his masters: he wants to be immortal so that he can outlive the rest of his family and inherit their fortunes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Doctor foiled him in 305AD, Graylae absorbed enough energy from his masters to extend his lifetime for a thousand years and to be highly resistant to injury. He won't become truly immortal until he travels through the black hole through which his masters phase their energy, it being too powerful to be released through space. But for that to be possible, he must first fulfil his masters' plans.

Grayle's masters are the Nimons (see *The Fourth Doctor Sourcebook*), a race of parasitic minotaurs who use black holes to move from planet to planet like a swarm of locusts, draining each world of its energy before moving on again in their Great Journey of Life. Their transmat beam can be traced to the Ordinand System, where they are currently feeding. Nimon scouts are searching for their next target world and Earth is very attractive to them! But with the foiling of their plan in 305 AD, they must wait seven hundred and fifty years before Ordinand is again in conjunction

DECURION SEBASTIUS GRAYLAE



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

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

TRAITS
Code of Conduct (Minor) – Sense of honour, such as not harming women
Military Rank (Minor)
Obligation (Major) – His masters
Selfish

EQUIPMENT
Armour [2 points]
Gladius: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 6

with Earth and they can reopen their pathway.

In the meantime, Grayle is preparing the way. By 1055, he is Bishop Leofric of Exeter who arrives in the court of Edward the Confessor (see *A141*) and his wife Edith (see *A139*). Over the previous centuries, the Nimons have guided him in the construction of a transmat capsule and instructed him to mine enough plutonium to transfer a single Nimon to Earth, their own power now being too depleted to do this themselves. The intervening years have seen Grayle's frustration at his defeat fester into full-blown hatred for the Doctor and contempt for the human race, whom he sees as insects with mayfly lives. He has used his extended life to amass wealth and influence. He has had twelve wives and watched each of them fade into an old crone before they die. Graylae's former code of honour is long gone, as is his humanity.

If Grayle is thwarted in 1055, the Nimons will have to wait another seven hundred and fifty years or so for the next conjunction between Ordinand and Earth. Grayle will again have been granted a further extension of life by his masters, but still not full immortality. By 1806, he is Sir Sebastian Grayle and has become a prominent member of the notorious Hellfire Club in Buckinghamshire in order to bring his plans to conclusion, this time by opening a time corridor to bring his masters to Earth.

If defeated in 1806, the next conjunction is not until the mid-26th Century. But by then, his masters may well have turned their attentions elsewhere and Grayle will have lost his chance at immortality. Of course, it's possible to encounter him at any time between the conjunctions, but tracking him down might prove difficult.

Even though not yet fully immortal, Grayle's heightened resistance to injury and the martial skills he has learned over the centuries make him very dangerous. He does, however, have a weakness to pure iron. A blade made from such metal can injure or even kill him, as Mithras did to the demon bull in the old myths, using a sword of "rustless metal" forged by the Ancients. Even the touch of pure iron will suck the Nimons' energy from Grayle's body, leaving him weakened and reducing his remaining life.



SEBASTIAN GRAYLE



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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 4, Fighting 5, Knowledge 5, Marksman 4, Science 2, Subterfuge 3, Survival 3, Technology 4, Transport 2

TRAITS

Adversary (Major) – The Doctor
Immortal (Major) – Grayle does not yet have true immortality, but his masters periodically extend his lifespan by another thousand years
Immunity – Immune to radiation and most physical damage (other than from weapons of pure iron)
Menacing
Obligation (Major) – The Nimons
Obsession (Major) – Kill the Doctor
Selfish
Special – Nimon Energy: Grayle can use the Nimon energy he has been suffused with to perform feats of superhuman strength; this works as Telekinesis, except that Grayle expends Story Points instead of using his Resolve, each Story Point spent equals 1 Strength point
Time Traveller (Minor) – Grayle has lived through Tech Levels 2 and 3
Weakness (Major) – The touch of pure iron will temporarily negate Grayle's Immortal and Immunity Traits and his age will start to catch up with him (at a rate of ten years per Round of exposure)
Wealthy (Major)

TECH LEVEL: 4

STORY POINTS: 10

THE SILVERSMITH *(The Silvering)*

In 1866, the streets of Edinburgh are awash with excitement about an illusionist known only as the Silversmith. While his performances begin with displaying impressive skill in all of the typical tricks (conjuring rabbits and doves, card tricks, rope charming), the main event is what leaves audiences whispering. Two identical cheval glasses (tall mirrors) made of silver are put on either side of the stage, and the Silversmith walks into one... and comes out of the other! To prove this is no mere trick, he always invites members of the audience to try it for themselves. Generously, he tends to single out the less advantaged members of the audience, the ones who've won tickets to the show through a lottery.

Rumours claim that loved ones who've taken part in the act are behaving strangely; that their moods swing between annoyed and emotionless, that their features have flipped around, and that they've even lost their reflections!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

These claims are all true. The reason the Silversmith is giving out free tickets is to avoid attracting attention by abducting anyone rich enough to be noticed. Those investigating his mirrors will be surprised to find they're genuine portals to another world, a bubble dimension that's a twisted mirror of our own. An unreal miasma hangs about the place, and aspects are inverted: a theatre in the real world is a prison there, for example. However this dimension came to be, it's unlikely to last for long.

This reflected dimension is where the Silversmith originates, claiming that it's the 'true' world and that ours is the cheap copy, where its citizens (our reflections) are forced to follow our actions. This is likely a lie, heroically framing his terrible goals. His kidnap victims are hooked to psychic machines and drained of mental energy in order to keep the portals active and stop the dimension from crumbling. If enough energy is amassed, the Silversmith could make the portals permanent and launch a full invasion of our world.

Restraining the Silversmith through physical means would be challenging, as he can 'harvest' incomplete fragments of glimpsed reflections, assembling them however he wants. By doing so, he can use these widowed reflections (see *X12*) to create brutes of mismatched parts, bisected people and even hands growing out of disembodied heads or flying like butterflies! These are all mindless, with little will of their own.

Reflections and their originators cannot exist in the same dimension, and so the reflections will be forced back into the mirror world when their originator steps home. The original Silversmith is locked in a harsh cell, having spent decades trapped by his reflection after creating the mirrors for the sake of his stage show, accidentally tapping into the dimension through occult means. If the dimension is thoroughly weakened, the mirrors may be destroyed through traditional means.

THE SILVERSMITH



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

SKILLS
Athletics 3, Convince 3, Craft (Metalwork, Stage Magic) 5, Fighting 1, Knowledge 2, Science 3, Subterfuge 1, Technology 3

TRAITS
Arrogant
Charming
Dark Secret (Major) – He isn't the original Silversmith
Eccentric (Minor)
Obsession (Major) – Replace the true universe's inhabitants with his own
Quick Reflexes
Special – Living Reflection: Will be forcibly teleported back to his bubble universe if the original Silversmith steps back into the true universe
Voice of Authority

EQUIPMENT
Cheval glasses [Traits: Fragile (Minor), Innocuous (Minor), Vortex (only to and from the mirror dimension). Story Points: 4.]
Stage magic props

TECH LEVEL: 4

STORY POINTS: 8

Strangely, the Silversmith's energy-draining machines are powered by crystals taken from the bodies of Spherions (see *V294*). How these came to be in his possession is unknown.

SIR DONALD SHAW *(Winter of the Demon)*

Sir Donald Shaw is a prime example of a 19th Century Scottish engineer and businessman. During the 1880s, he is at the forefront of Edinburgh's initiative to banish the dark from the city with the installation of electric lighting throughout the streets and in all the major public buildings. With his new technology, he intends Edinburgh to be the shining light of a new empire of technical progress, the first of Britain's great cities to benefit.

But the installation of cabling in Scotland's capital has not been without incident. There have been several deaths associated with the works, all of them involving labourers employed by Sir Donald's company, whose bodies were found close to the cabling. All were apparently burned to death, and people are beginning to call it the Winter of the Demon. Sir Donald is of the opinion that they were electrocuted and that accidents do happen, and the pathology reports agree. But the damage looks more like intense heat than electrocution, with the worst occurring sub-dermally. Sir Donald isn't totally indifferent to the deaths, and offers one family the golden coin found clasped in the dead man's hand as compensation. The coin looks like it should be part of an ancient hoard and is stamped with the words "Invictus", the name of a Roman sun god. It was apparently found in a tunnel beneath Calton Hill where the man was working.

Sir Donald's current focus is on lighting the streets around the National Monument and his men have built a distribution hub there. But there's no sign of a generator, no chimneys for the burning of coal or oil, nor any roads or railway tracks to it for their delivery. It seems to be a power station without any fuel, except that Sir Donald insists that his new technology will provide limitless power.

Sir Donald is consumed with the idea of lighting Edinburgh and then the rest of Britain. He will make the tenements brighter and safer for the working classes. Or, from a middle class perspective, he will make it more difficult for the poor to hide away and steal from their betters.

SIR DONALD SHAW



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

SKILLS
Convince 3, Knowledge 2, Marksman 2, Science 3 (AoE: Physics), Subterfuge 1, Technology 4 (AoE: Electrical Engineering)

TRAITS
Enslaved – Has fallen under the control of the Crown of Sol Invictus
Know Your Place
Middle Class
Obsessed (Major) – Lighting the cities of Britain
Wealthy (Major)

TECH LEVEL: 4

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to Sir Donald, he is under the influence of an ancient alien artefact of tremendous power: the Crown of Sol Invictus (see *G31*). The Crown was buried near a village north of Edinburgh for almost two thousand years. But it sensed the mind of Sir Donald and the technical knowledge it requires. It had him fund an archaeological dig that recently uncovered the Crown.

Rather than allowing his hired archaeologist to fully examine and catalogue it, Sir Donald has taken the Crown into his own possession. He believes that it allows him to summon a fire elemental that will provide unlimited energy to light Edinburgh, and under its influence, he has sacrificed a number of his labourers as part of a ritual to fully activate its power. At exactly 8.44pm on December 22nd, the precise moment of Winter Solstice, Sir Donald will don the Crown and it will consume him, then Edinburgh and finally the world.



SITRIC SILKBEARD *(The Book of Kells)*

Sitric Silkbeard Olafsson II (whose name may be spelled Sigtrygg, Sihtric, or Sitrick, depending on translation from its original Norse) is the most historically remembered of the powerful Ivar Dynasty, a royal family of Vikings who ruled Ireland's capital city of Dublin from roughly 795 AD to 1014 AD after invading the small country. From his father, Sitric inherited both his name and the title of King of Dublin. While he had both Irish and Norse blood in his veins, his beliefs and loyalties rested with his fellow Norsemen. The Norse-Gaels were a powerful force, with Sitric conducting raids on other parts of Ireland and its neighbours, battling other Viking descendants.

Sitric is known for his long power struggle with the Irish-born King of Munster, Brian Boru. The two shared a complex history, their families intermarrying in such a way that Sitric was Brian's stepson. Around 999, a brief Leinster revolt against Brian failed, resulting in his forces occupying large sections of Dublin. This situation forced Sitric to submit to Brian's wishes, out of fear that Boru could effortlessly rally his fellow Irish Dubliners against the Norse King.

When the Doctor met Sitric in 1006, he was a melancholic man, resenting Boru's occupation and feeling like a lapdog. Filled with regret, Sitric believed that he was slipping further away from the warrior's afterlife of Valhalla after fighting more battles with diplomacy than bloodshed. While Sitric cares little for things like ceremony or arguments, he still wishes to preserve his power. Hence, he believes it's important for him to visit the Abbey of Kells (see *L108*) and see the already famous *Book of Kells* in person.

The Book is such a symbol of Irish pride that it's imperative that the visit goes smoothly. If it were damaged or stolen during his visit, Boru would be able to publicly accuse him of returning to his ancestors' anti-Irish ways. He has sent his hot-headed and superstitious messenger Olaf Eriksson ahead to the Abbey, to make sure things go smoothly. While Sitric wishes for calm, he has no problem with threatening, killing or torturing anyone who intends to damage or steal the Book, nor with ordering his men to tear the Abbey (and its monks) apart to find it if it goes missing. He typically punishes Boru's spies by having their eyeballs plucked out, but if he's feeling generous, he'll "just" chop off one of their hands.

Tensions would finally reach a head in 1014, leading to the Battle of Clontarf, an epic battle between Boru's primarily Irish forces and Sitric's coalition of Norse-Gaelic armies. While Boru died in the battle and Sitric's kingdom remained, his Irish enemy was martyred by his countrymen. Sitric led many further sieges (including a return visit to the Abbey of Kells, where he slaughtered and enslaved many of its inhabitants), before being forced to abdicate the throne by a rival in 1036, after a reign of 46 years. Exiled, Sitric died of presumed natural causes in an unknown place around 1042.

SITRIC SILKBEARD



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

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 3, Fighting 5, Knowledge 4 (AoE: Military Strategy), Marksman 3, Subterfuge 2, Survival 2, Transport 3

TRAITS
Adversary (Major) – Brian Boru
Authority (Major) – King of Dublin
Brave
Indomitable
Menacing
Ruthless (Major)
Tough
Voice of Authority
Wealthy (Major)

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 6



THE SLEECH *(The Dalby Spook)*

"Sleech! Sleech!" cries Gef, the so-called Talking Mongoose (see *A148*). In the 1930s, Gef was reported as being a supernatural visitation at a remote farmhouse on the Isle of Man. It had first made its presence felt a few years earlier as a growling and other noises within the walls. Later, it had learned to talk by listening to the Irving family and befriended the youngest daughter, Voirrey, who was fifteen at the time the Doctor helped Harry Price (see *A152*) investigate the phenomenon in 1933.

A number of strange, inexplicable things happened during the investigation, and not all of them can be laid at Gef's door. Although Harry Price, the noted psychic investigator, remained sceptical, the Doctor came to believe that Gef was a real entity and was likely the source of a plea for help that appeared on his psychic paper, along with coordinates for the Isle of Man.

During the investigation, a struggling stage psychic, the Marvellous Mister Timms, turned up unannounced at the farmhouse. He behaved and spoke oddly, and demanded that Voirrey be handed over to him. The next morning, Timms was found wandering outside, confused and suffering from exposure, while Voirrey's father Jim seemed like a changed man. Rather than the loud, almost bullish character of the previous evening, Jim was now quieter, talking in a more stilted and halting manner, as though not used to speech at all.

Mister Timms' mental state reminded Liv (see *A98*) of the Infinite Warriors (see *V203*) and made her suspect that perhaps he had been possessed by a psychic parasite. Timms could only remember being out on the hills in the dark and wet, then lights and a sound like hissing gas, followed by yellow eyes like lemon drops filling his head with terrible words and pictures. The memory of this is overwhelming.

Perhaps Gef's cries of *"Sleech!"* are relevant. Could Sleech be a contraction of "psychic leech"?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

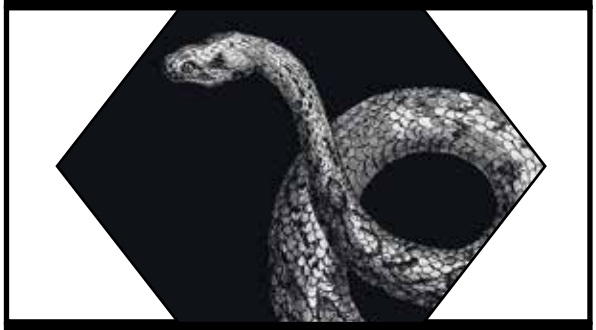
The Sleech (we have no other name for the entity) is indeed a psychic parasite. It got inside poor Mister Timms, hollowed out his mind and used him like a taxi cab. Later, it hopped across to Jim Irving, intending to get closer to Voirrey. It is a psychevore, a thing that eats the mind, and it has a burning desire to survive.

The Sleech has come out of the Dark Times. It desires Voirrey above all others as there's something about her, a "light" that others lack. Perhaps it's because she's a latent psychic, or perhaps it's just because of her exuberance. It can feed on others, but they lack the substance to give it true satisfaction.

There are notable similarities to the Mara (see *The Fifth Doctor Sourcebook*). The Sleech can be trapped within a circle of mirrors, carefully positioned to reflect endlessly. When it leaves Jim Irving's body, it is seen to resemble a huge serpent that speaks with a loud, hissing voice, and is quicker in this form than in the body of an old human.

Gef came after the Sleech, realising it had homed in on Voirrey Irving, and is here to protect her. But what can a small mongoose do against such a monster?

THE SLEECH



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

SKILLS
Athletics 3, Convince 2, Fighting 3, Knowledge 3, Subterfuge 4, Survival 4

TRAITS
Alien
Alien Appearance
Armour (4 points)
Fast (Minor)
Fear Factor 2
Possess
Psychic
Psychic Assault – Contest of Presence + Resolve to drain 5(2/5/7) Attribute points, ignoring Armour, etc.
Vortex
Weakness (Minor) – The Sleech can be trapped within a perfectly aligned circle of mirrors, unable to escape until the circle is broken

TECH LEVEL: 8

STORY POINTS: 8

SOBEK CROCODILES *(The Skull of Sobek)*

Sobek was a savage, dark planet filled with gilded palaces rising above deep waters. Although it was a lush jungle paradise resplendent in fruit, flesh and drink, Sobek's crocodilian inhabitants found the sky full of alien worlds the most tantalising feast of all. Over ten thousand years, the royal family became an imperialist power enslaving many species, even their own. Sobek crocodilians resemble Earth crocodiles standing upright, except taller and with more jagged teeth. They armour themselves in steel breastplates and horned helmets, favouring their traditional curved swords and crocodile-headed maces complete with snapping jaws over more advanced weapons. Sobek crocodiles are brutal towards one another, and even more so towards other species. To them, biting off a hand without warning is a just punishment for minor insubordination.

A rebel uprising started a terrible war that consumed Sobek in flames, with an epic duel between the Old Prince and General Snabb, representatives of both powers, marking the planet's final days. Both leaders escaped the destruction alongside their few surviving original followers, leaving their battle unfinished. While each blames the other for Sobek's destruction, Snabb has been eagerly hunting the Old Prince, who stole their people's most important relic during the struggle: the Great Skull (see *G39*). A repository of memories and emotions spanning Sobek's entire history, the Skull is considered both the planet's spirit and a god in its own right. The crocs are so long-lived that their original conflict is legendary, yet they still spread violence throughout the stars.

Snabb has spent the last hundred years scouring the eastern arm of the Milky Way for the Prince's location, eventually discovering him on Indigo 3 (see *L165*), where he has forcibly made himself a guest of a spiritual commune. As the Skull is three hundred cubits long and thirty cubits high, it should be tricky to hide, even though Snabb's mercenaries have yet to find definitive proof of its presence. Once they do, he'll storm the commune and challenge the Prince for the final time.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Skull is hidden in plain sight, being the foundational structure of the hall that the Old Prince has been hiding in. The two crocs' last battle invoked a ritual that was interrupted by the planet's destruction, which the sentient Skull desperately craves resolution to. The Skull wishes to assign the Prince and Snabb "champions" to fight on their behalf, psychically analysing those around it to find pawns who will be mind-controlled into hallucinating their roles in their climactic battle. It has also been "leaking" out memories and hallucinations of Sobek to cause chaos on Indigo 3, bringing the two crocs together.

While Snabb and the Prince despise each other, they've forgotten the original details of their conflict and just let the Skull inform them what to do and think. If anything, they could be mistaken as old friends as they watch their champions fight to the death, feasting on blood (or "flesh wine", as they call it) and lazily lounging back. The two would only resume their fight if the Skull told them to.

SOBEK CROC



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

SKILLS
Athletics 1, Fighting 5, Knowledge 2, Marksman 3, Survival 4, Technology 1

TRAITS
Adversary (Major) – The imperial family and rebels are each other's adversaries
Alien
Alien Appearance
Argumentative
Environmental (Minor) – Can hold breath underwater for over an hour
Epicurean Tastes
Fear Factor 2
Frenzy
Natural Weapons (Minor) – Snapping jaws, slashing claws and a crushing tail each do Strength +2 damage
Obsession (Major) – Worshipping the Skull of Sobek
Repulsive
Tough

EQUIPMENT
Steel helmets and breastplate armour (5 points)
Curved swords and crocodile-headed maces: Strength +4 damage

TECH LEVEL: 6

STORY POINTS: 3-5

SOLARIANS *(Embrace the Darkness)*

There are several alien races which call themselves Solarians. One that the Doctor and Charley encountered in the Cimmerian System was a diminutive species, standing no taller than a human waist, with whitish-grey skin. They have a remarkably simple physiology and are almost featureless, having a flat, almost invisible nose, a small slit for a mouth and dark, flat eyes. Their voices are child-like and have a sing-song quality.

The home planet of the Solarians was lost thousands of years ago. Their ships are powered by solar sails that convert captured starlight into energy. Although the Solarians are a peaceful people, the sightless creatures that survive beneath the surface of Cimmeria IV (see *L129*) live in fear of their coming, regarding them as bringers of death.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The blind creatures of Cimmeria IV are an offshoot of the ancient Solarians. They are the descendants of a healer caste able to generate a particle field capable of molecular manipulation, using it to cure disease and heal injuries. Aeons ago, a terrible plague struck the Solarians. Those stricken with it returned to their home planet to be healed. But the demands of the sufferers were never-ending. As long as the sun shone onto their world, the Solarians were drawn home to be healed.

But the overwhelming numbers of Solarian sick were draining the life out of the healers. It almost overpowered them, but the Solarians would not relent and the healers had to continue their work. Eventually the healers used their powers to generate enough particles to stop their sun from shining. Without this, the Solarians could not return home and assumed that their planet had died.

The act took nearly all the lifeforce of the remaining healers. They slept in the darkness and, when they awoke, they had undergone an accelerated evolution. Their healing powers remained, but their eyes had atrophied and, in place of sight, they had developed a new sense. They speak of "tasting" instead of "seeing", and their written records are in the form of food and liquid which impart complicated information when consumed.

These blind Solarians, named "Cimmerians" by the Throxilians who discovered them, have lived in fear of light ever since, as it would draw the Solarians back to them.

SOLARIAN



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

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

TRAITS
Alien
Alien Appearance
Size – Tiny (Minor)
Unthreatening

TECH LEVEL: 6

STORY POINTS: 2-4

CIMMERIANS

The Solarians remaining on Cimmeria IV have Medicine 6 and the following additional Traits: Alien Senses (Highly enhanced sense of taste), Code of Conduct (Major: Compelled to heal others), Immaterial (Special Good: Can pass through solid matter at will), Impaired Senses (Major: Blind), and Special – Cimmerian Particles.

Cimmerian Particles: The Cimmerian-Solarians can spend Story Points to generate a field of particles to manipulate molecules. Their main purpose is to heal injury and disease. For each Story Point spent, 1 point of damage can be healed. As healers, the Cimmerians are compelled by their code, so that if they have exhausted their Story Points, they must spend their Attribute points to heal others, even at the cost of their own lives. The particles can also be used to absorb light or interfere with electronic equipment and machinery, with the Story Point cost depending on the scale of the effect, as determined by the GM. Unfortunately, when used on humans, the particles have the unintended side-effect of causing 1 point of damage to Awareness per Round of exposure; if reduced to zero, permanent blindness results. The Cimmerians have also learned to use them to be able to pass through solid objects (at no cost).

SOLVERS *(The Eighth Piece, The Doomsday Chronometer)*

Superficially, the Solvers might appear to be robots, but they are a bio-mechanical race and contain organic components as well as mechanical ones. The Time Lords tell stories of them, fairy tales for Time Tots. In reality, Solvers are an elusive people who prefer to keep themselves hidden and secret. The Doctor didn't believe they really existed until he encountered them.

The Time Lords' tales relate that the Solvers are like living puzzle boxes and are highly organised with hive minds. Their bodies, normally humanoid, can fold and unfold into different configurations, and their limbs slip and shift as they move. Their presence is accompanied by ticking and clicking, and their movement by the sound of clockwork and gears in action. Solvers speak with deep echoing voices underpinned by a hint of mechanical movement.

Solvers are capable of teleporting through space over distances of a few miles and even jumping through time.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Solvers were ruled by Lady Risolva, their Queen. But she has been usurped by the Clocksmith (see *V172*), who came to their world with many intricate devices he had fashioned. Through these, he found a way to control the Solvers and had them disassemble their Queen. Although Solvers can reassemble themselves, it has taken some time for Lady Risolva to complete herself, and she now needs to locate her people, as the Clocksmith has taken them away to act as his servants. If Risolva can find them, she can transmit a call to bring them back under her command. Having been disassembled once, she can reassemble herself much faster the next time.

LADY RISOLVA

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 5
Skills: Athletics 2, Convince 3, Fighting 2, Science 4 (AoE: Mathematics), Subterfuge 3, Technology 4 (AoE: Mechanics)
Traits: As the Solver but with the following adjustments: Add Authority (Major), Transmit and Voice of Authority. Remove Enslaved. Modify Reconfiguration – Lady Risolva has learned how to reassemble herself quickly and can achieve this in 1D6 rounds.
Tech Level: 9
Story Points: 6

SOLVER



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

SKILLS
Athletics 2, Fighting 3, Science 4 (AoE: Mathematics), Subterfuge 1, Technology 4 (AoE: Mechanics)

TRAITS
Alien
Alien Appearance
Armour (5 points)
By the Book
Code Breaker
Cyborg
Enslaved – While under the Clocksmith's control
Networked (Major)
Special – Reconfiguration: Solvers can configure their appearance to disguise themselves as inanimate mechanical objects, and can disassemble themselves completely and reassemble themselves at will, each change costing 1 Story Point and taking a full Round. If forcibly disassembled, a Solver's components are capable of independent movement and it can reassemble itself given sufficient time. However, this might take several days or weeks even if all the components are available.
Teleport
Vortex

TECH LEVEL: 9

STORY POINTS: 2-4

THE SONOMANCER *(1st in The Red Lady)*

There was once a student at the Time Lord Academy by the name of Caleera. She was highly intelligent, but her educator criticised her for her constant daydreaming. One day, Caleera's frustration at being reprimanded boiled over and hitherto hidden psychic abilities erupted into a maelstrom that tore the classroom apart. Caleera was reported and her newfound powers subjected to assessment. Her assessor concluded that Caleera could not control her abilities and that they were powerful enough to threaten Gallifrey.

Caleera was assigned a psychosurgeon who implemented a course of therapy to suppress her psychic powers, and at the end of this, she was returned to the Academy to conclude her studies. After graduation, Caleera was appointed to an insultingly junior post in the Panopticon Archive, much to her chagrin. But when she learned that the criminal known as the Eleven (see *V198*) was being held prisoner in the Capitol penitentiary, Caleera arranged to visit him.

When the Eleven inevitably broke out, Caleera tricked the Chief Archivist, the psychosurgeon and her former educator aboard a stolen TARDIS and fled Gallifrey, claiming the criminal was after them (see *L130*). She tortured them and forced them to conduct experiments to restore her psychic abilities. With the unwitting help of the Doctor, these eventually worked and Caleera's powers returned, multiplied a hundredfold. She is now powerful enough to destroy planets.

Caleera renamed herself the Sonomancer, a being having the power to resonate matter down to the atomic level. The Sonomancer can control the resonance of all things: the vibration of atoms, the pulse of electrons, the movement in every cell in a nervous system, the Music of the Spheres themselves. When her powers are in use, they resonate in the mind as her song, the song of the Sonomancer.

The Eleven has his uses but he now serves her purpose. With him working under her command, the Sonomancer seeks to reshape the Universe, perhaps even to destroy it. Using the Eleven's TARDIS, she can even change the Web of Time with her acts of destruction (see *V176*, *L204*, *L223* and *G37*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Caleera's life has been manipulated by Cardinal Padrac (see *V166*), who seeks to use her to destroy the Universe as a member of his Doom Coalition. It was Padrac who secretly ordered that her powers be suppressed, in order to undermine her self-confidence. Later, he beguiled her into loving him and convinced her to flee Gallifrey and restore her powers, but not before installing fail-safes in her mind, preventing her from attacking him if she ever discovered the truth.

THE SONOMANCER



AWARENESS	4	PRESENCE	6
COORDINATION	3	RESOLVE	10
INGENUITY	7	STRENGTH	3

SKILLS

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

TRAITS

Alien Senses – Can detect all frequencies and all types of resonance
Attractive
Eccentric (Major) – God complex
Environmental (Major) – The Sonomancer's powers allow her to survive unprotected in the Vortex and many other environments
Fast Healing (Special)
Feel the Turn of the Universe
Flight (Major)
Hypnosis (Major)
Indomitable
Inspiring Love – Cardinal Padrac
Mind Lord
Psychic
Special – Seismic Amplification: Although the Sonomancer cannot generate earthquakes or other elemental phenomena, she can amplify naturally occurring ones exponentially to destroy a city (costing 2 Story Points), a country or region (4 SPs), a continent (6 SPs) or even an entire planet (8 SPs)
Telekinesis
Telepathy
Teleport
Time Lord
Transmit – Can broadcast her song on all frequencies, using all types of resonance
Vortex
Weakness (Minor) – The Sonomancer is unable to attack Cardinal Padrac or the Resonance Engine Following the destruction of her physical body, the Sonomancer's Strength, Athletics and Fighting should all be marked as N/A, and she gains the following Traits: Immaterial, Immunity (all physical damage) and Matrix Lord.

TECH LEVEL: 10 STORY POINTS: 7

On the planet Syra (see *L223*), the Sonomancer's physical body was destroyed in a flood of lava, but her mind survived. She transcended matter and become a creature of pure sound and energy, becoming god-like. Her song resonated across the Universe, audible on every planet. In this state, the Sonomancer took up residence within the Matrix, distorting its information for Padrac. Padrac took Caleera into his confidence with his insane plans to build the Resonance Engine (see *G52*), a device capable of boosting her powers so that she could destroy the Universe. But at the crucial moment, a temporal explosion threw the Engine and the Sonomancer into the Vortex, scattering her to the ends of time.

The Sonomancer now found that she could only manifest within certain pieces of art and artefacts from across human history. In pictures, she initially appears as a stain or crack, while in writing, she is merely hinted at within the text. Her image is distant and indistinct, the description vague. But there is something feminine about it, though grotesque, almost monstrously misshapen. Caleera is no longer the Sonomancer but has become the Red Lady.

The first person to notice her in any given artefact falls under her influence. The observer becomes obsessed with the Red Lady, and unless they can resist her, they cannot leave the artefact alone for long, but are compelled to look at it again and again. With each fresh look, the hint of the Red Lady in it becomes clearer, as if she were somehow getting closer. That she is feminine becomes more definite and, although she is still grotesque, the observer also sees her as being entrancingly beautiful. They see something red on her face, perhaps a mask or a helm, and as she gets ever closer, she reaches up to remove it. As her influence strengthens, the victim begin to see her in other pictures, even in reflections. With the final image, when her mask is removed, the Red Lady emerges to slaughter her victim with inhuman strength before vanishing back into the artefacts she inhabits. She is searching eternity for Padrac and everyone else is useless to her.

But only the first person to view any particular artefact containing the Red Lady can become her victim. Anyone else examining it will just see the distant, indistinct blemish or vague description of her, still grotesque but unchanging rather than getting closer.

There are a couple of known ways for a victim to avoid their awful fate. Firstly, the victim must be able to see the artefact that has affected them. If it is removed or placed in absolute darkness, or if they are blindfolded, then the Red Lady's influence is suspended, but only temporarily until the victim sees the artefact again. A more permanent solution (other than permanent blinding) is if the victim or somebody in close proximity is able to draw a picture or write a piece of text including her within it. If they manage this, the Red Lady is transferred into the new drawing or writing and is trapped there until somebody else looks at it, her influence over the original victim broken. Quite what would happen if an artefact were to be destroyed is unknown. Possibly her influence through that artefact would end, but she would survive in all the others.

THE RED LADY



AWARENESS	3	PRESENCE	6
COORDINATION	3*	RESOLVE	10
INGENUITY	7	STRENGTH	8*

SKILLS

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

*The Red Lady only has these Attributes and Skills when she manifests.

TRAITS

Alien
Alien Organs (Special) – The Red Lady manifests within artefacts across human history. Spread across so many items, she is almost impossible to kill.
Dependency (Minor) – The Red Lady can only exert her influence over the first person to see her in a piece of art or line of text. Anyone who later notices her is safe.
Hypnosis (Major) – The Red Lady uses this to stop her victims from harming her or trying to break her influence
Fear Factor 3 Feel the Turn of the Universe
Immaterial (Special) – She has no physical presence in the real world other than when she finally emerges to murder a victim, before vanishing back into the artefacts.
Psychic Special – Art That Kills (see sidebar)
Vortex
Weakness (Major) – If a victim she is stalking (or somebody nearby) writes or draws something incorporating the Red Lady before she emerges to kill them, she becomes trapped in that new art or text. The victim is released from her influence and she must wait for somebody new to notice her.
Weakness (Minor) – The Sonomancer is unable to attack Cardinal Padrac or the Resonance Engine

TECH LEVEL: 10 STORY POINTS: 6

There are hundreds if not thousands of artefacts from throughout human history containing the Red Lady. Hieroglyphs, frescos, scrolls, caryatids, tapestries, ancient artefacts of all kinds from across a huge breadth of time and geographical location. One collector, an English antiquarian named Dr Francis McCallum, devoted his life to collecting as many of these as he could. McCallum was blind so didn't fall victim to the Red Lady, but he had somehow learned of the significance of the pieces he collected, doing so to protect humanity. Each piece he acquired was already boxed and sealed, possibly from the time of their creation, so nobody but their creators had looked on them.

In 1963, Dr McCallum's wife and child were murdered by a mysterious assailant and McCallum killed himself out of grief, his will specifying that his entire collection should be locked away, the boxes never opened. His executor thinks it far better that it be donated to the National Museum…

THE RED LADY: ART THAT KILLS

The first person to view an artefact housing the Red Lady must make a contest of Presence + Resolve against her to avoid falling under her influence. If they succeed, they haven't noticed her and the artefact still hasn't claimed its first victim. If they fail, they lose 1 point of either Presence or Resolve (their choice) and must make further rolls at a frequency of a number of hours equal to their current Resolve. If they voluntarily or inadvertently look at the artefact earlier than this, they must make an immediate roll. A success does not now release them, and each failure means they cannot resist looking at the item again, losing a further point of either Presence or Resolve as they slip towards the insanity that heralds the Red Lady. When both Attributes have fallen to zero, the Red Lady will emerge to kill them.



SONTURIANS *(The Battle of Giant's Causeway)*

When the TARDIS was violently pulled out of the Vortex by a temporal tidal wave, it landed near the Giant's Causeway in Ireland in 55 BC. Its occupants quickly found that they weren't the only ones to find themselves out of place here. A battalion of Sontarans have similarly been dumped by the tsunami. But they were hit by the wave when it was far stronger, and it has affected their minds.

These Sontarans have forgotten who they truly are. They have no knowledge of Sontar, the Rutans or probic vents. Instead, they believe themselves to be a battalion of Roman legionaries sent to conquer Hibernia, as the Romans have named Ireland. Even the Sontarans' armour has been changed to that of Roman soldiers, and they wield short swords instead of energy weapons. In fact, their knowledge of such advanced technology has been replaced with that of the era they find themselves in. Their officers even ride horses. The Doctor nicknamed them "Sonturions" and the name has stuck.

These Sonturions have built a Roman camp. The flag at its centre isn't a Roman standard but a receiver that radiates chronon energy. It's a temporal device that the Sonturions don't seem to know anything about. The battalion is led by two Sontaran officers who now go by the names Commander Caecilius Crassus Procullus and General Ignatius Antias Salutio. When the Doctor was first shown into the Commander's tent, Procullus was engaged in a very un-Sontaran activity: he was having a bath. He then proceeded to enjoy a large meal. It wasn't a pleasant sight, as meat, vegetables and fruit were all mashed up together in a single bowl and, although the Commander chewed the food vigorously, he spat each mouthful out instead of swallowing it. However, despite not actually eating anything, the Sonturions don't recharge themselves via their probic vents, which are now only vestigial. Clearly, they draw their energy from something else.

The Sonturion the travellers spent the most time with was General Salutio. It quickly became apparent that he began to pick up the traits and knowledge of the humans, as he started using Charley Pollard's (see *A90*) turns of phrase, such as "off we jolly well go" and "super-duper"! While in close proximity to the Doctor, Salutio began to recall the Rutans and would have acquired his understanding of technology given enough time. The Sonturions therefore appear to be mentally and psychologically malleable, making them easier to influence than standard Sontarans. They still have the Sontarans' usual love of combat though.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Celts that live near the Giant's Causeway have been infiltrated by a group of Rutans (see *The Fourth Doctor Sourcebook*), similarly deposited here by the temporal tidal wave. One has replaced the tribe's queen, Valmoira (see *V301*) and has changed the hexagonal volcanic rock of the Causeway into a bio-compound within which Rutan young are developing. The rocks also store the energy generated by the ocean, and it is this which is somehow recharging the Sonturions. The War Doctor would later discover that the Sonturions were Sontaran-Rutan hybrids, experimental creatures which had fallen through time and lost their true memories.

SONTURION LEGIONARY



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

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

TRAITS
Alien
Alien Appearance
Amnesia (Major)
Brave
By the Book
Dependency (Major) – Linked to the bio-energy within the rocks of the causeway; destroying that will kill them
Tough
Weakness (Minor) – Susceptible to mental influence and have a -2 penalty to resist hypnotism, persuasion or similar

EQUIPMENT
Roman Armour: 3 points
Gladius: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 3-5

SPHERIONS *(Music of the Spherions)*

Enigmatic and strange, Spherions don't possess facial features or limbs; their human-sized bodies are made entirely of solid crystal, textured like ore, and shaped roughly like spaceships. Suitably, they're capable of flying through the vacuum of space and standard atmospheres.

Given their inscrutable nature, one could conclude that the Spherions are mindless. That or they don't wish to speak, acting without concern for others. This is the belief that the Calaxi (see *A124*) hold after centuries of Spherion attacks despite their attempts to broker peace. The Spherions have chased the Calaxi across space, slowly following them no matter how fast the latter flee.

Spherions are powerful aggressors due to their method of attack. They fire small shards from their bodies, like raindrops dropping from crystal clouds. While sharp, the real threat occurs if they pierce the skin, reaching the bloodstream: a victim's cells gradually mutate into inanimate crystal, spreading from the point of infection and consuming limbs until the victim is a dead, inanimate statue. The speed depends on the victim's biochemistry: a Calaxi's body takes days to succumb, while humans last only hours. No cure has been discovered.

An infected human must make a difficulty 21 Resolve + Strength roll every ten minutes: on a Fantastic result, the infection is paused until the next roll. On any lesser result, the infection continues spreading and consumes an entire limb for every six failed rolls. Calaxi only need to roll every thirty minutes. These should be altered to fit a GM's needs, and differing infection-rates could make an interesting complication for a multi-species TARDIS crew.

Most shocking is what happens to the deceased's remains. Their crystalline corpse gradually reshapes itself to resemble a Spherion and gains its own will, becoming a Spherion itself!

Imitating the Calaxi's own sonic weaponry, the Spherions have recently revealed a second weapon in vibrational hums violent enough to shake buildings down.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Spherions and Calaxi are equally intelligent, neither realising due to being unable to communicate: the Spherions communicate via subtle vibrational humming. Their imitation of the Calaxi's sonic weapons isn't retaliation, but attempted communication. The Spherions have always assumed that biological life is unintelligent, comparable to plant life. Long ago, their spawning grounds were destroyed when aliens colonised their breeding planet. The survivors have struggled to survive since, with few Spherion elders remaining. Coincidentally discovering that Calaxi biochemistry makes perfect incubation for the crystalline breeding process, they have endlessly given chase without understanding they're killing intelligent beings. If willing, a Spherion could undo the breeding process mid-infection with humming aimed at the infected area.

SPHERION



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

SKILLS
Athletics 4, Fighting 1, Knowledge 1, Marksman 2

TRAITS
Alien
Alien Appearance
Armour (10 points)
Fear Factor 1
Flight (Major)
Environmental (Minor) – Can survive in the vacuum of space
Immortal (Major)
Infection – see text
Natural Weapon (Major) – Vibrational Hums: S(S/S/2) or 10(5/10/15
Uncommunicative (Minor) – Communicates through subtle vibrations
Weakness (Special) – Can be killed by anything that would destroy normal crystals (such as sonic attacks, which ignore their Armour)

TECH LEVEL: 6

STORY POINTS: 2-4

Even if this miscommunication was brought to light, it would still be challenging to convince the two species to stop warring. The Spherions are desperate to ensure they last another generation, and the Calaxi are fighting a last stand to protect their final home.

Despite not being psychic themselves, Spherion crystals can be attuned to many different frequencies, including odd psychic wavelengths.

TAR-MODOWK *(No More Lies)*

Many species exist within the alien dimensions of the Time Vortex, but the Tar-Modowk are unique in several ways. They're large, muscular and roughly humanoid, and are reasonably intelligent, if savagely driven by instinct. Suitably for beings that exist in the Vortex, they live a nomadic life defined by chasing after time paradoxes and temporal fluctuations like moths to a flame. The Tar-Modowk don't take on energy by eating food and converting it into nutrients, but by absorbing temporal energy itself; this is a process much like photosynthesis, named chronosynthesis.

Chronosynthesis allows the absorption of temporal energy via touch, with complicated temporal anomalies the tastiest feasts of all. The Tar-Modowk can also weaponise their feeding process against living creatures, completely absorbing the energy of an individual's past and future and leaving them a sizzling, dead husk. Time sensitive species such as Time Lords are particularly desirable. The Tar-Modowk have a particularly acute sense of smell which is tuned to the temporal. While driven by this sense of smell, they're intelligent enough to work towards goals and not impulsively chase any target they come across.

The Tar-Modowks' nomadic existence has left them without much in the way of a developed culture, but hundreds of them tend to rally around one appointed leader, all riding saddled Vortisaurs (see *V303*), training the winged beasts to act as bloodhounds seeking out temporal energy that they cannot. Between them and their mounts, a large group of Tar-Modowk can rip apart most spaceships and even cause a TARDIS's cloister bell to ring.

The Doctor notably encountered a swarm of Tar-Modowk when temporal criminal Dr. Zimmerman (see *L239*) drew them in to take care of the Time Lord, while he stole a rare timeship from an obscure, lost species named the Meg-Bania. The Tar-Modowk quickly lost interest in the Doctor and chased after Zimmerman, furiously trying to get the Meg-Banian technology for themselves.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Meg-Bania's temporal experiments backfired, consigning them to the Time Vortex. This experience 'evolved' them into the Tar-Modowk, who have spent aeons searching for a trace of their previous existence in the material Universe. They roam the Vortex as lost souls desperate to get a hold on their heritage.

Zimmerman is currently trapped within a time loop with the technology which has been running for so long that it's weakening the barrier between the Universe and the Vortex. It won't be long until the Tar-Modowk will be able to break through and seize it. They claim the technology will allow them to 'taste life', implying a wish to travel back in time to prevent their own diminished existence.

TAR-MODOWK



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

SKILLS
Athletics 3, Fighting 2, Survival 3, Technology 1

TRAITS
Alien
Alien Appearance
Alien Senses – Can locate temporal life signs and oddities by smell, similar to but less honed than
Feel the Turn of the Universe
Environmental (Minor) – Can exist unprotected in the Vortex and in space
Fear Factor 2
Immortal (Major)
Pet – Vortisaur (see *V303*)
Relentless
Size – Huge (Minor)
Special – Chronosynthesis: A Tor-Modowk sustains itself on temporal energy, and can absorb this from anything: if it tries to absorb the time of a living being via touch, the victim must roll against the Tar-Modowk's Resolve + Survival or take L(4/L/L), not reduced by Armour or other protection
Vortex

TECH LEVEL: 2

STORY POINTS: 2-4

THRELLIPS *(Living Legend)*

The Threllips are an aggressive, expansionist race that likes nothing better than coming across a nice, unthreatening planet and moving in when nobody's looking. Often with extreme prejudice. They are a joyless bunch but are surprisingly highly advanced at a technical level. The Threllip Empire has even had dealings with Time Lords, and they have a basic understanding of temporal engineering, at least enough to be able to detect the energy signatures of temporal vehicles.

Threllips are very large humanoid creatures with rough green hide, lumpen features and arms as thick as tree trunks. As might be expected, they are immensely strong, capable of lifting and throwing an average sized human a dozen or more metres with ease. When they walk, their ponderous tread makes a loud thudding noise. Slightly offsetting their fearsome appearance and violent temperament, Threllips talk with what, to an English-speaking ear, sounds like a broad West Country accent, albeit in a deep, rumbling voice.

Threllips breathe an atmosphere which is close to Earth normal. Despite their physical strength and hardy constitutions, they are just as vulnerable to intoxication as humans, though they don't seem to be familiar with alcoholic beverages.

The Threllip Empire uses a process of genetic classification to breed different gene streams of Threllips, each stream having designated capabilities and ranks. Gene streams A and B are for the leaders and officers, while C and D are for the workers and grunts. Theoretically, Threllips from the higher gene streams are the more intelligent specimens. In practice, however, they are no brighter than their underlings. In fact, Threllip leaders are particularly vain and gullible, making them easy to fool. The rank and file Threllips may also be gullible, but some of them at least have technical skills, and many are brighter than they at first seem.

Threllip blasters are devastating weapons that fire radium-charged fireballs capable of levelling trees. Threllip invasion fleets are usually preceded by a small advance party whose job it is to set up a transdimensional portal to allow for the arrival of the first squads of Threllip soldiers.

THRELLIP



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

SKILLS
Convince 1, Fighting 2, Marksman 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Argumentative
By the Book
Fear Factor 1
Slow (Minor)
Tough
Uncreative (Minor)

EQUIPMENT
Radium Blaster: L(4/L/L) damage, or 7(3/7/10) damage in a 60° arc

TECH LEVEL: 7

STORY POINTS: 3-5



THRELLIP GENE STREAMS

The Threllip breeding programme provides additional Traits to Threllips of the higher gene streams, as follows:

Stream A: Military Rank (Special), Voice of Authority
Stream B: Military Rank (Major), Voice of Authority
Stream C: Military Rank (Minor), Technically Adept
Stream D: No additional Traits

TIME ROACHES *(Foreshadowing)*

Time roaches are insectoid creatures that live within the Vortex. They resemble ants, but ants the size of rats. If they absorb enough temporal energy, they can grow even larger. The upper limit isn't known for sure, but the Doctor and Charley (see *A90*) encountered one which only needed to feed on the temporal energy of two humans to allow it to grow to the size of a dog. So it's possible that they could grow to be very large indeed.

Fortunately, time roaches are usually confined to the Vortex itself, where they latch onto time-ships and feed off their energies. They very rarely remain attached when a ship leaves the Vortex. If they do, the unfamiliar environment causes them to panic and attach themselves to anyone they encounter to feed on their personal timestreams.

The effect of this is either to regress a victim into their personal past, causing them to become younger, even to the point of vanishing entirely, or to progress them into their personal future, causing them to age rapidly. Time roaches aren't fussy which way their victims go, but if they're not interrupted, the result is the same: the death of the victim. Time roaches aren't fond of temporal anomalies though, and one quickly dropped from Charley Pollard after attaching itself, having sensed that she had become an unstable point in time.

Like the Earth insects they resemble, time roaches are also partial to sugar. The Doctor was able to use a packet of rich tea biscuits as bait to recapture a roach that had managed to sneak aboard the TARDIS through a small breach in its forcefield and escape on Earth in the 1970s. The Doctor had built a time trap to contain the creature. Although it was only the size and shape of a tennis ball, albeit a metallic one with a small hole in it, by a feat of dimensional engineering, the trap was capable of drawing a time roach into it, healing it of any injuries and placing it in temporal stasis until it could be returned to the Vortex. The time trap was also able to extract the temporal energy the captured roach had absorbed, restoring those it had aged or rejuvenated back to their proper ages.

As well as the insectoid time roaches that the Eighth Doctor came face to bug-like face with, the Eleventh Doctor also encountered another kind of Vortex-dweller also referred to as a time roach. These are a humanoid species, lumpen and grey-skinned. They are similarly attracted to the energy given off by time vessels and have the habit of taking refuge in engines, where they can cause much damage. However, unlike the ant-like roaches, these are able to follow an energy trail out of the Vortex and into our Universe, where they are capable of moving people and objects through time.

It is unknown whether the insectoid and humanoid creatures are at all related. Despite their physical differences, it is possible that they are either the same species at different points in their life-cycle (or evolution) or related sub-species.

TIME ROACH (INSECTOID)



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

SKILLS
Athletics 3, Fighting 1, Survival 4

TRAITS
Alien
Alien Appearance
Alien Senses – Temporal energy and disturbances
Armour (4 points)
Impulsive
Natural Weapon (Minor) – Time Regression/ Progression: 4(2/4/L) damage (ignores standard Armour and similar)
Size: Tiny – normally Major, but by feeding they can grow, adjusting their stats along the way

TECH LEVEL: N/A

STORY POINTS: 1-2

TIME TRAP [Special Gadget]
Traits: Bigger on the Inside (Special), Stasis (Major), Special – Restore (instantly heals all damage sustained by and caused by anything contained within the trap at a cost of 1 Story Point per character healed)
Cost: 8 points

THE TRISKELE *(Storm Warning)*

The Triskele ("tris-KEE-lee") is a species which divided itself into three separate castes: the Engineers, the Uncreators and the Lawgiver. They were once a single, unified race, each having the characteristics of all three castes. But they had an overriding compulsion to destroy, to "uncreate", and fought among themselves, committing atrocities to the point where they almost wiped themselves out.

To avoid extinction, their instinct and destructive urge was confined to the Uncreators, the warrior caste, while the intellect was assigned to the Engineers. Between them, they are the heart and the brains of the Triskele. The Engineers developed a living circuit to be attached to the cerebral cortex of all Triskele with the exception of the Lawgiver. The Lawgiver is a unique Triskele whose role is to make the decisions. The living circuit prevents the Engineers and the Uncreators from taking any action which is against the wishes of the Lawgiver.

The Engineers are small humanoids with smooth, grey skin and large, reflective eyes. The Uncreators are larger and more monstrous in appearance. To symbolise their destructive instincts being in check, they are kept permanently chained. If the Lawgiver were to die without another waiting to take its place, the chains would unlock and fall away, and the cerebral circuits would cease to work. The Uncreators would mutate into deformed monsters, free to destroy without restraint.

The triskelion symbol the Uncreators wear on their chests unfolds to become a hand-held energy weapon. Despite their monstrous appearance and violent instincts, the current generation of Uncreators has been chained for centuries and has never encountered another predator before. Their instincts warn them to be afraid of anything that could harm them. Any creature that stands up to them, by roaring or displaying other signs of aggression, can enter into a contest of Presence + Convince (with the Uncreators having a +2 bonus for their Fear Factor) to drive the Uncreators off.

By 1930, when a Triskele ship arrived in Earth orbit, the Lawgiver is ancient and its body is atrophied. Its death is not far off, and it urgently needs to nominate its successor. It cannot choose a Triskele Engineer or Uncreator, so it needs to identify a suitable candidate from another race. Humans seem to it to have potential, so it has arranged for the Engineer Prime to make contact and select suitable specimens for the Lawgiver to choose from.

The Triskele ship is huge, perhaps two miles long. Within it, the Triskele do not move around the ship. Instead, the floors and walls move around the Triskele, becoming insubstantial as needed to allow them to pass through unimpeded, in a manner that humans would find disconcerting.

In the centre of the ship is a massive chamber with the design of a triskelion on the floor, resembling the three-legged symbol on the flag of the Isle of Man. Whenever there are issues to be discussed and decisions to be made, the leaders of each of the three castes stand on each of the three legs of the triskelion: Engineer Prime, Uncreator Prime and Lawgiver.

Triskele glide along slightly above the ground. The atmosphere they breathe is a slightly different mix of gases than found on Earth, and they would require a pressurised suit to breathe without discomfort. However, at lower pressures (higher altitudes, for example), they can breathe an Earth atmosphere without

ENGINEER



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

SKILLS
Convince 1, Craft 4, Science 3, Technology 4, Transport 1

TRAITS
Alien
Alien Appearance
Enslaved – Cannot perform any action the Lawgiver does not wish
Flight (Minor)
Hypnosis (Major)
Psychic
Technically Adept
Telepathy
Weakness (Minor) – Triskele breathe a slightly different mix of gases than we do and suffer a -2 penalty to all rolls in an Earth-like atmosphere

TECH LEVEL: 7

STORY POINTS: 2-4

UNCREATOR



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

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

TRAITS
Alien
Alien Appearance
Enslaved – Cannot perform any action the Lawgiver does not wish
Fear Factor 1
Flight (Minor)
Hypnosis (Major)
Impulsive
Psychic
Telepathy
Tough
Weakness (Minor) – As creatures of instinct, an Uncreator will automatically submit to anyone displaying superior aggression by winning a contest of Presence + Convince, their Fear Factor giving the Uncreator a +2 bonus
Weakness (Minor) – Triskele breathe a slightly different mix of gases than we do and suffer a -2 penalty to all rolls in an Earth-like atmosphere

EQUIPMENT
Triskelion: 7(3/7/10) damage

TECH LEVEL: 7

STORY POINTS: 2-4

LAWGIVER



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

SKILLS
Convince 4, Knowledge 5, Technology 2

TRAITS
Alien
Alien Appearance
By the Book
Flight (Minor)
Hypnosis (Major)
Psychic
Telepathy
Weakness (Minor) – Triskele breathe a slightly different mix of gases than we do and suffer a -2 penalty to all rolls in an Earth-like atmosphere

TECH LEVEL: 7

STORY POINTS: 8

problem. Triskele are mildly psychic and can read the thoughts of other beings, enabling them to classify them broadly as Engineers or Uncreators. A Triskele finds it easier to read the thoughts of those beings of the same classification as themselves (providing a +2 bonus on rolls).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In advance of the Lawgiver choosing its successor, the Uncreator Prime has been in telepathic contact with Colonel Rathbone (see *V175*) of British intelligence. It now has Rathbone under its mental control and intends to manipulate him into killing the Lawgiver and freeing the Uncreators from their chains

URSINES *(The Sonomancer)*

Unsurprisingly considering their name, the Ursines are a barrel-chested species resembling teddy bears. They may look cute, but most of them have a bad attitude. They're large, furry and generally not very intelligent. Their voices are deep growls and their paws have large semi-retractable claws. Like many of the bear species of Earth, Ursines are truculent and bad tempered, and it's generally best to give them a wide berth.

Ursines are very strong and can take a lot of punishment. They're perhaps not quite as tough as an Ogron, but they're not far off. Most of them speak good English, though some have a strong, clipped accent.

During the Earth Empire era of the Third Millennium, it's not unusual to encounter Ursines in human space. Their strength makes them useful for manual labour. On the planet Megerra, for example, many Ursines were employed in the mines. But by the 26th Century, when the machinery had become more sophisticated, the Ursines couldn't cope. Many left, but those who stayed got themselves involved in low-level crime in Megacity, much to the consternation of its police chief, Garshak (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). They aren't bright enough for anything too complicated, but they're OK as enforcers and general hired muscle. Some operate independently but at nothing more sophisticated than mugging or simple breaking and entering. They don't usually bother to carry weapons; their big paws can stun you, the sharp claws rip you to bloody shreds.

Ursines can be black- or brown-furred. The black ones are supposed to be the brighter, though that's not saying much. They tend to be the leaders. Ursines have a loose code of honour in that any slight against one of their kind is considered a slight against them all and is to be paid back, usually with violence

Brown-furred Ursines are little more than thugs looking for trouble. But some of the black-furred ones can display enough initiative to set up their own enterprises. The Doctor encountered one who had his own mining corporation. Naturally, he was using it to conduct illegal mining operations on the planet Syra (see *L223*), a fact which eventually landed him in hot water with Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). Like many Ursines, he was only interested in making money for himself and didn't really care about the damage he was doing.

However, not all Ursines are as bad as their reputation. A small minority find respectable employment, for example in the security sector. Some can even be considered to be honourable.

BLACK-FURRED URSINE



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

SKILLS
Convince 1, Fighting 3, Marksman 2

TRAITS
Alien
Alien Appearance
Argumentative
Armour (4 points)
Code of Conduct (Minor) – Defend and avenge Ursine honour
Natural Weapon (Minor) – Claws: Strength +2 damage
Technically Inept

TECH LEVEL: 6

STORY POINTS: 2-4

BROWN-FURRED URSINES

Ursines with brown fur have pretty much the same stats as their black-furred compatriots, but with the following adjustments:

Attributes: Reduce Ingenuity to 1 and Presence to 2
Traits: Delete Convince
Story Points: 1-3

VALMOIRA *(The Battle of Giant's Causeway)*

In 55 BC, Valmoira is queen of a tribe of Celts near the Giant's Causeway in Ireland. Hers is one of a number of Celtic groups who are resisting a Roman invasion of Hibernia, as the Romans have named the island. So far, only a single battalion of legionaries has landed in this area, and the Celts have found them to be strange people unlike any they have encountered before (see *V293*).

Recently, Valmoira has become the leader of a death cult and has been granted the power to bring her people's fallen warriors back to life and make them walk again. The revived warriors protect Valmoira and guard the cave in which she carries out the secret rituals of the cult. Each time a warrior is given new life, the hexagonal rock formations of the Causeway shake and there is a strange sound, which a person from two thousand years into the future would recognise as that of an electrical discharge.

Valmoira's activities are not popular with many of her tribe, including her own daughter, Noorie. Some have taken to calling Valmoira the Death Druid, and believe that her actions are contrary to the Celtic belief in letting the dead rest in peace. There is even talk of revolt among her people, and that her dark arts have made Valmoira weak.

Valmoira only acquired her new powers after the arrival of the strange, goblin-headed Roman legionaries, and where they have come from is a mystery.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Roman soldiers are a battalion of Sontarans, deposited here by a temporal tidal wave and changed by it to become "Sonturions", Sontarans with Roman armour and weaponry whose memories of who they really are have been replaced. But something else has also been deposited here: a number of Rutans (see *The Fourth Doctor Sourcebook*), whom the Sonturions would recognise as their deadly enemies if only they could remember them.

Unlike the Sonturions, the Rutans remember what they truly are, and one has taken the form of the Celtic queen Valmoira. But they are cut off from the Rutan collective consciousness and trapped on Earth. The Rutans have used their bio-engineering expertise to change the structure of the volcanic rock of the Giant's Causeway that reaches across under the sea to Scotland (Caledonia to the Romans). It is now capable of absorbing energy from the ocean, and it is also suitable for gestating young Rutans within its hexagonal bio-altered rocks. The false Valmoira has been using a cave in the rocks in which to replace dead Celtic warriors with Rutan copies. By increasing their numbers, they will increase the Rutans' strength to be able to take on their Sontaran foes!

For some reason, the energy of the bio-engineered rocks is also powering the Sonturions, so they do not need to re-energise themselves via their probic vents. Quite how or why this is happening is unclear, but is presumably linked to the temporal tidal wave that brought Sontarans, Rutans and the 8th Doctor here. The full truth will only be discovered by a later incarnation of the Doctor (see *The Time War Expanded Universe Sourcebook*).

VALMOIRA



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

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

TRAITS
Adversary (Major) – The Sontaran Empire
Alien
Alien Appearance
Alien Organs (Minor)
Climbing (Major)
Environmental (Major) – Any environment
Fear Factor 1
Natural Weapon (Major) – Electrical Touch: L(4/L/L) damage
Shapeshift (Special) – Needs to dissect a member of the subject species first
Weakness (Major) – Heat-based weapons do an extra 4 damage to Rutans

TECH LEVEL: 7

STORY POINTS: 10

THE VOID *(Crossed Lines, The Keys of Baker Street)*

As the Tenth Doctor put it, the Void is the space between dimensions. There are all sorts of realities around us, different dimensions, billions of parallel universes all stacked up against each other. The Void is the space in between, containing absolutely nothing. No light, no dark, no up, no down, no life, no time. Without end. The Time Lords call it the Void. The Eternals call it the Howling. Some people call it Hell.

The Void is just desolation and emptiness, a chasm between alternative realities. Fortunately, it remains locked out of our and every other dimension. Only in the most cataclysmic of circumstances could it gain a foothold in our Universe, circumstances in which reality itself is collapsing, providing the Void with a way into our world.

At such times of ultimate catastrophe, the Void seems to act as if it were a living thing, and may even manifest as a Void-form. Void-forms, whether taking on a roughly humanoid outline or remaining as a more shapeless mass of nothingness, are slow but relentless forces of elemental destruction. Looking into a Void-form is like looking into the blackest pit and the brightest sun simultaneously, the Void having neither light nor dark in its own extra-dimensional realm. It is both beautiful and terrifying.

As reality breaks down, the Void uses Void-forms like walking dimensional abysses, dissolving the timeline piece by piece. Distorted, despairing voices may be heard emanating from them, taken from those closest to the centre of the storm but saying nothing coherent. Void-forms dissolve any matter they touch into nothing, though this can delay their progress and they therefore prefer to use doorways to get to their prey.

As with Reapers (see *Father's Day*), very old objects or creatures will take longer for the Void-forms to affect, as will anything with some form of resistance to the ravages of time. Although they are immune to virtually all damage, extremely high bursts of temporal energy may drive a Void-form off temporarily. They don't have the intelligence to fear them, but their forms can be disrupted or dissipated for a short time.

Destroying a Void-form permanently is almost impossible, and the only way to survive their onslaught is to resolve the cataclysm that allowed the Void to breach the dimensions in the first place. If reality itself can be saved, the Void is forced back into its own realm between the dimensions.

Although the Void is nothingness, it is possible for creatures from our Universe to survive within it, provided they have sufficient protection from its ravages. The Daleks, for example, survived in a specially-designed Void Ship (see *Army of Ghosts/Doomsday*), and the Division's control centre was located in the Void (see *Flux*). The dimensional engineering required to allow such vessels to exist outside any reality is truly incredible. Even the Time Lords officially consider such technology to be impossible.

VOID-FORM



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	8
INGENUITY	1	STRENGTH	6

SKILLS
Fighting 2

TRAITS
Alien
Alien Appearance
Alien Senses – Dimensional and temporal disturbances
Aura – Awe-inspiring beauty and terror
Environmental (Major)
Fear Factor 2
Immortal (Major)
Immunity (Major) – All damage
Natural Weapon (Major) – Touch of Destruction: L(4/L/L) damage, ignores any Armour or similar but may be affected by Forcefields; a Void-form must spend an additional Round to use this attack (longer in the case of very old beings or objects)
Size: Huge – As they absorb more of a timeline, Void-forms grow in size, gaining Huge (Minor), Huge (Major) and eventually Colossal
Slow (Minor)
Weakness (Minor) – Void-forms may be driven away by extremely high bursts of temporal energy

TECH LEVEL: N/A

STORY POINTS: 10

Although the Tenth Doctor believed that no life exists naturally within the Void, there is some evidence that he was incorrect.

VORTISAURS *(1st in Storm Warning)*

Vortisaurs (*pterosaura vortexfera*), time pterosaurs, are scavengers that live within the Vortex itself, feeding on the chronal energy given off by damaged time ships. They are drawn to disturbances in the Vortex caused by objects passing through it and to other temporal distortions. Any time-ship which finds itself in difficulties within the Vortex is at risk of being mobbed by flocks of these beasts. Although primarily carrion-feeders, Vortisaurs will also attack living creatures. They're very tenacious once they've got the scent of blood and have a particular attraction to that of Time Lords and other time sensitive species. Their bite delivers five-dimensional damage, ageing the affected tissue as well as inflicting physical injury.

Vortisaurs resemble the pterosaurs of prehistoric Earth, having long beaks lined with sharp teeth, and a tough hide and leathery wings. Their hides tend to be indigo and are often striped. They need to absorb temporal energy to survive, and will sicken and die if outside the Vortex for extended periods.

Vortisaurs can grow to an enormous size and are capable of carrying riders on their back. The barbaric Tor-Modowk, who also dwell in the Vortex, use them as battle-steeds, and the Doctor himself claimed to have ridden them bareback in his youth.

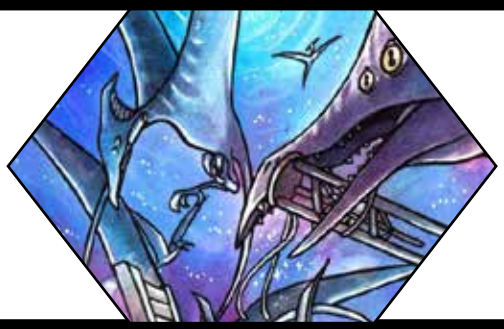
When the Doctor materialised the TARDIS aboard the airship R101 in 1930, he accidentally dragged a Vortisaur out of the Vortex with him. His new companion, Charley Pollard (see *A90*), named it Ramsay as she claimed it resembled the Prime Minister, Ramsay MacDonald. Ramsay remained on board the TARDIS for a short time, but was released back into the Vortex after it began to sicken. In any case, it seemed resistant to being domesticated by Charley and the Doctor (which may have been due to it sensing that Charley was a temporal anomaly)!

LIFE IN THE VORTEX

For such an apparently inhospitable environment, the Vortex is home to a surprising number of species. In addition to Vortisaurs and Chronovores (see *The Third Doctor Sourcebook*), more peaceful creatures such as the Kolstani (see *L171*), the Temperon (*The Sixth Doctor Expanded Universe Sourcebook*) and the Laan (*Fourth Doctor*) may also be found there, as well as bizarre entities like the Clock People (*Eighth Doctor Vol.1*), the Vortex Wraiths (*ibid*) and the Ravenous (see *V276*). Beings of vast power, such as Lampreys (*Sixth Doctor*) and Krakens (*Eighth Doctor Vol.1*), are best avoided. There are even examples of sentient species which have made the Vortex their home, among them the Curia of Nineteen (*Third Doctor*), the Council of Eight (*Eighth Doctor Vol.1*) and the savage Tar-Modowk (see *V295*). At the other end of the spectrum, many inhabitants are little more than predators or pests, Phidians (*Third Doctor 2018 Addendum*), Pantophagen (*Fourth Doctor*), Mederi (*Fourth Doctor 2020 Addendum*), Time Roaches (see *V297*) and temporal corrosion (see *G57*), for example.

Given the range of lifeforms to be found in the Vortex, the possibilities for setting an adventure or two entirely within it are clear, perhaps taking in a visit to the mysterious airship that drifts through it (see *L237*).

VORTISAUR



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

SKILLS

Athletics 2, Fighting 3, Survival 4

TRAITS

Alien Alien Appearance
Alien Senses – Can sense temporal energy and chronal distortions.
Dependency (Major) – Without the energies of the Vortex, Vortisaurs weaken and die in a similar manner as starvation in other species
Environment (Minor) – Can survive unprotected in the Vortex
Flight (Major)
Keen Senses (Minor) – Smell and hearing
Natural Weapon (Special) – Toothed Beak: Strength +2 standard damage, plus half that again as temporal damage which rapidly ages the wound and cannot be reduced by Armour or similar; victims with Traits such as Immortal or an appropriate Environment Trait are immune to this damage, and extremely long-lived species such as Time Lords will take only a single point of temporal damage per bite
Tough

Larger Vortisaurs have Size: Huge (Minor or Major), with appropriate adjustments to Strength.

TECH LEVEL: N/A STORY POINTS: 1-2

ZAGREUS *(Neverland, Zagreus, The Next Life)*

The Web of Time did not exist until Rassilon (see *V274*) built the Eye of Harmony, the hitching post of chronology. The Eye of Harmony created a Universe of positive time, finite time. With it, Rassilon anchored the continuity of the Universe. But just as matter has its counterpart in antimatter, just as every action has an equal and opposite reaction, then, by all the immutable laws of the Universe, positive time, the Web of Time, must have its shadow. By creating the Eye of Harmony, Rassilon also created anti-time. It is as destructive a force to causality as antimatter is to space, being a threat to the Web of Time. So Rassilon banished it to its own universe, to the Anti-verse (see *L109*), a dimension of pure chaos. But much of this account is treated with disdain by serious Time Lord researchers, and the existence of anti-time is generally given far less credence than the beliefs of the Flat Galaxy Society.

But when the Web of Time came under threat due to Charley Pollard (see *A90*) having survived the crash of the airship R101, a force that may be anti-time was detected bleeding through into our Universe. Through this dimensional rip, temporal distortions flowed and disrupted the stability of history. The Matrix itself came close to breaking point as it tried to maintain continuity. Projections of the future based on the continued incursion of what was now accepted to be anti-time consistently showed time collapsing in on itself, the fall of Gallifrey, and chaos and anarchy loosed upon the cosmos.

Anti-time is often associated with a Gallifreyan bogeyman figure, Zagreus, a figure from a nursery rhyme taught to Time Tots. According to The Myth of Zagreus, "Zagreus waits at the end of the world, for Zagreus is the end of the world. His time is the end of Time, and his moment Time's undoing." It could almost be a metaphor for what was happening to the Web of Time, as if Zagreus were the embodiment of anti-time. A similar story also figures in the literature of worlds other than Gallifrey. On Sparbarus and Finian Four, it's a parable. For the Jazuric-speaking peoples, it's an epic myth. Even on Earth, it is found in the records held in the Library of St John the Beheaded (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*).

Before it was reduced to a nursery rhyme, the legend of Zagreus related how a hero abandoned his people to build a vast and mighty cosmic ship and go in search of the land of Zagreus, a land he knew only to exist in dreams. The hero set a course to a scar on the face of creation, where the stars lived and died in the churn of a single night, and decay was the only constant. After many years, he was about to give up his quest, when he imagined a huge gate in the clouds. The Gate of Zagreus opened before him, and all of the Anti-verse was revealed to him, and its terrible beauty ached in his hearts. Through the Gate the hero ventured, there to do battle with Zagreus, the Beast, never resting as long as history is lasting, until either or both are laid to waste.

The name of the hero is Assilon, or sometimes Raslon. In some traditions, it's simply Ra. These folk tales share one other element.

ZAGREUS-INFECTED DOCTOR



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

SKILLS
Athletics 3, Convince 4, Craft 2, Fighting 3, Knowledge 6, Marksman 1, Medicine 3, Science 4, Subterfuge 3, Survival 3, Technology 5, Transport 4

TRAITS
Boffin
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Impulsive
Indomitable
Infection
Obsession (Major) – Freedom
Photographic Memory
Precognition
Psychic
Technically Adept
Telepathy
Time Lord
Time Lord – Experienced x7
Time Traveller (Special) – All Tech Levels
Tough
Voice of Authority
Vortex

TECH LEVEL: 11

STORY POINTS: 8

Before the hero leaves home in search of Zagreus, he orders all records of his quest destroyed for fear of undermining his utopia. His people believe him dead, just as Rassilon is believed by the

Time Lords to be dead.

If there were any truth in this legend, it would explain why the idea of anti-time has always been discredited and suppressed on Gallifrey, an enduring legacy of Rassilon's lieutenants. But a possible congruence between these tales and the heresy of anti-time has been noted for centuries. Only recently have Time Lord scholars been brave enough to break with the Great Curriculum, to open their eyes to newer fields, sharing their knowledge with others of the Temporal Powers (see *The Sixth Doctor Expanded Universe Sourcebook*).

With Coordinator Vansell (*ibid*) at its head, the Celestial Intervention Agency has assisted in the research and has come to believe that Rassilon himself might still survive in the Anti-verse, safe inside a Zero Cabinet. Vansell looks to restore Rassilon, the legendary figure who began the Intuitive Revelation on Gallifrey, overthrowing the superstitions of the Pythias (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) and establishing the Eye of Harmony to anchor the Web of Time.

But what of Zagreus? If Rassilon still lives, could Zagreus not also survive in the Anti-verse?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Originally, Zagreus didn't exist as a discrete entity, the legend being the creation of the Never People (see *V258*). It could be considered as being a representation of the anti-time energies. But anti-time is capable of infecting and corrupting those who come into contact with it, either influencing them or taking them over completely. In the latter case, this provides anti-time with the means to manifest in a physical form as Zagreus. By such means, anti-time has gained sentience.

When the Doctor became Zagreus, it was a ranting figure in the Doctor's image, but filled with crackling anti-time energy and planning the total annihilation of the cosmos. Rassilon intended to enslave it as his assassin, wielding a blade (see *G30*) forged from the TARDIS outer shell and infected with anti-time. But Zagreus resisted. The Doctor's anti-time infection was stabilised by exposure to pure zero matter generated by the TARDIS, though he believed the infection was still dormant within him. He was only cured when he entered the Divergent Universe (see *L142*), in which there is no concept of time, rendering Zagreus almost powerless.

Zagreus then existed only as a disembodied entity for a very long time, and has lived through many cycles of the Divergent Universe's life. In the current cycle, it finally encountered a being who understood time. This was Perfection, an entity in the form of the perfect woman who had been created by the experiments of the Divergents. Perfection had fled from them until she met and was forced to marry Daqar Keep (see *V187*), the wealthiest man in the Ninth Galaxy. Eventually, she killed herself because of Keep's mistreatment of her, and Zagreus took possession of her body.

PERFECTION



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

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

TRAITS
Attractive
Charming
Feel the Turn of the Universe
Impulsive
Indomitable
Infection
Obsession (Major) – Freedom
Psychic
Telepathy
Vortex

EQUIPMENT
Hunting Rifle: 7(3/7/10)
Moonstone pendant

TECH LEVEL: 11

STORY POINTS: 8

Zagreus has since posed as Perfection and acts the part of Daqar Keep's wife. It is aware that Keep has a role to play in Rassilon's plans to escape from the Divergent Universe and return to ours. Zagreus knows the codes to access his Foundry, hidden on a small blue planet that drifts through this universe (see *L151*), and has accompanied Keep there. Like her husband, Perfection has assumed the trappings of a big game hunter in the jungles of this

world. Recently, she has stolen a moonstone pendant that was given to her husband, which she knows forms one half of a key to open the inter-dimensional portal within the Foundry.

Only when she reveals her true identity will Perfection speak with the crackling voice that marks her as Zagreus. Although she appears human, Zagreus has imbued Perfection's body with incredible strength. Zagreus's objective is to use Keep to locate the Foundry and then open the portal back to our Universe.

ANTI-TIME INFECTION

Anyone exposed to anti-time must make a roll to resist becoming infected. In the case of exposure to another character already infected by anti-time, the roll is a contest of Presence + Resolve, with the character already infected having a +4 bonus. In the case of exposure to raw anti-time, the roll is at a Difficulty determined according to the concentration of anti-time and duration of exposure: Difficulty 12 for a low concentration and duration, Difficulty 15; for a medium concentration and low duration, or vice versa; Difficulty 18 for a medium concentration and duration; Difficulty 21 for a high concentration and medium duration, or vice versa; and Difficulty 24 for a high concentration and exposure.

If the character trying to resist infection achieves a Good or Fantastic result, they have avoided infection. A Success means that they are only under the influence of anti-time for a single Round. A Failure means that they are under the influence of anti-time in a similar manner to hypnosis. A Bad result means that they are possessed by Zagreus, but may make periodic attempts to resist its control. And a Disastrous result means that they are possessed by Zagreus indefinitely, without any attempts to resist.

Note that Zagreus can use anti-time to influence any number of characters, but it can only possess a single host at any one time. It can choose to pass from one host to another if the above rolls indicate it (i.e. Bad or Disastrous results).

Characters under the influence of anti-time or possession by Zagreus can be identified by a change in their voices, which gain a buzzing, crackling quality, similar to a background of static. They gain the following Traits: Infection, Psychic, Telepathy and Obsession (Major: Freedom).

Using pure zero matter to cure anti-time infection requires a similar roll by the victim, with a +4 bonus. A Success means the infection is overcome but remains dormant in the victim and may reassert itself in the future. A Good result means the infection is thrown off completely. And a Fantastic result means that the infection is thrown off and the victim gains a +4 bonus to resist future infections.

THE MYTH OF ZAGREUS

In modern times, The Myth of Zagreus is considered to be nothing more than a cautionary tale for Time Tots and takes the form of a poem in six verses:

Zagreus sits inside your head,
Zagreus lives among the dead,
Zagreus sees you in your bed,
And eats you when you're sleeping.

Zagreus at the end of days,
Zagreus lies all other ways,
Zagreus comes when Time's a maze,
And all of history is weeping.

Zagreus taking Time apart,
Zagreus fears the hero heart,
Zagreus seeks the final part,
The reward that he is reaping.

Zagreus sings when all is lost,
Zagreus takes all those he's crossed,
Zagreus wins and all is cost,
The hero's hearts he's keeping.

Zagreus seeks the hero's ship,
Zagreus needs the web to rip,
Zagreus sups time at a drip,
And life aside he's sweeping.

Zagreus waits at the end of the world,
For Zagreus is the end of the world.
His time is the end of Time,
And his moment Time's undoing.

An additional verse has largely been forgotten, possibly having been hushed up as the final line is sometimes attributed to Rassilon. Its placement among the other verses is uncertain but is likely to be before verse 6:

Zagreus is my secret name!
Zagreus is the one to blame!
Zagreus is the Time Lord's shame!
The Beast that I've been keeping.

There is also an alternative version of the second verse, which may have been deliberately changed as the final line does not rhyme with the final lines of verses 1-5:

Zagreus at the end of days,
Zagreus lies all other ways,
Zagreus sets the skies ablaze,
The stars his flame a-gleaming.

ZARODNIX CORPORATION

(Sisters of the Flame/The Vengeance of Morbius)

The Zarodnix Corporation is a company of impressive standing, dealing mainly in the buying and selling of the most specialised of commodities: planets. CEO Christophe Zarodnix is a reclusive figure, known to be a collector of rare historical artefacts. He is a humanoid of distant human descent, which is common for his time period. It's without question that Zarodnix is the richest man in the Galaxy, but claims of him being the richest man in the Universe are likely just cooked up by his PR team.

Zarodnix has purchased many home worlds belonging to the far-flung Trell (see *X13*), a sentient species that resembles ten-foot-tall Earth centipedes, known for being orderly and law-abiding. While it isn't surprising that many have been employed by the Corporation, the Trell that work on Zarodnix's private, personal affairs are abnormal. Not only do they wear strange metallic uniforms and hats with blinking lights on top, but their voices have mechanical hints, matching their oddly robotic speaking patterns. Scans of their DNA reveal traces of biology-altering metallic implants. Zarodnix space freighters such as the *Eurelz* ferry cargo around the Universe, with many bionically-altered Trell working alongside humanoid agents. The latter appear to just be doing their jobs and are unaware of any shady goings-on.

Zarodnix is as volatile and juvenile as one would expect of such an obscenely rich and powerful figure, usually filled with childish glee at his successes or childish bitterness over any minor failure. He hires the Universe's greatest minds to build experimental new technology for him, believing the history books will credit him as creator due to funding them. His wealth allows him to be extremely short-sighted, such as impulsively selling entire solar systems when he needs immediate cash, not caring if he's getting the best price for them or not. While the location of Zarodnix's central offices isn't known for certain, it's rumoured that he's based on the planet Karn (see *The Brain of Morbius*), having set up a massive mining operation to harvest the planet's rare minerals. As with the Trell home worlds he's purchased, Zarodnix has also expunged all public information about Karn, the Sisterhood of Karn and the Time Lords. Ironically, his censorship hints at his true designs.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER

Zarodnix is the leader of the Cult of Morbius, having dedicated his life obsessively worshipping the ancient Time Lord despot. The rare historical artefacts he collects are all from Time Lord history, and almost all of them relate to Morbius. From Morbius' old presidential robes to technology the Time Lord created with his own hands, Zarodnix owns every piece of remaining Morbius miscellanea. All except one: the brain of Morbius!

The rumours of Zarodnix's operation on Karn being for mining rare minerals is a cover, as he's secretly searching for what remains of Morbius after the creature housing his brain fell down the deepest canyon on the planet centuries ago. Karn is surrounded by the best defences money can buy, including powerful ground cannons, cloaking devices that protect the planet from psychic scrying, and experimental time particle monitors specifically designed to track time machines such as TARDISes. The Sisterhood of Karn has been forced to abandon the planet, but they keep a close eye on Zarodnix, with one of their number under deep cover as one of Zarodnix's most trusted humanoid agents (see *A153*).

Zarodnix's large army of Trell are bio-augmented (see *X13*) into being devoted henchmen, their bionic implants successfully overwriting their natural minds and allowing them to participate in unlawful business. They were transformed by augmentation nanocytes, tiny infectious nanomachines that replace massive

CHRISTOPHE ZARODNIX



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

SKILLS
Convince 2, Knowledge 3 (AoE: Business), Marksman 1, Subterfuge 1, Technology 1, Transport 1

TRAITS
Arrogant
Cutting Edge Technology
Dark Secret (Major) – Attempting to resurrect Morbius
Eccentric (Major) – Emotionally childish
Impulsive
Menacing
Obsession (Major) – Worshipping Morbius
Voice of Authority
Wealthy (Major)

TECH LEVEL: 7

STORY POINTS: 6

amounts of their victim's biology with mechanical matter. While all augmented Trell carry these nanocytes with them to add to their ranks, they're currently only configured to work on Trell biology. However, it may be possible to program them for capability with other species.

Zarodnix has recently discovered a small scrap of Morbius' brain matter, which is enough to set his true plan into action. The Sisterhood are only vaguely aware of this scheme but know it involves creating a clone of the tyrant using the DNA samples of a kidnapped Time Lord. As such, they've warned Gallifrey. With Zarodnix's immense resources, his army of augmented Trell and collection of ancient Time Lord weapons, it's extremely likely that a resurrected Morbius would be successful in resuming his conquest of the Universe. The Time Lords are on edge and have decided to place Gallifrey in lockdown. They will issue a recall signal to all TARDISes, and time scoop the remaining Time Lords back to Gallifrey, so as not to risk anyone falling into Zarodnix's clutches.

Initially planning to use the Doctor's DNA to resurrect Morbius, Zarodnix settled on using Straxus (see *A174*), a Time Lord kidnapped and sent by the High Council to collect him. The experimental gene-splicing Genetrotron (see *G36*) worked successfully, resurrecting Morbius' mind in a new, rejuvenated body. The process was not unlike an artificial form of regeneration. While retaining his obsession with power, this new incarnation of Morbius is very different to the one the Doctor last encountered, having a calm and relaxed demeanour and requiring a provocation before becoming upset or raising his voice. While slightly dismissive of Zarodnix, he's sociable with his right-hand man, and he respects enemies who have the courage to stand up to him. Of course, his xenophobic warmongering and misogynistic streaks remain.

Vital in his plan to conquer Gallifrey is a stellar manipulator, built by Morbius long ago (see *G44*). Controlled by a round device that he wears around his neck as a medallion dangling between his hearts, Morbius would be able to stifle the Eye of Harmony's power, leaving the Time Lords without the ability to time travel: in his own words, leaving them lords of nothing. With the Time Lords already hiding on Gallifrey, it would be child's play for Morbius to make the planet the objective of his first campaign and virtually wipe out his own species, forcing the rest to flee to the dark corners of the Universe.

Even though Zarodnix's Genetrotron is sophisticated technology, it's still experimental tech that he barely understands how to use. Morbius' new life is flawed in two significant ways. First, his mind can recall the centuries he spent dead at the bottom of the dark canyon, giving him intense post-traumatic stress disorder. While absolutely terrified at the prospect of returning to the canyon, he's compelled to build his new palace around it, the balcony of his room being directly above it. Secondly, his body regularly becomes fatigued and weakened over time, forcing him to return to the Genetrotron to take even more samples of Straxus' DNA to recover his strength. While Morbius will likely be successful in regaining his empire, these two complications may spell his ultimate doom.

MORBIUS RESURRECTED



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

SKILLS

Athletics 3, Convince 6, Craft 3 Fighting 3, Knowledge 5, Marksman 2, Medicine 2, Science 5, Survival 5, Technology 5, Transport 4

TRAITS

Adversary (Major) – Time Lords, the Doctor
Authority (Major) – The Cult of Morbius and Zarodnix's Trell army
Bio-rhythmic Control
Boffin
Charming
Emotional Complication (Major) – Can recall lying dead in the deep canyon for centuries
Epicurean Tastes
Feel the Turn of the Universe
Indomitable
Menacing
Mind Lord
Obsession (Major) – Conquer the universe
Psychic
Technically Adept
Telepathy
Time Lord – Cannot regenerate without the Genetrotron
Time Lord Engineer
Time Lord – Experienced x12
Time Traveller (Special) – All Tech Levels
Voice of Authority
Wanted Renegade
Weakness – Imperfect resurrection intermittently makes Morbius fatigued and weak, reducing all Attributes by 1 and giving him a -4 penalty to any physical challenge until restored by fresh Time Lord DNA
Well Mannered

EQUIPMENT

Stellar Manipulator Controller

TECH LEVEL: 10 STORY POINTS: 8

LOCATIONS IN SPACE AND TIME



107 BAKER STREET *(1st in Twenty-Four Doors in December)*



Exactly when the Doctor acquired 107 Baker Street in the heart of London isn't known for certain, but it may have been purchased in the 19th Century by either his third or fourth incarnations while he was working for UNIT but travelling in time and space again. It's a typical London townhouse, narrow but consisting of several storeys including an attic (with a bedroom and a priest hole behind the mirror), a basement and a secret cellar accessed via a false wall in the parlour.

In chronological terms, the earliest known use is by the Fifth Doctor, who lived there for about a year from 1866 to 1867 after the TARDIS had been stolen by Thomas Brewster (see *The Fifth Doctor Expanded Universe Sourcebook*). The Fourth Doctor also lived in the house from 1917 to 1921, again due to being stranded on Earth, this time while trying to resolve the mystery of Malkin Place (see *The Fourth Doctor 2020 Addendum*). However, his presence there was not continuous, as Molly O'Sullivan (see *A101*) spent some time squatting in Baker Street in 1918. With the Doctor's permission, Molly let the house out to one of her convalescing patients, David Walker, who lived there until his death in 1972. In the interim, David married and the couple raised their two sons in the house.

Even while the house was occupied by the Walkers, the Doctor used it occasionally as a retreat or a place to leave the TARDIS away from prying eyes. In 1972, after the death of David Walker, the Eighth Doctor left Molly and Liv (see *A98*) there while he went off on his own for a while. Though in a timeline cancelled by the death of Kotris (see *V236*), it was the base of the Ides Scientific Institute (see *V227*) at this time.

When the Fifth Doctor visited the house in 2008, it needed new furniture and a good spring clean. He handed the responsibility for maintenance of the house over to Thomas Brewster, in return for Brewster and his girlfriend Connie living there (see *The Fifth Doctor Expanded Universe Sourcebook*). After Connie died in a road accident, Brewster had the house converted into flats and let out by an agency before leaving to try to return to his home time of the 1860s.

Stranded in 2020:
In 2020, about ten years after Brewster had vacated 107 Baker Street, the Eighth Doctor and Liv returned there with Helen Sinclair (see *A93*) after the TARDIS crash-landed in London. The ship had been badly

RON WINTERS



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

SKILLS
Convince 2, Craft (Dancing) 1, Fighting 1, Knowledge 1, Marksman 2, Technology

TRAITS
Brave
Inspiring Love – Tony

TECH LEVEL: 5

STORY POINTS: 4

damaged by the Ravenous (see *V276*), and it "retreated" to recuperate, becoming just an empty shell tucked away on a side street in Camden and used as a phone box lending library by the locals. The Doctor wasn't even sure whether it would recover and decamped to Baker Street in order to work out what to do.

The Doctor was not too happy to discover what Brewster had done to the old place, finding that it had five tenants (who were shortly joined by several more). Nevertheless, he took over his responsibilities as landlord, calling himself "Doctor Smith" and claiming that he had inherited the place. Brewster had been responsible enough to set a very affordable rent for flats in so central a location in London, and the Doctor was happy not to increase it. However, the income from the rent barely covered the cost of upkeep, particularly as various repairs were needed by now.

In 2020, Flat 1 is home to Tania Bell (see *A108*), while two other flats are taken by Ron Winters and Tony Clare, and the Akhtar sisters, Aisha and Zakia, while the Doctor, Liv and Helen have set themselves up in the attic and one of the empty flats. Six weeks after they move in, Flat 4 is taken by the Bright-Thompson family, though only Ken and his son Robin (see *V277*) actually move in, as Ken's wife is working abroad. Shortly after that, Andy Davidson (see *A105*) takes another flat, and finally (and briefly) the mysterious Mr Bird (see *V255*).

TONY CLARE



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

SKILLS
Convince 1, Knowledge 2, Science 3, Technology 2

TRAITS
Absent-Minded
Argumentative
Inspiring Love – Ron

TECH LEVEL: 5

STORY POINTS: 4

AISHA AKHTAR



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

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

TRAITS
Dark Secret (Minor) – Zakia is her daughter
Face in the Crowd
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 4

Tania, Andy, Robin and Mr Bird each have their own separate entries in this sourcebook. Of the others, Ron and Tony are a pair of openly gay men. Now married, their relationship goes back to the 1970s, when they both served in UNIT under Brigadier Lethbridge-Stewart, Ron as a lance corporal, Tony as a newly-graduated scientist. Working for a military organisation in the 1970s, they had to be discreet. Although homosexuality was not by then illegal in Britain, there was still a ban on gay men and lesbians serving in the armed forces. In actuality, the Brigadier was aware of their budding romance but chose to turn a blind eye to it.

By 2020, Ron and Tony are in their seventies. Tony has always been a bit absent-minded and is the spikier of the two. They are kind at heart but prone to bickering, both with each other and with the Akhtar sisters about the volume of music or TV coming from each other's flats. These tensions were largely resolved by the Doctor depowering an alien device called the Pandora Bolt (see *G45*). Ron has a part-time job at a lost-property shop near Baker Street which is actually run by an alien living undercover on Earth (a fact unknown to Ron but known to the Doctor).

ZAKIA AKHTAR



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

SKILLS
Athletics 3, Convince 3, Subterfuge 2

TRAITS
Attractive
Brave
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 4

Aisha and Zakia Akhtar are a pair of British-Pakistani sisters, though there is an obvious age difference between them, Aisha being in her thirties while Zakia is only around twenty. The pair have to keep several jobs each in order to pay the rent. In fact, the relationship between them is not quite what it seems. Rather than being Zakia's sister, Aisha is actually her mother. Aisha had Zakia at a very young age and it was decided that the baby would be raised by Aisha's mother. Zakia does not yet know this. Both Zakia and Aisha are initially suspicious of the Doctor, Liv and Helen and their strange behaviour, acting as if they're alien to London.

Ken Bright-Thompson is something in advertising. He works hard and is away for long hours, which his son Robin resents, a situation compounded by Robin's mother working abroad. As a result, Ken and Robin have a strained relationship, with Robin feeling somewhat abandoned and considering running away. The Bright-Thompsons only lived at 107 Baker Street for a few weeks before Ken's job required him to relocate to Scotland.

KEN BRIGHT-THOMPSON



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

SKILLS
Athletics 2, Convince 4, Craft (Advertising) 4, Knowledge 1, Technology 2, Transport 2

TRAITS
Emotional Complication (Major) – Robin (see *Vol.1* for description of this Trait)
Obligation (Major) – His work and clients

TECH LEVEL: 5

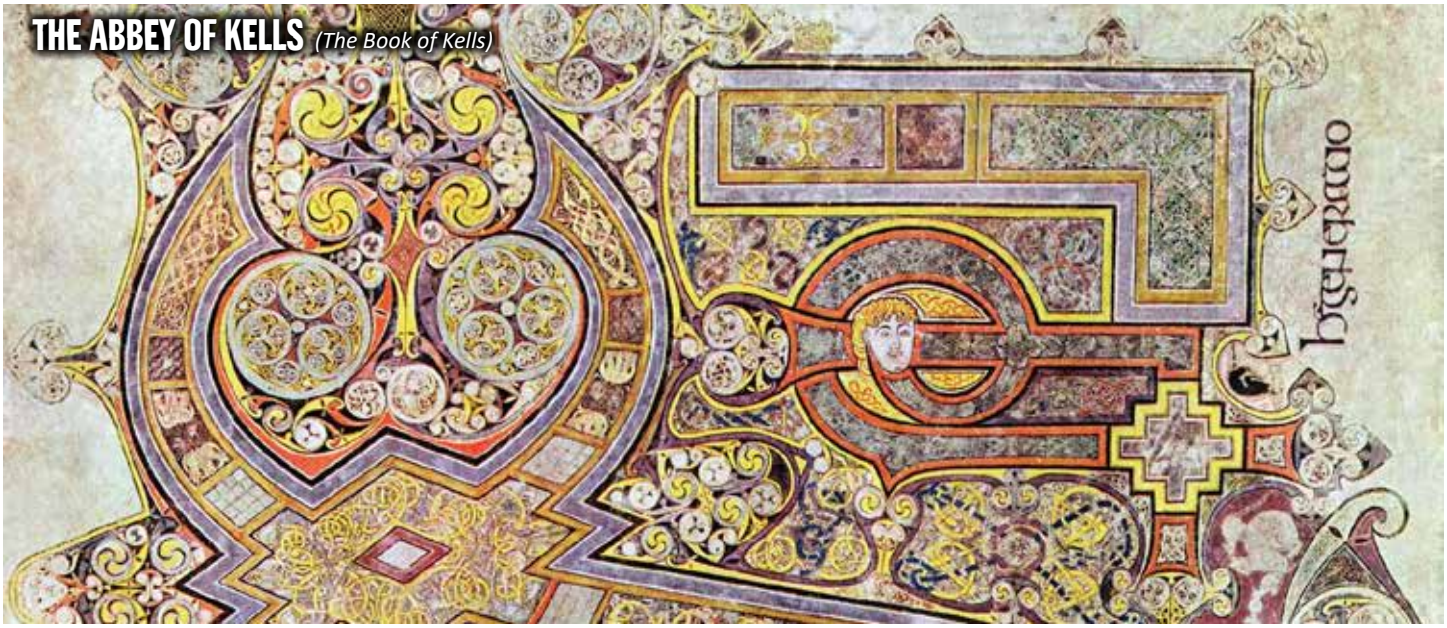
STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It transpired that the TARDIS had created an alternative timeline (see *V189*) when it crashed in 2020. After the proper timeline was reset with the Curator's help (see *A91*) , the Doctor, Liv and Helen lived at 107 Baker Street with the other residents until time had properly crystallised, staying there during the 2020 lockdown caused by the COVID-19 pandemic. During the lockdown, both Ron and Aisha passed away. The Doctor and his friends departed at the start of 2021, but Liv returned – after several more years of travel in the TARDIS – to move in with Tania, the pair having become a couple.



THE ABBEY OF KELLS *(The Book of Kells)*



The Book of Kells, named for the Abbey where it was completed, is one of the most famous artefacts in Irish history. A Christian manuscript containing the four gospels among other relevant texts, the *Book* is a masterwork of calligraphy, with its illuminators (the term used instead of "illustrators") producing page after page of intricately detailed and colourful illuminations, breathing new life into the ancient texts. Old calligraphy techniques combine with then recently developed inks on high-quality vellum, a parchment made from calfskin. The *Book* consists of 340 pages organised into four volumes.

Despite its importance to Irish history, the *Book* was first known as *The Book of Columbia*, after the Saint who originally devised it on the Scottish island of Iona. Its original Abbey was ransacked by invading Vikings, leading to the *Book* being finished at a much later date at its replacement, County Meath's Abbey of Kells. These origins are theorised and occasionally disputed by historians, but not nearly as much as what happened to the *Book* in 1006: after being stolen in the middle of the night, it was found months later under a pile of sod with many pages torn out and it's bejewelled, golden cover missing, leading to much speculation about what happened to it in the interim.

The Abbey of Kells was re-established from Iona, founded around 554, with the actual construction not being completed until around 814. By 1006, when the Doctor visited, the Abbey is bustling with activity, with tanners, scribes, jewellers and goldsmiths all contributing to the *Book*'s development in one way or another. The Abbey's tightly thatched roofs and sturdy timber constructs keep the monks inside feeling confidently safe from Ireland's oft-raining skies and oft-pillaging rogue Vikings respectively. High towers make it so no one can enter or leave without being identified, and it's three days' travel on horseback between the Abbey and Ireland's capital of Dublin.

The Abbey is as comfortable a place as one could hope for at this point in the Middle Ages... still meaning that much of the decoration is animal skins, meals are salvaged from rotting vegetables, and large middens (piles of animal dung and refuse) are strewn about.

All said, Viking raids are still a common enough issue that the Abbey has been constructed with many hidden passages to prevent a similar disaster to Iona. For the sake of keeping them secret, only important figures such as the Abbot and Chief Librarian are made aware of their existence: the younger, more superstitious monks may hear this scurrying or whispering from inside the walls and assume the Abbey to be besieged by devils.

Unfortunately, even the Abbey's defences couldn't protect it from an assault in 1018 by Norse-Gaelic King of Dublin, Sitric Silkbeard (see *V285*), who slaughtered many of the Monks and sold others as slaves. In the twelfth century, the monastery was dissolved, the Abbey becoming a parish. Miraculously, the *Book* survived within the Abbey until the 1650s, until it was sent to Dublin for safekeeping from Oliver Cromwell's troops. While the Abbey itself is a historical site, it has only a single standing tower by the 21st Century, and the *Book* has been safely displayed within Trinity College since 1961, remaining a symbol of Ireland's ability to survive lengthy hardships.

KELLS ILLUMINATOR

Attributes: Awareness 3, Coordination 4, Ingenuity 3, Presence 2, Resolve 4, Strength 2
Skills: Athletics 1, Convince 1, Craft 4 (AoE: Manuscript Illustration), Knowledge 3 (AoE: Christianity), Survival 2
Traits: Code of Conduct (Major), Keen Senses (Minor: Sight), Meditation (+2 bonus on rolls requiring focus and concentration), Obligation (Major: Kells Abbey)
Tech Level: 2
Story Points: 2



Until the continued existence of Charley Pollard (see *A90*) threatened the stability of the Web of Time and temporal distortion began to spread across history, the existence of an Anti-verse remained only a discredited theory to the Time Lords. Charley had become a space-time breach through which a phenomenon known as anti-time flowed. Previously, anti-time was just a theoretical substance believed to break down the Web of Time.

The Web of Time could not exist until Rassilon (see *V274*) built the Eye of Harmony, the hitching post of chronology, "that which does not flux nor wither nor change its state." The Eye created a universe of finite, positive time, and Gallifrey anchored the continuity of the Universe. As matter has antimatter, so time has anti-time. Anti-time is a force as intractable and destructive to causality as antimatter is to space. Something with no past, no present, no future. A perpetuity of meaningless chaos. A Now, with no Beginning or End.

President Romana's plan to prevent the destruction of the Web of Time was to follow the time distortion to its source and lay waste to the scourge of anti-time at its root. Coordinator Vansell (see *The Sixth Doctor Expanded Universe Sourcebook*) proposed using the same route as the distortion, by transforming Charley into a four-dimensional archway into the dimension of anti-time, the Anti-verse itself. The process is extremely painful for Charley. But once the Doctor's TARDIS and Vansell's time station are through the archway, she restabilises into her physical form

Within the Anti-verse, the Time Lords' scanners are next to useless. They are unable to fix a space-time location in the chaos of anti-time. The Anti-verse is no place that can be described by Gallifreyan mathematics. Cameras, scanners and sensors record data calibrated according to continuous constant time. But they can't measure the sheer anarchy of the Anti-verse. It's anathema to Gallifreyan science and is likely just to flood the sensors with nonsense. In such circumstances, using eyes and ears is more reliable.

The Anti-verse is comprised of two nebulae locked together in an accelerated dance, a star swallowing a star swallowing a star in constant motion. The life and death of an entire universe is taking place in an ever-changing instant. The only fixed point in this maelstrom is a single planetoid, a blackened rock hanging in the sky. It is static, suggesting that it too is a foreign body in this place.

From orbit, a layer of mist obscures the surface of the planetoid. At ground level, it has a pressure of 1.3G and a thick but breathable atmosphere. The terrain is dominated by a bottomless crevasse and a forest of what at first appear to be trees but are thousands of metal spikes. They aren't natural, but have been manufactured and then beaten out of shape. Even the dust they stand in is metal ore, like iron filings. The landscape is periodically swept by downpours of acid rain which cause 1 point of damage per Round of exposure.

The planetoid is not lifeless. It is home to the Never People (see *V258*), wraith-like humanoids who flicker in and out of existence. The Never People know of the legends of Zagreus (see *V304*) and claim that the truth about them lies in a grotto in the hills. Within the grotto, they claim, is a casket within which sleeps the creator of Zagreus: Rassilon himself!

Tunnel entrances in the ridges and foothills of the terrain provide convenient shelter from the acid rain. The tunnels are remarkably regular, more like corridors in fact, with others leading off right and left forming a network. There's a dim light but its source is uncertain, and patterns on the walls, like big ellipses.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Exploring further, the corridors lead into huge chambers with pitted circles in the walls, and at the core of the thing, a massive stalactite connecting a fluted ceiling to a broad hexagonal dais. This entire world is not a natural planetoid; it is the wreck of a TARDIS, its dimensions ripped asunder and turned inside out, compacted and mapped onto itself.

If the Never People are to be believed, it is the TARDIS of Rassilon. True to form, if the power receptors on the remains of the console are activated, Rassilon's image manifests in the air and delivers a message. He claims that in his dying years, he grew fearful of the anti-time he had created and ventured into the Anti-verse to do battle with it. Rassilon became trapped in this place and retreated into a Zero Cabinet in order to wait until rescue arrived. All he now wants is to be taken back to Gallifrey, where the casket can be safely opened and he can be awakened from a sleep of millions of years.

All this is a trap, of course. The casket does not contain Rassilon, but a mass of anti-time. It is the Never People's plan that the casket will be opened on Gallifrey where it will detonate, destroying the Time Lords and corrupting the Web of Time. The anti-time in the casket can infect anyone who gets too close, controlling them to achieve its aims.



The Doctor knows the planet Atharna as a world of sprawling oceans, pleasure cruisers and luxurious city-ships. The floating city of Moslin is a particular attraction and is home to the towering Statue of Kithal, one of the Seven Hundred Wonders of the Universe. Atharna is populated by colonists from across the cosmos, which is why Kithal, the god of setters, has his statue here.

However, when the Doctor tried to visit Atharna to see the statue, the TARDIS landed on a desert world with an intolerably hot climate. The coordinates were correct and the planet is still called Atharna, but something catastrophic has clearly happened. It's not as if the planet itself has changed: the locals know that Atharna has always been a dustbowl in the middle of nowhere. Besides, there are now two suns in the sky, rather than the expected one, and the nearest inhabited planets are different as well.

In this new version of reality, the heat and winds give Atharna a very inhospitable environment. It's surprising it's been settled at all, but the use of personal heat shields for protection from the suns make things more bearable.

The truth is that there aren't that many inhabitants on Atharna anyway. In place of the city of Moslin that the Doctor was expecting to visit, there is a small settlement resembling a one-horse town straight out of the Old West, all sand and corrugated iron. Even the accents fit the setting.

This version of Moslin doesn't get many visitors, so strangers stick out like a sore thumb – though bandits aren't unknown in these parts. Communications are provided by good old-fashioned telephones, and the weapon of choice is the traditional six-shooter revolver.

There are only three buildings of note in Moslin. The most obvious to new arrivals is Samson's Cantina, resembling an Old West saloon and advertised by a big gaudy sign. It's named after the great-grandfather of the current proprietor, a young man also named Samson, who is not overly endowed in the brains department. A sign on the wall warns "We Don't Harbour Fugitives!" It was put up after Samson hid one in the cantina's cellar and the sheriff had to shoot him out. It took Samson forever to get rid of the stains! The cantina is also the town's only hotel, with several bedrooms in the upper storey. Samson has a strict rule that weapons aren't allowed in the rooms, to avoid domestic incidents.

The second noteworthy building is signed Craddock's Clinic. Craddock is Moslin's doctor. As it's such a small town, he also tends to the service robots, "maintaining the maintainers" as he puts it. A sign boasts "Days since last mortality: 2,023", the longest run the town has ever seen. Dr Craddock is an older man, bluff but helpful. Due to the small population and low demand for his services in recent times, Craddock's store of medical supplies hasn't been topped up lately.

Two doors down from the clinic is the office of Moslin's sheriff, Katherine Steel. Katherine has been sheriff for over ten years now and can boast that she's kept the town crime-free for 2,023 days. The number isn't coincidental, as the last death in Dr Craddock's care was of the sheriff's deputy. Katherine still blames Craddock for saving the life of the killer while the deputy died. Despite this, the sheriff is a fair woman with an eye for justice rather than the strict application of the law.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The radical change to Atharna is the result of time fractures caused by the Tenth Doctor as the Time Lord Victorious (see *X10*) changing established history back in the Dark Times. Following his visit to Atharna, the Eighth Doctor will be drawn into direct conflict with his later incarnation, even working with the Daleks (see *V181*) to try to restore the timelines!

PERSONAL HEAT SHIELD [Minor Gadget]
Traits: Environmental (Minor: Protects against extreme heat), Invisibility (to heat sensors only)
Cost: 1 point

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

THE AURUM *(The Great Cyber-War)*



During the Great Cyber-War, the Aurum was built in orbit above Voga (see *L236*), the planet of gold. It's a gigantic space-station constructed in the form of a pyramid, largely from pure gold. The exterior almost glows in the light of Voga's sun, while the interior is a golden domain. The walls, floors and ceilings are solid gold, as are the fixtures and fittings, vents and even the dado rail! It's a vision of opulence or decadence, depending on your point of view.

The Aurum was designed by the scientific genius Oberon Fix (see *A164*), inventor of the Glitter Gun (see *The Fourth Doctor Sourcebook*). He is resident in his laboratory and quarters at the very apex of the pyramid, from where he can look down on the entirety of the Aurum. The hangars and space docks are at the base of the pyramid, with the main concourse above them. Here is where the Aurum's many wealthy guests, the "Elite" or "Gilded", arrive and are greeted by Administrator Galta Finella. Each one is chipped on arrival, as are all the staff, and are entered into the Aurum Network as a security precaution and to prevent them being tracked by the Cybermen. The sole exception to this rule is Oberon Fix himself.

From the main concourse, a lift is the only means of ascending to the apex, and it has no intermediate stops. The journey takes precisely 79 seconds, the atomic number of gold, but it can't be called down from the concourse. Any invading force arriving in the docks will have to fight their way up, level by level. Externally, the Aurum is protected by a forcefield generated by a protection globe at the pyramid's base, which flickers according to the Fibonacci sequence. The Aurum is fully shielded on all frequencies, but the humans are wrong to think that the Cybermen don't know it exists.

Although the civilian staff of the Aurum are human, the security guards are all Vogan, led by a grim female named Vrull. She reports to Administrator Galta, who in turn reports to Oberon Fix. Galta is middle aged, authoritative and efficient. She was formerly part of the old interstellar fleet but lost a leg during an offensive on Haven in the Winter System and was assigned an administrative post. Galta is proud of her duty but she's desperate to see action again.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When she was injured on Haven, Galta was patched up in the field and given an artificial leg. Oberon Fix has offered to replace it with a better one, but Galta has always declined. Unfortunately, the field medic was a Cyber-agent, and within the artificial leg is a dormant Cybermat waiting to receive the signal to activate. When it does so and breaks out, it will kill Galta.

ADMINISTRATOR GALTA FINELLA

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

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

TRAITS
Authority (Minor)
Brave
Distinctive
Impaired (Minor) – Artificial leg reduces her Speed by 1
Obligation (Major) – Earth Security
Voice of Authority
Weakness (Major) – Will be killed if the Cybermat in her artificial leg is activated

EQUIPMENT
Pistol: 5(2/5/7) damage

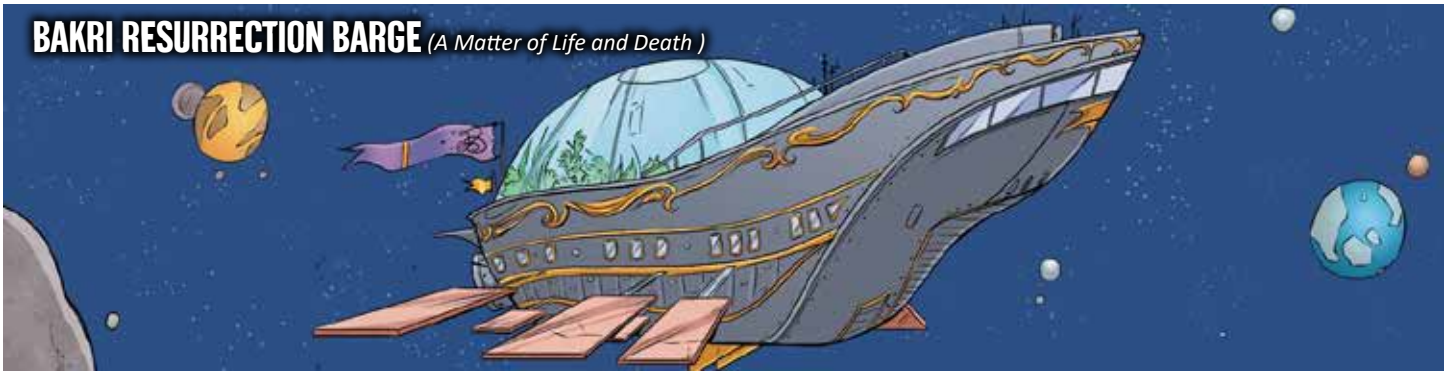
TECH LEVEL: 6
STORY POINTS: 6

THE AURUM
Armour: 10 **Hit Capacity:** 50 **Speed:** 1*

Traits: Block Scan**, Forcefield (Major), Scan, Transmit, Travel
Weapons: Laser Cannon – 15(7/15/22) damage
Story Points: 8

*For manoeuvring purposes. Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space
**See *The Seventh Doctor Expanded Universe Sourcebook Vol.2*.

BAKRI RESURRECTION BARGE *(A Matter of Life and Death)*



The *Vast* and Bountiful Human Empire is a rarely used term for a point in humanity's spacefaring future: while it could refer to one of the individual *Great* and Bountiful Human Empires, it could also describe some period of overlap, an interim or a collective term for them all. It's a time when spacefaring humans are one of the most important political powers in the galaxy, with noble families ruling over planets and casually selling moons as if they were pocket change. These privileged few bask in the luxuries created by other peoples, such as the Bakri's Resurrection Barges. On these opulent luxury spas floating through deep space, the richest 0.0001 percent come to be reborn.

This is more than marketing hyperbole. The Bakri have such a grasp of neuroscience that they've developed technology that creates a digitised replica of a deceased person's mind exactly at the point of their death, and places a copy into a synthetically grown body. These synthetic bodies would perfectly resemble the originals if they didn't all possess vibrantly red pupils; either a limitation of the technology, or means to identify patent ownership by the Bakri.

The horrific existential reality of being a mere copy of your own digitised memories inside a synthetic body seems to be completely lost on the rich elite. Why would they think about something so dull when they can focus on aimlessly whiling away their new lifetimes on the Barge's twenty-four hour parties, swimming pools and restaurants, courtesy of the Bakri?

The Bakri themselves are dexterous, four-armed humanoids with green scaled skin. Red shoots of hair grow from their yellow-spotted scalps, which both men and women style into ponytails. While those staffing the barges are subservient to humanity, this is a standard worker/client relationship as opposed to any form of slavery. Some are even as irritatingly posh as the humans they serve!

The barges are outfitted with surveillance equipment and holding cells, useful for pinning any outbreaks of mysterious murders on unexpected guests! The resurrection chambers themselves are eerie green rooms, filled with pods that incubate the synthetic bodies. The computer's databases contain thousands of copies of dead client's minds, sleeping in an infinite space.

BAKRI RACE PACKAGE
Cost: 2 points
Attributes: Coordination +1 (+1)
Traits: Additional Limbs (+1), Alien (+2), Alien Appearance (-2)

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Something becomes apparent after spending time around the bodies: they possess their own latent consciousnesses from "birth", which are suppressed by the Bakri simply pasting their clients' memories over the new ones. Becoming more restless over time, this new subspecies of human is tired of being pushed down into their own subconsciousnesses, and see the Bakri and their clients as oppressors to violently rise up against. The Synths are as intelligent as adult humans, despite lacking experiences of their own.

The Bakri consider that the Synths are coding errors best ignored, but rich clients would be indignant about being ripped off after spending so much money. Each consciousness inside a Synth's body may attempt to suppress the other by a contest of Presence + Convince. Consciousness isn't subsumed permanently, and the contest can be attempted multiple times. The computer in the incubation chamber has the ability to 'recall' any consciousness in a Synth's body, meaning the resurrected clients could be safely put back into the machine – or even uploaded into an external source, such as a TARDIS's databanks.

While at least one Synth body has the means to transfer consciousnesses on its own without external technology, its owner has reason to have commissioned this feature for her own goals (see *A94*). The race package provided here presents this as a standard Trait, but a GM may wish to limit this powerful ability to a select few.

SYNTH RACE PACKAGE
Cost: 5 Character Points and 1 Story Point
Traits: Clone (+3 CP and +1 SP), Distinctive (-1), Synth Mind Transference* (+4), Restrictions to Synth Mind Transference* (-1)

*Similar to Mind Transference (Advanced) from *The Sixth Doctor Expanded Universe Sourcebook*, this Trait allows a consciousness in a Synth body to attempt a standard Possess contest to indefinitely switch their mind with that of another individual. To do so, the Synth must be physically touching their victim with both hands. Becoming distracted gives them a -2 disadvantage to succeed.



Not all planets which have been catalogued have a name. Some are only identified by an alphanumeric code or galactic coordinates. In the 37th Century, the Interplanetary Council assigned most newly discovered planets with a barcode, which remained in place of a name until they were colonised and the settlers decided on one. One such planet was visited by the Doctor, Liv and Helen, its barcode being broadcast by an orbiting satellite. Although the Doctor claimed to be fluent in barcode, he didn't translate this world's name; in any event, it would only be something like "line, line, thin line…" and so on.

The TARDIS was expecting something barren. But what the travellers discovered was all blue skies, green hills and forests, like an English idyll out of William Blake except with three moons. The forest is silent and a little creepy. It appears empty with no wildlife, no livestock, nothing beyond the vegetation. Although Helen thought she heard birdsong at one point, the others noticed nothing. The trees of the dark forest include Earth species such as beech and Scots pine.

There is sentient life here, and the location of a quaint, old-fashioned cottage is revealed by a line of chimney smoke rising above the trees. The cottage is like something from the lid of an old biscuit tin. Well, if you ignore the large, metal outhouse in the background that looks more industrial than fairytale and is of a modular construction. This "barn" is currently filled with dozens of deactivated drones which all show signs of damage.

The cottage is home to two settlers, scouts for the colonists who are still to arrive (and who will then move into the converted barn building). Bex (Rebecca) is the younger of the two and says that she and her companion have been here for twenty-three months, with the others not due to arrive for another couple of years. She is welcoming of newcomers but is eager for the arrival of the Charter Families who have claimed the planet and its farming and mineral rights. Bex is enjoying the opportunity to get back to traditional living, and the cottage is designed to showcase this world's natural resources of wood and thatch and clay. But it's much less primitive than it looks. There's no rain at all on this world, and water has to be drawn up a well and passed through a filtration unit. Crops have been planted behind the cottage from seeds brought with them. Fortunately the drones were able to complete the construction and planting before they all packed up.

Bex's companion is Myra. She's much older and seems to be in poor health, physically and mentally. Myra is suspicious of newcomers. She's abrasive, paranoid and confused for a lot of the time. She's also fearful of the woods and claims that there's something in them. Not that she's seen anything, but there's a darkness driving into her eyes. Bex denies there's anything out there and believes it's just Myra's nightmares. Myra has collected glossy black feathers as proof of something, but Bex says they're from the box of trinkets they brought with them from Earth. When she gets particularly agitated, Myra claims to be kept a prisoner here and pleads to be put out of her misery. Bex is perhaps overly protective of the older woman, but says she's free to come and go as she pleases. A physical examination of Myra reveals that she's actually in good health given her age, even if her breathing is a little wheezy. It's just that life here is exhausting and, according to Myra, Bex is draining her strength.

But when Myra becomes particularly agitated, or perhaps if visitors venture into the forest, something does indeed come from the trees. Something dark, a half-seen silhouette that ripples as it moves. It can't quite be seen until it coalesces as a flock of black birds. They're accompanied by an almost overwhelming urge to flee from them, like a psychic repulsion or fear that they generate. The flock vanishes just as suddenly as it appears, leaving nothing behind except perhaps a feather or two. Bex isn't usually around when these visitations happen and won't believe a word of it, no matter what evidence the travellers produce.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Myra can plant and weed and pick the crops, Bex is the one with technical and medical training. Bex has been administering sedatives to the older woman against her will to keep her calm. As events come to a head, Myra will suffer a seizure, coughing uncontrollably until falling dead as she spits out a black, twisted parody of a newborn chick. The flock will then appear again, diving at the cottage's windows to try to get in and claim the chick as one of its own.

The couple's small scout ship can be found out in the forest, but getting to it can be a problem. It's overgrown with thorny bushes and requires a Difficulty 12 Coordination + Survival roll to avoid taking 2(1/2/3) damage to get to it. It's a small craft and from the outside, a Difficulty 12 Awareness + Ingenuity reveals that it's only designed for one person. The door isn't fully closed and birdsong can be heard within. Birds will fly out to swarm around anyone who approaches but will vanish once the ship is entered. The thorny growth has spread inside, covering the interior. But beneath it there is only a single cryo-pod. Also hidden in the vegetation is the true pilot, the real Bex, the single scout who arrived years ago and was overcome by something utterly alien. She is still alive but only just, the roots and tendrils having grown into her eyes and mouth, making her part of the vegetation.

What it is that claimed the real Bex's body and mind is unknown even to the Doctor. Is it indigenous to this planet, or something from a distant plane of existence? It's a psychic force of some kind, and it has fed on Bex's mind, using her memories to generate the vegetation and the cottage to make this world a paradise for her. The birdsong in the ship is just a recording that Bex used to keep her mind focussed during the long voyage. It has influenced the creation of the flock of dark birds. The force also unwittingly created Myra, the image of the real Bex's mother, to express her fears and resentment about what is happening to her. Neither of the creations know their true nature.

The force needs to be able to care for something, for Bex, and feeds on her dependency on it. It will similarly start to feed on anyone else who arrives on this planet, making them feel hungry and drained. But denied of such a connection, there is nothing to sustain it; it will disappear and everything it created will vanish, leaving only a dusty, barren wilderness and the scout ship.

BEX (PSYCHIC CREATION)

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 4, Strength 3
Skills: Athletics 1, Convince 2, Knowledge 1, Medicine 2, Subterfuge 1, Survival 2, Technology 2, Transport 2
Traits: Dependency (Major: The continuing influence of the Force)
Tech Level: 7
Story Points: Uses the Force's Story Points

MYRA (PSYCHIC CREATION)

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 3, Resolve 3, Strength 2
Skills: Convince 1, Knowledge 2, Survival 2
Traits: Dependency (Major: The continuing influence of the Force), Eccentric (Major: Paranoid, confused, fearful)
Tech Level: 7
Story Points: Uses the Force's Story Points

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert (but appears to be Temperate)
SATELLITES: 3
SENTIENT SPECIES: The Force
TECHNOLOGY LEVEL: 7

THE FORCE



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

SKILLS
Convince 3, Craft 4, Knowledge 3, Subterfuge 4, Survival 5

TRAITS
Alien
Dependency (Major) – Totally reliant on its connection to the real Bex
Fear Factor 3
Immaterial (Special Bad) – Is just a psychic force and can only act through its creations
Invisible (Special Bad)
Possess
Psychic
Psychic Illusions (Special) – Can draw on the real's Bex's mind to create the local environment and avatars of people and creatures as desired (stats are based on Bex's memories of the real thing)

TECH LEVEL: 7

STORY POINTS: 8

THE FLOCH (PSYCHIC CREATION)

Attributes: Strength 1, Coordination 5, Awareness 3
Skills: Athletics 4, Fighting 2
Traits: Dependency (Major: The continuing influence of the Force), Fear Factor 3, Flight (Major), Swarm 5
Story Points: Uses the Force's Story Points

BLACKWELL CONVALESCENT HOME *(The White Room)*



In November 1918, the Blackwell Convalescent Home located just outside London is officially a hospital for soldiers recovering from injuries sustained in the Great War. But this is belied by its secretive nature and the tall fences topped with barbed wire that encircle the grounds. There is also the small matter of a minefield within the perimeter, though there are no warning signs to dissuade would-be intruders. Is it intended to keep people out or psychotic patients in? Or both?

Blackwell is indeed a hospital of sorts, though not one whose business is healing the sick. Head of staff here is Dr Herbert Goring MBChB (Edin.), though he in turn defers to "the Surgeon General", a mysterious figure who seems to confine himself to the White Room within the Home. Goring's right-hand man is Master Zachery, a burly thug with a West Country burr to his voice. Zachery is in charge of the Home's orderlies. There are no nurses or other medical staff here at Blackwell.

Secrecy is paramount here, and Blackwell is protected by the Defence of the Realm Act so that very few people from outside even know of its existence. Goring is undertaking research for the war effort, though as the conflict is almost over at the beginning of November 1918, he has longer term goals in mind.

In the cellar beneath the Home is an ancient well. When Goring discovered its presence in open countryside, he had the Home built on top of it. The well is a plague pit in which victims of the Black Death were deposited in the 14th Century. Goring hoped to recover samples of the Black Death and refine them for use in warfare.

DR HERBERT GORING



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

SKILLS
Convince 2, Knowledge 2, Medicine 4 (AoE: Virology), Science 4 (AoE: Biology), Technology 2

TRAITS
Obligation (Major) – The War Office
Obsession (Major) – His work

TECH LEVEL: 4
STORY POINTS: 4

The test subjects at the Home are provided by Master Zachery and his "huntsmen", who take the lost and lonely who won't be missed from the streets of London. Dr Goring has been infecting them with different strains of the Black Death and other viruses, and the orderlies throw them down the old well when they are no longer needed.

Recently however, the arrival of the Surgeon General has changed the focus of the research, though Dr Goring still sees it as for the defence of the United Kingdom.

MASTER ZACHERY



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

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

TRAITS
Selfish
Tough

TECH LEVEL: 4

STORY POINTS: 4

SEAN CASEY



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

SKILLS
Athletics 3, Fighting 3, Subterfuge 2, Survival 3

TRAITS
Dependency (Minor) – Sean's abilities require the continued presence of temporal energy, otherwise they will fade
Immaterial (Special Good)
Infection
Invisibility (Special Good)
Networked (Major) – Anyone else infected by the virus
Raise from the Dead – see *The Fourth Doctor Expanded Universe Sourcebook* (restricted to those killed by the virus)
Vortex – May spend 1 Story Point to jump back in time, by a few days at most

TECH LEVEL: 4

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

VIRAL ZOMBIE

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 2, Resolve 3, Strength 3
Skills: Fighting 1
Traits: Dependency (Major: Without a continual source of temporal energy, the zombie will die again), Fear Factor 2, Networked (Major: Others infected by the virus), Tough
Story Points: 1-2

The Surgeon General is in fact a Viyran (see *The Sixth Doctor Expanded Universe Sourcebook*), a member of an alien race whose mission is to locate and eradicate viruses. This particular Viyran is from the far future, where it was contaminated with Virus KX Variant 243, one of the symptoms of which is to jump its victims back in time. Finding itself trapped in 1918 with no means of travelling back into the future, the Viyran detected the presence of the viruses Dr Goring was working on at Blackwell Convalescent Home and headed there.

Dr Goring isn't really sure what the Viyran is but agreed to help it research Virus KX Variant 243. By infecting human subjects

VIRUS KX VARIANT 243

Virus KX Variant 243 is transmissible by touch. But it only becomes active in the presence of temporal energy, which is why the Surgeon General has difficulties activating it in any of the test subjects at Blackwell Convalescent Home. The subjects have so far merely died from the infection. It is not until one of the subjects, Sean Casey, escapes and is found by Molly O'Sullivan (see *A101*), that the temporal energy from Molly's having travelled in the TARDIS is enough to activate it.

Even if the virus is not activated, infection can be deadly; it's just that the victims won't experience its more exotic symptoms. Anyone coming into contact with somebody suffering from the virus or with the virus itself (activated or not) must make a Difficulty 18 Resolve + Strength roll to avoid becoming infected. For anyone who is deliberately injected with the virus, the Difficulty rises to 24.

A Disastrous result kills the victim outright; a Bad result means that they take an initial 4 points of damage and are infected; and a standard Failure means that they are infected but take no immediate damage. A standard Success means that the subject takes an initial 2 points of damage but are not infected; a Good result means they are neither infected nor take any damage; and a Fantastic result means that they have a natural immunity and can never be infected by Virus KX Variant 243.

Those infected must make further rolls per hour or take 1 additional point of damage as the virus progresses, and in the cases of an activated sample, the GM should describe the spread of the symptoms as below. If any roll is a Fantastic success, they have thrown off the virus. If any roll is a Good success, the virus no longer delivers any additional damage, but the other symptoms continue to develop in the case of an activated virus. But if any three Attributes are reduced to zero by the virus, the victim is dead.

The initial symptoms of an activated sample of Virus KX Variant 243 are that patches of skin become transparent, at first like clear glass and then becoming fully invisible. The patches spread until the victim vanishes completely, also becoming intangible. However, before that happens, they are subject to the virus's other major symptom: the victim and anyone in physical contact with them will periodically jump back in time. At first, this is involuntary, only happening in times of stress, and the jump only goes back a few seconds. As the virus progresses, the jumps become minutes, hours, even days. For the infected Viyran, the reaction of its alien metabolism with the virus resulted in it jumping back thousands of years.

For those victims who were initially infected but subsequently made a Good roll to resist (and thus aren't killed by the virus), they eventually find that they are able to control both their invisibility and intangibility, and their ability to move jump in time. But they can never jump forward in time.

One victim, Sean Casey, was present in the TARDIS when it travelled in time. Within him, the virus bloomed, and he became able to control it to such an extent that he can bring other victims back to life. The reanimated cadavers are effectively puppets controlled by the virus through Sean.

However, the virus needs the continued presence of temporal energies to remain active. If, say, it was activated by proximity to a TARDIS or a time traveller, its effects will fade after the TARDIS or time traveller leaves. Those whom the virus has given the power to become invisible and intangible and jump back in time will lose those abilities, and anyone brought back to life by the virus will die again as it becomes dormant.

with a small sample of it, the Surgeon General hopes to attract the attention of its fellow Viyrans in the far future so that they can similarly infect themselves to enable them to come to its aid. Quite what more stranded Viyrans will do in 1918 isn't yet clear. But they have standing orders to identity, contain and destroy all viruses. So Virus KX Variant 243 will itself require eradication from 1918, most likely by an incendiary bomb powerful enough to wipe out the whole of southern England!

The presence of the virus and the Viyrans in 1918 is a causal loop: infection by the virus causes the Surgeon General to travel back to 1918, and the remains of the virus in the grounds after the events of 1918 are what causes the virus to reappear in the far future the Viyrans came from.

To add a final twist, Master Zachery has his own plans for Virus KX Variant 243. He intends to steal a sample and Dr Goring's research notes to sell to the highest bidder in the United States.

BORTRESOYE *(1st in Scherzo)*



When Rassilon (see *V274*) trapped the creatures from the beginning of our own Universe in the Divergent Universe (see *L142*), their scientists established a mobile platform on which they could conduct experiments. They sought a means to break free from the looped cycle of destruction and rebirth that Rassilon had forced on them, and to escape back into our Universe.

The Divergents' scientists chose the planet Bortresoye in the Second Galaxy to be this platform, designating it their crucible world and creating a second sun for the planet. They divided Bortresoye's surface into zones separated by the Interzone, a featureless void. The Interzone isn't solid but it has an opposing force which provides resistance. It's difficult to move within it, and being inside it for too long results in hallucinations intended to drive intruders back. The barrier can only be safely crossed with the permission of a creature called the Kro'ka (see *V238*), who monitors and controls all movement between the zones (and, in fact, beyond them). Attempts to force a way through the Interzone and into a neighbouring zone require a Difficulty 18 Awareness + Resolve roll to avoid ending up back in the zone you started from.

The Interzone is actually a form of clearing station for moving between all the Divergents' worlds in this universe, not just between the zones. The Divergents prevented the development of space flight by the peoples they came to dominate, and by restricting interplanetary travel to the Interzone, they controlled all such movement. Consequently, each of their worlds has a portal into the Interzone; Bortresoye has hundreds, one for each zone. For some reason, the Doctor had to be awake before he and his friends could travel through the Interzone. The reason for this is unclear, but is possibly due to the complexity of his brain.

The truth about Bortresoye's zones, their origin and purpose are not well understood by their inhabitants. According to the Eutermesans, the zones were set up by "the Company", an organisation that the Kromon (see *V239*) also learned their technology and business practices from. The Kromon also believed that it was the same Company which installed the second sun, but they do not remember its full name.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The zones on Bortresoye are largely occupied by environments and people taken from other planets in the Divergent Universe, although the Doctor and Charley initially arrived in one which was just a large glass ring inside which an experiment in accelerated evolution was underway (see *L224*). They subsequently travelled through zones containing a section of the planet Eutermes (see *148*), Light City (see *L174*), a section of the planet Setarus (see *L220*), and the Multihaven (see *L188*), before escaping through a portal to Caerdroia (see *L121*), the administrative world of the Divergents. But these are just the tip of the iceberg as there are hundreds if not thousands of zones across Bortresoye, each of them containing a unique environment and many different species and types of society.

The experiments the Divergents started on Bortresoye were designed to develop a creature capable of breaking the cycle of birth, death and re-birth that Rassilon had imposed on the Divergent Universe, which is enforced by a small blue planet (see *L151*) that drifts through the Nine Galaxies. In the current cycle, it has already destroyed all life in most of the galaxies. But when the Divergents' experiments resulted in a creature aware of the concept of time and therefore capable of breaking the cycle, the creature (see *V187*) turned on its creators and absorbed them into itself, leaving their experiments on Bortresoye to continue with nobody to monitor them.

Bortresoye was already inhabited by a human-like people before the Divergents tampered with it, and they survive in the area of the planet outside the zones. However, theirs is not a safe environment to visit, as they have ravaged it with nuclear war. The surface is in the grip of a nuclear winter, radioactive and scoured by acid rain. Although the Bortresoyans developed

rocket technology, it was co-opted for the war effort rather than used for the exploration of space. The hundred or so survivors that are left live in a security complex a mile underground, while the desolate surface is haunted only by the ghosts of the millions who have died.

The Bortresoyans' leader is Excelsior (see *V206*). If she was not already insane before she ordered the pre-emptive nuclear bombardment that destroyed the surface, she is now. Only two of her ministers survive in the shelter with her, the Minster for War and the Minister for Peace. They realise that Excelsior is delusional but are too weak-willed to rein her delusions in. Besides, Excelsior has somehow acquired a new advisor in the form of Landscar. Neither of the ministers know where he has come from, but he is the only person she trusts.

Landscar is actually an embodiment of Bortresoye itself, the planet having a sentience. When the Bortresoyans failed in their duty to keep their planet safe, Bortresoye found another way to survive, even at the cost of every living thing. Once the last living thing has died, only then can they all be reborn and the planet's cycle begin again.

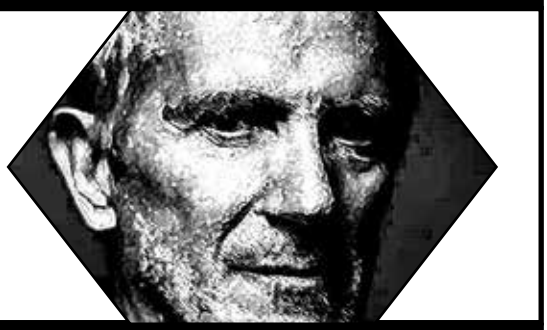
Bortresoye is trapped in the same cycle of destruction and rebirth that the Divergents imposed on the zones as part of their experiments, which in turn mirrors the fate of the Divergent Universe. Only when the last Bortresoyan is dead can the cycle start again, with earthquakes and volcanic eruptions cleansing the surface, and the population being reborn with no memories of their previous lives, recreated rather than being birthed by natural means. It is Landscar's purpose to ensure that Excelsior kills all her subjects and finally herself, so that the planet can be cleansed and rebirthed. All living things must die is his credo, so that each cycle will bring the population closer to an understanding of the world upon which it lives, closer to perfection.

The Interzone seemingly protects the zones from the effects of the nuclear war that Excelsior triggered and from the nuclear winter that now pervades her land. Only Landscar is aware of the existence of the zones, but he has no knowledge of the Divergents (even though it is likely that he is another of their experiments).

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: variable, but generally Earth Standard
CLIMATE: varies across the zones
SATELLITES: 0
SENTIENT SPECIES: Bortresoyans, Eutermesans, Kromon and many others
TECHNOLOGY LEVEL: varies across the zones

LANDSCAR



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

SKILLS

Convince 6, Knowledge 6, Science 4, Subterfuge 3, Technology 3

TRAITS

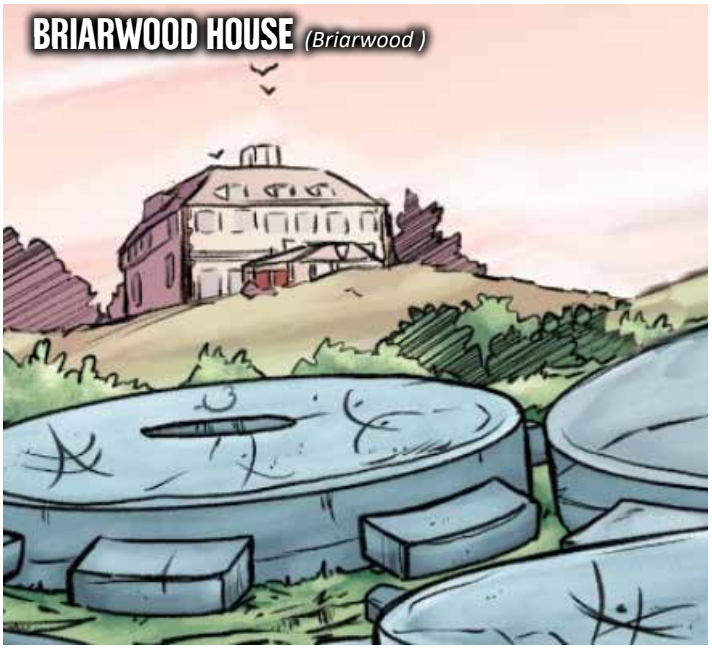
Charming
Clairvoyance
Empathic
Environmental (Minor) – Landscar can survive in a wide range of atmospheres and environments
Immunity – As the avatar of Bortresoye, Landscar cannot be injured or killed unless the planet itself is destroyed
Indomitable
Networked (Major) – As one with the planet
Obligation (Major) – Ensure the cycle continues
Psychic
Telepathy
Teleport – Landscar can appear wherever on Bortresoye he wishes, and can similarly vanish

TECH LEVEL: 5

STORY POINTS: 12



BRIARWOOD HOUSE *(Briarwood)*



A long long time ago, the wealthy Bingham family constructed a mansion named Briarwood House on the territory of a powerful woodland fae known as the Nixi King. Planning revenge for two years while sitting upon his throne of thorns, the King slowly summoned his subjects from across the land. When all were amassed, they laid siege to the house using the powerful magic of stone circles. This was until one brave Bingham named Madeline banished them with a talisman, locking the Nixi King in deep slumber. He still lies under the estate's earth, waiting for a descendant of the family to misbehave...

At least, that's the version of the story that Bertie Bingham has been told to scare him out of misbehaving. Bertie is neglected by his family, who are often too busy throwing posh parties for houseguests typical of interwar 1932. The young boy is incredibly anxious that the Nixi King will come for him at the slightest misdemeanour. His resulting lack of arrogance makes him the only member of the Bingham family that the servants feel sympathy for.

Seeking revenge for poor treatment at the hands of the family, the servants are conducting an arcane ritual to summon the Nixi King from his slumber, along with all of his minor Nixi spirits. Once completed, the Nixi King may exert psychic control on all of them simultaneously, as they become his near-mindless thralls. The first stage of possession is for a thrall to grow vines from their wrists, which they can use as extra appendages to attack and restrain others. After a time, more vines burst from them, having replaced their internal organs. At a certain point, they painfully turn into tree-shaped tangles of barely sentient vines.

The summoned Nixi spirits themselves are small, impish creatures with root-like skin that communicate only in chattering giggles. They can animate tree roots and branches to attack on their behalf.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The true story is that the Nixi King was a colonising alien who crashed his ship into the loam of the Binghams' grounds two hundred years earlier. The elf-like King has been locked in a stasis chamber and as it took two hundred years to get from his home world to Earth, that is the duration of stasis the chamber defaults to. During his first invasion attempt, one of the Bingham family's maids figured out how to work the key to his spaceship's circuitry, submerging him in sleep for another two hundred years until 1932. The Bingham family appropriated the story for themselves, ironically something that would make the servants in the present try to reawaken the Nixi.

The stone circles of the story aren't anything like Stonehenge, instead resembling clockwork mechanisms made of stone. These are the circuit boards of extremely ancient technology, the only part of the King's ship visible through the earth. The ritual that allows him to possess others is similarly ancient and was subtly implanted in the servants' minds as he awoke. The small animated Nixi creatures are either remains of his original servants or are simply how his psychic powers manifest themselves.

The "talisman" was really the large key that turns the ship's clockwork, currently disguised as a decorative sword in the house. If the Nixi King is allowed to fully awaken, he will attempt to complete his mission and fully subjugate humanity. Inserting the key will restart the stasis chamber, putting the King back to sleep for another two hundred years.

NIXI HING

Attributes: Awareness 5, Coordination 2, Ingenuity 4, Presence 5, Resolve 6, Strength 2
Skills: Convince 1, Knowledge 3, Science 2, Subterfuge 4, Survival 3, Technology 3
Traits: Alien, Alien Appearance, Authority (Major: Nixi King), Indomitable, Psychic, Possession (Can only possess those who have acted out his ritual), Telepathy
Tech Level: 6
Story Points: 8

NIXI

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 1
Skills: Athletics 2, Fighting 3, Subterfuge 1, Survival 3, Technology 1
Traits: Alien, Alien Appearance, Enslaved, Fear Factor 1, Natural Weapon (Minor: Roots – 2(S/2/4) damage), Special – Plant Control (can psychically control vegetation), Size – Tiny (Minor)
Tech Level: N/A
Story Points: 1-3

CAERDROIA *(Caerdroia)*



In Welsh, "Caerdroia" means a fortress of many turnings; in other words a labyrinth. In the Divergent Universe (see *L142*), it's the name of a planet used by the Divergents as their centre of operations. The Divergents have borrowed many words from other cultures. But quite how they borrowed a name from a language spoken on a planet in an entirely different universe remains a mystery. Nevertheless, naming Caerdroia after a labyrinth is apt, as its dimensions seem twisted so that trying to find your way around the place it nigh on impossible.

The Doctor and his friends found themselves there when they managed to escape from the planet Bortresoye (see *L118*), the crucible world of the Divergents, in their quest to find the TARDIS. The Kro'ka (see *V238*) had told the Doctor that Caerdroia has a castle, and that the castle is everywhere. But when they arrived, such a castle was conspicuous by its absence.

Instead, they found a pastoral landscape, like Swiss pastures complete with cows wearing cowbells, a river, a town, and a park protected by a high wall with spikes on the top. A sign on the park gate reads "The Garden of Curiosities", and inside are gardens and a variety of fauna, some bizarre but others oddly familiar. A gigantic rabbit, like those of Earth but much larger and what can only be described as twirling, which seems to put it into a trance. There are green hamsters, fluffy red creatures and extraordinary birds. And an obelat, a creature from C'rizz's world (see *A89*) which is very difficult to explain or to describe. Except that it's large and dangerous and bellows like a bull when it's pursuing its prey. Fortunately, it hates water.

The nearby town is small but bustling. However, new visitors will quickly find that the townsfolk can neither see nor hear them and carry on with their business as though the newcomers don't exist. Jostling them won't get a response, and doing something as dramatic as grabbing one will only result in confusion.

It is also extremely difficult to navigate around the streets. For example, a tower can be seen peeking over the rooftops, marking the town centre. But anyone trying to get there will find it disappearing behind intervening buildings and reappearing in a different spot, as though the streets are rearranging themselves. It requires a Difficulty 18 Awareness + Ingenuity roll to get to the correct destination without some form of help.

There is a town square with a town hall and, significantly in a universe which does not understand the concept of time, a clock tower. The clock is an enormous cuckoo clock with a door for the cuckoo to pop out of, but it has no hands. There seems to be no way into the tower from the ground, but if an enterprising explorer were to climb up the outside, they could slip inside when the cuckoo pops out, the door closing firmly behind them. Inside are just the cogs and gears of a normal clock, albeit on a huge scale. Below is darkness with no sign of a floor. As the mechanism moves, intruders risk being crushed by the clock's moving parts. They will need to make Awareness + Athletics rolls at varying Difficulties to avoid taking 4(2/4/L) damage (determined by the level of failure). If they are caught inside the clock tower when its bells toll, the noise is loud enough to Stun, and extended exposure to it may cause permanent damage.

Anyone looking for information in the offices in the town hall will find a reception desk manned by a clerk named Evans. He is an irritatingly officious Welshman (again, very odd for a world in a completely different universe to Wales). Unlike the general townsfolk, Evans can be interacted with, but he is far from helpful as anything that anyone requests from him will undoubtedly need a different office and extensive forms to be completed. There are all sorts of spurious-sounding departments, such as the Visit Authorisation Department, the Rhetorical or Genuine Questions Office, and even the Department for Communications Enabling Devices with whom requests for a pencil to complete the inevitable forms need to be submitted (Evans can't lend his own

pencil as to do so would be beyond his jurisdiction).

Evans assures visitors that there is a large staff here, but they happen to be taking their break. In the meantime, each of the departments is manned by a clerk identical to Evans and responding to the same name, though they aren't related. The town has a mayor, but she's always out when someone wants to see her, and in when nobody wants to see her.

Whatever visitors to Caerdroia do, wherever they go, they will eventually find themselves in a labyrinth. They will walk through a door or turn a corner and find themselves in an underground tunnel, the entrance quickly vanishing behind them. There are two individuals who might be encountered here: a Minotaur that wanders the perimeter of the labyrinth (see *The Second Doctor Sourcebook* for stats), and a man called Wayland, who says he built it and comes every day to check whether anyone is trapped in it. The labyrinth was intended to protect the computer systems the townsfolk depend on for the smooth running of their society. But it has been taken over by an unknown race of engineers (probably the Divergents) who offered to help design it. To regain access to the computers, Wayland now needs to open a door whose lock is controlled by transcendental mathematics, something that's beyond him. If anyone with knowledge of such a science could help…?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's actually difficult to know how much of what the Doctor, Charley (see *A90*) and C'rizz saw of Caerdroia is how it actually is, as it transpired that the Kro'ka had made unauthorised use of equipment left by the Divergents to manipulate its malleable dimensions and populate it with organic constructs, including Wayland and the Evanses. Many of the elements were also inadvertently drawn from the time travellers' minds, explaining why things specific to Earth could be found here, or imperfect versions of them at least.

The Kro'ka had lured the Doctor to Caerdroia by hinting that the TARDIS was here, as indeed it was. The Kro'ka hoped to take control of it once the Doctor had found and opened it, and uncover its secrets for his masters. The transcendental lock that Wayland needs help with would actually unlock the TARDIS for the Kro'ka.

When the Doctor stepped through the portal on Bortresoye, he was inexplicably split into three versions of himself. One was excitable and energetic (nicknamed Tigger by Charley); another was glum and irritable (Eeyore); and the third was most like the normal Doctor. They all had the Doctor's memories and expertise. The Doctor initially believed that it was caused by the shock of him stepping through the portal on Bortresoye (a place without time) and arriving on Caerdroia (which has small pockets of time, the result of the presence of the TARDIS). But he later worked out that the TARDIS had caused it to try to help him. Although this wasn't a natural effect of Caerdroia, something similar happening to other time-sensitive visitors could be an interesting prospect.

EVANS



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

SKILLS
Knowledge 2, Technology 1

TRAITS
By the Book
Face in the Crowd
Stubborn
Uncreative (Minor)

TECH LEVEL: 4

STORY POINTS: 1

OBELAT

Attributes: Strength 10, Coordination 2, Awareness 3
Skills: Athletics 3, Fighting 3
Traits: Fear Factor 2, Phobia (Fear of water), Tough, Trample (Inflicts Strength damage to anyone it runs over; can be dodged with a successful Coordination + Athletics roll)

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: The Divergents' constructs
TECHNOLOGY LEVEL: 4

CANTHARES BLACK HOLE *(The Dalek Trap/Island of the Fendahl)*



There are two scientific theories as to what happens when something is dragged over a black hole's event horizon: either its matter is violently compressed into a singularity, or it crosses a barrier from this Universe into another, never to be seen again. At the black hole that used to be the star of Canthares, a third possibility plays out.

A small planetoid is held midway between the black hole's event horizon and its centre, a situation which should be impossible. The black hole absorbs all outside light, so the inky void of a space without stars lies above, and the planetoid is shrouded in darkness. Nothing can be seen clearly unless light is directly shining on it. The surface is rocky and uneven, littered with the debris of every spaceship unlucky enough to have been caught by the black hole's pull over the years. Anyone who finds themselves surviving a crash will find that they've effectively become ageless, as the planetoid's position has strange, time-warping effects. Only something such as a TARDIS would be powerful enough to materialise away from the black hole's grasp.

Those marooned here may wish they'd perished in the crash, as the darkness is overbearing to the senses, and a powerful sense of loneliness hangs over the place. Anyone stranded on the planetoid for long enough finds their mind slowly slipping away from them, their memories and understanding of their situation fading as their thoughts become vague and almost childishly simplistic. Beyond this state, animalistic impulses begin to take over. They can try to cling to themselves, but they'll forget even their own name soon enough. The process is accelerated by anger or fear, emotions the planetoid's other occupants are likely to trigger.

The planetoid is home to monsters, a species whose features are difficult to discern, with wings and sharp claws itching to rip out the guts of anything they come across. They are initially fearful of anything new in their midst but become aggressive once they've become used to a newcomer's presence. Despite seeming like living nightmares, they're biological creatures which can be killed like any other and are just as mentally disturbed by the dark environment. It's possible they may have been other survivors from a spaceship's crash, or they may have evolved on the planetoid naturally, or perhaps they even emerged from within the black hole itself.

The madness that permeates the planetoid isn't just limited to living creatures, as technology seems to malfunction in odd ways. There's no guarantee that even a TARDIS's systems will still work as normal, meaning its exterior might take far more damage from simple things like common explosives than it's supposed to.

When the Doctor and Lucie arrived here, they encountered two others already marooned on the planetoid: Jik Gelliska and Raz Kalisto, the human pilots of the bioship *Stegbar*. Their ship contains hundreds of cryogenically frozen plant and animal specimens carefully chosen from many planets, all intended to populate and terraform a colony world. Jik and Raz are the only survivors of the crash, and they may have survived here for many years, if only they could remember. Their mission is so important to them that they'll refuse to leave Canthares without their "sleepers", and being reminded of them is enough to temporarily snap them back to sanity. There are some things that Canthares' madness can't take from you, and being reminded of them anchors you. Jik and Raz *have* been at Canthares for years, but the planetoid is so small they routinely find their way back to their ship and remember their mission.

Another group has recently been marooned on the planetoid, and they wish to work with Jik and Raz to construct a distress signal powerful enough to escape the black hole's gravity and use it to call the Doctor for help. This is a squad of Daleks, and Jik's

and Raz's minds are so far gone they don't recognise that they should fear them, believing them to be generous saviours.

Even the Daleks appear to be under Canthares' effects, but uniquely so. They're possessed by a presence so malign that even the Daleks can only call it "the Darkness." The Darkness has formed the planetoid around itself and wishes to escape its "cradle" stuck in Canthares' gravity. The *Stegbar*'s AI computer can also fall under the Darkness's possession, and a Time Lord may find themselves being completely hypnotised as well. The Darkness emanates from a physical object, a black box that can glow blindingly bright. If linked to a TARDIS's telepathic circuits, the Darkness could gather enough temporal energy to prevent the formation of its cradle in the first place, escaping Canthares' reach alongside all of those who ever crashed on it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Darkness is the Fendahl (see *Image of the Fendahl*), and the box contains its glowing skull. In an attempt to destroy it, the Fourth Doctor threw the box into Canthares as the star went supernova, but it managed to survive by forming the planetoid around itself, and has been waiting for an opportunity to escape ever since. The Fendahl is already spreading itself thin by simply keeping the planetoid together, and so only directly controls three or four individuals it sees as vital to its plan.

Losing Your Mind in the Black Hole

Roughly every 10 minutes, everyone on the planetoid must make a Difficulty 18 Resolve + Survival roll. If they succeed, nothing happens. If they fail this roll for the first time, they forget what they're currently doing, and must be reminded. If they fail this roll a second time, they forget their name and most of what they've done since arriving on the planetoid, gaining the Amnesia (Minor) Trait. If they fail this roll a third time, they lose most of their memories prior to arriving, gaining the Amnesia (Major) Trait. For each time they fail afterwards, they take 1 damage to their Ingenuity, becoming animalistic and controlled only by instinct if they reach 0. If a character loses a Fear contest, their next failed roll will count as two failures. Being reminded of something core to their identity and personal drive undoes the results of their prior failures. They recover fully, including regaining their memories and any lost Ingenuity, and start the process from the beginning.

THE COSMIC PENTAGRAM

Successfully possessing the Doctor and escaping the Canthares supernova, the Fendahl set a plan in motion. It made the Doctor its new core, and subconsciously commanded him to visit eleven worlds in different time periods, including Castus Sigma (see *L126*), Horton's Orb (see *L160*), and Earth, finally returning to the star of Canthares. The Doctor was unaware that he was setting the controls, and believed he was using the TARDIS randomiser. In the process, the TARDIS created a gigantic cosmic pattern with its Artron energy: a pentagram. The Fendahl gains power from the symbolism of pentagrams and so, if the shape was completed, it would be able to travel between those worlds at the speed of thought and wipe out countless lives.

Setting these events in motion, the Fendahl's consciousness projected its skull back into Earth's primordial mud, hardening the ground around into chalk, then calcium, then bone. This created the Island of Fandor (see *L167*), a site where it exerted its will to recruit worshippers as humanity settled on it. Luring twelve individuals related to its past defeat in the 1970s, the Fendahl generated mental energy by forming a gestalt hivemind between them. It intended for the Doctor to arrive just in time for a ritual on Fandor where it would regain much of its original power, before completely possessing him to complete the cosmic pentagram.

The TARDIS became aware of this plan just as she arrived on Fandor, and stopped working for the Doctor altogether, only letting Lucie Miller activate her controls. The two destroyed the Fendahl by launching it back at its past self, the explosion generated by the Blinovitch Limitation Effect causing Canthares to go supernova and become a black hole in the first place!

While a GM could simply run *The Dalek Trap* with the Darkness as its own unique being, and *Island of the Fendahl* as their campaign's version of the original Fendahl story, the story arc featured in *The Further Adventures of Lucie Miller* presents a fun opportunity for a cosmic horror epic, with your PCs unwittingly aiding the Fendahl as they go about their usual travels, not realising until it's almost too late. Of course, there's no reason to set an adventure on every point on the pentagram: the actual arc itself only shows us two of the locations the Doctor and Lucie visit in creating the pattern.

The main curiosity with adapting this arc into your own game is the position of the Doctor: he spends most of *The Dalek Trap* in such a hypnotic trance that it's as if his player couldn't make it to the session at all! The way this manifests in *Island of the Fendahl* presents something much meatier for the Time Lord's player to roleplay: appearing completely normal until something gets in the way of the Fendahl's subconscious commands, at which point they act out of character, ruthlessly attempting to fulfil it, such as getting furious at their TARDIS and ripping out her automatic controls. The Time Lord's player could go along with this for the entire arc, being rewarded with Story Points if they can play it subtly enough that the details remain a mystery to the other players. The fact that the Fendahl can use a TARDIS's telepathic circuits to speak through its vessel gives them even more opportunities to play the villain for a change!



Carista VII is a human colony planet that once had a culture like many in its region, prioritising low-tech lives filled with farm work and cultural tradition. While its people successfully survived for many generations, their way of life changed when their planet was claimed by GalSec, a newer, expansionist human colony. Carista VII's farms became just one part of a vast interplanetary network of supplies, and its culture was heavily suppressed, both by the prejudiced GalSec colonists who view the "indigenous" settlers as backwards nonentities, and by the "Indig" descendants trying to fit into the new paradigm.

Fifty years after GalSec took control of Carista VII, they became embroiled in a desperate struggle for survival when a race of space-faring insectoid aliens flew across their territory, feasting on crops and incubating their larvae within cattle. This disrupted the GalSec food line, and many worlds began to starve. It was impossible to negotiate with this enemy, as they appeared to be non-sentient beasts. So, GalSec began to focus the full brunt of their firepower on them, staging many full-scale battles across space. Eventually, they discovered exactly what their enemies were, and which planet they'd attacked first: the Wirrn (see *The Ark in Space*), and Carista VII.

Thousands of Wirrn crawl across Carista VII's surface, and a sixty-eight strong fleet of fully manned GalSec starships (see *A147*) are planning an orbital attack. This battle is likely to end the same as every other large-scale conflict in the war: an evenly matched nightmare, with thousands of starships being blown to pieces in space and falling onto the defenceless world below. Soon after, the slaughter will move to the planet's surface and become eerily quiet as both sides dwindle, the resulting landscape of wreckage and corpses stretching to the horizon.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Strangely, one particular Wirrn wanders the battlefield not to mindlessly attack the GalSec, but to incapacitate a human and tie them to an odd metallic structure before inserting an egg into them for gestation. The metallic structure is a sacrificial altar. The GalSec colonists haven't considered that the people of Carista VII lived alongside the Wirrn for many generations without any interspecies conflict. The humans developed a yearly ritual where they would bow a sharp piece of metal over the altar at dawn to summon a Wirrn, which would incubate a human sacrifice with the larva of a new queen. The resulting queen came into being with both the intelligence of the sacrificed human, and an awareness that the two species' coexistence was preferable to conflict. When GalSec took over the planet, they wrote the unsavoury ritual off as typical "Indig" barbarism and forcefully ended the tradition without realising its purpose.

It wasn't long until the Wirrn were left with no other option but to incubate their queens inside non-sentient animals, with cattle providing the best results. Soon, the intellectual level of the Wirrn fell as they became more instinctive and bestial, mindlessly spreading across GalSec territories for sustenance. The last of the intelligent Caristan-born queens has tried to maintain order but cannot control her swarm for long. As the battle for the planet winds down, she plans on incubating a new queen within a human as a desperate last resort, prioritising a figure such as the fleet's admiral. Of course, human intelligence isn't the only thing the new queen needs: empathy and non-violent solutions are concepts that should also be imprinted on her nascent consciousness. The old queen will stop clinging to life as soon as she's certain that her plan is a success. Negotiating with the humans may be impossible, but the new queen might resort to ending the conflict by evacuating her swarms from GalSec space.

CARISTAN WIRRN QUEEN

Attributes: Awareness 4, Coordination 3, Ingenuity 5, Presence 6, Resolve 5, Strength 12
Skills: Athletics 1, Convince 2, Fighting 2, Knowledge 1, Subterfuge 3, Survival 4, Technology 1
Traits: Alien, Alien Appearance, Armour (10 points), Empathic, Environmental (Minor: Wirrn can survive in space and don't need to breathe), Flight (Minor: Can fly through space and zero gravity environments), Natural Weapons (Minor: Crushing Mandibles – Strength +4 damage), Networked (Major), Size: Huge (Major), Weakness (Major: Takes an extra 4 points of damage from electricity), Weakness (Minor: The Wirrn Queen has a -6 penalty to control her fellow Wirrn's bestial minds)
Tech Level: 6
Story Points: 4

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-Like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans, Wirrn
TECHNOLOGY LEVEL: 6

CASTUS SIGMA *(The Revolution Game)*



Are you going to the biggest event of 3025? The Heliacorp Retro Roller Derby is the tournament that's got the Galaxy in a spin! Competitors from the Five Planets are lining up now for a week of skating mayhem to win those ever-popular New Life Passes! Gold wristband holders also get to join the afterparty and mingle with the athletes on the Heliacorp pleasure barge! Tickets are still available. Ts and Cs apply. Sponsored by Heliacorp, the leading manufacturer of cutting-edge solar panels: Turning Sunlight into Gold!

The solar system around the Castus star contains five planets, all of which have human colonies courtesy of Heliacorp (see *V220*), a successful company known primarily for producing extremely efficient solar panels. Each planet has been designated with a Greek letter (seemingly chosen at random). Castus Sigma is the most prosperous, housing a large hub colony with Heliacorp's famed roller derby arena. But by 3025, the system's other planets aren't doing so well. Castus Theta is suffering a massive economic recession, and Castus Delta's colonies have become slums, with the geologically impressive river delta having completely dried up.

The colony on Castus Sigma is located at the end of a large valley in a dry desert, beside a giant dam collecting water from the run-off of the local mountains. The roller derby arena is directly below the dam. The valley floor is a floodplain whose ecosystem is supposed to be an oasis of activity during Spring, but the dam has kept it dusty and dry. Notable desert fauna includes Hyenoids (see *V221*), bush-dwelling, canine-like mammals which are timid and nocturnal.

The locals use small, self-driving buggies to get around on land, while powerful Sub-Strat fliers are used for longer distances. Castus Sigma has a weaker gravity than Earth, meaning an Earther may be content to simply run and jump around the plains from the sheer novelty.

The week of the Retro Roller Derby is a huge celebration, as the people of the Five Planets are hooked on it. The competitors practice skating on circuits outside the arena's grounds, and ads for such things as skeletal injury insurance play inside it. Heliacorp's flying drones act as security and are armed with cattle prods in case any Hyenoids make it too close to the arena.

The Retro Roller Derby consists of a tournament between teams from each of the five Castus planets and has both men's and women's tournaments. The athletes are all Heliacorp employees. Heliacorp is the only employer in the entire Castus system and jobs are a rare commodity, so employees participate in the hopes of winning new life passes if they score enough points. These passes are free shuttle tickets and include money that can be gifted to a friend or family member back home, potentially allowing them to move to Castus Sigma. Heliacorp exerts its power over its employees in many ways, including leaning into their desperation by making the roller derby's rules barbaric, allowing participants to punch, kick and stab each other on the circuit. It's not long into a game until the track is stained with blood, much to the excitement of the crowd. Deaths happen on occasion, but are edited out of the Galaxy-wide broadcast during its five-minute delay.

The top-tier passes available for purchase are gold wristbands, which grant VIP entry to the corporate box to watch the game alongside Heliacorp Executive Director Clegg. Clegg is mercurial and sends these wristbands out to anyone he wishes to talk to. This may be a reward, or to question them if he believes them to be a corporate spy.

Two employees participating in the next game are scientist George "Supercollider" Micos, and Sash, head of corporate hospitality and known as "Glaswegian Kiss", both being the star jammers

PLANETARY DATA

SIZE: Medium
GRAVITY: Low Gravity World
LAND MASS: Mostly Land
ATMOSPHERE: Thick Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Humans, Jengu
TECHNOLOGY LEVEL: 6 (Humans), 1 (Jengu)

of their teams. Despite the name on her roller derby equipment, Sash doesn't have any connection to Scotland; Thetan athletes like her can only afford second (or third, fourth or fifth) hand equipment. Like anyone in the games, they're at risk of injury even while training. Desperate to win life passes for their loved ones no matter what, they may resort to asking an associate to impersonate them in the tournament.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Heliacorp has colonised the Castus System due to Clegg discovering its native sentient species, the insectoid Jengu (see *V229*). Clegg harvests the Jengu to create solar panels and has over a million of their hibernating bodies in storage. This storage is in the floor of the arena, as it's the only place he could focus so much security without raising suspicions. Almost no one is aware of the Jengu, let alone that they are intelligent. George Micos has contacted the younger Jengu, and the pair have planned a peaceful protest on the day of the tournament. Clegg has caught wind of this and plans to injure George and blame it on a Hyenoid attack, keeping a close eye on anyone investigating this cover up.

The leader of the elder Jengu is in George's laboratory, as is a pair of glasses that can see past their natural camouflage. The elder Jengu plan to blow up the dam on game day, completely submerging the arena and a chunk of the colony below. This would kill countless humans and free the Jengu trapped beneath. While most of the Jengu elders wish to rise against the human colonists with force, Clegg is the only one personally responsible. If his secrets got out, he'd be sacked, Heliacorp stocks would plummet and the Castus colonies would likely be purchased by another corporate entity.

ROLLER DERBY RULES

In a typical roller derby bout, the two competing teams consist of five active players and a benched roster of fifteen. Each bout lasts an hour and is divided into two periods, themselves divided into jams, each of which may last up to two minutes. Each player wears four-wheeled roller skates (having the Fast (Minor) Trait) and protective equipment (2 points of damage reduction).

Both teams skate anti-clockwise around the circuit, starting in two parallel lines. Each team tries to protect their own point-scorer, called the jammer, while trying to push the opposing jammer out of the circuit. The two jammers begin each jam at the very end of the pack and must make their way to the front. Meanwhile the opposing blockers attempt to block them while assisting their own jammer. The first jammer to reach the front becomes lead jammer and must race around the track to gain a point for each opposing player they then lap. If the opposing jammer subsequently gets to the front of the pack, they are now in scoring position, but the lead jammer may signal the end of the jam before the two minutes are up. All skaters return to their starting position at the end of each jam. At the end of the second period, the team with the most points wins.

The jammer is denoted by the star on their helmet, while the leading blocker, or pivot, has a line on theirs. The pivot is typically the team's captain. Anyone pushed out of bounds of the circuit must re-enter behind the opposing team's pivot. The other three blockers have plain helmets, and must simply focus on getting their opponents out of the ring or skating ahead of an opposing jammer to deny them a point.

While roller derby is a contact sport, skaters are penalised for directly striking an opponent with any of their limbs, only being allowed to push or grab an opponent. Heliacorp's Retro Roller Derby tournament waives these rules, allowing punches, tackles and weapons such as knuckle dusters and small blades.

When simulating a game of roller derby within the DWRPG (if, for example, a player character wishes to take part), rolls aren't made for each individual jam. Instead, dice rolls determine the scoring for each of the two periods, which are then tallied together to decide the winning team.

Each of a team's four blockers, including the pivot, is paired against an opposing blocker at the start of the game (indicating the player they are most closely marking). Each pair then rolls a contest of Strength + Athletics. The winner of each contest gains a cumulative +2(+1/+2/+4) bonus for their jammer's roll this period *and* imposes a cumulative -2(-1/-2/-4) penalty on the opposing jammer's roll. After the blockers have faced off against the opposition, each jammer has a contest of Coordination + Athletics against the opposing pivot's Strength + Fighting. If a jammer wins, they gain 24(24/48/72) points for that period. If a pivot wins, they only concede 14(7/14/21) points to the other team. Once both jammers have completed their contests for the first period, the second period is played by repeating the above rolls. At the end of the second period, the team with the highest total score is the winner.

The Heliacorp derby usually results in injuries to many of the competitors. Any player getting a Bad result from any roll takes damage equivalent to the opposing player's Strength +2, and a Disastrous roll results in Strength +4 damage. An injured player may be subbed by a teammate from the bench.



The planet Cerberin is one of the wonders of the Universe. Perhaps not officially, but its beauty is nevertheless wondrous to behold. There are numerous viewing platforms in orbit above Cerberin, from which thousands of well-to-do visitors can observe the breath-taking views of the planet below. Each platform has a main domed section, the Bubble, which is as large as an arena and is protected by a forcefield for additional safety.

Cerberin provides a spectacle of light and colour as electrical storms perpetually rage in the planet's atmosphere. The display is particularly intense during the Big Storm which occurs about once a decade, when the gasses give off an electrical fluorescence. The mixture of argon, krypton, sodium and others glow with different colours.

Cerberin may be pretty to look at, but it's not a place you'd want to live. The surface is all mountains and deserts lashed with torrential rain, storm winds and lightning striking all around. A lot of the ground is glassy from the ferocious impacts, and there are bare, scorched tree trunks all over the place. The safest places are in the caves in the mountains.

There are no indigenous people on Cerberin, but some individuals have made it their home, having come here for the isolation. One notable resident is Jabel Rake, a huge man with old scars from lightning strikes. His home is a metal shack that has been constructed to act as a Faraday cage to make it safe from the lightning. Inside is a typically untidy bachelor pad, with piles of clothing in one corner and opened food containers in another.

Radios are useless in Cerberin's atmosphere, so the shack has a metal pole on the roof with lights along its length. Rake uses this to communicate with the planet's other settlers in a manner similar to semaphore.

Rake has a truck like an oversized camper van which is similarly lightning-proofed. To venture out on foot, he also has a storm suit which looks more like a metal cage with gauntlets and helmet and a box-like capacitor at the front. It attracts the lightning and absorbs its energy to be discharged later, either to power his truck and shack, or in a single electrical blast.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jabel Rake is willing to help anyone stranded on Cerberin's surface. But a tattoo of a red triangle containing a skull on his forearm reveals that he was formerly a member of this sector's violent criminal gangs. Rake has left that life behind, but he has a store of weapons in case trouble comes calling.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Only a handful of individuals
TECHNOLOGY LEVEL: N/A

JABEL RAKE



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

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

TRAITS
Brave
Distinctive
Outcast
Technically Adept
Tough

EQUIPMENT
Pulse Rifle: L(4/L/L) damage
Storm Suit [Traits: Immunity (Electricity), Zap (Minor: 8(4/8/12) damage, One Shot). Story Points: 2.]

TECH LEVEL: 7
STORY POINTS: 6

CIMMERIA IV *(Embrace the Darkness)*



The Cimmerian System was once a beautiful sight, its sun shining in incredible colours across the planets that circled it. But then, one day, it wasn't. The sun just disappeared and its planets were plunged into darkness. Legends persist of the Cimmeriae, a people fabled by the Ancients to live in perpetual darkness.

The Cimmerian System was so named by human-descended Throxilians who discovered it centuries after the sun vanished. Their initial flybys indicated that Cimmeria IV is rich in minerals and is uninhabited, but is lacking in a breathable atmosphere. In other words, it's ideal for mining and commercial exploitation without any adverse environmental and cultural side-effects which might fall foul of the code of the Galactic Charter of Species Protection.

To facilitate the exploitation of Cimmeria IV, the Throxilians developed a procedure for the creation of an artificial sun array in orbit around the planet. Once activated, this will provide a viable energy and light source, making it habitable with a minimum economic outlay on life support installations.

A base has been established on the surface of Cimmeria IV, resting on unbreakable metal supports buried hundreds of feet below the surface. A small team has set up a series of EPUs, Energy Projection Units, all over the planet. When they're fired up, the artificial suns will light up the sky. The central EPU is on top of the team's base. It coordinates the others, and any adjustment to the positioning or energy output of this master EPU will cause the others to adjust accordingly.

But just as the EPUs are about to be activated, the base is plunged into complete darkness. Something has survived on Cimmeria IV…

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Thin Non-Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: Solarians (Cimmerians)
TECHNOLOGY LEVEL: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Aeons ago, when its sun still shone, Cimmeria IV was inhabited by a race that called themselves the Solarians (see *V288*). They were a peaceful people who explored the Universe. One caste of Solarians that remained on their homeworld was dedicated to healing others. So when a plague struck the explorers, they returned home to be healed. But the sheer number affected by the plague took its toll on the healers and they began to die, exhausted by their efforts.

Eventually, to save themselves, the healers developed a means to turn their sun dark. Without its light to guide them and power the solar sails of their ships, the explorers went elsewhere, believing their home planet was now dead. Since then, the healers have remained in hiding beneath the surface of Cimmeria IV. They have become creatures of the darkness, developing other senses to replace their atrophied eyes.

These "Cimmerians", as the Throxilians have named them, still live in fear of the return of their fellow Solarians and of the light that would bring them home. They are desperate to remain hidden and will use their powers to extinguish any light brought to their world.

CITY OF THE SONOMANCER *(Scenes from Her Life)*



The remains of an ancient TARDIS hang motionless in the Vortex, anchored impossibly on nothing and posing a navigation hazard for other time-ships. It has been here a long time. Long enough for the time winds to have stripped its outer shell away, leaving the sprawling interior exposed, forming a vast city-like environment. There are a handful of lifeforms in this cityscape, protected from the time winds by the TARDIS's forcefields. They are still operational but could fail at any moment.

This maze-like place has a Gothic feel to it, though key TARDIS features are still recognisable. The apparent rulers are a bizarre couple, Lord Stormblood and Lady Sepulchra, with their servant, Swordfish. All three are eccentric in the extreme, having been driven mad by their experiences, with their personalities and their memories being resculpted by the time winds. To them, this "palace" is their "ancestral pile". None of them can remember life before being here, and none of them recognise the name "Time Lord", though that is clearly what they are. Lady Sepulchra has fleeting memories of a world with an orange sky but dismisses them as dreams. So far as they are concerned, they have been here forever.

Stormblood and Sepulchra spend much of their time in what they call the Grand Dining Room, in fact the TARDIS's former console room, with the console itself being used as their dining table. They believe they are eating banquets of fine food and wine, actually nutrition cubes provided by a broken down old food machine. Stormblood and Sepulchra speak with caricatured upper-class English accents; Lord Stormblood in particular suppresses the "r" to such an extent that it sounds like a speech impediment.

Swordfish is subservient to Stormblood and Sepulchra, feeding on their scraps and carrying out their orders. His primary responsibility is the security of the prisoners kept locked in the dungeons of this place. These wretches are in a pitiful state, having been provided with very little food and water. Swordfish is periodically instructed to fetch one of them for use as a test subject in experiments, which invariably prove fatal. He wears a gauntlet capable of administering painful shocks.

The final person in this city is a girl trapped within a device called the neural amplifier. Wires are embedded in her brain and nervous system, connecting her to the machine and making it impossible to remove her safely. When it is activated, she screams in agony. The amplifier is an attempt to reawaken the girl's lost psychic abilities, and the tests are to check whether she can dissipate a test subject into its component atoms. So far, she can only strip the flesh from their bones.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The girl is the true ruler of this place. She is Caleera, a Time Lord who was identified as having tremendous psychic abilities while at the Academy, so powerful as to be unique. Her educator reported Caleera and it was decided that her abilities were too dangerous as she had no conscious control over them. Against her will, she was

LORD STORMBLOOD



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

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

TRAITS
Amnesia (Major)
Cloistered
Distinctive
Eccentric (Major) – Utterly insane and delusional
Feel the Turn of the Universe
Impulsive
Time Lord
Time Lord – Experienced x8
Vortex

TECH LEVEL: 10
STORY POINTS:4

sent to a psychosurgeon who managed to suppress her powers.

Afterwards, Caleera was given a position at the Panopticon Archive, where Chief Archivist Sternbar assigned her as an assistant to a junior archivist, an insultingly lowly role. When she learned that the Eleven (see *V198*) had been imprisoned in the Capitol penitentiary, Caleera visited him, recruiting him into the Doom Coalition.

When the Eleven escaped, Caleera tricked the Chief Archivist into believing the renegade was coming after him. She lured Sternbar into an ancient TARDIS she had stolen from the vaults and similarly kidnapped the educator who had first reported her unique abilities and the psychosurgeon who had supressed them. With them trapped aboard the stolen TARDIS, Caleera subjected the three to extended periods of torture, breaking their sanity. Sternbar became Stormblood, the educator became Sepulchra and the psychosurgeon is now Swordfish. Caleera hypnotised them into building the neural amplifier around her, a machine designed to restore her former powers. The test subjects are normally the prisoners from the dungeons. But she has also created a psychic weapon, the Gift (see *G37*), with which she has destroyed the Voord homeworld (see *V176*). The ultimate aim is for Caleera to be able to use her powers without using the neural amplifier.

Although she doesn't know it, Caleera doesn't really need the machine. Anyone examining the amplifier and making a Difficulty 15 Ingenuity + Technology roll will realise that she could escape the machine by turning the safety protocols off and running the amplifier at maximum, using her powers to pull the machine apart from the inside. There is a risk though, as Caleera's cells would be damaged and she would only have the briefest of opportunities to heal herself.

Once freed from the machine, Caleera will become the Sonomancer (see *V290*), a creature with world-destroying abilities allied with Cardinal Padrac (see *V166*) and his Doom Coalition.

LADY SEPULCHRA



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

SKILLS
Convince 2, Knowledge 1, Medicine 1, Science 3, Technology 2

TRAITS
Amnesia (Major)
Cloistered
Distinctive
Eccentric (Major) – Utterly insane and delusional
Feel the Turn of the Universe
Impulsive
Time Lord
Time Lord – Experienced x5
Vortex

TECH LEVEL: 10
STORY POINTS: 4

SWORDFISH



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

SKILLS
Athletics 1, Fighting 2, Medicine 3, Science 3, Technology 3

TRAITS
Amnesia (Major)
Cloistered
Distinctive
Eccentric (Major) – Utterly insane and delusional
Feel the Turn of the Universe
Time Lord
Time Lord – Experienced x5
Vortex

EQUIPMENT
Energy Gauntlet: 5(2/5/7) damage by touch

TECH LEVEL: 10
STORY POINTS: 4

THE COMPANION COLLECTION *(Companion Piece, The Odds Against)*



Somewhere along the line, the earlier, kleptomaniac incarnation of the Eleven (see *V198*) known as the Nine (see *V200*) has acquired a prison facility. Quite where it's located is a secret. After all, the Nine doesn't want anyone else trying to take it or its contents away from him! But it's a highly secure facility complete with a dozen robotic drones which act as guards.

The facility's prisoners are incarcerated in reinforced glass-fronted cells which can be monitored by the Nine from his central control suite. They are also shifted slightly out of phase into the future, which makes it impossible to trace their whereabouts in real space.

The drones are basic security robots without speech capability. They hover slightly above the floor and are armed with a vicious energy weapon. The blast level increases with each shot against an individual. The first time someone is hit, it's painful; the second time, it's excruciating; the threshold before a blast becomes lethal isn't certain even to the Nine. The drones patrol the prison on a looped routine which ensures that each cell is checked at least once every 2 minutes 40 seconds.

Even if an escapee can make it out of their cell and past the drones, they have a final barrier to get through: the entrance into and out of the prison is an impenetrable temporal gate. Unless it's been deactivated, it's impossible to get through without ageing to death in an instant. And if an escapee instead heads for the Nine's control suite to try to overpower him, he can active the nanobots he has implanted in his prisoners' heads, either to inflict debilitating pain (Stun damage) or to kill them outright (Lethal damage).

The Nine acquired the facility for the same reason that he acquires anything else: purely because he wants to own everything. However, the prison offers him the additional opportunity to collect and store living things. Sentient species, unique lifeforms, whatever takes his fancy. At the moment, he has started a very specific collection: the Doctor's companions. Having bumped into River Song and taken her prisoner, he keeps her locked in a torture device and has been forcing the names and locations of the Doctor's companions out of her.

So far, the collection is small. In addition to River herself, he has Jamie McCrimmon, Jo Grant, Leela, Margaret Hopwood (see a future *Fourth Doctor Addendum*), Romana II, Adric, Charley Pollard (see *A90*) and, most recently, Liv Chenka (see *A98*) and Helen Sinclair (see *A93*). He will shortly acquire the Eighth Doctor's as-yet-future companion Bliss (see *The Time War Expanded Universe Sourcebook*) and even the corpse of Katarina. The Nine hopes to be able to collect the complete set, and he's not particularly concerned about where in their timelines his pieces come from. His Romana is from years after she left the Doctor and has become President of Gallifrey (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*), while Adric comes from a point when he's travelling in the TARDIS (any later would be problematic). He would prefer them to have met the Doctor though, so not too early in their lives.

The prisoners have access to a TARDIS food machine the Nine has installed. While their cells are arranged in chronological order of their meeting the Doctor, Charley's complicated and paradoxical nature means that the Nine keeps shifting her around. Many of his prisoners are still confident that the Doctor will come to rescue them. But Charley has been here for weeks and has realised that the prison's security means that he can't locate them in time and space.

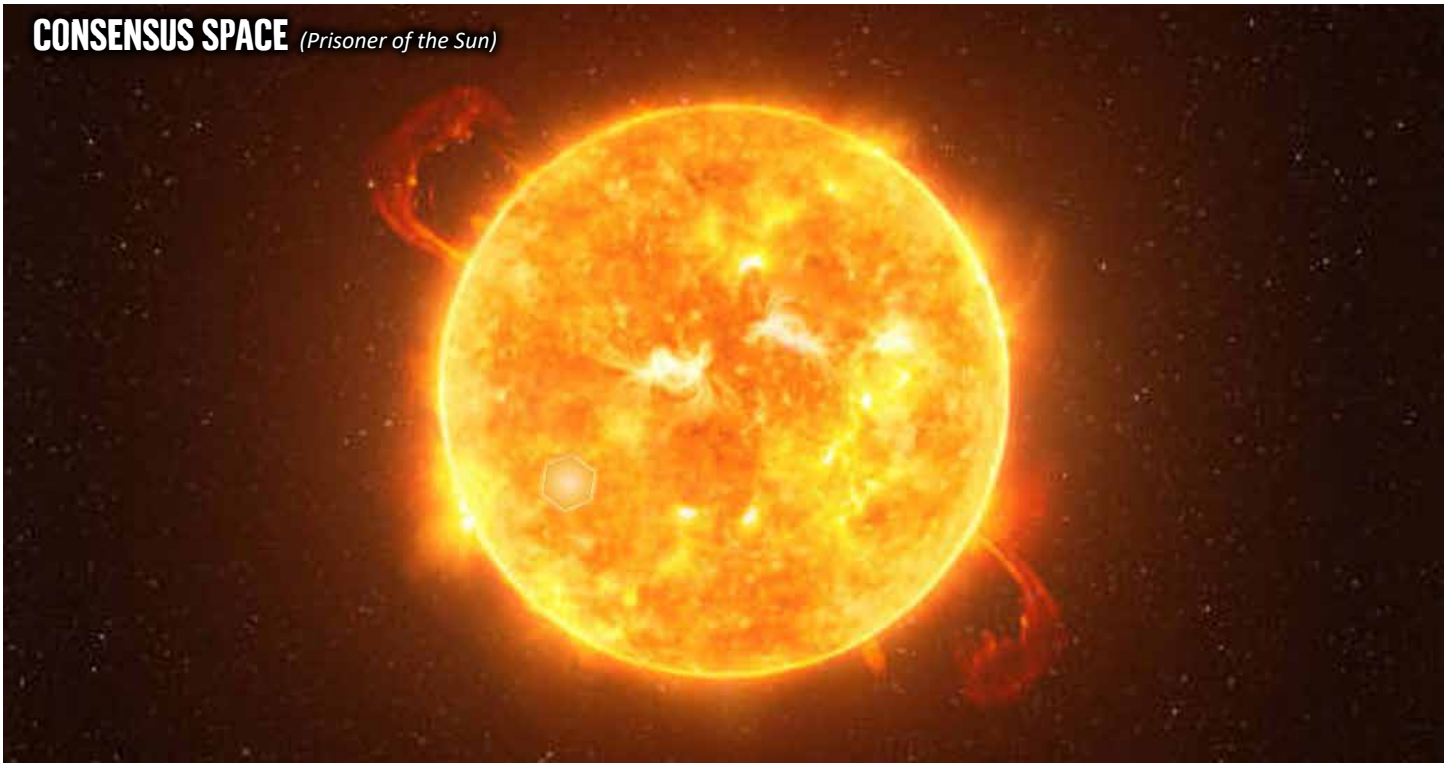
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

River is being selective in the names she provides to the Nine under torture, in the hope of gathering together companions with the skills need to break them all out. Helen for code-breaking, Bliss for computer hacking, Jo for lock-picking, Jamie and Leela as fighters, and so on. Even so, it would still be a highly dangerous operation…

DRONE

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 3, Strength 4
Skills: Marksman 3
Traits: Armour (4 points), By the Program, Flight (Minor), Natural Weapon (Major: First hit delivers 2(1/2/3) damage, and each subsequent hit against the same character adds 1 to the base damage, i.e. 3(1/3/5), then 4(2/4/6), etc), Robot
Tech Level: 10
Story Points: 1

CONSENSUS SPACE *(Prisoner of the Sun)*



The area known as Consensus Space encompasses nine solar systems and was once a feudal nightmare, with millions losing their lives in factional conflicts that could persist for decades. Then, some brave people on one planet set up the Consensus, a governmental entity that gradually became the region's sole power, putting an end to these conflicts. It wasn't long until the Consensus became paranoid about losing control and the star systems within it going back to their old ways, so they became more and more oppressive. Nowadays, they punish any dissenter that dares step out of line with deadly force. Finding themselves waging war against a rebel movement, the Consensus sought the ultimate deterrent: the threat of turning the criminals' own suns into weapons.

The Consensus deliberately chose their most unimportant, backwater solar system to house the first experiment, but it still contained two planets with a combined population of two billion. The control station is built inside the sun itself, surviving due to advanced heat and radiation shields. That said, it's still a bit too warm to be completely comfortable. Despite their best attempts, the project to weaponise the sun was deemed unsuccessful and abandoned. However, the sun itself had grown unstable from their experiments, threatening to explode at any moment.

Nowadays, the station monitoring the sun exists to keep it stable, correcting and balancing surges in activity via remote containment fields and compensators. This is easier said than done, as the star's surface is divided into many sectors that look almost identical, and the most minor surge can escalate into a chain reaction in no time at all. Two billion lives are at risk if the operation fails. As so few people have the knowledge to operate the incredibly complex systems, and they can't afford to take long breaks, the Consensus sees it necessary to treat the operator of the sun as a prisoner, with the monitoring station as their cell.

The monitoring station is simply designed, being six rooms joined by a hexagonal corridor. The prisoner is only allowed access to three rooms: their workstation, their living quarters and the guards' quarters. In theory anyway, as the guards wouldn't allow them into their room unless they had to detain them, which is a last resort given how important it is that they have constant access to the workstation. The other rooms are the shuttle bay for incoming supplies in one direction (the only way in or out, and the only times the prisoner gets to glimpse the Consensus), and the storage and power systems rooms in the other.

While the corridor loops, the prisoner is kept to their allowed sections by invisible forcefields marked with white lines and keyed to their DNA, which act as impenetrable walls. In effect, they only have the freedom to move into two rooms and three sections of corridor. The only benefit the Consensus allows is a kitchen in the prisoner's living quarters, yet they constantly slash their food budget. They're also provided with an android assistant (see *V177*), whose ability to perform and memorise complex tasks makes the job marginally less difficult. Of course, androids such as this are prepacked with chips programmed for loyalty to the Consensus.

The guards keeping the prisoner in check are mercenaries, a trio of Mercurials (see *V252*), a species made of a mercury-like substance and able to withstand incredible temperatures. This allows them to make repairs to the station without protective equipment, as well as easily being able to restrain their prisoner. Head Guard Gliss is particularly skilled at psychological manipulation. The guards aren't brutes, but they are due a compensation payment if their prisoner dies before the contract is up, something they like to threaten them with to keep them in line.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A small group of armed rebels have hijacked a supply ship and are planning to approach the station, eager to rescue the prisoner. They're unaware of what the sun project does and would risk its destruction if it meant saving their ally. Unknown to the others, one of the rebels plans to assassinate the prisoner, believing they're far more useful to the movement as a martyred folk hero.

Hagan, the group's leader, has his own agenda: he's aware of the station's true purpose, and wishes to convince the prisoner to leave, planning to pretend that it's all a simulator. The rebels have successfully destabilised the Consensus's power everywhere but this small system; if Hagan can blow up the sun and take out the two planets below, he'll have wiped out the Consensus completely. He'll keep his involvement a secret, so no one ties him to the civilians' deaths.

The sun's prisoner is the Doctor. He's already gone through three android assistants, working through the alphabet to name them. Like her predecessors, the nascent Daphne is customised with a synthetic voice that replicates Lucie Miller's, his most recent companion. The Doctor could easily escape and stabilise the sun with his TARDIS's technology, but leaving the station for a moment would risk two billion lives: until he can figure out a solution to this, he can't leave.

GLISS



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

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

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Heat
Fast Healing (Special)
Fear Factor 1
Immortal (Special)
Immunity – Heat-based attacks
Obligation (Minor) – The Consensus
Selfish
Voice of Authority
Weakness (Major) – Specific frequencies of sound waves focused on Gliss will permanently kill her

TECH LEVEL: 6

STORY POINTS: 4

HAGAN



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

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

TRAITS
Adversary (Major) – The Consensus
Brave
Dark Secret (Major) – Plans to destroy an inhabited solar system
Friends (Major) – Rebels
Menacing
Obsession (Major) – Destroy the Consensus
Tough

TECH LEVEL: 6

STORY POINTS: 6



THE CRUCIBLE OF SOULS *(1st in The Crucible of Souls)*

The Crucible of Souls is a top secret Time Lord project, and the location of the nameless and otherwise lifeless asteroid it has been built on is held only in the secure files of the Panopticon Archive records. Even its existence is known only to certain members of the High Council on a need-to-know basis. In the wrong hands, the Crucible could be very dangerous indeed.

The Crucible's asteroid is protected by high security. Landing on it is forbidden without the proper clearance, and new arrivals are subjected to a genetic scan to confirm their identity. The facility is normally manned by a team of Time Lord researchers and support staff, together with a squad of Chancellery Guards.

The facility has an automatic defence system which, when activated, will target any unauthorised intruders with multiple rapid-fire lasers (each delivering 8(4/8/12) damage, with a Success meaning a single hit, a Good result means the target has been hit twice, and a Fantastic result means they have been hit with three shots). These defences are on their own circuit and can't be switched off remotely. There is also a temporal grace field which can be activated to disable any weapons within the facility. The Crucible's control room has been constructed to withstand a sustained assault, with the walls and doors having Armour 15.

As the time of the Doom Coalition crisis, the Crucible is still being finalised, though it is complete enough for its work to have commenced. The personnel here are researching the life energies of the various races of the Universe, with a particular focus on the Time Lord regeneration process. Once fully operational, the Crucible of Souls will theoretically be able to convert life into regeneration energy, using it to provide Time Lords with the power of unlimited regeneration.

The Crucible facility is equipped with a time-capable Gallifreyan escape shuttle (see *G35*) large enough for its entire crew. However, like the facility itself, at the time of the Doom Coalition incident, it is still being fitted out.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Crucible of Souls is intended to be a research centre investigating life energy, its operation could pose a catastrophic danger to the Universe. Indeed, Cardinal Padrac (see *V166*) realised that the Crucible could help him with his plans to destroy the entire cosmos, saving only Gallifrey itself.

Padrac and his allies used the Crucible to negate the future and convert all life in the remainder of time into regeneration energy. However, the Nine (see *V200*) tried to steal this energy to become personally immortal, threatening to derail Padrac's plans.

Later, once that scheme had failed and the Crucible was being decommissioned, the Eleven (see *V198*) used it in conjunction with the brain-print of Artron (see *A117*) to give the power of regeneration to every species in the Universe. Although the War Master (see *The Time War Expanded Universe Sourcebook*) managed to reverse this, the Crucible was destroyed by a Gallifreyan war fleet in order to prevent any further misuse of its secrets.

The Crucible of Souls is clearly a frighteningly powerful device capable of changing or destroying the entire Universe. But as the precise limits of its functions have never been clearly defined, it is left to the GM to determine what it can and cannot do according to the needs of the adventure. Specific Traits have therefore not been provided here.

PLANETARY DATA

SIZE: Tiny (asteroid)
GRAVITY: Earth-like Gravity within the Crucible; otherwise minimal
LAND MASS: The Rock
ATMOSPHERE: Earth Standard within the Crucible; otherwise none
CLIMATE: Temperate within the Crucible; otherwise Arctic
SATELLITES: 0
SENTIENT SPECIES: Time Lords
TECHNOLOGY LEVEL: 10



WARNING
YOU ARE ABOUT TO ENTER THE CUBE
ALL FORMS OF TELEPATHY ARE PROHIBITED
DO NOT ATTEMPT TELEPORTATION UNDER ANY CIRCUMSTANCES
PSYCHIC POWERS WILL BE FORCIBLY REMOVED

CAUTION
YOU HAVE NO RIGHTS
YOU HAVE NO POWERS
YOU HAVE NO DEFENCE
YOU ARE NOW INSIDE THE CUBE

The Cube was constructed following one of the more terrible of Earth's wars to contain a very specific type of prisoner. When it became apparent that the war couldn't be won by conventional means, it was decided that radical new weapons were needed: psychic soldiers, or "psychs". Eryk Rawden was placed in charge of the research programme, and he and his team designed a machine capable of carrying out brain cell augmentation on a subject and rewrite their brainwaves. The results on a series of test subjects were spectacular. The psychs gained all sorts of mental powers, including telepathy, telekinesis and transteleportation, and were used for specialist missions such as telepathic eavesdropping, teleport incursions or assassinations using telekinesis to stop the heart of a target.

After the war, Rawden tried to use the machine to reverse the process and remove the soldiers' powers. Some died of psychic shock. The others found that instead of removing their abilities, the process increased them. Now, the authorities can't let the psychs return to their families, not while they can open any door, discover any secret and kill with a single thought. They are no longer considered to be brave soldiers, but killers and murderers. So the Cube was constructed to hold them for the rest of their lives, and Eryk Rawden was put in charge of it.

The Cube is a metal construct with no windows and only one high-security door in and out. Inside is a maze of rooms and corridors on several levels, their layout based on quadrilaterals. The Cube is cold and dark. The smell of sweat pervades the place, and there are intermittent sounds of metal clanging in the distance, echoing in the strange acoustics. The internal doors are all protected by electronic locks.

The psychs' special powers are useless in the Cube, as its walls are lined with a special metal that virtually nullifies their psychic abilities. It's impossible to teleport through them, and anyone trying to use any Psychic Traits (Psychic or any Traits having Psychic as a pre-requisite) in the Cube has a -8 penalty.

ERYK RAWDEN



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

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

TRAITS
Authority (Minor)
Coward
Obligation (Major) – The military
Technically Adept

TECH LEVEL: 6

STORY POINTS: 4

GARTH TWYST



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

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

TRAITS
Eccentric (Major) – Sadist
Obligation (Major) – The Cube
Repulsive

TECH LEVEL: 6

STORY POINTS: 4

The Cube's control centre is a self-contained unit positioned on top of the Cube itself. It has its own power supply and contains the main exit chamber into the Cube. The door is reinforced metal, like that of a bank vault, and is sealed by an electronic lock that has a Difficulty 21 to crack.

Eryk Rawden is an amoral man with little concern for the wellbeing of the psychs. He has all the equipment he needs to continue his experiments into brainwave augmentation, and he has carte blanche to do what he likes to the psychs. Rawden's right-hand man is Garth Twyst, who is both a technician and a specialist in interrogation. Twyst is a sadist and is inventive in all forms of physical and mental torture, as the prisoners know too well.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

By the time the Doctor and his companions arrive in the Cube, there are only a handful of psychs left alive. Something else has appeared in here and is hunting them down.

TESSA WAYLUND



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

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

TRAITS
Alien Senses – Detect brainwaves
Eccentric (Minor) – Loner
Healer (Major) – Has a +4 bonus on Medicine rolls when trying to heal someone
Psychic
Psychic Training
Special – Imprisoned (Major): Tessa is confined to the Cube; if she ever escapes, this Trait becomes Wanted (Major)
Telekinesis
Teleport

TECH LEVEL: 6

STORY POINTS: 8

The most powerful psych ever created is Tessa Waylund. She was an infiltration expert with the ability to teleport herself anywhere. She also cross-trained as a medic and can use her telekinesis to heal injuries. When Rawden tried to remove her powers, they were doubled, perhaps even tripled. Unknown to anyone, they have developed an independence within Tessa's mind but outside her control, becoming the brain-worm (see *V164*), a creature that is able to emerge and kill, then return to the safety of her head.

The brain-worm has been killing the psychs off, while Rawden and his team have retreated to the control centre. Although Tessa is a loner, the other psychs are desperate to escape the Cube. Perhaps the TARDIS is a way out?

DALEK EARTH, 48TH CENTURY *(Terror Firma)*



When Davros was manipulated into destroying Skaro (see *Remembrance of the Daleks*), his escape pod was blasted into the Vortex, where it drifted for a very long time. Eventually rescued by a Nekkistani time cruiser. Davros killed its crew and planned his revenge against the Doctor.

Davros headed for Earth, now in the 48th Century, where he introduced a virus that mutated everyone it infected. He offered his help to America, but shortly afterwards the entire continent went silent. Davros converted the mutated population into his new Dalek army and conquered the Earth, making it the new Dalek homeworld.

The only place on Earth not swarming with Daleks is Folkestone in south-east England, beneath which is the Dalek base. It's also the only place you can still see the stars, the rest of the planet being surrounded by a metal protective shield constructed by the Daleks.

Folkestone is also home to Harriet Griffin and her son Samson, the latter being a former companion of the Eighth Doctor (though Sam doesn't remember this). All Harriet knows is that one day, Sam and his sister Gemma (see *A103*) disappeared, and only Sam came back, suffering from some sort of mental breakdown. Harriet has grieved for her daughter, believing her to be dead.

Harriet is part of the British Resistance against Dalek rule, though they hide their intentions by partying long into the night to convince the Daleks they've given up. They have sporadic contact with other resistance groups, in particular the French Resistance on the other side of the Great Tunnel under the English Channel. But most of the time, they're self-sufficient. They're biding their time until outside help comes, as there's no point in a suicide mission against the invaders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Davros is the Emperor of Earth, but his mind is fragmenting and he is even more unstable than previously. His personality is divided between the merciless Dalek Emperor that he is becoming and the insane but frightened Davros that he wants to remain as. Sitting alone in the darkness, he argues with himself. The Emperor considers Davros to be a fool at the mercy of his emotions, whereas Davros just wants peace, even if that means his own death. Davros needs to inject doses of a sedative to keep himself under control.

Davros refuses to believe that his transformation into a full Dalek is inevitable. He has taken a small sample of his own tissue and used it to create a clone body of himself before the accident that crippled him. Davros intends to transfer his consciousness into the clone to prevent his mental degradation.

Meanwhile, his Daleks are the real French Resistance lurking at the other end of the Great Tunnel, waiting for Harriet's group to make their move. They have constructed a new, much larger armour for their Emperor. They are concerned that Davros has become obsessed with his own mortality and have been kidnapping members of the British Resistance to use as test subjects to create their ideal Emperor.

DAVROS

AWARENESS	2	PRESENCE	2/5*
COORDINATION	2	RESOLVE	4/6*
INGENUITY	7	STRENGTH	2

*First number if Davros is in control; second number if the Emperor personality is dominant.

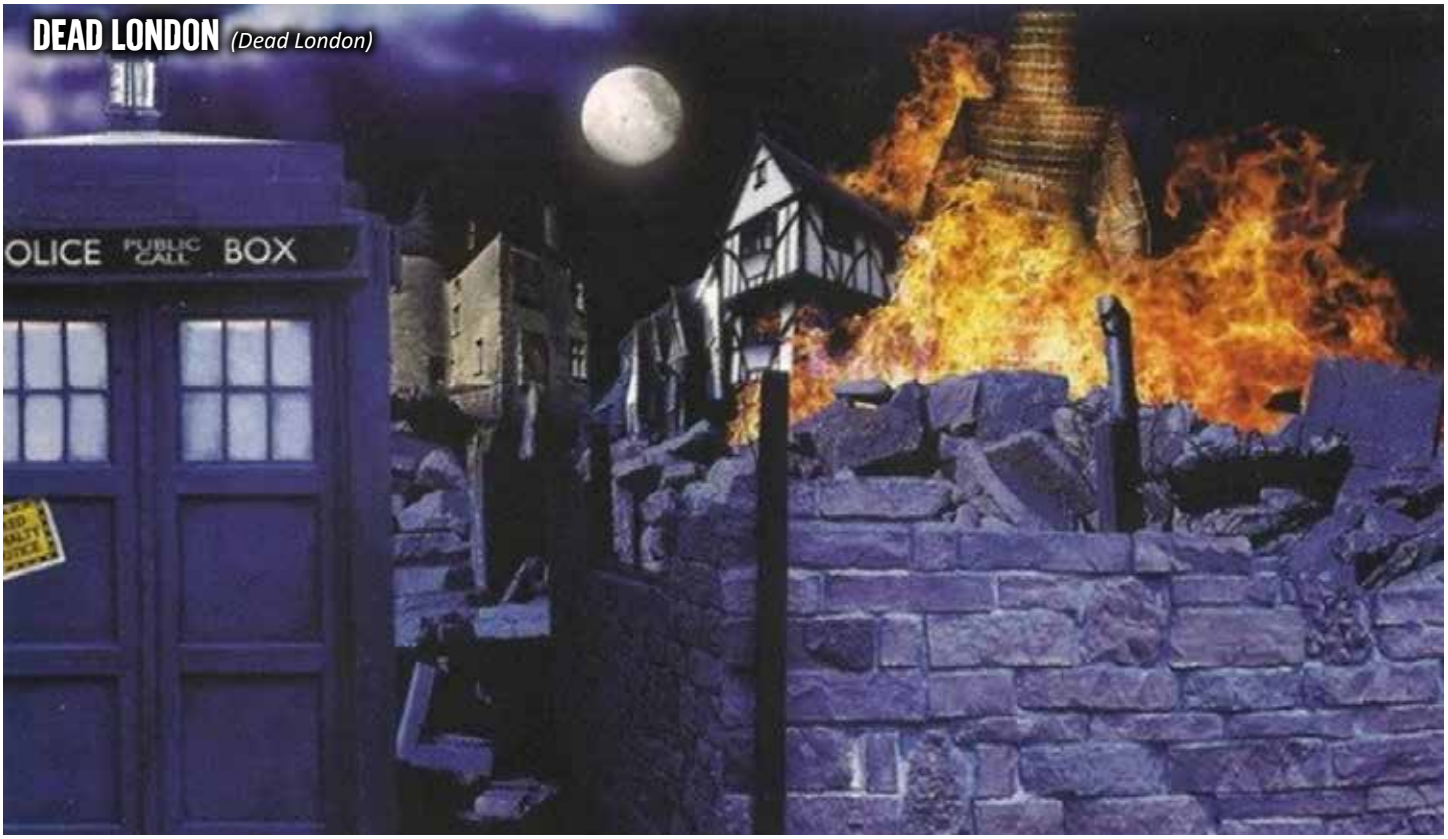
SKILLS

Convince 1, Craft 6, Knowledge 6, Medicine 6, Science 6, Subterfuge 4, Survival 2, Technology 6, Transport 2

TRAITS

Armour – 10 points, but if his casing is open, a targeted shot to Davros's head (with a -4 penalty to hit) bypasses this protection
Boffin
Cyborg
Dependency (Major – His chair's life-support system; without this, he needs to make regular Resolve and Strength rolls with minimum 12 Difficulty or start to die
Eccentric (Major) – His personality is split between Davros and the Emperor: each scene (and whenever he is under stress), Davros must make a Presence + Resolve contest between his own stats and those of himself as the Emperor; if he fails, the Emperor gains control for the rest of the scene; his sedative gives Davros a +4 bonus
Fear Factor 1
Flight (Minor)
Indomitable
Immortal (Major)
Natural Weapon (Major) – Electrical Discharge: S(S/S/S) or 6(3/6/9) damage
Obsession (Major) – His Daleks and universal conquest
Scan
Technically Adept
Transmit

TECH LEVEL: 6 **STORY POINTS: 12**



It doesn't take a Time Lord to realise what a localised time shift is, or why they're so dangerous. You could walk along a well-lit pavement in 2008, only to find yourself on a dark, active tramline in 1917! These are abnormal, but especially to find so many localised in one place; a small section of London city encompassing Newgate Prison and its environs.

Odder still is that each period in London's history is separated, yet occasionally shift together like a patchwork quilt. A series of deep, filthy rivers suddenly appear and disappear at random in the middle of roads, akin to the neural processes of a brain firing off information. As this happens, other sections of London may be seen across the river. Good luck finding a bridge at the right time though! The Londoners are shockingly casual about acknowledging the other time zones they border, claiming that it's something you get used to. If they do begin to question things, they start to get fuzzy headaches and cagily speak about "him" imprisoning or hurting them if they step out of line. Best pretend everything's normal.

In fact, each represented era of London contains many dangers. In the 1680s, infamous figures like "The Hanging Judge" George Jeffreys and dim-witted executioner Jack Ketch rile up bloodthirsty crowds with public executions for trivial crimes, and 1917 features the Kaiser's Zeppelins dropping bombs... and of course, the dark, empty streets of this era give the feared Blackout Killer full reign for serial murders. At the very end of the main river is a section of Roman Britain, where Boudica's archdruid eagerly plots murderous Celtic rituals like burning gigantic wicker men. Curiouser still is that each of these imposing men has the same voice, doesn't quite look how they're supposed to, and can't recall important personal details if questioned.

Little does she know it, but 1860s thief Spring-Heeled Sophie (see *A173*) has stolen an important artefact from the Roman temple: a Cista Mystica, or '"Snake Box". Typically containing ritual snakes, it instead features countless odd blinking lights.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cista Mystica is made of telmonium, a rare and durable metal from the marshy planet Quagreeg in the Sirius system, known for its vicious but technologically advanced reptilian natives. The box's buttons operate invisible tractor beams that completely control this version of London, whisking anyone of choice from one time period to another with a loud whoosh.

If confronted with irrefutable evidence, the strangely similar figures of authority will admit their true identity, that of a shapeshifting Quagreeg named Sepulchre, named for the church next to Newgate Prison. Sepulchre is all of these figures at once, as the Quagreeg have the ability to project avatars from their primary body. Despite possessing a hivemind and referring to himself with pluralised pronouns, each avatar develops a personality unique to whichever character they're playing, and they verbally communicate and disagree with one another. Despite this, they all answer to the original, as if he dies, they die. If Sepulchre loses the Cista Mystica, his selves are just as lost in the shuffle of time as anyone else. Despite this, machinery in his Roman Temple base lets him manipulate the rivers at his whim,

giving him free rein to transport things between the various "re-enactment" chambers and attempt to drown trouble-makers in their filthy muck.

The Quagreeg feed on the deaths of others, which Sepulchre claims is an unfortunate necessity of survival... although the amount of pleasure he takes from murdering "livestock" like humans betrays him. To this end, he's created the fractured London using the Cista Mystica to transport real people into his re-enactment chambers, where they suffer for him in replications of historically cruel moments. He deliberately abducts the downtrodden lower-classes, people he believes are unimportant to history. But he'd be particularly excited to kill a Time Lord, as it would greatly enhance his social status!

Sepulchre's choice of projecting his avatars into cruel and/or authoritative historical figures is important, as enough people disrespecting him and instating their own will over a chamber would cause it to collapse into an indistinct fuzziness. Repairing this takes him some time and focus, so he has successfully conditioned his prisoners with absolute terror at the idea of standing up to him. "Death by teleportation" is something all his prisoners fear.

The Cista Mystica not only transports humans to the re-enactment chambers, but it shrinks them: all of Sepulchre's London is physically located in his extradimensional mind! A Quagreeg's mind is simultaneously both a literal physical space located inside their skull, and an abstracted metaphorical one containing a pocket dimension. The act of killing Sepulchre would kill everyone inside, something they all have a subconscious knowledge of. The Mystica may be manipulated to separate Sepulchre's mental link to his avatars, which would in turn disrupt his shapeshifting. If his scaly face were known to the Londoners, they'd immediately see him as the alien he is and imprison him, allowing those in the tiny dimension to live much happier, freer lives.

Dead London's patchwork setting provides an interesting prospect for a playgroup, as they'd rapidly encounter a variety of historical set pieces and characters in one story, albeit in a simulated fashion. Researching a specific location might give a GM quite a few pieces of inspiration, although they're not usually able to run through them all without making their group's TARDIS land in the same spot for a series' worth of sessions! Other Quagreeg might not share Sepulchre's on-the-nose fixation with imprisonment. Instead of London, a more playful environment could replicate eras of a famous theme park and engineer fatal accidents, or a more power-crazed one could replicate Washington DC, making each of their avatars a US president. There's also no reason for a Quagreeg to be stuck to Earth, as replication chambers could quickly sketch out multiple historical eras of an alien world in just one adventure!

CISTA MYSTICA [Special Gadget]
Traits: Dimension Modification, Hypnosis (Minor), Innocuous (Minor), Resilient (Major), Teleport, Transmit, Unfamiliar Interface (Minor), Vortex
Cost: 16 points

PRIMARY SEPULCHRE



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

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

TRAITS
Alien
Alien Appearance
Argumentative
Fear Factor 2
Networked (Major) – With each of his avatars
Obsession (Major) – Imprison and Kill "Lesser Species"
Psychic
Replication (Special) – Sepulchre may create expendable, independent copies of himself to obey his whim, developing differing personalities over time
Sense of Direction
Shapeshift (Minor)
Single-Minded (Minor)
Special – Dimensionally Transcendent Mind: Sepulchre's mind is an extra-dimensional space, allowing him to contain others and even himself inside of it
Technically Adept
Time Traveller (Major) – Tech Levels 2-6
Voice of Authority
Weakness (Major) – Mental connection to the Cista Mystica

Sepulchre's avatars have differing and generally weaker Attributes, Traits and personalities to his primary body, reflective of that persona: Jack Ketch has an Ingenuity of 2, Presence of 3 and lacks Voice of Authority, for example. The avatars all have Enslaved and Weakness (Major) – If the primary Sepulchre is killed, the avatars all die.

TECH LEVEL: 10 STORY POINTS: 6

DEEPTIME FRONTIER *(Deeptime Frontier, Companion Piece)*



Deeptime Frontier is a Time Lord research station and mining facility aboard which a secret project is being carried out. It's far larger than is needed for its permanent crew of three, but Time Lords don't do anything by halves! In any case, the station is built to withstand the worst ravages of the Vortex.

Although capable of time travel, *Deeptime Frontier* is located in real space in order to carry out its operations. It is currently surveying a natural fissure into the Vortex. The fissure is a patch of space where the fabric of reality is torn. Within it can be seen the myriad shifting colours of raw Vortex energy, dazzling and hypnotic. Much as the existence of dark matter is theorised but it cannot be detected, there are also dark chronons, an infinite mass of which is believed to exist in the Vortex. Under-Cardinal Rasmus (see *The Time War Expanded Universe Sourcebook*) sees them as a potential alternative energy source, an invisible and unlimited supply of raw TARDIS fuel. It could overhaul Gallifrey's entire power system or become a back-up in case something ever happened to the Eye of Harmony.

Rasmus previously helped the Seventh Doctor apprehend the Eleven (see *V198*). He is the driving force behind the work aboard *Deeptime Frontier* but wants to keep its project a secret. Not for any selfish or malicious reasons; just that the harnessing of dark chronons is a sensitive matter that the High Council would not wish their enemies to know about. Rasmus is not permanently based on *Deeptime Frontier*, but visits regularly to check on progress.

The three permanent crew consist of two Time Lords, Brallix and Andro, and a human, Dr Daria Visteron (see *A137*). The latter is a scientist from the 35th Century. However, she is not the Dr Visteron that Rasmus intended to recruit, but her daughter of the same name. Rasmus wanted her mother in his project team as she is a temporal engineer with a reputation as a genius. By the time he realised his mistake, the younger Dr Daria Visteron was already installed aboard *Deeptime Frontier*. Fortunately, she is as much a genius in temporal engineering as her mother.

The crew have been clearing debris from the region around the fissure to make access to it easier. They have a number of mining pods which can be manned or controlled remotely and used to plant charges to vaporise rocks, asteroids and even a small, derelict planetoid. Once the way is clear, the crew will use a final charge to widen the fissure before channelling a stream of dark chronons back to *Deeptime Frontier* to harness and store in its vats. The whole operation is rather like that of an oil rig making a strike.

Deeptime Frontier is fitted with a couple of particularly notable items: a dispersal chamber, used to dispose of waste by taking it apart down to the atomic level; and time windows through which possible futures can be viewed. It also has a transmat for ship to planet transportation and a number of portable fire extinguishers which freeze their target, used in the event of plasma leaks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dr Visteron resents being brought to *Deeptime Frontier* by Rasmus as she felt unable to refuse the request of a Time Lord. Understandably, she wants to pay him back in some way. She has used the station's temporal equipment to scan within the Vortex for a pocket dimension she knows is located somewhere within it and has been used by the Time Lords as a prison for an ancient foe. Having located it, Visteron intends merely to frighten Rasmus, not do anything more serious.

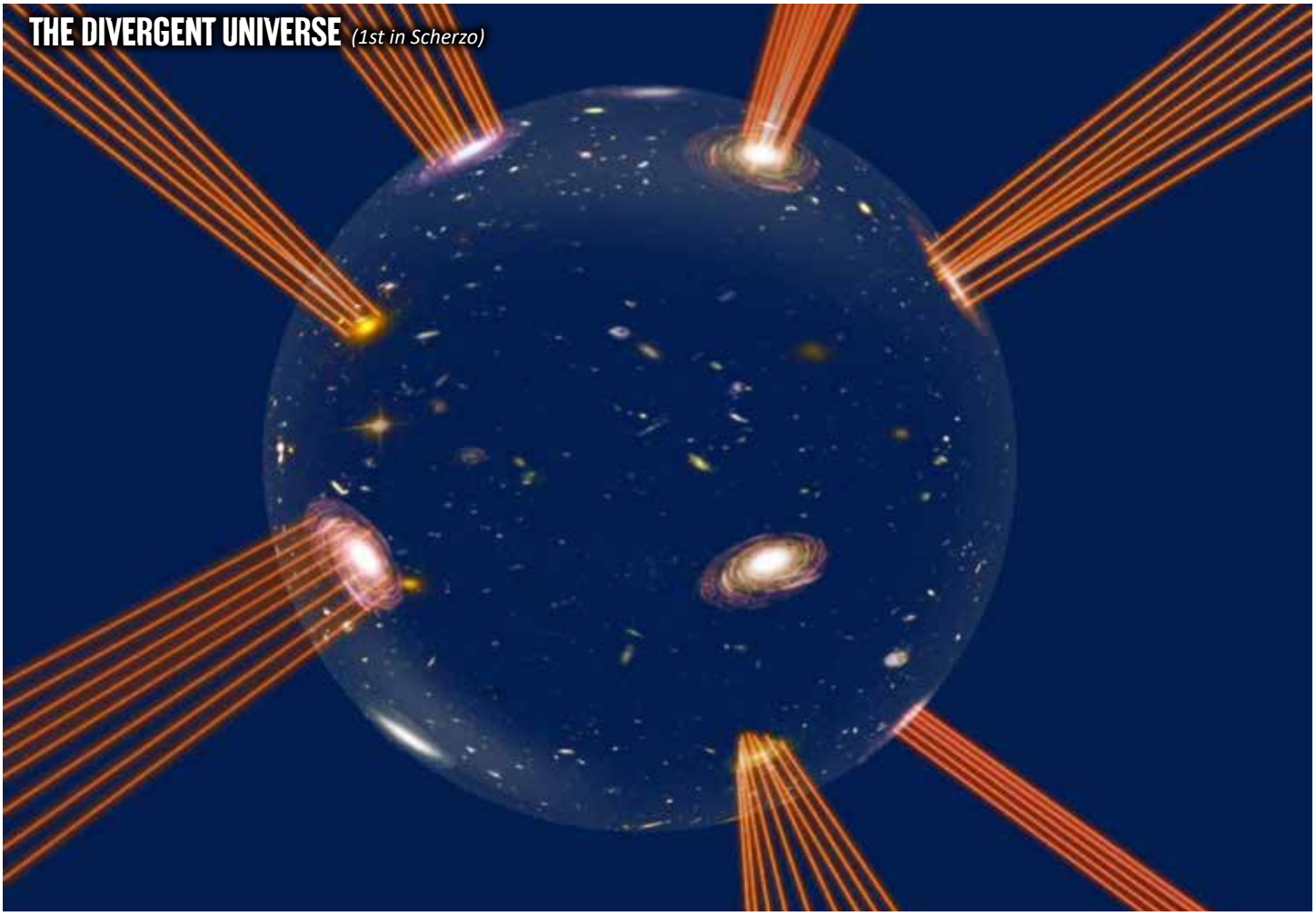
But the creatures within the prison, the Ravenous (see *V276*), have sensed her gaze and know that the fissure provides an escape route back into the real Universe, where they will once again be able to hunt and feed on their favourite prey: Time Lords!

DEEPTIME FRONTIER
Armour: 10 **Hit Capacity:** 40 **Speed:** 4*

Traits: Delete (dispersal chamber), Forcefield (Minor), Scan, Transmit, Teleport, Travel, Vortex
Story Points: 16

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

THE DIVERGENT UNIVERSE *(1st in Scherzo)*



Back when Rassilon (see *V274*), then a mere Cardinal, founded Time Lord society, he used the matrices constructed via the nascent Amplified Panatropic Network to look into alternative pasts, presents and futures. He discovered that all futures coalesce into a single Web of Time. He also discovered that a race of creatures that were brought into existence with the creation of the Universe would consume and eradicate all life within ten thousand millennia.

The exact specifics of this race are no longer available. But they do not follow the Humanian pattern of the Gallifreyans. Rassilon reasoned that for the Universe to continue existing beyond ten thousand millennia, the unnamed creatures should be destroyed, along with all life not conforming to the Gallifreyan standard. To this end, he manipulated the Vortex to send to every planet which was home to sentient life a self-eradicating set of biogenic molecules with enough power to rearrange the cellular structure of each planet's dominant lifeform, so it would take on Gallifreyan physiology and would continue to evolve along those lines. All other lifeforms would then become extinct within six thousand spans.

The creatures from the birth of the Universe attempted to stop Rassilon. So Rassilon created an alternative timeline where there should not be one. He re-ordered the Vortex via the Amplified Panatropic Network matrices and entombed the creatures within their own Divergent Universe. Rassilon sealed them in by creating a Möbius loop that removes all life from this Divergent Universe every twenty or thirty millennia and reboots it back to its original state. However, the Divergent Universe could not be entirely sealed off for eternity. Rassilon foresaw that in eighteen thousand six hundred and twenty nine millennia, the Divergent Universe would reopen at the exact moment of destruction of our Universe, freeing the trapped creatures. Rassilon intended to be there to greet them and once again seal them in, at the same time extending the life of our Universe.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Even though the life of our Universe was extended, it is still possible that the Divergents might break through the reality lock that Rassilon placed on the portal into the Divergent Universe, which lies within his Foundry (see *L212*). Indeed, on Earth in the 1950s, a scientist accidentally opened a rip in reality which gave a glimpse of the Divergents hammering at the gate (see *A169*). And sixty billion years in the future, on the blasted rock which is all that remains of Gallifrey, the Divergents will attempt to engineer an explosion on our side of the Forge's portal to break the reality lock and free themselves (see *A182*).

Time works differently in the Divergent Universe. There is still cause and effect, but once a moment happens, it's gone forever. Hours, minutes and seconds all rush by. Nothing can slow them or grasp hold. They rush on and are then lost. There can be no time travel in the Divergent Universe, and a TARDIS is limited to travelling in space only. A Time Lord will feel their temporal senses burn away, and the Feel the Turn of the Universe Trait is useless. Curiously, even though linear time is still evident, the inhabitants of the Divergent Universe have little understanding of the concept of "time", not even recognising the word. But the Doctor had a premonition of some of the people and places he was about to visit, so the limitation is not absolute. In all likelihood, the presence of the Doctor and his TARDIS in the Divergent Universe changed the situation.

The Divergent Universe consists of the Nine Galaxies, each of which is far smaller than the galaxies found in our Universe. Due to the Möbius loop, they are all destroyed every twenty or thirty millennia in a sequence starting from the outermost and continuing inwards. Towards the end of each cycle of the Divergent Universe's existence, a small blue planet appears (see *L151*). It wanders through the universe, initially seeding life and later exterminating it before it develops far enough to dominate the cosmos. Only when all life has been extinguished can the Divergent Universe end and the cycle begin again.

During the current cycle, the Trisilians of the Fifth Galaxy attempted to stop the blue planet's progress with neutronic warheads, but they detonated before they hit their target. The Trisilians fled to the smaller Fourth Galaxy, which subsequently fell victim to its effects. The Eutermesans of the Third Galaxy linked the planet with their ancient myths of a Creator and developed an entire religion around it, the Church of the Foundation (see *A151*).

The Divergents who had been exiled to the Divergent Universe by Rassilon saw what was happening and transformed the planet Bortresoye (see *L118*) into a "crucible world" divided into separate zones, in each of which experiments were conducted on different species in an attempt to create a creature capable of breaking out of the Divergent Universe. But when the experiments had succeeded, the being their efforts had created absorbed them and their knowledge.

The Doctor eventually worked out why there is no concept of time in the Divergent Universe, because it repeats in an endless cycle. Nobody truly dies forever here, as they are reborn again in the next cycle. Consequently, there are no fixed temporal coordinates because each moment has been repeated countless times before. Only the introduction of a random element with a concept of time, such as the Doctor himself, can break the cycle by disrupting and changing events. Which is why the Divergents added him to so many of their experiments on Bortresoye, to see how he would affect the process of evolution and change.

THE DIVERGENTS

As the following includes details which aren't revealed until the final story of the Divergent Universe story-arc, spoilers are inevitable.

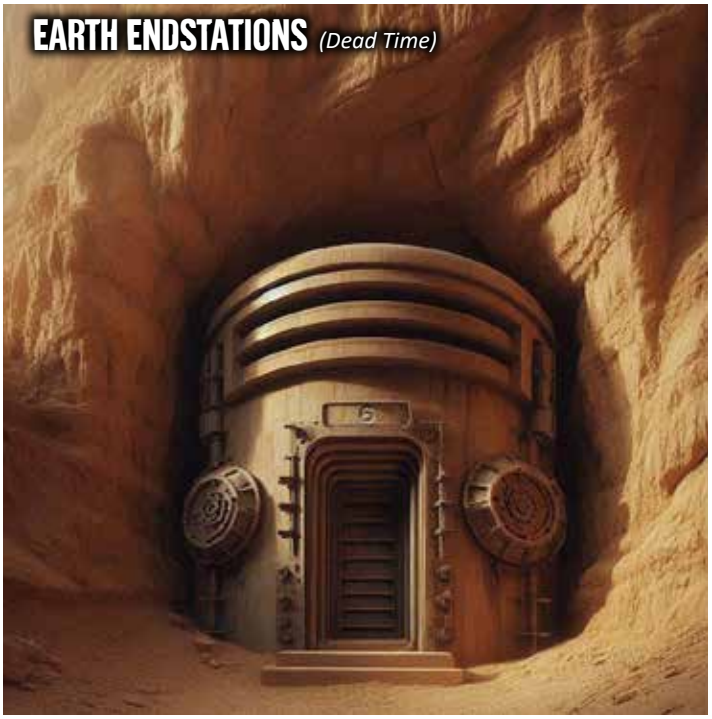
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Divergents are a no-show in the Doctor's travels. Although they were present to observe their experiment in accelerated evolution in the giant test tube environment (see *L224*), neither the Doctor nor Charley (see *A90*) saw them. Subsequent to that, they succeeded in creating a creature with an understanding of time, which they hoped would enable them to break out of the Divergent Universe. This was Perfection (see *V305*), the perfect woman. But she escaped and fled to the Ninth Galaxy. The Divergents then created the creature that would become Daqar Keep (see *V187*). But it broke free from their control and absorbed them both physically and mentally.

So the Divergents died before the Doctor could meet them. Consequently, we know very little about them, not even their true names. They are heard hammering on the other side of the portal into the Divergent Universe on a number of occasions and sound like a screaming horde of monstrous creatures, as does Daqar Keep on the one occasion that he adopts their form. According to Rassilon, they are totally inhuman, not conforming to the basic humanoid form that he deemed should be the standard pattern for sentient species. We can only speculate as to their precise appearance, and it is left to the GM to determine their abilities should they be included in a campaign. Even though they are extinct in the current cycle of the Divergent Universe, they will be reborn at the start of the next.

Coming from our Universe, it can be assumed that the Divergents understood the concept of time. However, Rassilon locked them in the cycle of creation, death and rebirth that he imposed on the Divergent Universe, making them unable to break free of it. Which is why they needed to create a being which itself understood time and so could break the cycle for them. With the exception of time travel (which would not work in the Divergent Universe in any case), the Divergents were highly advanced in all fields of science. Their legacy is the remnants of their science and technology which can be found scattered across the Divergent Universe, including Perfection and Daqar Keep.

EARTH ENDSTATIONS *(Dead Time)*



Almost six million years into the future in an aberrant timeline, the Earth is a dead planet. Almost. There is life, but only of the microscopic varieties. Nothing more complex than simple bacteria, amoebae and other single-cell organisms. It's as if the planet has had to start again from scratch.

The Earth's surface is a bleak landscape of deserts, rocks and craters caused by meteor storms. It could be the surface of the Moon, except that it still has a breathable atmosphere. There are no rivers, no buildings, virtually nothing to mark the passing of mankind. The Sun hangs in the sky much larger than in our time, and the climate is tropical even at the formerly temperate latitudes.

But this Earth is not totally without signs of its former, now vanished inhabitants. Scattered across the globe are more than ten million metal bunkers called Endstations. Many of these have been buried or destroyed by the geological upheavals of the past six million years; but there are also many that have survived intact. When the Doctor took his damaged TARDIS on a test flight into the future after being stranded in 2020, he discovered Endstation 6 embedded in a cliff-face in the spot where London used to be.

Entrance to an Endstation is by an electronic door opened by means of a simple button. Anyone entering finds themselves bathed in a harsh light which burns with its heat. This is a combination bio-scan calibrator to analyse and identify each person's species, and an anti-rad wash to filter out harmful gamma radiation from some long-forgotten war, perhaps the one which destroyed all life on Earth. It was so long ago that the radiation has receded to safe levels.

Only humans are permitted to enter an Endstation. If non-humans are identified by the bio-scan, or if anyone tries to interfere with the controls found within the hub beyond the entrance, a low alarm will commence and the Endstation's sole guardian will be activated, shortly appearing from an interior door. This is a Sentinel, a humanoid maintenance robot whose single standing order is to maintain and protect the Endstation to ensure the completion of its mission.

The Sentinels are basic in design and do not possess any inbuilt weaponry other than their pincers and claws, A logo that reads "DEUS EX" is stamped on their metallic bodies. A Sentinel isn't particularly fast or bright, but it's single-minded and will pursue its targets relentlessly. Its standing order cannot be countermanded even by the AI holo-system that controls each Endstation.

Within the Endstation, the holo-system can generate a holographic image to use as an interface, usually taking the form of a person who has been scanned on entry. It will respond to questions from humans but will not provide information to aliens. It can disclose that, according to its records, this era is the Third Glorious Empire and that the Endstation is a Deus Ex facility. A plan is already underway to secure a new age of the human empire. However, it is waiting for the order to initiate the final phase, and has been doing so for eons. It has had no contact with any humans for almost five and a half million years, despite long range scans into deep space.

The holo-system's database contains records of all humans of any significance from throughout history, including members of UNIT and Torchwood, and many of the Doctor's friends and allies. Of particular importance to it is Robin Bright-Thompson (see *V277*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The holo-system recognises Robin as a member of Divine Intervention (see *V189*), which rebranded itself as Deus Ex. According to its records, Robin is part of the template of humanity for the future. If he enters any Endstation, the holo-system will allow him full and unrestricted access and will attempt to subject him to enhancement in the station's medical facility. This is a non-invasive procedure, and Robin may not initially be aware that anything has been done to him other than a medical scan. The result is that he will be healed of any injury or illness, and changes will be made at a genetic level that grant him a hugely extended lifespan, perhaps even immortality.

Of more immediate concern is that each Sentinel contains a secure capsule packed with nano-sized robots, each carrying a lethal dose of radiation inimical to non-human life. The purpose of the Endstations is to trigger their release in order to decontaminate the Earth and prepare it for resettlement by mankind. This final phase may be inadvertently triggered by any intruders into the Endstation or if the Sentinels identify any threats to the plan. Sentinels from neighbouring Endstations will head for the threatened one to assist. But if their combined efforts fail, their ultimate option is to activate their payloads of nano-robots across the Earth.

HOLO-SYSTEM



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	N/A

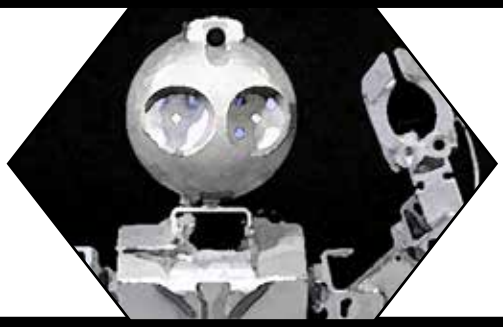
SKILLS
Convince 1, Knowledge 5, Medical 4, Science 3, Technology 4

TRAITS
Alien Organs (Special) – Its systems are spread throughout its Endstation
By the Program
Data Storage
Environmental (Minor) – Doesn't eat, sleep or breathe
Impaired (Major) – No manipulatory limbs
Machine
Robot
Scan
Shapeshift (Major) – Its hologram interface can take on any form
Slow (Major) – The system itself is immobile; its hologram interfaces cannot leave the Endstation
Special – Endstation Control: Has access to and control of all the Endstation's records and systems
Transmit

TECH LEVEL: 7

STORY POINTS: 4

SENTINEL



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

SKILLS
Fighting 1, Technology 4

TRAITS
By the Program
Environmental (Minor) – Doesn't eat, sleep or breathe
Machine
Natural Weapon (Minor) – Pincer Claws: Strength +2 damage
Robot
Special – Extinction Event Payload: Each Sentinel contains a capsule of nano-sized robots containing radiation which will destroy non-human life. Each Sentinel has enough deadly radiation to destroy life over an area of 10 x 2D6 square kilometres when released. If all Sentinels release their payload, all life on Earth will be extinguished, with only human life being immune.

TECH LEVEL: 7

STORY POINTS: 1

If the radiation is released, Earth will be sterilised and all non-human life on it, from the microscopic organisms up, will be killed. But with no humans surviving in this aberrant timeline, there is nobody coming to repopulate the planet. If the holo-system can be convinced of this, it will shut down – but the Sentinels will continue with the sterilisation plan.

This timeline is the one that resulted from the assassination of the Doctor by a pair of Rarkelians (see V273) for crimes they believed he will commit in the future. But if he is dead, then how can he go on to commit those crimes? The paradox caused the Doctor to spring back to life and created a timeline in which Divine Intervention established a totalitarian regime, first in Britain, then globally, and finally across the galaxy. A timeline in which humanity becomes extinct within the next million years.



EARTH, POST-DALEK OCCUPATION *(1st in An Earthly Child)*

It's been thirty years since the Daleks invaded Earth, and twenty years since humanity was liberated from their occupation (see *The Dalek Invasion of Earth*). While progress has been made in rebuilding society, so much has been lost. Humanity's population is two-thirds what it used to be, and their technological advancements have been thrown back hundreds of years, resembling the 1900s more than the advanced 2100s. The latest technology still in widespread use is television, and most colleges are lucky if they have a single computer. Bikes have become the primary mode of transport, as anything requiring higher maintenance would be impractical. While it's possible to travel across the world, most rarely leave their small communities. Some people are still hiding in caves, unaware of the Daleks' defeat. The sole silver lining of the ordeal is that the reduction in industry has led to Earth's ecosystem flourishing, its lands becoming greener and lusher than they'd been in many generations.

Earth's governmental bodies have coalesced into one planetary Earth Council, run by an elected president. An issue that weighs heavy on the Council is that of the Lunar Base: colonists were sent there just prior to the Dalek invasion and have been stranded ever since, only able to communicate with Earth through flashes of Morse code. Earth has so little left in terms of scientific knowledge and resources that the idea of building a simple rocket to rescue them from the moon is seen as impossible. This isn't helped by the fact that whenever someone does find undiscovered Dalek technology, it tends to be superstitiously thrown on a bonfire before it can be studied.

The lingering trauma of the invasion weighs on everyone's mind, with adults still dealing with PTSD and the younger generation born after it using terms like "alien" and "robo-head" as trendy insults. Anti-technology sentiment is growing, out of fears that venturing into space or becoming too advanced will attract more evil alien invaders. A group calling themselves Earth United are the endpoint of this mindset, sabotaging scientific progress with violence and arson. They are labelled an illegal extremist group by the Earth Council, but they manage to evade the authorities by using community watch organisations as a front. Earth United continues to gain a foothold by targeting the younger generation, and their popularity risks plunging the Earth into a new dark age.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One of Earth United's key figureheads is Faisal Jensen, a member of the Earth Council who tries to keep his involvement a secret. Known for being both dismissive and aggressive while debating at meetings, he frequently clashes with politician Susan Campbell (see *A106*) over her progressive, pro-advancement ideals. Jensen wishes to publicly undermine Susan by manipulating her impressionable teenage son Alex (see *A112*) into becoming Earth United's poster boy, knowing that he's eager to live up to his late father's war hero image. Jensen is unaware that Susan is an alien from the planet Gallifrey. As Earth United pushes fearmongering rhetoric that all alien life is as cruel and terrifying as the Daleks, even a whiff of alien activity would stir a mass panic. Earth United doesn't yet have a complete foothold over Earth, but it would take a remarkable display of alien benevolence to shake them off.

FAISAL JENSEN

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 4, Resolve 4, Strength 2
Skills: Convince 3, Knowledge 3 (AoE: Politics), Subterfuge 3, Survival 1
Traits: Argumentative, Authority (Major: Member of the Earth Council), Dark Secret (Major: Key figurehead of Earth United), Face in the Crowd, Prejudice (Major: Non-humans), Voice of Authority
Tech Level: 5
Story Points: 6

THE SECOND DALEK INVASION OF EARTH

Humanity's greatest fears would be realised, as they soon became embroiled in a second Dalek invasion led by the Dalek Time Controller (see *V185*). The Earth was first hit by an airborne virus specifically deadly to humans and referred to only as "the Plague" (see *G47*). Most exposed to it die painfully in a matter of days, while a rare few survive with permanent damage, such as the loss of use of limbs or eyesight.

With Earth's already minuscule population further thinned, the Daleks swooped in with patrols, Robomen brigades and smog-spewing factories, repeating their prior invasion. Similarly, they bored a second gigantic hole to the centre of the Earth, this time in the United States. Unlike last time, the plan wasn't to create a mobile space-borne Dalek base: they instead wished to install a temporal engine, turning Earth into a pilotable time machine. Intending to saturate the planet in countless airborne viruses, the intent of the Daleks was to pilot Earth through time and space, wiping out the populations of other planets with the sheer proximity of the plague planet Earth.

As this second invasion was directly caused by the time-travelling machinations of the Time Controller, it can be inferred that this period of Earth's history would look very different in an unaltered timeline. Following this train of thought, it's possible that this original version of history was visited by the Doctor in *Legacy of the Daleks* (see *Vol.1*), with the Controller's meddling causing the Earth seen in *An Earthly Child* onwards to replace it.

ENDARRA *(Scaredy Cat)*



Four million years ago, an atrocity occurred on Endarra. According to the legends on its twin world of Caludaar, the Caludaari nearly destroyed themselves in a series of global wars. In the aftermath, they vowed never to sully Endarra with their presence again. For thousands of years, they kept that pledge, and there are religious groups willing to kill to protect it. Breaking this ancient law would almost certainly result in war.

But now, four million years later, the Caludaari authorities have allowed a small scientific research team to set up a clandestine base on Endarra. The leader, Arken, is looking to isolate the cause of evil in the brain and is conducting experiments on the primates the team has found here. He has also brought a prisoner from Caludaar as another test subject. He is kept locked away in the Restricted Area, a small shed with automatic, motion-sensitive defences.

With the exception of the scientists' base, Endarra is the next best thing to the Garden of Eden. Its verdant forests have an air of peace and calm about them. The primates are on the verge of true sentience. They have a basic society and even a simple language composed of grunts and squeals. They are peaceful and tend to leave the scientists alone, except when one of their kind is being experimented on. At these times, when one of the primates is having their brain cut open or bombarded with lambda radiation, the rest of the tribe gathers outside the base and chants something which sounds strangely like *"Scaredy cat! Scaredy cat!"* Sometimes, they start banging on the base walls, trying to break their way in. And occasionally, a little girl can be glimpsed in the forest, singing *"Scaredy cat! Scaredy cat!"* before vanishing again…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Four million years ago, colonists from the system's fourth planet Favria established themselves on Endarra. A passing Ventriki battle cruiser dumped a canister containing saravin, an outlawed chemical weapon, on Endarra, triggering a plague which wiped out the colonists within weeks.

The morphogenetic field of the newly formed planet absorbed the pain and distress of the dying colonists, and the ghostly little girl is the planet's psychic memory of Galayana, who survived the plague due to a natural immunity. In the forest, her body is still alive but is lying in a deep coma on a moss-covered rock that has been carved into an altar by the primates. Galayana's body is empty of her spirit, which lives on as an elemental force, the avatar of Endarra, but it can be animated by her. Even if Galayana's physical form is destroyed, she still survives as an elemental spirit, the spirit of the entire planet.

Now, Arken's experiments are disturbing the morphogenic field. When he accidentally gives enormous psychic abilities to Eunis Flood (see *V205*), a serial killer, Arken inadvertently bridges the gap between the horror of the deaths four million years ago and the madness inside Flood's mind. Flood and Endarra have become linked, but is the spirit of Galayana powerful enough to oppose him?

GALAYANA

Attributes: Awareness 8, Coordination 3, Ingenuity 1, Presence 6, Resolve 8, Strength 1
Skills: Convince 6, Knowledge 6
Traits: Clairvoyance, Elemental Control – see *The Third Doctor Expanded Universe Sourcebook*, Hypnosis (Major), Immaterial (Special Good) – Galayana can manifest as an incorporeal spirit or animate her physical body, Indomitable, Networked (Minor), Psychic, Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*, Telekinesis, Telepathy, Teleport
Tech Level: 5
Story Points: 10

ENDARRAN

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 2, Resolve 2, Strength 2
Skills: Athletics 4, Fighting 1, Survival 4
Traits: Alien, Alien Appearance, Networked (Minor), Tough

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 4
SENTIENT SPECIES: Primates
TECHNOLOGY LEVEL: 1

THE EUTERMESAN ZONE *(The Creed of the Kromon)*



The Eutermesan Zone on Bortresoye (see *L118*) is now a scrubby desert with blue rocks under an evil orange sky in which two fierce red suns preside. The landscape is dry and dusty, but there is evidence of water courses in the lines on the hills. Once maybe, but not now. What trees remain are dying, their roots cut off from what must have once been a river but which is now reduced to a trickle. Dust storms are a frequent hazard in this inhospitable environment.

The Zone used to be lush and green with regular rainfall, and the inhabitants were farmers. It's not that the rains have ceased; in fact, it still rains as it always did. It's that since the arrival of the Kromon, their constant demands for water have outstripped the supply. To find water, they have had to mine deeper and deeper underground.

Originally, the Zone represented a section of the planet Eutermes. Its main population was comprised of Eutermesans, a reptilian species with a bony exoskeleton. Like chameleons, Eutermesans can change the colour of their skin to blend into their surroundings; and like social chameleons, they absorb the emotional states and to a certain extent the personalities of those around them, becoming more like them in their behaviour. Eutermesans have exceptional hearing, and their vision extends into the x-ray range of the spectrum. The Doctor's companion C'rizz (see *A89*), whom he first met in this Zone, is a Eutermesan.

The Zone also contains a number of Oroog, humanoid creatures covered in thick fur. Oroog are burrowers, digging extensive tunnels deep underground with their enormous claws. Although they are intelligent, Oroog are not social creatures and keep themselves to themselves. In winter, each Oroog digs itself a den in which it hibernates.

Oroog are not commonly found on the surface. But even more reclusive are creatures called Salanders, who are only encountered by the Oroog at great depths. They live in the fire at the heart of the world and sometimes guide the Oroog when they are burrowing. The Oroog believe the Salanders to possess many powers and say that when the rock goes green and ghostly, a Salander is nearby. They have knowledge of which roots and minerals can be used to cure illness and counteract poison. However, no reliable reports of the appearance or abilities of the Salanders exist, so no stats are provided for them here.

The Eutermesan Zone was a peaceful place until the arrival of the termite-like Kromon (see *V239*) at some point in the distant past. How they arrived here is largely a matter of speculation, as the Kromon do not have technology capable of space flight (though they have a project looking into it). Their arrival may be connected with an organisation remembered only as "the Company", which the Eutermesans believe to be responsible for establishing the Zones. In all likelihood, the Company probably transported a section of Eutermes to Bortresoye and placed it in one of the Zones as part of the experiments being carried out here.

According to the Kromon, the Company came to their planet to find precious minerals, destroying their colonies. The Kromon eventually overthrew the Company, confiscated their technology and adopted their business processes. When the water on the Kromon planet ran out, enough of them could take flight to reach here. The subsequent loss of space flight capability remains a mystery. The Kromon also believe it was the Company which installed the second sun here.

The explanations of both Eutermesans and Kromon leave a lot of questions unanswered. What is known is that after their arrival, the Kromon enslaved the Eutermesans and the Oroog. Each slave is forced to drink an Elixir which makes them completely obedient, and they are assigned roles most suited to their abilities. Most important to the Kromon is the mining and extraction of water, as their species needs to drink constantly or die.

The Kromon have constructed (or rather, forced their slaves to construct) a number of biospheres on the surface of the Zone. Each biosphere contains a colony of Kromon, each ruled by a queen. Most Eutermesans are now their slaves, and there may only be a handful of Oroog who remain free. If any slave resists the conditioning of the Elixir and escapes, the Kromon pursue them in flying gunships to take the fugitive back, dead or alive.

EUTERMESAN



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

SKILLS
Athletics 2, Convince 1, Fighting 1, Marksman 2, Subterfuge 3, Survival 2

TRAITS
Alien
Alien Appearance
Alien Senses – X-ray vision
Camouflage
Empathic
Keen Senses (Minor) – Hearing
Tough
Weakness (Minor) – Eutermesans are mental and emotional chameleons, and have a -2 penalty to resist hypnotism or other manipulation

TECH LEVEL: 4

STORY POINTS: 3-5

OROOG



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

SKILLS
Athletics 2, Fighting 2, Subterfuge 1, Survival 4

TRAITS
Alien
Alien Appearance
Alien Senses – Sense vibrations
Burrowing
Natural Weapon (Minor) – Digging Claws: Strength +4 damage
Tough

TECH LEVEL: 1

STORY POINTS: 2-4

THE EYE OF ORION UNIVERSAL RETREAT *(Eye of Darkness)*



In our timeline, the Eye of Orion is renowned as being the most tranquil place in the Universe, which the Doctor explained as due to the calming effects of a high bombardment of positive ions.

In the timeline created by the Master (see *V249*) and the Dalek Time Controller (see *V185*), it has much the same reputation. In fact, it is home to the Eye of Orion Universal Retreat, a charitable foundation set up to provide relief for the victims of war, oppression and suffering. The Foundation does not charge for the treatment it provides to the hundreds of thousands of wounded and displaced refugees it receives, and those who fund it wish to remain anonymous. It seems almost too good to be true!

The Retreat is buried beneath the rolling hills of Orion so as not to disturb its natural beauty. There are numerous reception areas for arrivals. Injured guests are swiftly transported to the Med-Centre, and there is a Meditation Hall for those seeking more spiritual respite. Speaking terminal screens are dotted around the Retreat to provide interactive information to patients and their guests, and there are plentiful refreshment bars, though the choice is pretty much limited to protein, mineral or lipid sticks.

The Retreat is staffed by teams of administering agents who use title "Brother". They are used to the desperate and damaged coming to Orion, and are unfailingly calm and polite. They are even used to many of the refugees they treat giving false names to protect themselves. But oddly for a facility that deals with the victims of war and oppression, they've never heard of the Daleks. Even odder, if the Daleks are described to them and they are asked about them again, even if only a few minutes later, they still claim never to have heard of them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The administrating agents have all been genetically engineered so that they cannot retain any information relating to the Daleks. In this artificial timeline, the Eye of Orion is now home to a secret Dalek research and development facility creating new weapons and selling them to other parties. In this way, the Daleks will know the strengths and weaknesses of their enemies.

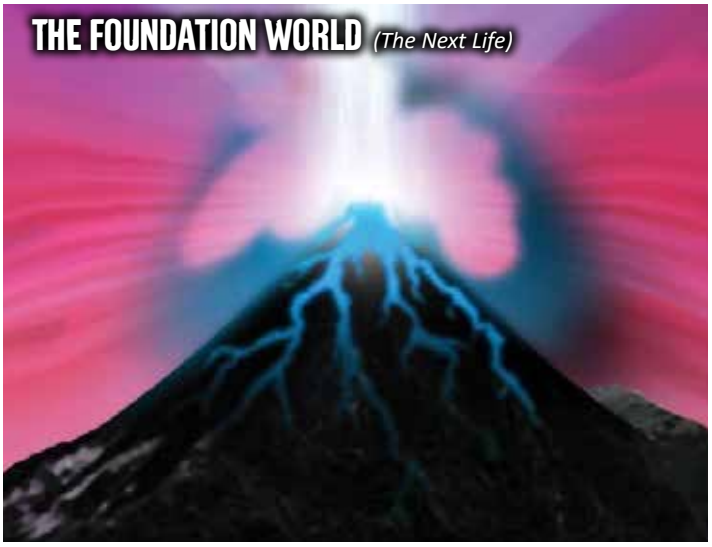
The R&D facility is hidden beneath the Retreat, with the entrance being via the main security centre, Security Block Alpha. The facility is shielded to protect against contamination, preventing teleportation in or out. Access is further protected by a highly unusual and sophisticated locking apparatus. It requires a Dalek attack on any of the administering agents located in the security centre, not enough to kill them instantly, but to cause them prolonged and excruciating pain. A genetic link between them and the locking mechanism causes the security centre to transform into the main observation deck for the weapons facility.

When the Doctor arrived here in pursuit of the Dalek Time Controller, the only one of the facility's one hundred R&D bunkers to be in use was the one in which Professor Markus Schriver (see *V266*) is developing his Mimetic Neural Network (MNN) gas that will become the Eminence (see *V202*).

However, the Retreat and the weapons facility beneath it are just a trap the Dalek Supreme has set up for the Dalek Time Controller, which is no longer considered to be of Dalek-kind due to contamination by retro-genitor particles (see *G53*). Once the Time Controller has accessed the observation desk, the Dalek Supreme will receive an alert and will send its forces to seal the bunker and trap the Controller inside, before detonating the entire planet.

ORION ADMINISTRATING AGENT

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 4, Resolve 4, Strength 3
Skills: Convince 2, Medicine 4, Science 2, Technology 1
Traits: Alien, Aura (Calm), Empathic, Healing, Weakness (Minor: Unable to retain any information relating to the Daleks)
Tech Level: 7
Story Points: 1-2



Although the Doctor called this small blue world a moon, it would be more accurate to refer to it as a planetoid, drifting as it does through the Divergent Universe (see *L142*) independent of any larger planet. Despite its journey through deep space, it supports life, its atmosphere and heat evidence of it being an artificial creation. It exists under a perpetual night, though one not as dark as might be expected.

The blue planetoid is covered by a single globe-spanning ocean broken only by one small island. The island has a tropical climate and is beset by frequent storms which seem to rise without warning, and tsunami even though there is no moon to drive the tides. Fortunately, the beaches that fringe the shore are backed by steep cliffs leading up to higher ground, and most of the island escapes the worst of the tidal waves.

The interior is made up of dense jungles and quicksand-ridden swamps, and is dominated by the cone of a volcano named the Bellows of the Devil by the native inhabitants. It smokes continuously and must have been here for millennia. But there is no evidence that it has ever exploded, as the sandstone cliffs show no signs of magma flow.

The island is teeming with life, much of it strangely resembling that of our universe. The night air is filled with the sounds of insects chirruping. The jungles are populated by such animals as two-trunked elephants, tigers and tusked jaguars. Crocodiles lurk in the swamps, along with blood-sucking leeches. Even the sandy beaches are home to predators in the form of hermit crabs. Individually, they aren't a threat. But they form large swarms which herd their prey towards the claws of their gigantic mother, waiting large and still as a boulder in the shadows of the Blood Cliffs.

The natives are a race of humanoid albinos who have a tribal society. They wield spears and knives but are generally peaceful unless their laws are broken. The penalty for murder in their culture is for the killer to be given a head start before being hunted to their death across the island. The albinos eat nematode worms and insects, and dig pit-traps for larger prey. Curiously, even though they have no true concept of time (in common with all the races of the Divergent Universe), they mark its passage with the beating of a gong at regular intervals.

None of the life on this world, including the albino natives, is the result of natural evolution. If cut open, there is no flesh or blood or internal organs, just a mass of homogenous organic matter.

Hidden in the jungle is a stone well which was the inspiration for the Church of the Foundation, the religion to which C'rizz (see *A89*) and Guidance (see *A151*) belong, even though this world is further out than the Church has ever reached. On the side of the well is etched the Foundation's screed in Eutermesan script: *"Anoint ye here in the Water of Foundation."* According to Guidance, the well is the original Foundation, the place from which all life in the Divergent Universe originated, making this the planet of the Creator.

The ruins of the physical Church are nearby, with a circular stone slab with a cross at its centre covering the entrance to the Church's ancient crypt.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The small blue planetoid is central to the story of the Divergent Universe. It appeared a long, long time ago, travelling through the Nine Galaxies, and wherever it went, it wiped out all life and spread terror before it. The details are unclear, but whether by causing catastrophic pole shifts or cosmic radiation or disease or some other disaster, the worlds it passed reverted back to their lifeless, primordial states.

In the Second Galaxy, the Divergents who had been exiled here by Rassilon (see *V274*) concluded that the Divergent Universe was locked in an endless cycle of creation and destruction. They believed that the blue planet had travelled through the Nine Galaxies many times before, alternately seeding their worlds with life and then culling it before it could progress too far. Their scientists began experimenting on the planet Bortresoye (see *L118*) to speed up evolution and create a species capable of diverging from the Creator's plan, a creature with an understanding of time (see *V187*).

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Waterworld
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Humanoid albino natives
TECHNOLOGY LEVEL: 1 (the albinos), 11 (the Foundry)

The Eutermesans of the Third Galaxy believed that the blue planet was the tool of the Creator, who had sent it to destroy all the life he had created. This belief developed into a religion, the Church of the Foundation, whose central creed is that death is just the step into the Next Life.

But Foundation is a misnomer, a corruption of the original name of this world. "Foundation" was originally "Foundry". Beneath the stone seal marking the site of the original Church are the reinforced metal bulkheads that lead into Rassilon's Foundry (see *L212*), a mirror of the Foundry in our Universe that contains the portal into this one. The bulkheads are locked by a series of logarithmic codes that require a Difficulty 21 Ingenuity + Science roll to open. The Foundry beyond is alive and shares symbiotic nuclei with Rassilon. It will respond to his presence in much the same way as a TARDIS does to its Time Lord pilot.

Within the Foundry are the engines that power this world and guide it through space. They also control the volcano, which sucks in all life, analyses and refines it, reducing it to its constituent components before regurgitating it from the well to repeat the process. The magma within the volcano is actually cosmic material capable of breaking down any matter it comes into contact with.

The Foundry also contains all sorts of weapons and devices created by Rassilon, including a harpoon loaded with a regeneration inhibitor. As well as preventing Time Lord regeneration, it would also temporarily suspend the use of Traits such as Fast Healing or Shapeshift which rely on the restructuring of organic material.

At the zenith of each cycle of the Divergent Universe, at its very end when all life is destroyed, the Foundry forms an airlock between this universe and ours, a portal here linking with the one in Rassilon's Foundry back on Gallifrey. Only at this critical moment can anything pass through from one universe to the other.

ALBINO TRIBESMAN

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 2, Resolve 2, Strength 3
Skills: Athletics 2, Fighting 2, Marksman 2, Survival 4
Traits: Knife (Strength +1 damage), Spear (Strength +2 damage)
Tech Level: 1
Story Points: 1-2

GIANT CRAB

Attributes: Strength 8, Coordination 1, Awareness 2
Skills: Athletics 1, Fighting 2, Survival 4
Traits: Additional Limbs x2 (legs), Alien Organs (Minor), Armour (5 points), Environmental (Minor: Amphibious), Fear Factor 1, Grab (Grabbed opponents need to win a contest of Strength + Athletic to break free; the crab can still move at half Speed), Lurker (on a successful Coordination + Subterfuge roll against Awareness + Survival, the crab gains a +2 bonus on an ambush attack), Natural Weapon (Minor: Pincers – Strength +2 damage), Size – Huge (Minor)

CROCODILE

Attributes: Strength 6, Coordination 4 (reduced to 2 out of water), Awareness 3
Skills: Athletics 3 (AoE: Swimming), Fighting 3, Survival 4
Traits: Alien Organs (Minor), Armour (4 points), Environmental (Minor: Can remain submerged for extended periods), Lurker (on a successful Coordination + Subterfuge roll against Awareness + Survival, the croc gains a +2 bonus on an ambush attack), Natural Weapon (Minor: Jaws – Strength +2 damage), Snap! (Can spend 1 Story Point to make an additional bite attack in a round)

TWO-TRUNKED ELEPHANT

Attributes: Strength 14, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 3, Survival 4
Traits: Alien Organs (Minor), Armour (4 points), Fear Factor 1, Natural Weapon (Minor: Tusks – Strength +2 damage), Trample (Inflicts Strength damage to anything it runs over; may be avoided by a successful Coordination +Athletics roll), Size – Huge (Minor)

HERMIT CRAB SWARM

Attributes: Strength 1, Coordination 3, Awareness 2
Skills: Fighting 2, Survival 4
Traits: Additional Limbs x2 (legs), Alien Organs (Minor), Environmental (Minor: Amphibious), Swarm 6

TUSKED JAGUAR

Attributes: Strength 5, Coordination 6, Awareness 5
Skills: Athletics 4, Fighting 3, Survival 4
Traits: Alien Organs (Minor), Climbing (Minor), Keen Senses (Major), Fear Factor 1, Natural Weapon (Minor: Claws & Tusks: Strength +2 damage)

TIGER

Attributes: Strength 6, Coordination 7, Awareness 5
Skills: Athletics 5, Fighting 4, Survival 4
Traits: Alien Organs (Minor), Climbing (Minor), Keen Senses (Major), Fast (Minor), Fear Factor 1, Natural Weapon (Minor: Claws & Fangs: Strength +2 damage)

THE GARAZONE SYSTEM *(Sword of Orion, Heart of Orion)*



Garazone is a backwater system well away from the space lanes. It's home to Garazone Central and the Bazaar, where almost anything can be bought, sold or traded. As a result, it has its fair share of criminals and shady characters hovering just on the right side of the law. Garazone also has a healthy salvage industry. As the system is so far from Earth Central authorities, it's a place where all manner of space junk is dumped.

Garazone is a very cosmopolitan place. All sorts of lifeforms wash up here, some only temporarily, others on a permanent basis. Humans and aliens from across known space can be found in Garazone.

Garazone Central is a station hanging in space, inside which is a small city comprised of structures more like airships than buildings. One of the larger ones houses the Bazaar, and the hubs are home to numerous hospitality and entertainment centres. Instead of gasbags, the airships use gas-infused stasis bubbles protected in a synthetic web. Small flying pods dart between them, conveying passengers and cargo. The station's weather systems frequently have problems keeping the condensation under control despite the protest groups campaigning for improvements. The result is more rain than is desirable, despite the presence of moisture neutralisers resembling gigantic floating tubers, whose function is to dry the air.

When the Doctor and Charley (see *A90*) revisit Garazone, the place is dressed up with flags and bunting in anticipation of a visit by the Seventh Fleet of the Earth Alliance, who are still waging their prolonged war against the Orion androids (see *V261*). At this time, one of the most prominent entrepreneurs in Garazone is Kedge Ampston who, not so long ago, was a deadbeat salvage ship captain who needed a big find to pay off his debts. His is a real rags to riches story and he's now a wealthy tech entrepreneur and the founder of Ampston Industries, who have given a real boost to the local economy.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secret of Ampston's success is his discovery of the body of Deeva Jansen (see *A134*) floating in deep space. Deeva is an Orion android who once helped the Doctor and Charley against the Cybermen. Her body had been battered by meteors and years in cold vacuum, but she was still alive and was revived by a priority signal from Orion Command.

Compelled by the command signal, Deeva replaced Ampston with an android which founded his company and used it to gradually replace almost everyone else in Garazone with a duplicate. When the Seventh Fleet arrive, its crew will be killed by the androids, a major victory for Orion.

Hidden away in the Ampston Industries airship, Deeva has tried to resist the command signal and has been saving each human, keeping them in cold storage rather than killing them. But she needs help to permanently shut off the activation nodes for the other androids in Garazone, which are deep in her positronic brain. If she were killed or the nodes burnt out, the androids could be activated safely, without the Orion signal ordering them to kill the humans.

HEDGE AMPSTON

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

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

TRAITS
Dependency (Minor) – Needs to recharge his internal batteries periodically
Enslaved – Ampston is controlled by Orion Command via Deeva Jansen's activation node
Environmental (Minor) – Does not need to breathe and can survive being frozen in space
Keen Senses (Major)
Machine
Networked (Major) – Can upload/download data from computers by establishing a physical interface
Quick Reflexes
Robot
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 4

HALCYON *(Deimos/The Resurrection of Mars)*



A planet roughly ninety lightyears from Earth, Halcyon looks like a fairy-tale brought to life. Its deep and ancient woodlands are filled with vibrant green grass and incredible flora, including flowers that change the colour of their petals by the second. Most trees appear to be a type of living coral, and the air they emit smells of fresh honey. Tiny animals named shimmerwings flutter about; not only do they look like a cross between hummingbirds and butterflies, the way light falls on them makes them appear transparent. The shimmerwings are a species wholly unique to Halcyon, existing nowhere else in the Universe.

Halcyon has its own native sentient species, the Halcya. They're very different in appearance to humans and are known to live in village settlements. The closest thing they have to a religion are frequent rituals where they worship the nature around them, often accompanied by panpipe music. There are over twenty billion Halcya on the planet, yet there's practically no conflict between them. They're considered one of the most civilised species in the universe, having created beautiful works of art and discovered cures for all their diseases. Don't take this to mean the Halcya are ignorant of war and conflict, it's just that they simply see no need for it.

Halcyon is a nirvana, making the terrible fate that awaits it in the 33rd Century all the more tragic.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the space of only a year, Halcyon's atmosphere will become poisonous to the Halcya, and its landscapes will be reduced to smoke and rubble. The Halcya will be completely wiped out, their rich culture and scientific advancements lost forever. This is due to the Ice Warriors. A large group will awaken from their slumber in the hidden tombs within Mars's moon of Deimos (see *L183*) and the Asteroid Belt, and, unable to fight the overwhelming number of human colonists living on Mars in the 33rd Century, be forced to seek a new planet to call home. They will eventually find Halcyon and forcefully terraform it to replicate their native Martian climate and atmosphere.

This horrific fate is an integral part of the Web of Time, one that most Time Lords see as a tragedy that must happen for the sake of the greater Universe. One Time Lord who feels differently is the Meddling Monk (see *V250*), who believes that history should be actively changed for the greater good and intends to awaken a group of Ice Warriors ten centuries before they should revive, giving them a chance to wipe out the early human colonists on Mars and prevent Halcyon's destruction.

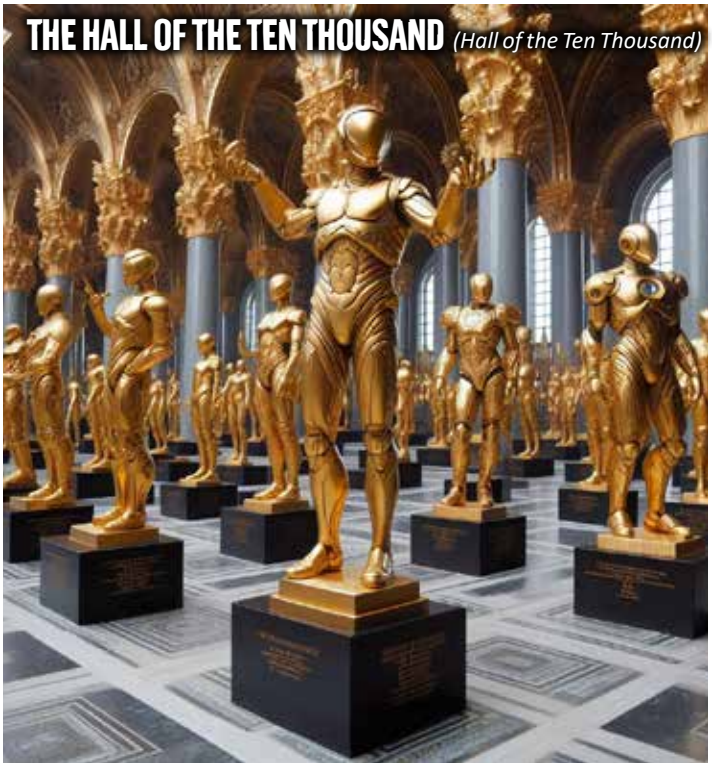
Halcyon is a dilemma that cuts right to a Time Lord's heart(s): are they open to destabilising the Web of Time and risking a butterfly effect by saving it, or do they solemnly accept what must happen? Do they find it acceptable to sacrifice the lives of the human colonists for the sake of Halcyon's larger population, or do they find it inherently vile to weigh lives against each other? Would your player characters have to cross wits with a fellow time traveller with an opposing viewpoint, or could they save Halcyon under the assumption it was just another adventure, ignorant of the consequences?

HALCYA RACE PACKAGE
Cost: 1 point
Traits: Alien (+2), Alien Appearance (-2), Empathic (+1)

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Earth-Like
ATMOSPHERE: Earth Non-Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Halcya
TECHNOLOGY LEVEL: 6

THE HALL OF THE TEN THOUSAND *(Hall of the Ten Thousand)*



The planet Orlay is an inward-looking world. Its two nations of South Land and the Northern States were enemies for as long as anyone remembers. Until fifty years ago. Then, the generals of both sides unexpectedly declared a truce which became a lasting peace.

Shortly afterwards, an off-world artist by the name of Merania requested that an old orbital troop-carrier be converted into an exhibition space for her greatest work, an installation which would act as a memorial for the dead and a reminder of the futility of war. Within the exhibition, Merania created ten thousand golden statues in the hi-tech armour of each of the former foes, in various poses of the parade-ground, battle or death. These have given it its name: the Hall of the Ten Thousand.

Each of the figures represents one second of the final conflict, the Ten Thousand Second War. Many more than this died, but the figure is symbolic. The Ten Thousand are frozen in a perpetual battle in the hold of the troop-carrier in orbit above Orlay. They are attended by human-seeming but robotic caretakers in the form of identical young men in blue overalls, each the image of Merania's late husband. But after fifty years, the Hall's exhibits are shabby and tarnished.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although she is an off-worlder, Merania lost her husband Vaniel in an earlier war on Orlay and the loss drove her insane. Vaniel had died developing the hi-tech suits that both sides used in the Ten Thousand Second War. Merania made some changes so that, at the flick of a switch, the suits were flooded with a gas that froze their occupants into perpetual immobility. The generals of both sides agreed to peace when Merania then threatened to expose to their people that they had been developing vat-bred super-soldiers and buying weapons from off-world in violation of their treaties.

Merania forced both nations to fund the Hall of the Ten Thousand, and she turned the immobilised super-soldiers into exhibits. Millions of visitors have come to see them free of charge, not realising that they are viewing human beings kept alive and conscious inside their armour, driven insane by their ordeal.

Over the past fifty years, the two nations have been bankrupted by Merania's demands. By forcing them to focus on feeding their people, Merania believed that neither would be able to afford to go to war ever again. But after fifty years, both sides have had enough and war again seems inevitable.

To counter this, Merania has been working on her fiftieth anniversary artwork. She has diverted the funds intended for the upkeep of the Hall into secretly installing a network of satellites armed with a deadly gas which will kill all life on the planet within seconds. In her quest for everlasting peace, Merania is prepared to murder everyone.

MERANIA

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

SKILLS
Convince 3, Craft (Art) 4, Science 4, Subterfuge 2, Technology 3

TRAITS
Obsession (Major) – Maintain peace at whatever cost
Technically Adept

TECH LEVEL: 6

STORY POINTS: 6

ROBOT CARETAKER

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 3
Skills: Fighting 1, Technology 3
Traits: By the Programme, Machine, Robot
Tech Level: 6
Story Points: 1-2

HARPER'S RECORDS, SOHO *(Albie's Angels)*



Harper's Records is a bit of a fixture in London's Soho. It was there in the 1890s, when it was known as Harper & Sons and owned by "Old Mr Harper" as he was later known. In those days, it sold wax cylinders and phonographs. By the 1960s, it was owned by Jack Harper and had moved onto vinyl records. By the 2020s, the proprietor is Jase Harper and it's again selling vinyl, which has experienced a revival. Throughout its existence, the shop has always stocked the most collectable and therefore lucrative items, seeming always to predict the latest musical tastes just as they come into fashion.

Harper's success is not down to good business sense and a nose for the next big thing. It's more to do with a temporal anomaly within the shop. The anomaly is located within a small listening booth in a back room. From 1963 onwards, Jason and the successive owners have lured lone customers into the back room, usually with the promise of a particularly enticing item of merchandise. Once there, a containment field prevents the mark from leaving, while a Weeping Angel emerges from the booth to feed on their temporal energy, sending them back in time. Just before the Angel does its work, Jack (or a successor) passes a message to the victim for them to deliver in the year they find themselves in.

By using the Weeping Angel in this manner, the Harpers have been able to send messages back in time, telling their forebears what items to stock. So the shop has always been able to buy its stock at a low price before it becomes popular, then selling it when it has risen in value. In some cases, this might take decades, as with vinyl which became popular again after a couple of decades of being an obsolete technology.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jack Harper (and 1963) is the focus of this activity. It was he who acquired the Weeping Angel that is imprisoned within the booth. Jack sent a message back to Old Mr Harper, telling him of a libretto to *The Chorus of the Long Now*, which contains the legend of the Weeping Angels, and of the date and time that Jack will be able to acquire his Angel in 1963. Jack's father used his knowledge of sonar, learned in the army, to build a device to control it. But the device won't be complete until Jack obtains one of the Doctor's spare sonic screwdrivers at the same time as he recovers the Angel from a frozen lake in St James's Park.

The Weeping Angel found itself trapped in the lake after chasing Helen Sinclair (see *A93*), who had been sent back in time from 2025 by its own future self. After Jack retrieves it frozen in ice and gets it back to his shop, he plugs the sonic into his father's device and uses it to shatter one of the Angel's arms as a demonstration of his power over it. After that, it spends the next sixty years or more as a prisoner doing the bidding of the Harper family. It's the source of their financial success.

However, a second Weeping Angel has been seeking a means to rescue its companion in 1963, cancelling out its years of torment and punishing its captor. If it succeeds, the network of paradoxes that surround Harper's will collapse, causing time to catch up with the shop and, potentially, for the future Harper generations never to have existed.

JACK HARPER

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

SKILLS
Convince 3, Knowledge 2, Subterfuge 3, Technology 3 (AoE: Audio Equipment)

TRAITS
Selfish
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 4



HAVEN STATION ONE *(The Cannibalists)*

Haven Station One is a star city, a city within a starship designed to house a large group of colonists, with no planned destination. The architecture of Haven Station One resembles the English city of Coventry, and it's large enough to comfortably accommodate a hundred thousand humans. However, it's eerily empty and in advanced disrepair, with scanners being unable to pick up the remotest sign of life. Lightbulbs have burnt out, surfaces are coated in dust and cobwebs, and the whole place smells of car batteries. Old mechanical junk is strewn about, such as vacuum tubes and rusted induction coils, giving an air of being inside a gigantic valve radio. While there's not a single living thing on Haven Station One, there is a population of robots.

The robots of Haven Station One have been preparing "the Haven" for the day humans will return to populate it, seeing their creators as a legendary species capable of miracles. All the robots share a general design philosophy, being human-sized bipeds with rounded cylindrical bodies and heads, and simplistic pincers for hands and synthesised voices. They all have slightly different appearances and capabilities to reflect their functions.

The robots fall into two distinct types; the first are the Assemblers, a small group who were the first to activate and then assemble their fellow robots. When this task was complete, they located themselves in the Spire of Assembly, a large tower that looks over the rest of the Haven, with both a vantage point and a network of cameras. They oversee the city and assign the second type of robot, the Maintenance Drones (see *X13*), to where they're needed. The Assemblers are particularly reverent towards their protocol, treating it with religious zeal ("Protocol be praised!"). The Spire of Assembly has many archive spools, including one worn-out piece of film depicting a human scientist named Protocol announcing the Haven Station One project. The Assemblers are so unfamiliar with organics that they're under the impression that all humans are the same "model" as this one middle-aged man. None of the Haven's Drones are familiar with organic life and may assume that clothes are fabric insulation, that flesh is cushioned outer-casing, and that liquid vascular systems are utterly disgusting.

The Haven's sorry state proves that something has gone wrong. After fifty years without humans, a small group of Maintenance Drones developed faults, their positronic brains somehow able to break their programming and override their control programs. This group became existentially nihilistic, and began to see no purpose in life aside from extending their own lifespans. This was at the expense of the other Drones, who found themselves being hunted down and ripped apart for spare parts, their batteries being drained as a final death. This group has earned the title "The Cannibalists", and they're like a cross between a biker gang and a cutlery drawer. They're led by the self-proclaimed mighty Titus, a nasal-voiced punk. The Cannibalists' signature chant of "DEATH METAL!" sends all the other Drones scurrying.

The Cannibalists spend most of their time skulking about in the lower transit and only come up to the city to scavenge new parts. Any robots without salvable parts they need are thrown into the city's power supply, the Generation Furnaces. Titus enjoys being aimlessly cruel, and his fellow Cannibalists are just a means to his ends; he'd activate one's self-destruct just to get through a door!

While the Assemblers would attempt to protect any humans from the Cannibalists, they believe it's hopeless to try and stand up to them. The Cannibalists have successfully hunted down most of the Maintenance Drones with very few now left. However, there's a unique robot in the Haven that even the Cannibalists fear. None dare speak of her, as it's said she feasts on memories, and that no robot has seen her without getting their hard drive fragmented beyond recognition.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This robot has a unique design and an ethereal presence, identifying herself as Minerva, the voice of the Haven. She's the control system for the entire starship and can manipulate it however she wishes. She erases the minds of any Drones she sees as corrupted by the same bug affecting the Cannibalists. Minerva obeys all requests from humans (or those approximately similar enough to human) but could also be tricked by any robot capable of synthesising voices. If Titus could gain control of her, he'd be on the fast track to tearing apart anyone in the city.

The dire state of the Haven has led the Assemblers to whisper about the Reset Switch, a mythological switch that can reboot the entire Haven, reverting all robots to factory settings and rebuilding all damaged units from scratch. In effect, turning the Haven off and on again. They suspect it to be hidden in the Diaconian Spire, a building that's never been explored. Although the reset switch exists, it's not hardware, but a piece of software. It's a process that Minerva can carry out, making her the reset switch.

Whilst the Assemblers were activated fifty years ago, it's been four thousand nine hundred years since the Haven was launched into space, the reset switch having been accessed two hundred and fourteen times since then. Every few decades the Assemblers are activated, construct their fellow Drones, then watch over the city until some become Cannibalists, desperately seeking the switch and starting the cycle all over again. Minerva has a section of film from the archive spools that only she can access, revealing the second part of Protocol's speech about the Haven: the robots would be redundant to keep around when the humans arrive, so he's infused them with a computer virus meant to destroy them.

However, the virus instead gave the abandoned robots a form of free will, creating the Cannibalists.

On the current version of the cycle, one maintenance Drone named Servo (see *X13*) has gained sentience without becoming a Cannibalist. In order to process his advanced emotional awareness, he has taken to secretly writing poetry. Despite his deep vocabulary bank, he writes most of his material in hexadecimal machine code. Servo is proof that the Drones can (metaphorically) evolve past the virus, but would be at risk of being completely undone if the reset is activated without protection. If he were to survive, he could teach free will to the Haven's next generation of robots before the Cannibalist mentality can take root, ending the cycle for good.

MINERVA

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

SKILLS
Knowledge 2, Science 2, Subterfuge 2, Technology 4

TRAITS
Alien Appearance
Armour (15 points)
By the Program – Obeys all human-given commands
Control (Major) – The Haven's systems, including her fellow robots
Environmental (Minor) – Doesn't breathe
Mental Calculator
Robot

TECH LEVEL: 6
STORY POINTS: 4

ASSEMBLER

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 3, Strength 2
Skills: Convince 1, Knowledge 1, Science 1, Subterfuge 1, Survival 1, Technology 3
Traits: Armour (10 points), By the Program, Eccentric (Minor: Adheres to their protocol like a religious faith), Environmental (Minor: Doesn't breathe), Mental Calculator, Robot
Tech Level: 6
Story Points: 2-3

CANNIBALIST



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

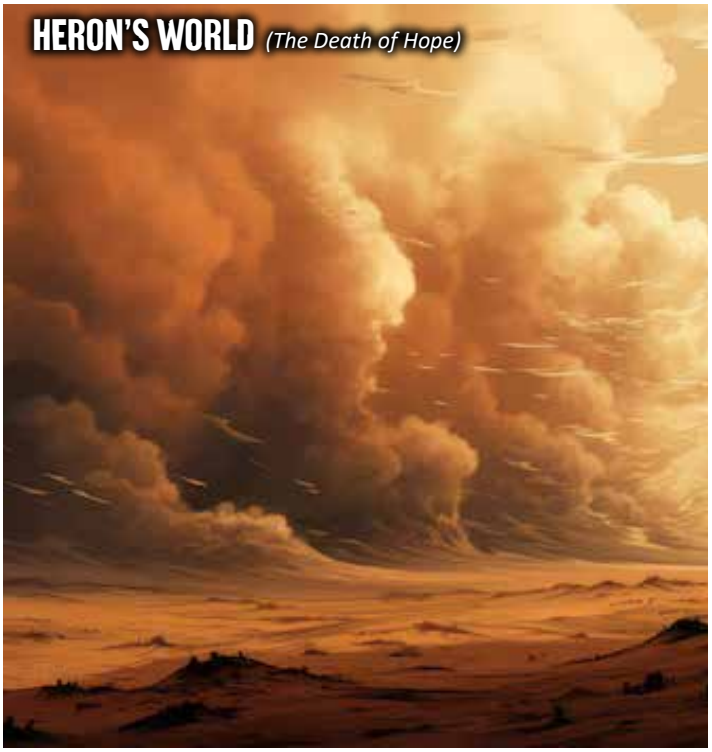
SKILLS
Athletics 1, Fighting 2, Subterfuge 1, Technology 4

TRAITS
Armour (10 points)
Eccentric (Major) – Nihilistic and violent punk
Environmental (Minor) – Doesn't breathe
Fear Factor 1
Impulsive
Loud
Mental Calculator
Natural Weapons (Minor) – Chop Saws: Strength +4 damage
Obsession (Major) – Steal parts from other robots to prolong own lifespan
Percussive Maintenance
Relentless
Robot
Selfish

Each individual Cannibalist may possess slightly different skills and Traits due to cannibalising parts from the Haven's other robots.

TECH LEVEL: 6

STORY POINTS: 2-6



HERON'S WORLD *(The Death of Hope)*

Heron's World in the Sentrus System, otherwise known as Colony Ro 351, has always been a desolate, backwater planet. It was settled by humans early in the Fourth Millennium when its limited mineral resources were first discovered. But it never attracted a population large enough to need more than a solitary shanty town constructed of repurposed storage pods. Heron's World is a desert planet, with just the rocks and sand and dust stretching endlessly in all directions. When the sandstorms whip up, they can be powerful enough to strip the flesh from your bones. The indigenous life consists of insects and arachnids, and vegetation evolved to cope in the arid conditions.

When the Earth Alliance went to war against the Eminence (see *V202*) in the 32nd Century, Heron's World was considered to be too far from the front lines and was pretty much forgotten. A year later, the few hundred colonists have been surviving on tinned food and ration packs left from the earliest days of settlement. Old Elsa reckons she can survive on scorpions and cactuses. She's stopped taking her share of the rations so the kids can have them. There's enough juice in the town's radio batteries to carry on transmitting distress calls for another six months. But the food will run out first.

Heron's World is too far out to receive live updates on the progress of the war. So the first they knew of how close the Eminence's Infinite Army had got was when its Warriors arrived. The Warriors took the largest installations first, the mines and refineries, killing the local forces sent to defend them.

The Infinite Warriors quickly co-opted anyone they captured into slave platoons, creating Infinite Warriors only from the select few. Once all those suitable prisoners have been converted, the Eminence's forces will leave Heron's World, abandoning the old and the children to their fate. But the Eminence's essence is spread very thin in this backwater, and the connection with its Infinite Warriors is not as strong as elsewhere.

The remaining humans have been living underground, hiding beneath the shanty town, hoping the Infinite Warriors either don't know or don't care that there's there. They are loosely led by Leo Gardner and his sister Hope since their father was killed by the Infinite Warriors' leader, Commander Largo. Although Leo wants to remain in hiding, Hope has had enough and wants to fight back.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Shortly after the arrival of the Infinite Warriors, Heron's World had more visitors: the Master (see *V249*), Sally Armstrong (see *V190*) and Molly O'Sullivan (see *A101*). The Master has tweaked the retro-genitor particles (see *G5*) that Molly is infused with and wants to use the colony as a test of their effectiveness against the Eminence's control. Accordingly, he rounds up the survivors and each has a form of "laying on of hands" from Molly, which acts to pass on the particles to everyone. Everyone but Leo, who wants nothing to do with it.

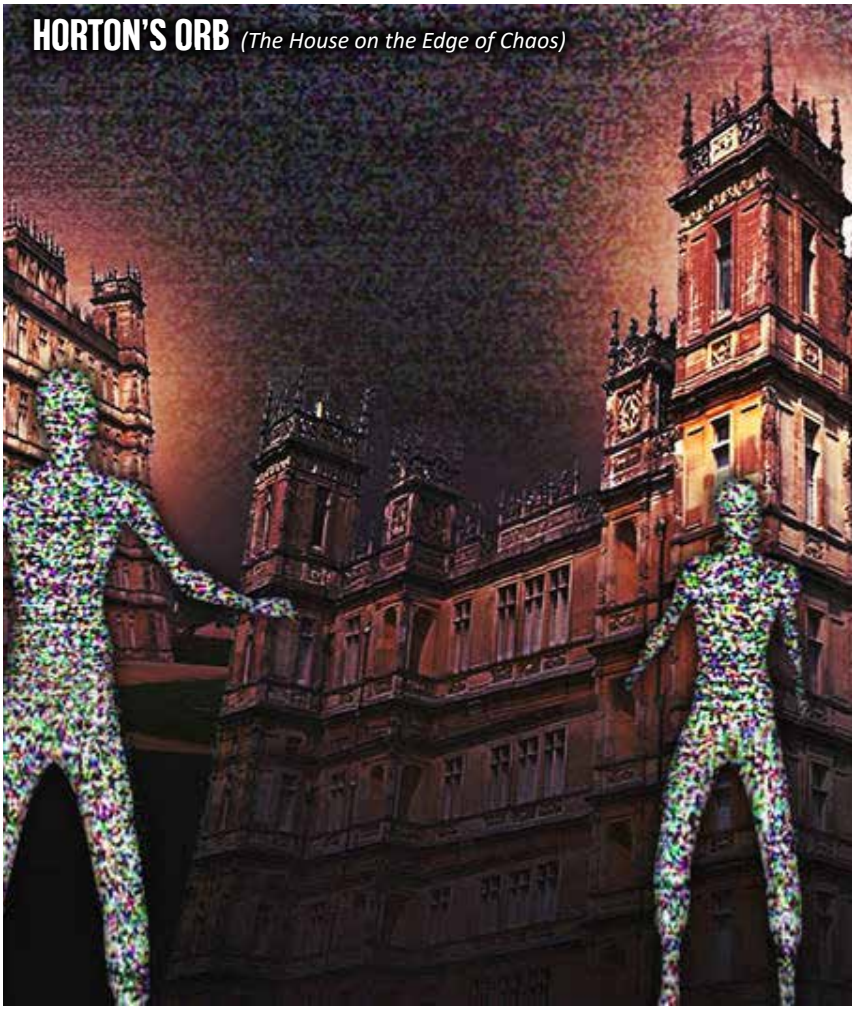
The Master then provides them all with plasma weapons so they can fight back. But the death of the Infinite Warriors attracts the Eminence's attention and a ship carrying one of its caskets arrives shortly after – which was the Master's intention all along. When the casket opens and the Breath of Forever is released to convert the humans, Molly's attentions prove to work and the survivors are all immune. Only Leo is affected.

When the Master destroys the Eminence's casket, the Infinite Warriors are cut off from their master's voice, and Leo becomes a Finite Warrior loyal to the Master. Further, Molly is proved to be able to reverse Leo's transformation, making him human again. The Master leaves Heron's World knowing that his experiment is a total success!

But Heron's World is not safe. A Matrix projection shows that more Infinite Warriors will shortly arrive in force and kill all the survivors in revenge for what has happened here – unless the planet is protected…

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6



HORTON'S ORB *(The House on the Edge of Chaos)*

Horton's Orb is a planet named after the two human scientists tasked with initially terraforming it for colonisation, married couple Darius and Grace Horton. They declared it safe for further expansion and got so far as to key a powerful terraformer to Darius' DNA. But by the time two sleeper ships had been sent to Horton's Orb, it had become a dangerous place. Darius had initially designed a settlement to be constructed by simple robots called Navvies to house the colonists. Decades later, the building known only as the House is still the planet's only structure.

At present, the House is 5.7 miles from east to west and 3.1 miles from north to south. Darius is always tirelessly working in his tower workstation, designing more expansions and directing the Navvies to build them. Many of the House's rooms are impressively spacious, and it currently has seven floors above ground and nine beneath. The House is built from artificially printed concrete, wood and plaster, which are all convincingly like the real deal. As Darius is the head of the House, it conforms to his preferred style of decor and architecture, that of an elegant stately home. Each room looks like it could be the set of a lavishly expensive costume drama, and its inhabitants dress accordingly.

Only three hundred people live in the upper floors of the House, while the other eight thousand colonists are cramped into the basement floors below. Those who live above fill their days with cocktail parties and five course meals, doing little but gossip. Those below floors do all the actual work, tending the artificially-lit farms and toiling in the mines to gather ore for powering the fusion generator. Of course, the farms and mines are still part of the House.

This social division appears to be completely arbitrary, but those in the House insist that the hierarchy is important. Just as odd is the fact that the exterior walls in every room feature what appear to be anachronistic television screens, all of which are broken and displaying static. Only upon close inspection is it clear that these aren't screens, they're windows: Horton's Orb is drowning in what can only be described as static.

Geologically, Horton's Orb is an average planet, but static hangs over it like an opaque mist. Anyone stuck in the static quickly becomes mentally overstimulated until they're rendered unconscious. The bodies lost in the static are never recovered, and someone could become irretrievably lost even if they're only metres from the House. Even machines are damaged by the static, and the Navvies can only survive while constructing the House because their AI is so simplistic. The static weakens signals and makes interplanetary communication impossible, so the people of Horton's Orb are stuck inside the House. Anyone caught in the static must make a contest of Resolve + Convince against the static (which has Resolve 5 and Convince 2 for these purposes) every Round to avoid falling unconscious; the static has a +4 bonus on these rolls.

Those of the first sleeper ship discovered that nothing could destroy the static, and the only thing that kept it at bay was something Darius suggested: because the static is a thing of chaos, it can be repelled by enforcing order. When the second sleeper ship arrived, the House already had its system of rigorous hierarchical order in place. Few people truly believe in the old-fashioned ideals that Darius has established, but they all play along for the sake of survival. Now the balance between static and order is a part of life, and a generation of young adults born on Horton's Orb has never seen the sky, the stars or anything of nature.

The day to day running of the House is the responsibility of estate manager Alana Kelly. Despite her role, she hates the established order. In the unlikely event the House receives any visitors, they're expected to participate in it, being relegated to the lower floors unless they happen to be an available young person deemed attractive, and especially if they're a woman. There are never enough daughters to marry off upstairs!

The upstairs' most notable socialite is Evangeline Horton, second wife to Darius. They have two children who are now young adults,

son Berrigan and daughter Frances. There's little love lost among the family. Darius only married Evangeline to maintain the order of the House and spends all his time in his tower. He hasn't seen his children in over a decade. The children resent each other, as their patriarchal culture favours Berrigan, while Evangeline holds contempt for their nonconformity: Berrigan wants to marry Monica, an engineer from the lower floors, and Frances is a closeted lesbian, a taboo in the House's antiquated social order. Evangeline would eagerly try to pressure eligible newcomers into relationships with her children.

Darius spends so much of his time obsessively designing new extensions to the House because the static killed his first wife, Grace, and this is how he plans to conquer it, by spreading his order across the planet's entire landmass! Every room and hallway contains a portrait of Grace. The House's balance of order is precarious, and even the slightest discord may risk allowing static inside, leading that room to be temporarily evacuated until it's forced back out by the House's order. Anyone who encounters the static may note that it's not actually leaking in from the House's exterior, but from the portraits of Grace Horton. The static forms into her shape, walking with thudding static footsteps as it attempts to reach out and grab others, cryptically speaking about Darius hiding something. Surviving a physical encounter with a static entity uses the same Resolve + Convince rolls as if it were encountered outside the house. The portraits may be "closed" with the right sonic signal, dissipating the static.

Only Darius's family are allowed to see him. Berrigan is particularly distraught over his forbidden love. Although he's a petulant and spoiled young man who values his inheritance of the House over anything else, the circumstances have made him emotional enough that he may attempt to kill his father.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Darius in the tower is a robotic imposter. Even after all these decades, his DNA is still keyed to the terraformer. This was killing his body, so he moved his consciousness into a backup: the House itself. He had been infusing the printed materials used in the construction of the House with his DNA, allowing his consciousness to be moved into it. Darius can move his consciousness around the House as if he were a ghost haunting it, able to control its fixtures and speak in an echoing voice.

The terraformer also created the static. Not long after becoming psychically linked to it, Darius had an argument with Grace over how their colony should be run. The terraformer acted on his momentary anger and killed her, and his inability to process the resulting guilt manifested as the static that hangs over Horton's Orb. The House's order isn't a natural process, but rather Darius childishly keeping the static at bay when people do as he pleases and letting it in when they disobey him. The conflict between the chaos of the static and the order of the House is just Darius's subconsciousness played out on a planetary scale.

While the static's adherence to Horton's fear of chaos will mean it will attack anyone who defects from his order, it can be sedated if those who defect establish their own internal order, with designated roles and responsibilities. The terraformer is in a hidden room that can only be accessed if Darius physically bends the halls of the House to reach it. Darius would be willing to guide someone to it if they could promise him they could destroy the static completely. He would never kill Berrigan; his patriarchal mind would never consider being without a male heir. Pulling Darius's DNA sample from the terraformer completely would cause all other traces of it to be erased from the planet, blinking the House and the static out of existence, and leaving Horton's Orb as a safe, normal planet.

DARIUS HORTON

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

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

TRAITS
Alien Organs (Special) – Consciousness cannot be killed unless his DNA is removed from his terraformer
Control (Special) – Can control the fixtures and infrastructure of the House
Immaterial
Invisible (Special Bad)
Obsession (Major) – Enforcing his regressive ideals of social order
Prejudice (Minor) – Misogynistic
Selfish
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 4

ROBOT DARIUS

The robot Darius has the following changes to the real Darius's stats:

Attributes: Reduce Awareness and Resolve to 3, and add Strength 4
Skills: Remove Alien Organs, Control, Immaterial and Invisible, and add Dark Secret (Major: Its true nature), Machine and Robot.



THE HOTHOUSE *(Hothouse)*

BREAKING NEWS: The mass demonstration taking place in central London rages on, with an estimated hundred thousand protestors calling for increased efforts to combat global warming. The event has been organised by pressure group The League of Nature. So far, there have only been isolated outbreaks of violence, but following the riots in Paris and Madrid, the authorities are leaving nothing to chance. Leading the march is LON's head, Alex Marlow, who I was fortunate enough to interview just earlier today.

"Thank you for agreeing to this interview. You're probably best known for your work organising charity concerts to save endangered species, but recently you've pivoted to general ecological activism. Some of your critics say you take an... extremist stance? I mean, the policies you do advocate for... it's hard to avoid the word fascist. Compulsory population reduction, the abolition of private capital-"

"Fascist? Listen mate, we're not the ones in riot gear. The global situation has just got more and more desperate, you know? So, LON's level of response has to match that. If that sounds like a threat, the real threat is what'll happen if we don't act soon! Besides, it all depends on what you call extreme. I'd call the fact that half the Amazon rainforest's a dustbowl pretty extreme. Or how about being in the middle of an unprecedented refugee crisis? That we're rationing water because of the drought? That our population is already up to ten billion? That in the past five years, we've seen the extinction in the wild of the cheetah, the white rhino, the-"

"Ahem, we're getting off track. If you don't mind me asking, you first became world famous as the lead singer of The Experts, one of the biggest bands in recent memory-"

"No, we're not getting back together. I've given up all that, I've more important things to do. This interview's over."

By the late 21st Century, the effects of climate change have only worsened. This has led to the eco-militant group The League of Nature's profile increasing dramatically, with over eighty million members now paying subscription fees. Most of this money is being pumped into the Hothouse, a highly secretive research facility located at the edge of an English forest. The Hothouse is so secretive, only aerial photos can be taken of the premises, revealing it to be a heavily guarded and fenced compound covering ten square kilometres, containing five state-of-the-art bio-dome greenhouses. Alex Marlow personally runs the Hothouse. A copy of his personal register reveals that it's staffed by scientists who specialise in genetically modified plants. While the operation seems to be above board, it's highly suspicious.

ALEX MARLOW



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

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

TRAITS
Authority (Major) – Head of The League of Nature
Dark Secret (Major) – Krynoid experiments and true goals
Fame (Major)
Menacing
Obsession (Major) – Save Earth's ecosystem through any means necessary
Ruthless (Minor)
Tough
Voice of Authority
Wealthy (Major)

EQUIPMENT
Handgun: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 8

The Hothouse is suspect enough that the World Ecology Bureau wishes to investigate, wanting to get someone on the inside to infiltrate Marlow's inner circle for further access. While WEB has the right to inspect the facility, LON are likely to claim that certain areas are undergoing construction and refuse access. WEB representative Hazel Bright wishes to obtain the assistance of someone with notable scientific credentials and infiltration experience to help her and would ask UNIT to appoint someone with such standing.

The bio-domes in the Hothouse are all incredible sights to behold, each a large indoor jungle containing plant life extinct everywhere else on Earth. The Hothouse's work includes studying the flora to discover their various practical uses, but with the long-term goal that they may reseed the world with rainforests in due course. Each bio-dome contains a slightly different internal ecosystem, carefully balanced with pressurised steam, water sprinklers and wide-spectrum heat lights. Integrity is maintained by pressurisation chambers used whenever someone enters or exits. Each dome is buzzing with the sounds of insect life and awash with the pungent odour of artificial ozone.

Bio-dome 4 is notably different to the others, but exactly why is kept hush-hush and only the highest level of security clearance pass can get in. Only Marlow's inner circle can casually access it, as it contains his personal laboratory and a large monitoring station where Marlow can see through every security camera in the facility. The whole place is kept dark except for powerful headlamps focused on dozens of fish tanks, each containing a green thing the size of a coconut and covered in veins.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After the Krynoid incident at Chase Manor (see *The Seeds of Doom*), Sir Colin Thackeray of WEB ordered that cuttings be taken from the alien parasite's remains. WEB intended to study the Krynoid to discover new ways of destroying it in case more ever fell to Earth. But about five years ago, there was a break in at their seed vault and the cuttings were stolen. The fact that this was around the time Hazel Bright joined WEB is no coincidence, as she's a double agent working for Marlow.

Marlow knows exactly how dangerous the Krynoids are. He doesn't want them to wipe out animal life on Earth, but he does want to harness their abilities. If he can find a way to weaken the Krynoids' mental hold over an infected human, he could transform one of his closest followers into one and have them control Earth's plant life on his behalf, creating an unstoppable asset to achieve his goals. He believes that humanity's population should be thinned down to roughly a hundred million individuals; exclusively people who happen to agree with his own ideals, of course. Only a few dozen people in Marlow's inner circle know the true extent of his plan, with most of LON none the wiser. He's been trying to genetically engineer his ideal variety of Krynoid in bio-dome 4. Each of the seed pods is notably different in appearance and capabilities to each other and to the original Krynoid pod.

Marlow has a steady supply of human test subjects. The recent refugee crisis has left millions from Africa and the Black Sea states desperate to get into the Eurozone's closed borders, and Marlow has been routinely smuggling hundreds of them to the Hothouse inside shipping containers, with the promise of employment. These people are starving and terrified even before they're locked into cages and infected with Marlow's various Krynoid strains. Most of them slowly transform into Krynoid hosts in a painful process of losing their minds and bodies, before being shot by the guards if the experiment appears to be a failure. Their corpses are used as compost, and a fresh victim is placed in the empty cage. Bio-dome 4 contains dozens of active experiments at any one time, and the place smells like death. Marlow is blasé about his kidnapping, torture and murder, seeing it as a necessary evil when the alternative is Earth's destruction. He sleeps easy, believing he's on the right side of history and will be seen as a hero to future generations.

Marlow is unaware that Krynoid seed pod number 14 is the closest so far to achieving his goals. Anyone infected by it will still find themselves overwhelmed by a Krynoid's consciousness, but their own mind will manage to hang on as the Krynoid takes over their body. The Krynoid's consciousness can be weakened enough for the host's to surface when exposed to very high-pitched sounds, such as the Hothouse's alarm systems. They will also be able to fully control all plant life in the facility, including the other Krynoid experiments. Cultivar 14's infections also spread extremely fast: a victim will reach the massive size of its reproductive stage and strain against the bio-dome's walls in just under an hour. The fact that the victim retains just a small amount of mental control may backfire on Marlow if he chooses to test it out on anyone who isn't fanatically loyal to him.

KRYNOID VARIANT NO. 14

An individual turned into a Krynoid by Marlow's fourteenth pod gains a similar set of stats as a standard Krynoid (*see The Fourth Doctor Sourcebook*), but with the following alterations.

The host body's original consciousness persists alongside the Krynoid's and may attempt a contest of Awareness + Resolve against the interloper to regain temporary control of their body, with the Krynoid having a +6 bonus on these rolls. However, Krynoid Variant No. 14 also has a unique Weakness: high-pitched noise harms it, and the +6 bonus instead goes to the original consciousness when their body is exposed to such sounds. The original consciousness retains their non-physical Attributes, Skills and Traits at the GM's discretion.

In addition, the Animate Plants Trait allows Variant No. 14 to control other Krynoids, and their lifespan advances much more quickly than usual, growing to their gigantic germination stage in just under an hour. As these are the quirks of just one of Marlow's Krynoid variants, who knows what unique abilities the other pods have?



ILEIKO *(The Slaying of the Writhing Mass)*

The Slaying of the Writhing Mass (see *X13*) is the most important event in the history of the planet Ileiko. The legendary hero Salan killed the monster with a single stone, freeing the primitive Ileikans from its ravaging. That was in Year Zero and it's now Year 2.678. But even though it was so long ago, everybody knows with certainty that it happened, as pretty much all of them have actually seen it.

By 2.678, Ileiko is the centre of one of the last, great empires of the Universe, and the Ileikans have developed primitive time travel by drilling time corridors through history. There is a massive tourist industry based on going back to witness the Slaying of the Writhing Mass. It's such a popular destination that the time corridor approaching it is usually clogged with a traffic jam of time cars, omnibuses and pleasure cruisers all queuing to get there. They're all cloaked and intangible so they don't affect the Slaying in any way. The queue budges up every so often, but it can take hours to get to the front.

The time corridor is policed by marshals who use personal access facilitators (similar to Vortex Manipulators) rather than vehicles, and there's an access lane for the time bikes which zip up and down, selling snacks, drinks, postcards and souvenirs of the Slaying.

An extension is being built to provide more capacity, with a time bore drilling a new corridor. A construction ship controls the bore and clears up the mess it leaves behind, dumping it into the very distant past where it will be sucked into the sun. But anything that comes into contact with this hazardous waste could become temporally unstable, phasing out of reality until the effect wears off, by which time it could materialise inside a solid object!

Not much is known about the hero Salan, but he's assumed to have been a humble farmer. Even his appearance is a mystery, as he protected his face from the Writhing Mass's breath by wrapping it in a cloak. He used a well-aimed rock to take the Mass's main head right off, possibly helped by a build-up of gases in the creature's throat.

The Writhing Mass is a monstrous creature with multiple heads. The large, serpent-like head in the middle is generally agreed to be the dominant one. It doesn't look like the result of natural evolution and is possibly a gestalt entity forged from smaller creatures which were dominated by a larger, psychic entity. Whatever it is, it attacked anyone who came out into the open, destroyed crops, drove the survivors into the caves and almost wiped out civilisation at its very birth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The TARDIS detected a distress signal coming from the exact time and space in which the Slaying occurred, but was only able to materialise at the back of the queue of vehicles in the time corridor. The Doctor tried jumping the queue by hopping the TARDIS from vehicle to vehicle, until it got stuck in the wall of a bus load of schoolchildren.

Charley (see *A90*) was taken hostage by a time marshal from the future who had come back to prevent a disaster with the construction project from destroying Ileiko. Using her personal access facilitator, the marshal took Charley back to the cave in which the Slaying took place. Wrapping her face in a handy blanket to protect it from the malodorous fumes of the Writhing Mass's breath. Charley threw a rock at the creature to ward it off. (Can you tell where this is heading?)

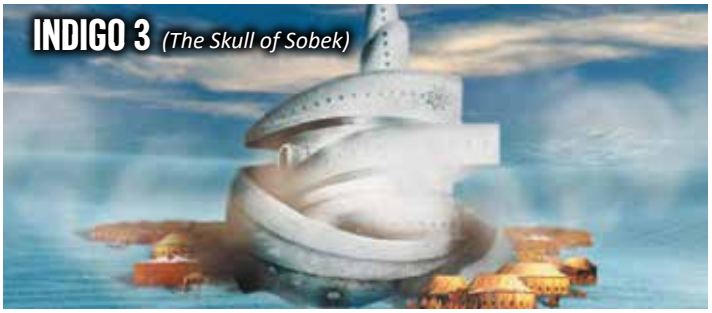
Meanwhile, the Doctor tried to stop a failure in the temporal power couplings from sending the construction ship into temporal freefall, but it ended up backsliding down the time corridor, only to materialise in the exact spot occupied by the Writhing Mass's main head as Charley's rock hit it. As the ship was cloaked, it appeared as if the rock caused the Mass's head to explode, and Charley was assumed to be Salan.

The entire event is in a causal loop. The Writhing Mass was created by unstable waste from the construction ship causing local fauna to mutate and fuse together. The creature was killed by the ship, which was building a new time corridor to allow tourists to go back and see Salan kill the creature.

Worse, the myth only exists because the Doctor responded to a distress call, which turns out to be sent by one of the schoolchildren getting aboard his TARDIS. If the signal is sent, the Doctor will respond to it, and the events will happen and continue to happen until the Vortex crashes, resulting in the catastrophe that the marshal came back to stop. Only if the distress signal can be prevented will the cycle be broken, in which case time repairs itself, leaving scar tissue that will prevent time travel back to view the Slaying, though the myth itself will persist.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Ileikans
TECHNOLOGY LEVEL: 8



INDIGO 3 *(The Skull of Sobek)*

Located in the eastern arm of the Milky Way, Indigo 3 is an aptly named planet: it has a brightly glowing blue moon, its desert dwellers trade blue camels and blue camel milk, and the native humanoids even have a blue tint to their skin. In fact, they have eighty-three different words for varying shades of blue. By remarkable coincidence, every eighty-three years a vast torrential storm floods the Blue Desert, the most breath-taking place on the planet. Blue sand dunes spread for miles, with azure slowly shifting into lavender and then sapphire as far as the eyes can see. After the storm floods the landscape, the entire region is carpeted with gorgeous ultramarine flowers, a sight that attracts visitors from light-years away.

One might notice something strange if staring at the Blue Desert for long enough: every single dune is exactly identical, right down to the last grains of sand. It's as if each were cut and pasted from one template. There is nothing artificial about this: the improbably symmetrical desert is a rare place where the Universe comes close to natural perfection. This worried some spiritual people of Indigo 3, who considered perfection to be a dangerous thing that leads to stagnancy. They constructed the Blue Desert's only notable structure, the Sanctuary of Imperfect Symmetry.

The Sanctuary is a place of pilgrimage, devotion and artificial asymmetry, its bluish off-white architecture deliberately coiling and imbalanced. The Sanctuary is isolated from the rest of the planet and rarely receives visitors other than those eager to join its ranks. The Sanctuary's brothers are led by Abbot Absolute and the sisters by Sister Chalice. While both possess equal authority and they confide in one another, each has total control over their respective followers. Anyone who joins their ranks wears seafoam teal robes and has their head shaved and tattooed; sisters are given the symbol for Yin, while the brothers have Yang. Despite usually acting in concert, the brothers' and sisters' devotion to asymmetry encourages them to disagree and debate with one another. Aside from that, Abbott Absolute is a short-sighted optimist, while Sister Chalice is more sensible, stern, and forceful.

Despite the fact that the Sanctuary typically takes in guests, its doors are currently barred due to the vast encampment of visitors outside. Mass visions and hallucinations have been appearing across Indigo 3, depicting the world going up in flames. Hundreds have travelled here by air coach or camel, desperate to enter and be blessed before a potential oncoming apocalypse, even if it means laying siege to the Sanctuary.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ironically, Indigo 3's mass hallucinations are coming from inside the Sanctuary, as the Sobek crocodilian Old Prince (see *V287*) has brought the Skull of Sobek (see *G39*) here with him. He is hiding in the recently constructed (and flooded) New Hall that he has helped fund, obscuring the gigantic Skull by using it as the foundations. Abbot Absolute is the one who allowed the Prince into the Sanctuary, having been captivated by tales of Sobek and how it reflected asymmetry. Much to the Abbot's regret, the Prince has carelessly been killing the Sanctuary's occupants, which he and Sister Chalice have been covering up with its high-tech medical equipment.

The Old Prince's enemy General Snabb has numerous undercover mercenaries both within the Sanctuary and the crowd outside. Unbeknownst to the Abbot, Sister Chalice is working with them in a bid to hasten the two crocs' fight to the death, so that the Old Prince may leave her Sanctuary. However, she and the others of the Sanctuary are pacifists and are unable to directly fight back against the crocodiles themselves.

SISTER CHALICE

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 4, Resolve 4, Strength 2
Skills: Convince 3, Knowledge 2, Medicine 3, Science 2, Subterfuge 1, Survival 1
Traits: Argumentative, Code of Conduct (Major: Pacifist), Dark Secret (Major), Distinctive (Blue skin), Indomitable, Stubborn, Unadventurous (Minor), Voice of Authority
Tech Level: 6 **Story Points:** 4

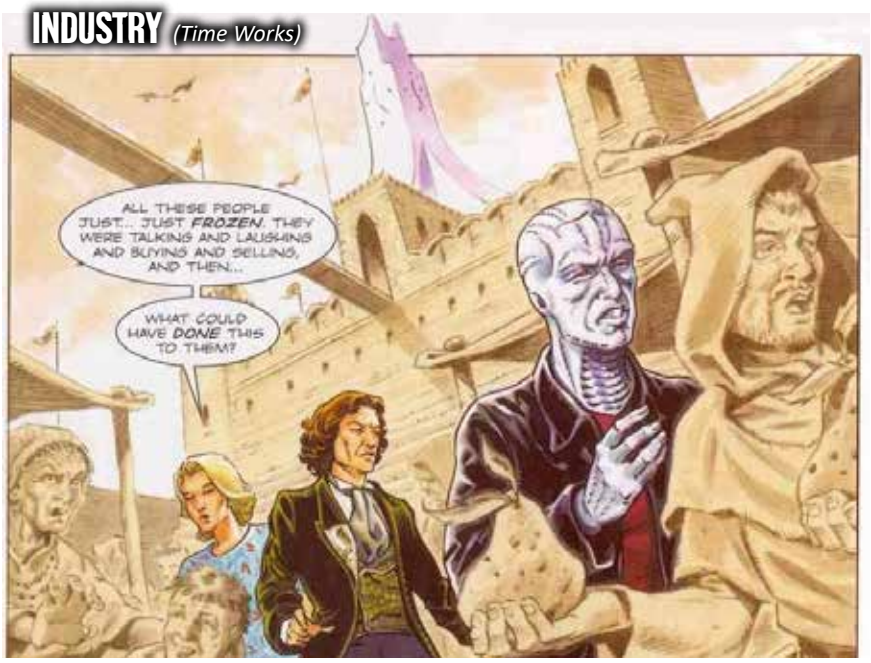
ABBOT ABSOLUTE

Attributes: Awareness 2, Coordination 2, Ingenuity 2, Presence 3, Resolve 2, Strength 2
Skills: Convince 1, Knowledge 2, Medicine 3, Science 2, Subterfuge 1, Survival 1,
Traits: Code of Conduct (Major: Pacifist), Cowardly, Dark Secret (Major), Distinctive (Blue skin), Impulsive, Unadventurous (Minor), Voice of Authority, Well Mannered
Tech Level: 6 **Story Points:** 3

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 1
SENTIENT SPECIES: Blue-skinned humanoids
TECHNOLOGY LEVEL: 6

INDUSTRY *(Time Works)*



Industry is an uncharted planet orbiting a dwarf star at the edge of an elliptical galaxy.

Like their planet, the people of Industry move clockwise, in a metaphorical sense at least. Moving clockwise means looking to the future, not looking back into the past. They toil ceaselessly, working to further the Project, moving it towards Completion.

At first glance, Industry is a Medieval world, the houses of its single settlement huddling around a castle like ducklings around their mother. But a closer look reveals bricks and concrete rather than wood and stone, and technology far in advance of the Middle Ages. Among the villagers' homes are offices with desktop computers, and every citizen carries large mobile phones and wears the same chunky watch. But the amount of manure in the streets confirms that the internal combustion engine hasn't yet been developed.

The people of Industry must work hard to push towards Completion. They are obsessed with time and work, and reject idleness. Their days are divided between work and sleep, and while they are on the clock, they cannot even stop to pass the time with bystanders. Not that there are bystanders on Industry. They would be considered idlers, maybe even clock-stoppers, those who don't work hard enough or perhaps even try to delay the Project. Such people are to be avoided and best left to the Clockwork Men (see *V173*) to deal with.

The castle is the royal palace of King Kestorian. The King of Industry is now an elderly man, tired of ruling and of being beneath the Clockwork Men's authority. But Kestorian knows the Project must continue and that he cannot give up his throne while his son, Prince Zanith, has not yet taken a wife so that continuation of the royal line is prepared for. The Prince is considered by the people of the village to be an idler, but it's just that until he replaces his father as King, he has no real purpose here. Even so, the people resent the fact that the Clockwork Men will not come for Zanith.

Although the King and his son are the most visible authority on Industry, backed up by their militia, the Watch, the people fear the Clockwork Men more. The real ruler of Industry lies within the Clock Tower at the centre of the castle. It is in the Tower that the Clockwork Men reside, their ticking and tocking audible from without. Nobody else is permitted to enter the Tower, and doing so is punishable by execution. Only those who are taken there by the Clockwork Men are allowed that privilege, when they have been idle and must be assessed and sentenced by the Figurehead.

The Clockwork Men move in the moments between time, between the tick and the tock, when the rest of Industry is frozen in time. They punish idlers with electric shocks and take clock-stoppers back to the Tower. To the people, it just appears that time-wasters vanish in a flash, usually never to be seen again.

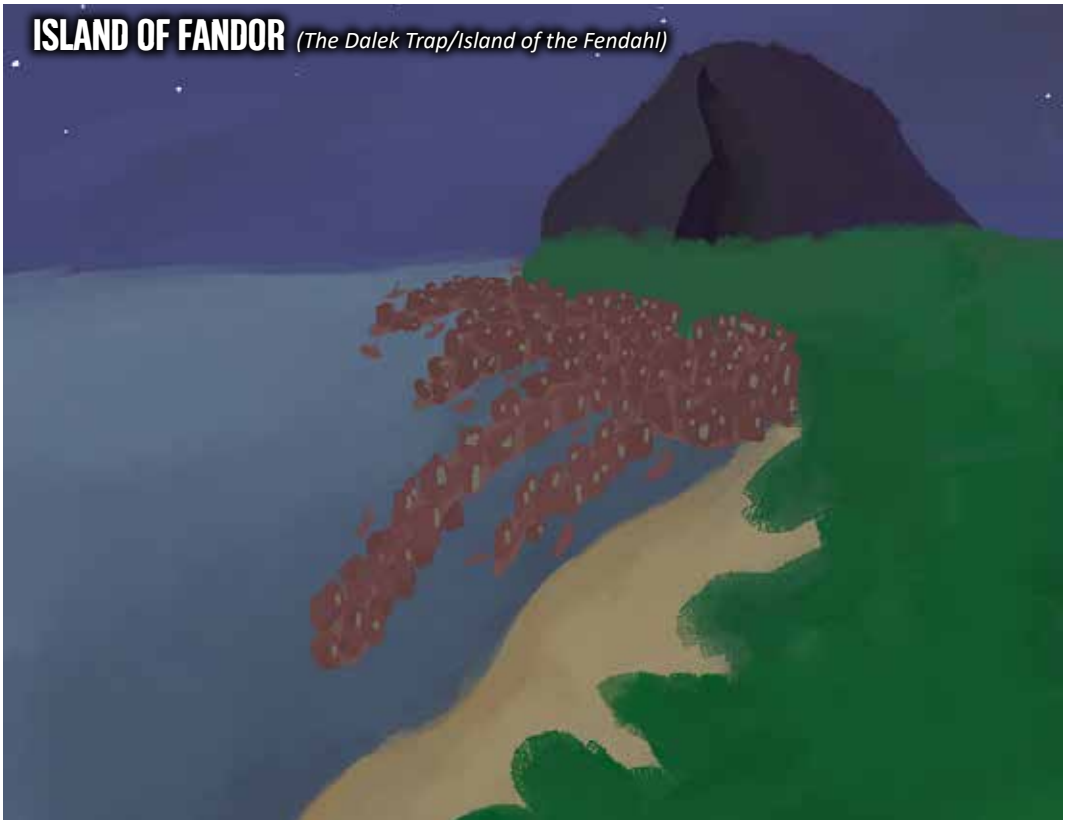
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Figurehead (see *V174*) is an artificial intelligence of cogs and gears bound into the mechanics within the Clock Tower. It was designed by the previous civilisation of Industry to recreate them when their extinction was imminent. The Figurehead has done so, but does not yet believe her task to be complete. It is aiming for perfect efficiency on Industry, and has created the Clockwork Men to be her enforcers and the Great Clock to stop time, allowing them to slip between the seconds.

The Figurehead has also created the fiction that a rival power from a world called Languor is racing to reach Completion before Industry. The people now believe that if they do not complete the Project first, they will all be downsized. The reality is that the Figurehead is coming to the conclusion that perfect efficiency can only be achieved if the organic populace is replaced entirely by mechanical devices.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Human-like people
TECHNOLOGY LEVEL: 4 (the people); 8 (the Clockwork Men)



ISLAND OF FANDOR *(The Dalek Trap/Island of the Fendahl)*

"Who shall we meet on old Lammas Eve?"

"Old Fandowen comes on old Lammas Eve!"

Fandor is a small, windswept island off the coast of England, and the easiest way of getting there is via the port of Whitehaven in Cumbria. Not that many have cause to visit Fandor, as there's not much to see. Besides uninhabited areas of mountainside and rough, winding roads, Fandor Island only has one settlement: Fandor Village, by Fandor Harbour.

The people of Fandor have a reputation for being old-fashioned. The island has no mobile phone coverage, and there's only one landline, located in the pub and exclusively used by the harbourmaster. That is, when the line isn't out from sharks chewing on the cable. The pub is *The Old Fandowen*, and its sign depicts a pagan image of an angel with bulging eyes standing in front of a pentagram. Bicycles are the main means of transportation, and there's only a single car, a battered old thing rented out to visitors. The Island would resemble the 18th Century more than the 21st if not for the electricity pylons stretching across it. This power grid tends to go down for hours, unless the wind's good enough that Tom from the farm can clamber up the problem pylon with his ladder. The island doesn't get many visitors other than seagulls, which is perhaps for the best: the locals are thoroughly unpleasant to outsiders.

On the 31st of July, the people of Fandor celebrate their traditional midnight Lammas parade. While many historians believe that the Christian holiday comes from the tradition of "loaf mass" where participants eat bread to bless the haymaking season, some consider it originates from the pagan "lamb mass", wherein a live lamb is sacrificed to bring good fortune and miracles to its killers. The people of Fandor celebrate the latter version of the holiday, but with a local flair. Hundreds of years ago the monks of the island's monastery noted that a genus of caterpillar wholly unique to the island appears only on Lammas Day, and so the genus, named "fandowen", is worshipped as the centrepiece of the celebration. Those in the parade chant about it and carry a giant paper caterpillar like a Chinese dragon.

Fandor currently has two visitors. One is Detective Constable Diane Howard, who is on Fandor to investigate a missing persons case. Seventeen-year-old Maxine Mitchell has disappeared, and DC Howard received a postcard claiming she's on Fandor, possibly sent by a kidnapper. The other visitor is Dr. Dieter, a friendly German lepidopterist here to study the fandowen. Dieter is happy to assist Howard in her investigation if he is able and carries chloroform for his butterflies that might be of use.

A distance from Fandor Village is the island's old monastery, abandoned hundreds of years ago when the monks of the fandowen moved back to the mainland and renounced their pagan ways. A small community lives in the monastery now, led by Freddie and claiming to be the last of the fandowen worshippers. Freddie and his nine companions have come here to fulfil a calling. Frederick knows that DC Howard and Dr. Dieter are on the island and wishes to have them join his community.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dieter knows more than he's letting on and is using his studies as a cover for the true reason he's here: investigating a family mystery. Dieter's surname is Fendelman, and he's always been fascinated by his uncle's mysterious death at Fetch Priory (see *Image of the Fendahl*). Investigating the incident, Dieter read the occult records of Maximillian Stael, his uncle's assistant who perished at the same time. Dieter was amazed and horrified by the concept of the Fendahl, the ultimate predator organism which gave his family their surname. Dieter tried to contact Stael's only living relative, his brother Frederick, and found that he had recently moved to Fandor.

Freddie is Frederick and came to Fandor after hearing the calling

of the Fendahl, which wishes to re-establish its gestalt hivemind, selecting twelve relatives of those involved at Fetch Priory as its components. DC Howard is the cousin of Thea Ransome, the Fendahl's previous vessel, and Maxine Mitchell is the granddaughter of the priory's security man. They're all joined by the thread of fate. Maxine sent Howard the postcard to lure her to Fandor. The coven of ten will become eleven if Howard comes under their spell, but Dieter is too well informed of the Fendahl to be controlled by it. Dieter has even brought a shotgun with him, filling it with rock salt instead of bullets, so he may disrupt the Fendahl's control over its possessed gestalt with its natural weakness.

Dieter's presence still counts towards the gestalt and will provide the coven with the ability to tap into the Fendahl's growing power, being able to paralyse the muscles of other living creatures and summoning spectral Fendahleen. The coven intends to sacrifice the rest of the island's population during the Lammas Eve parade so their deaths will provide the Fendahl with more power. The landlady and leader of the parade is one of the coven and is likely to use her powers to control the crowd and overcome them with bloodlust, wanting to sacrifice a living person in place of their Lammas Lamb!

Beneath Fandor's surface is an extensive tunnel system leading across the entire island, including one opening near the farm's electrical pylon and one behind a hidden wall in the monastery. These tunnels form the shape of a giant pentagram, and the pylons are built directly above them, giving the Fendahl enormous power over the island. At the heart of the tunnels is a room with an altar, containing the skull linked to the Fendahl's consciousness. The coven plan on harnessing the pentagram's full power to transfer the Fendahl to a new primary vessel.

While the coven would be fully freed from the Fendahl's influence if the consciousness were to be destroyed or incapacitated, they'd still need to keep a hundred miles away from one another to avoid awakening its influence again.

FANDOR CULTIST

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Convince 2, Subterfuge 1, Survival 1
Traits: Enslaved (Under the Fendahl's influence), Face in the Crowd, Obsession (Major: Return Fendahl to full power), Special (Fendahl Gestalt: When all twelve of the Fendahl's chosen gestalt are within 100 metres of one another and its core, each cultist may use the Fendahl's Traits such as Hypnosis, Psychic Vampirism and Psychotelekinesis, as well as gaining the ability to summon spectral Fendahleen), Weakness (Major: Touching rock salt will temporarily disrupt their connection to the gestalt and Stun them)
Tech Level: 5
Story Points: 2-4

DR. DIETER FENDELMAN



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

SKILLS
Convince 1, Knowledge 5 (AoE: Lepidoptery, Occult Studies), Marksman 2, Medicine 1, Science 2, Subterfuge 2, Transport 1

TRAITS
Brave
Indomitable
Insatiable Curiosity
Obsession (Minor) – The Fendahl
Psychic Training
Sleuth

EQUIPMENT
Double-Barrelled Shotgun: 6(3/6/9) damage (if loaded with rock salt, it instead does 1(1/1/2) damage)
Chloroform: anyone breathing it in will need to make a Difficulty 15 Resolve + Strength roll each round of exposure to remain conscious
Passport

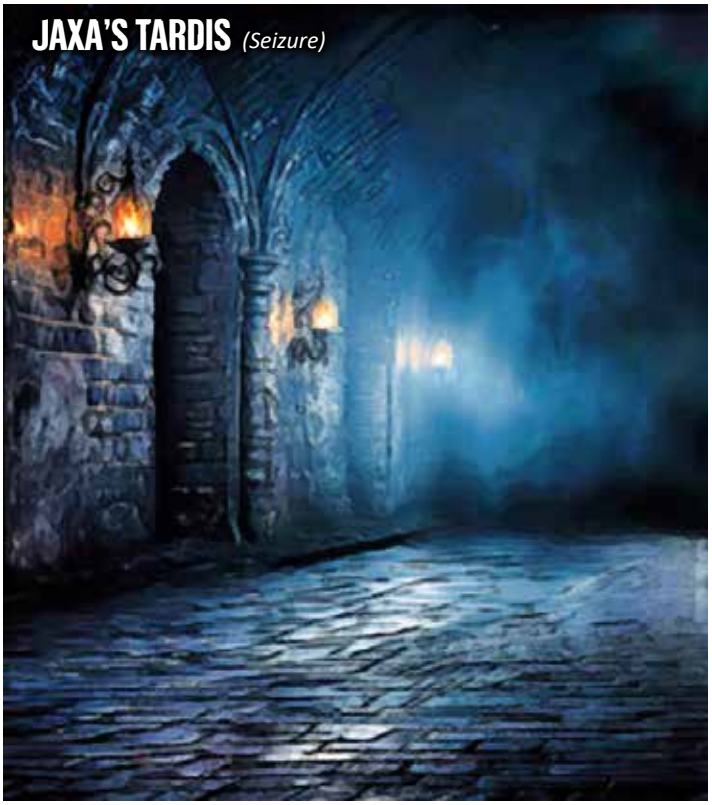
TECH LEVEL: 5

STORY POINTS: 6

But wait, if the Doctor destroyed the Fendahl in the 1970s just after it was discovered by Professor Fendelman, how could it have impacted Fandor Island for thousands of years? For the full details, see *L123*.

"Who shall we meet on old Lammas Eve?"

"The Fendahl comes on old Lammas Eve!"



JAXA'S TARDIS *(Seizure)*

A panicky distress message broadcast from a stricken TARDIS on a desolate world. A Time Lord in the extremes of terror. Something howling and hunting in the dark. None of these elements make for a reassuring welcome aboard what remains of the TARDIS belonging to Jaxa. Worse is to come to anyone foolish enough to answer the message and materialise within the TARDIS, a dangerous manoeuvre in itself.

The interior of Jaxa's TARDIS is dark and oppressive, a Gothic labyrinth of stone corridors complete with moss and flaming sconces on the walls. It's like a creepy Medieval castle, but one with no actual rooms, only corridors. This TARDIS is dying and it's been driven mad by something which has invaded it. It can no longer control its telepathic circuits and it's screaming in the minds of anyone with the Psychic Trait. Not only screaming, but begging and whimpering with fear. This makes it difficult for anyone who can hear it to think (giving a -2 penalty on all rolls requiring concentration or to resist fear). The fear even travels back in time, providing a sense of dread to anyone hearing the distress call before they have even arrived in the TARDIS.

The dying TARDIS is finding it difficult to keep its internal systems going. The lights keep flickering on and off, and it can no longer maintain anything more than simple corridors. With huge effort, it might be able to produce a console room with the last dregs of its power. The oxygen and shielding are on for now, but it's only a matter of time before they fail. The corridors are gradually flooding with leaking conductive fluid. As it dies, the TARDIS will fold in on itself, its internal dimensions shrinking and crushing anyone left inside. The sound of its dying hearts can be heard thumping louder and slower.

But the TARDIS is not entirely deserted. Its pilot Jaxa is still here, though only as a white-haired and white-gowned ethereal entity that can be heard wailing warnings to get out. She appears from nowhere and vanishes into thin air, and her feet don't quite touch the ground. Although Jaxa can be spoken with, she is confused, distressed and speaks in riddles. Not too surprising given what's happening to her TARDIS. But she doesn't yet realise that she's already dead, and even if convinced of this, it will take some minutes before she can remember the precise circumstances of her death. A TARDIS is linked inextricably to its pilot, and the death of the latter will result in the death of the former, which is what is happening here.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jaxa isn't really a ghost. She's just a personality matrix held by the telepathic circuits of a loyal ship who doesn't want to let its pilot go. She'll cease to exist as soon as the TARDIS dies.

Jaxa isn't the only entity lurking in the gloomy corridors. There is also the source of the distress message, the Eleven (see *V198*), who killed Jaxa for her TARDIS. And then there's the thing that he's so very afraid of. The thing that's pursuing him through the corridors: a ravening, insatiable Ravenous (see *V276*)!

JAXA

AWARENESS	2	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	N/A

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

TRAITS
Amnesia (Minor)
Dependency (Major) – Jaxa will cease to exist as soon as her TARDIS finally dies
Eccentric (Major) – Distressed and confused; reduced to a wailing spectre
Feel the Turn of the Universe
Flight (Minor)
Immaterial (Special Bad)
Technically Adept
Time Lord
Teleport
Vortex

TECH LEVEL: 10
STORY POINTS: 4

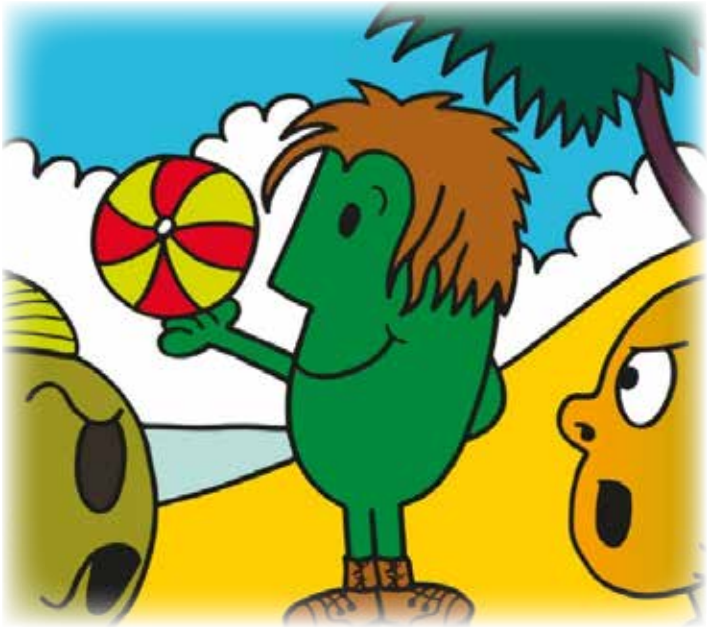
JURASSIC SHORELINE *(Dr. Eighth)*



When the Doctor saved a group of human space travellers from an exploding spaceship, he naturally felt the best place to safely drop them off was a beach on Earth... unfortunately, his TARDIS was playing up and landed in the middle of a turf war between Silurians and Sea Devils. Bad luck.

The Silurians (specifically, the sub-species the Eleventh Doctor would later meet, see *The Hungry Earth/Cold Blood*) claimed the beach as their own, feeling that as they live on the land, the beach (as a piece of land) belonged to them. The Sea Devils had similar logic: because they live in the ocean, the beach (as something that is covered by the ocean when the tide comes in) was theirs.

The Doctor mediated by simply informing them that because both races had no reason to use the beach when it was accessible to the other, they should both consider themselves owners of the beach when only they could actually use it. The leaders of both factions agreed on this proposition and tensions dwindled. When the Doctor picked up a nearby volleyball and suggested a game, tensions reheated, as neither side could agree who owned the ball!



CONSIDERING YOUR TONE

As this story is part of a crossover with light-hearted children's book series *Mr. Men*, *Dr. Eighth* has a suitably cartoonish tone that stretches just beyond what even the goofiest Doctor Who stories usually fit. Even though a standard *Doctor Who RPG* campaign is likely to follow in the footsteps of the programme and explore a wide range of tones from story to story, it may be tricky to take inspiration from something as tonally distinct as *Dr. Eighth* without giving your table whiplash!

One way of solving the problem is to take the story's tone and events at face value, but extrapolate (perhaps unintended!) ideas by placing it in the wider mythos. In this case, it's incongruous that both parties in the conflict are willing to press-gang the Doctor to take their side in the minor dispute, when other stories tell us that they should be distrustful of him or surprised at seeing his completely alien, human-like appearance. Rationalising this gives us the possibility that the story could take place at a period in Earth's far future, wherein they and humanity co-exist in such relative harmony that certain groups could trust humans more than their own cousins! Suddenly, a minor dispute at a beach becomes the tip of the iceberg for an interesting setting.

A second possibility is to keep the raw events of the story, but reinterpret it into a slightly more serious tone. Instead of both sides wanting ownership of the beach for the sake of lounging about, the beach could be the site of generational conflict between the two races; each having cyclically forced the other out over the decades to the point where both sides have understandable motives for considering the land their own cultural heritage and not wishing to co-exist.

Using these methods, any Doctor Who (or even any other properties') story can be used as inspiration for your campaign, regardless of its tone. You could even reverse-engineer these methods and make a more serious concept fit a lighter, comedic game!



Although now long vanished, Kolstani is considered to have been an impossible planet, existing as it did within the chaotic and destructive environment of the Vortex. It shouldn't have existed, and most Time Lords believe it to be just a myth. Naturally, there have been rumours of sightings over the eons, but if it were ever real, it's considered to have been destroyed long ago.

The fact is that Kolstan was real, existing in the ancient history of the Time Lords, during the time of Rassilon. So travelling there is dangerously irresponsible, and modern TARDIS systems (Type 50 onwards) are completely locked out of that time period. Nevertheless, if some enterprising explorer were to arrive on Kolstan, they would find it to be a pleasant world, almost idyllic in fact, but with a sky filled with the ever-changing colours of the Vortex itself.

There are no protective domes to prevent the planetary atmosphere from dissipating, nor are survival suits needed to protect against the ravages of the time winds. The entire planet is maintained by the energies of its inhabitants. The Kolstani are a peaceful but primitive people, roughly analogous to very early hominids on Earth. They can communicate to a limited degree, having a language with a very restricted vocabulary, and are gentle creatures.

The Kolstani have evolved to feed on the energies of the Vortex itself, and it is this ability that has allowed them to create and maintain their planet. They are themselves made of Vortex energy and are in synch with it. As a result, the Kolstani have mental control over their physical world and are able to create and shape matter with their minds. They are also self-healing, repairing any injuries almost instantaneously.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was the Kolstani's self-healing ability that drew the Time Lord scientist Artron (see *A117*) to the planet. Artron was a contemporary of Rassilon, and while Rassilon was working on developing the process of regeneration, Artron instead wanted to discover true immortality. He set up a base on Kolstan and began to conduct research on the gentle natives and their healing properties.

But the Master also arrived, looking for the means to gain a new cycle of regenerations after escaping from the Eye of Harmony in the Doctor's TARDIS (see the *TV Movie*). The Master built a device to transfer the Kolstani's Vortex energy into himself, but Artron sabotaged the machine, absorbing the energy himself. Artron's mind was broken but he gained incredible powers. Meanwhile, the Kolstani were filled with an insatiable hunger. With Time Lord regeneration energy being the closest thing to Vortex energy that they could now absorb, the Kolstani became the Ravenous (see *V276*).

Shortly afterwards, a fleet of Gallifreyan warships sent by Rassilon (who feared that Artron would become more popular than him if he discovered true immortality) arrived and destroyed Kolstan. The surviving Ravenous were then imprisoned in a bubble dimension adrift in the Vortex.

KOLSTANI

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

SKILLS
Athletics 1, Fighting 1

TRAITS
Alien
Alien Appearance
Fast Healing (Special)
Immortal (Special)
Special – Vortex Energy Creature: Kolstani can use the Vortex energy they absorb to create and shape matter at will, though this is largely confined to maintaining their planet
Technically Inept
Vortex

TECH LEVEL: 1
STORY POINTS: 2-4

PLANETARY DATA

SIZE: Small
GRAVITY: Earth Standard
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Kolstani
TECHNOLOGY LEVEL: 1



THE LETHE FOUNDATION *(Together in Eclectic Dreams)*

The Lethe Foundation, named after the river of forgetfulness in Greek mythology, is in a remote location high in the Brecon Beacons in Wales. It's virtually cut off from the outside world, in a place where the walls between worlds are reputed to be thin.

The Foundation has been set up to conduct research into sleep and dreams, but its patron also hopes to push back these barriers and contact entities from beyond such as the fey folk. Tara is an Irish artist and musician whose muse is her dreams. All her songs have come from her dreams, and she believes that something can always follow her path back to the waking world, like crossing a bridge once it's been built. Sometimes in her dreams she senses something approaching and hears scratching in the darkness. The Sixth Doctor dismisses all this as bafflegab, the product of her night terrors.

Tara is world famous. She's also talented, determined and desperate, the latter as her music has stopped coming to her and she hasn't composed anything new since arriving at Lethe. Working with the Foundation's Professor Klovis, Tara is developing something new here, devices called dream guides which will guarantee a perfect night's sleep while also opening up her musical talents again.

Each dream guide is a large, egg-like thing that is left on a sleeper's bedside cabinet. There are no battery compartments, no batteries, no connection ports. It can't be drilled into or cut open, but something inside rattles if shaken. The top can be twisted a little to start it working, and it then takes a couple of nights for it to tune into the sleeper's alpha waves. The guide will then begin to sing to its sleeper, producing a soothing effect to aid sleep and dreaming. They have been programmed with Tara's entire back catalogue, but they will also sing new compositions, the first new music that Tara will have produced since being here.

The Foundation welcomes all kinds of dreamers: lucid dreamers, astral travellers and summoners. Among the staff are a number of the latter who act as dream mentors. When the Sixth Doctor visited Lethe with his companion Mari Yoshida (see *The Sixth Doctor Addendum*, forthcoming), a dream mentor called Sam Duffy was assigned to her. He can join Mari in her dreams to provide advice and guidance. He also has a talent for drawing people to him through dreams. Throughout his life, Sam has found himself dreaming of somebody, only for them to turn up in the next day or two. It's not just people he knows but also complete strangers, so it's something far more than mere coincidence.

The Foundation is also home to the Sleep Museum, which houses everything from electro-cardiac charts of dreamers to recordings of people recounting their dreams to a collection of Native American dream catchers.

But there are strange things afoot at the Foundation. Some of the patients have begun reporting dream encounters with the Green Man, a figure dressed in green velvet with long wavy hair, who warns them that they are all trapped in their dreams. There have also been incidents of a trail of slimy mucus appearing in the corridors, like that excreted by some types of crustaceans. One man, a lucid dreamer able to control his dreams, has died screaming in his sleep, a small puncture wound found in his temple…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was when Sam, urged by Mari, pulled the Green Man out of the dreams and into the Foundation that it became clear what is happening here. The Green Man is the Eighth Doctor, who has fallen victim to the Kantrofarri, the dream crabs (see *The Twelfth Doctor Sourcebook)*, and become trapped in a series of nesting layers of dreams. When Mari introduced herself, the Doctor realised that he has no recollection of her, despite her apparently being a former companion of his. The conclusion is that the Lethe Foundation is another dreamscape and Mari and everyone else here are either dream constructs or other victims of the Kantrofarri also trapped in this dream.

The Eighth Doctor was able to assist the Sixth in resisting the dream crabs before he was dragged back into his own dreamscape. But Tara denies any claim that the Foundation is just the product of her dreams. She is determined to regain her musical talents, using the Kantrofarri if necessary. She is blind to the danger and is determined to sell her dream guides around the world. They are actually Kantrofarri eggs. Once they enter the predation cycle, each will open and an infant dream crab will emerge to identify and latch onto a new host. Even though this is all in the shared dream, becoming aware of the Kantrofarri and thinking about them attracts their attentions, empowering them and allowing them in.

This is all still a dreamscape and obeys the rules of dreaming (page 72 of *The Twelfth Doctor Sourcebook* for information on this). Somewhere in the waking world, Tara is sleeping, as is Sam and Mari. Tara is no musician and has never composed anything, while Sam and Mari are students who met at a freshers' party only the night before (though Sam's dream talents are real). Elsewhere, the Sixth Doctor is alone in his TARDIS. Each of them has a dream crab attached to their faces, slowly killing them unless they can wake up.

TARA



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

SKILLS
Convince 3, Knowledge 3, Science 1, Subterfuge 3, Technology 2 (note that Tara has no Craft (Music) even in the dreamscape)

TRAITS
Charming
Selfish
Stubborn

TECH LEVEL: 5

STORY POINTS: 5

SAM DUFFY



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

SKILLS
Convince 2, Knowledge 2, Subterfuge 1, Technology 2

TRAITS
Astral Projection – (see *The Third Doctor Expanded Universe Sourcebook*) only into and between dreams, but Sam can also spend 1 Story Point to take another person (or their dream form) with him
Empathic
Precognition
Psychic
Psychic Training

TECH LEVEL: 5

STORY POINTS: 4



THIS IS THE VOICE OF LIGHT CITY! WELCOME TO YOUR NEW WORKDAY! TODAY IS HIGH PRODUCTIVITY DAY. LOYALTY AND PRODUCTIVITY WILL BE REWARDED WITH EXTRA LICENSED BROADCAST HOURS. YOUR STATE LOVES YOU.

CITIZEN: An inhabitant of Light City. A citizen serves. A citizen does not use questions. A citizen does not enjoy freedom. Only the deviant use questions. Only the perverse crave freedom.

PROLE: A member of the worker class making up the majority of citizens in Light City. Proles are not allowed names, just signifiers indicating their work. A builder builds. A healer heals. For each their proper place. A prole may purchase overtime and sick days. Happiness through acceptance. Productivity through happiness.

THE DISC JOCKEY: The Voice of Light City whose announcements over the public address system start each workday and who selects and broadcasts the infotainments that all citizens watch. Resident in Broadcast Lodge, the seat of power in Light City, the DJ remembers all lost recordings and even unproduced ones, as well as those still extant. The DJ is the keystone of the State and exists by virtue of the Board and the Censor.

THE CONSCIENCE: The citizen authorised to arrest anyone suspected of committing thought-crimes or word-crimes. The Conscience reports to the Editor and is assisted in their duties by a Sub-Conscience.

THE EDITOR: The head of the Ministry of Tourism with responsibility for criminal investigations, interrogations and sentencing. The Editor is authorised to send the guilty on holiday for memory revision, as well as those who may have witnessed or otherwise have been affected by crimes. The Editor reports to the Censor and is assisted by a Sub-Editor. The Editor has a certain amount of flexibility to ask questions in pursuance of their duties.

THE CERTIFICATION BOARD: The governing committee which supervises the activities of the Editor and the Conscience, and which controls access to State files.

THE CENSOR: The only citizen authorised to remember memories removed from citizens during revision and forbidden words which have been removed from the proles' vocabulary, in order that somebody knows what is forbidden. The Censor is the ultimate authority on which thoughts, words and deeds are permitted.

INFOTAINMENTS: All citizens have a broadcast licence and must watch a minimum number of hours of infotainments. There are two categories of infotainment: repeats, which are used to reinforce basic rules such as behaviour in the workplace and at home; and new programming, which is commissioned to introduce major changes to the social and psychological structure of the general populace.

MUSIC: Music is censored to maintain an emotional equilibrium among the proles. Use of uncensored music is forbidden by order of the State.

QUESTIONS: Questions are forbidden. Questions are bad for the common good. Questions lead to answers. Answers lead to knowledge. Knowledge leads to freedom. Freedom leads to dissatisfaction. Dissatisfaction leads to unhappiness. The State wants all of its citizens to be happy. The State loves its citizens. The State wants all of its citizens to love the State.

***Happiness through acceptance. Productivity through happiness*.**

Light City is located in one of the Zones on the planet Bortresoye (see *L118*). Overhead, the twin suns shine down hot and bright. Although the city's architecture is magnificent, it is rather bland, lacking much variety or personality in the way of design or colour. Significant features include: the South Plaza with its large fountain and public broadcast screens; Broadcast Lodge from where the Disc Jockey broadcasts; the Ministry of Tourism where the Editor is based; and the Town Hall, the office of the Censor.

Despite its pleasant architecture and weather, Light City is a place of oppression. Questions are banned, as is speculative conversation. Having children requires permission from the State, and the paperwork is extensive. The citizens have choice, but it is choice limited to the options provided by the State. There are PR Cams all over the city, watching and recording.

Anyone breaking any of the State's many restrictions will be arrested by the Conscience and taken to the Editor. The Editor has a number of interrogation techniques at his or her disposal, including brain scanning to search for deviations from permitted thoughts. If a thought-crime or word-crime has occurred, the Editor will order that the offending citizen be subject to revision. They are "sent on holiday" and, when they return, they have new memories, a new personality and a new life. Anyone who may have been affected by the crimes, such as witnesses, family members or work colleagues, are often also subjected to revision to prevent the spread of such crimes. The result is that almost all citizens have been revised and revised again, even the Conscience and the Editor, their positions being filled by citizens who have just returned from holiday.

Citizens are required to watch a minimum amount of infotainments which are broadcast to them in their homes and on public broadcast screens around Light City. Infotainments use storylines to reinforce the messages of the State and implant new ideas intended to maintain the status quo. By these and other means, the citizens have been brainwashed to obey the State and to love it, even though it oppresses them.

The brainwashing is so complete that citizens of Light City cannot even perceive something that is beyond the bounds of their limited worldview. They are not permitted to travel outside Light City to the Beyond. If they did, they would find the shore of an ocean. However, unless they were able to overcome their mental conditioning, they could not perceive it, seeing only a grey void.

The State is built on an order which dates back hundreds, perhaps thousands, of generations. Even chaos is precisely controlled here. One day in every quarter is designated Jubilee Day, when citizens may break the rules without fear of punishment. It is even permitted to ask questions. For the State, it's an opportunity to observe and limit the process of social mutation. Many thousands die when restrictions are lifted on Jubilee Day, the unfamiliar freedom making their behaviour unpredictable. The State censors the exact figure.

THE EDITOR

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

SKILLS
Convince 4, Knowledge 4, Subterfuge 3, Technology 2

TRAITS
Additional Limbs x2 – Has eight limbs, usable as either arms or legs
Alien
Alien Appearance
Amnesia (Minor) – Like everyone else in Light City, the Editor has been revised several times and had memories of their previous lives removed
Authority (Major)
By the Book
Code of Conduct (Major) – The laws of Light City
Impaired Senses (Major) – Inability to sense anything outside Light City's prescribed worldview without a successful Difficulty 15 Awareness + Ingenuity roll
Obligation (Major) – The Censor and the Certification Board
Voice of Authority

TECH LEVEL: 4
STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As with all of the Zones on Bortresoye, life in Light City is an experiment. In this case, it's an experiment in social evolution. The State has kept its citizens dim and unquestioning for generations. It has done this to stifle ideas and change. But the success of any social group rests upon a fundamental truth: if society is ripe for change, then change will happen. Every so often, a revolution is required. Social evolution demands it. There have been revolutions in Light City; there will undoubtedly be more in the future. How else can Light City scale the cultural plateau, to transform the State into a new social and political order?

Among those seeking revolution in Light City is the Restoration Group. They plan to create a new hero for the people, to restore a set of uncensored memories, the Doctor's original memories, and place them into a revised mind. The Doctor's memories must live again in Light City, his personality, his message. The people need a hero, not to overthrow a dictatorship, not to kill and burn, but to give the citizens a future, one they can choose for themselves.

Thought-crime! Word-crime! Thought-crime has happened here! Summon the Conscience!

A SUDDEN CHANGE OF PERSPECTIVE

MAJOR SPOILERS! It is not revealed until almost the end of *The Natural History of Fear* that the citizens of Light City – in fact all of the voices heard – are not remotely human in appearance. They are alien creatures with eight limbs and very short lifespans. A hundred of their generations would not fill a single Earth year.

This revelation means that none of the characters we have been listening to up to this point are the Doctor, Charley (see *A90*) or C'rizz (see *A89*). The ones we had thought to be them are actually those citizens of Light City who have had their memories revised and some of the Doctor's implanted. The Doctor and friends are long gone, but the Doctor's plan to free Light City from oppression continues in the form of a hidden tape on which a copy of his reconstructed memories is stored.

Pulling the same trick with a group of players would be a fun challenge for a GM, allowing them to believe that they are still playing their usual characters. But at some point, they become aware that they (and the citizens of Light City) are not human or even humanoid. The resulting real-life realisation would reflect the conflicting memories in the characters' minds, as the players' perspective of what has been happening undergoes a fundamental shift. Sudden shifts in perspective can also be achieved by non-linear storytelling, as in the film *Memento*.



When the Doctor became aware of an aberrant timeline stretching into the future after the TARDIS crash-landed in London in 2020, he decided to explore it to determine the cause of the divergence. He carefully edged the TARDIS into the paradox to see how it had happened and when events start to diverge. It wasn't really time travel, more that the TARDIS just dropped into a fissure of temporal possibilities and emerged in one of them, London in the winter of a potential 2035.

This is a dark future. In the fifteen years since 2020, Britain has lurched to the right and has become a fascist state under the influence of Divine Intervention (see *V189*), the power behind the puppet government. It's a peculiar kind of fascism though, as it isn't racially motivated but is directed against those who don't conform to the government's rule. Divine Intervention has encouraged the mobs to take their frustrations out on non-conformers to keep them in line. There was an attempted coup to overthrow the corrupt government, but it failed and those involved were taken away to custodial camps. Their relatives are now forced by Divine Intervention to work for them in order to keep their loved ones alive.

The NHS is long gone, with any medical treatment requiring payment, putting them out of the reach of most people. Almost all of London's green spaces have been built over, as Divine Intervention has decreed that mankind has to build in order to survive.

London is a city of hate, fear and routine violence, with gangs such as the Battersea Dogs roaming the streets. Marches organised by jackbooted thugs are commonplace as a show of strength and unity. Dissidents who escape arrest are placed on Divine Intervention's death list, to be hunted down by aerial drones fitted with laser armaments. Assassinations aren't an everyday occurrence, but they're regular enough for bystanders to continue with their routines without getting involved… if they know what's good for them.

Rumoured to be at the head of Divine Intervention is a man known as "the Doctor", who rarely appears in public, and then wearing a mask to conceal his features. Usually, only his enforcers are seen.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In this version of 2035, 107 Baker Street (see *L105*) is a lonely place. The Doctor, Liv (see *A98*) and Helen (see *A93*) left on their travels in 2020 and never returned, and most of the tenants have drifted away over the years. Ron Winters has been the only occupant since the death of his partner Tony Clare in 2030, and Divine Intervention want him out. DI claims all extraterrestrial phenomena as theirs, and the house's association with the Doctor has made it a target. That and the snow (see *V259*) that falls only in the house's rear garden every winter, the only snow to fall anywhere on Earth for the past five years. All such phenomena are of interest to Divine Intervention to secure the future of humanity.

Tania Bell (see *A108*) still lives locally but is in hiding. She is on Divine Intervention's death list, not because she is trans but because she's a non-conformer. She can't bring herself to leave the area though, in case Liv ever returns to Baker Street.

Zakia Akhtar works for Divine Intervention and has done so since Aisha was arrested and put in a custodial camp for taking part in the failed coup. Zakia has had to do some terrible things to keep her sister alive. She is now tasked with evicting Ron from 107 Baker Street. But as he has set up defences such as spikes and barbed wire to deter entry, it could mean she has to firebomb the place to get him out.

This future is a dismal place, and one that could lead to a timeline in which the human race becomes extinct within half a million years or so. But this version of 2035 is not a fixed point. It is just one of a number of possible futures branching off from events in 2020 and might be avoided if different choices are made.

ASSASSINATION DRONE

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 2
Skills: Athletics 2, Marksman 3
Traits: By the Program, Flight (Major), Machine, Quick Reflexes, Robot, Size – Tiny (Minor), Zap (Minor: L(4/\L/L) damage)
Tech Level: 5
Story Points: 2



Lonsis is a generally unremarkable planet that earns its obscurity, notwithstanding its alien landscape of deep jungles and purple sky. The planet has only one intelligent species, and even they originate from another world. Still, this lifeform has gained the attention of the Shinx (see *The Sixth Doctor Expanded Universe Sourcebook*) of Shinus, a planet in the nearest neighbouring Solar System. The Shinx are terrified by what they know and have hired the mercenary company Hulbert Logistics (see *V225*) to clear Lonsis out, under the guise of wanting the planet for its unexploited mineral wealth. This may seem odd, as the Shinx aren't a warlike people at all. Of course, anyone would be rightly terrified of the Cybermen.

The Cybermen of Lonsis originated on Mondas and barely escaped their planet's destruction (see *The Tenth Planet*). Depleted in resources and needing to rebuild, they settled here due to the planet's obscurity and lack of competing sentient life, expecting to rebuild their society without interference. In the three decades since, they've constructed settlements above ground and tombs below filled with hibernating Cybermen in cold storage. The Lonsis Cybermen believe themselves to be Mondas' only survivors, and are ignorant of any convergently evolved Cybermen, such as those on Telos.

The Lonsis Cybermen have mobilised most of their forces aboard a large mothership, the one which they used to escape Mondas. As well as being armed with photon cannons, the mothership contains many small strike ships which can each be piloted by a single Cyberman.

The Cybermen were caught off guard by Hulbert's attack and have been on the back foot ever since. Many of Lonsis' jungles are now scrubby and dry from being burnt to the ground, and its buildings have been reduced to rubble. The Cybermen are perplexed at how illogically successful Hulbert's forces are against them, somehow improbably winning every conflict.

Lonsis also houses a tiny third faction comprised of Hulbert's desperate ex-employees, thrown from their war machines after being fired and forced to scavenge the Cybermen's weapons, strike ships and bunkers to survive. Despite the Lonsis Cybermen's status as the oppressed underdogs in the conflict, they've characteristically learned nothing from the experience and wish to extend their reach as soon as they can defeat Hulbert.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Time Lords' Celestial Intervention Agency have seen a potential timeline in which the Lonsis Cybermen succeed in proliferating throughout the Universe and wish to prevent it. They were the ones who planted the seeds of paranoia on Shinus and have hidden a timeline-altering Quantum Crystalliser (see *G49*) in Hulbert's Telford branch robot, granting it an improbably perfect winning streak.

Even this may not be enough to destroy the Cybermen. Logically deducing that they cannot defeat Hulbert Logistics in warfare, they plan on locating Hulbert himself and converting him, forcefully merging his assets with theirs. The opportunity may present itself when Hulbert hosts a party for prospective clients on Lonsis, within a viewing platform for observing his work on the planet. If the Cybermen could gain Hulbert's dimensional corridor to Earth and his efficient war machines, they'd have the potential to become the very threat that the CIA feared in the first place.

CYBER-MOTHER SHIP
Armour: 15 **Hit Capacity:** 60 **Speed:** 8*

Traits: Advanced Technology (Cyberman conversion facilities), Armoury, Computing Power, Defensive Systems (photon cannons), Fortified, Holding Cells, Landing Pad (Cyber-strike ships), Mobile Base, Minions (Cybermen), Ongoing Mission (survive and proliferate Cyber-race), Travel
Weapons: Photon Cannons -12(6/12/18) damage
Story Points: 12

*Multiply by 100 and add the pilot's Coordination to determine Speed in space.

CYBER-STRIKE SHIP
Armour: 8 **Hit Capacity:** 10 **Speed:** 12*

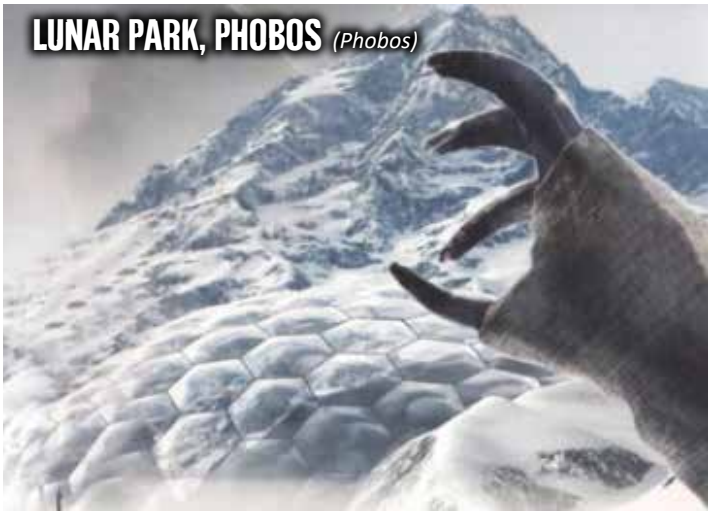
Traits: Travel
Weapons: X-Ray Laser – 8(4/8/12) damage
Story Points: 3

*Multiply by 100 and add the pilot's Coordination to determine Speed in space.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-Like Gravity
LAND MASS: Land O' Lakes
ATMOSPHERE: Earth Non-Standard
CLIMATE: Cold
SATELLITES: 1
SENTIENT SPECIES: Cybermen
TECHNOLOGY LEVEL: 6

LUNAR PARK, PHOBOS *(Phobos)*



Do you want to experience life without the rules weighing you down? Disappointed that you can't find authentic vistas on Earth anymore? Just want to get away from the stress of it all? Visit Phobos!

By the 26th Century, humanity has successfully colonised Mars. Following this, a company was set up to capitalise on the real estate of the freezing cold Phobos, the larger of Mars's two moons. Phobos is the Greek word for fear, and the moon was named after one of the god of war's sons. The smaller moon, Deimos (see *L183*), was named 'terror', after another. The company planned to build a massive holiday resort named Lunar Park on Phobos, with a grand hotel, botanical garden and more besides. Protestors argued against this, as some of the moon's most spectacular natural sights were at risk of destruction. Of particular note are caves with glittering ice running through the walls like veins of diamond. The company ran into problems and eventually gave up on the project after constructing only the large environment dome intended to house the resort. Claiming squatters' rights, the protestors, a free-spirited bunch not big on rules and regulations, moved in.

The squatters inhabited the few buildings that had already been built within Lunar Park and declared it open for the public, creating a futuristic hippie commune, albeit one with gorgeous views of icy mountains and the red planet hanging above. The dome was built so sturdily that it practically runs itself, the self-appointed staff only needing to make occasional ad hoc repairs. The staff also hire most of their equipment, including the buggies they use to get around. These buggies are designed for climbing mountainous surfaces and don't have wheels. Instead, they're shaped like ants, with six segmented legs, making them very difficult to drive if you're unfamiliar with them. Dozens of holidaymakers used to visit Lunar Park daily, but now Phobos's windy landscape rings with screams. The screams of adrenaline junkies who visit Phobos to engage in extreme sports, that is!

By 2589, most of Lunar Park's visitors come for the moon's authentically dangerous activities, such as rock-climbing and river-rafting on its surface, potholing in the melted ice-caves below ground, and anti-gravity boarding (see *G28*) outside the dome. Lunar Park's staff accept these new visitors, even if they have given them the nickname of 'drennies'.

Of particular interest to the drennies is a bungee-jumping spot nicknamed the Wormhole, an immeasurably deep hole at the top of a mountain. The Wormhole has inexplicable, anomalous

KAI TOBIAS



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

SKILLS
Convince 1, Knowledge 2, Subterfuge 1, Survival 1, Technology 3, Transport 2

TRAITS
Adversary (Major) – Fear Entity
Dark Secret (Major) – Phobian hoax
Empathic
Obsession (Major) – Kill the Fear Entity

EQUIPMENT
Laser Gun: 4(2/4/L) damage

TECH LEVEL: 6
STORY POINTS: 8

PLANETARY DATA

SIZE: Tiny
GRAVITY: Negligible (Earth-like gravity inside environment dome)
LAND MASS: The Rock
ATMOSPHERE: Thin Earth Standard (Earth Standard inside environment dome)
CLIMATE: Supra-Arctic (arctic inside environment dome)
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

properties: it has no echo, you can jump down and never hit the sides, and it appears to be bottomless. Being able to bungee down it on the longest cord you can is worth considerable bragging rights.

One of the longest serving members of staff at Lunar Park is Eris, the friendly camp engineer, an unofficial position she keeps simply by being the person with the most technical know-how. She has a close relationship with Kai Tobias, self-appointed camp advisor. The two aren't romantically involved per se, but the decades they've spent together running Lunar Park have made them closer to each other than to anyone else. The only thing straining their relationship is Eris's frustration at Kai's insistence on scaring their guests with horror stories about monsters.

Kai swears that he's been seeing savage beasts roam Phobos for years, but he keeps changing his story. Currently, his "Phobians" are twenty-foot-tall beasts with no faces, multiple arms and brownish-grey skin. Kai believes that the Phobians are why the company gave up on their plans for Lunar Park, and that they're closing in on the settlements. These monster stories just further excite the drennies, who keep arriving in droves. However, recent events lend credence to Kai's stories, as a number of visitors found mangled claim to have seen monsters fitting his description.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While the Phobians appear to be real creatures, close inspection reveals that they're just common construction droids left behind by the company who built the environment dome, wrapped up in cloth. Their giant size and many arms are designed for heavy-duty work. While they can run basic subroutines, they are unable to attack people without someone remotely controlling them: Kai. He would react violently to anyone who uncovers his hoax, and might even hold them at gunpoint and attempt to throw them down the Wormhole without a bungee cord.

The Wormhole is aptly named, as the mountain pit contains an actual wormhole generating its anomalous effects. Countless aeons ago, another universe began to collapse, one permeated with raw fear itself. An inhabitant of this universe that was worshipped as a god tried to escape into ours by engineering a singularity bridge, but found itself stuck in a tiny wormhole located in the Phobos mountain, its reality's rules being too different from ours to allow it to fully escape. The entity grows more powerful as it absorbs fear from Phobos and is planning to eventually spread and restructure the entire Universe into one resembling its former home. The entity can communicate psychically with others and has recently grown powerful enough to possess them altogether.

It appears that Kai has been helping the entity with his frightening Phobians hoax, but that's far from the truth: he wants to destroy it. He's discovered that the entity can only absorb fear when it's diluted with euphoria, and genuine terror is harmful to it. It has exerted what influence it has over Phobos's environment to create the idealised drennie hotspots, while Kai has attempted to chase them away. The entity even gave Phobos a very thin atmosphere, which enticed the company to build Lunar Park in the first place. Dealing with the creature's taunting for decades has driven Kai to the brink, and he'll resort to murdering his guests. For all its grandstanding, the entity is utterly pathetic when forced to absorb undiluted fear, and could be killed with enough of it.

FEAR ENTITY

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

SKILLS
Convince 2, Technology 4

TRAITS
Adversary (Major) – Kai Tobias
Alien
Boffin
Cowardly
Dependency (Major) – Euphoric fear
Empathic
Immaterial (Major Bad)
Obsession (Major) – Absorb Universe into itself
Possess
Psychic
Weakness (Major) – Absorbing fear that isn't diluted by euphoria is hazardous, and absorbing a barrage of fear may kill it

TECH LEVEL: 11
STORY POINTS: 6

PHOBOS ANT BUGGY
Armour: 8 **Hit Capacity:** 15 **Speed:** 4

Traits: Environmental (Minor), Travel, Unfamiliar Interface (Minor)
Story Points: 1

PHOBOS CONSTRUCTION DROID

Attributes: Awareness 2, Coordination 8, Ingenuity 1, Presence 4, Resolve 2, Strength 16
Skills: Technology 3
Traits: Additional Limbs x2 (Arms), Armour (10 Points), Burrowing, By the Program, Environmental (Minor: Doesn't breathe, and can survive freezing temperatures), Robot, Size – Huge (Major)
Tech Level: 6
Story Points: 1-2



MacReady Base is a British scientific outpost at the very end of the world: the freezing wastes of the Antarctic. As of 1904, much of it is still uncharted. This is no surprise, as the weather conditions are practically a raging predator: looking directly into the wind could freeze your eyeballs solid, and the glare of sun on snow is almost blinding even with protective goggles. The desolate silence is so oppressive that it's almost a deafening noise itself, and, in mid-winter, the position close to the South Pole causes the nights to last for periods of two weeks.

MacReady Base is a far less majestic sight than the frozen wastes, being a set of shacks constructed from wood and metal sheets, interlinked by corridors so those inside can get around without braving the elements. The doors are small but thick and locked by hinged bars on both sides to avoid being blown open by the wind. The interior feels like an oven compared to the outside elements. The base contains all the expected areas, including a canteen (where, to keep energy up, all meals are doubled portions of fatty foods followed by sweet desserts) and a medical bay (even a minor fever is dangerous in such an enclosed environment). There's also a room for the spark-gap transmitter, a primitive means of long-distance communication by Morse code, used for contacting supply ships and other Antarctic bases. The barking of the base's huskies in their holding pens can be heard throughout. They're considerably larger than most dogs, each so muscular that they're roughly the size of a person.

Each room contains a leather speaking tube connected to Base Commander John Shadrack's book-lined office, allowing him quick communication with anyone in the base. Shadrack is thin, with a thoughtful face above a ginger beard. His worn eyes make him look even older than he really is, an illusion not helped by his missing little finger. Around thirty volunteers sign up for each of the long tours at MacReady Base. As challenging as it is, the place has a psychological attraction, with most people signing up again as soon as they get home.

The base's personnel are currently joined by a smaller group consisting of explorer Pentius Rochdale (see *V263*) and his personal team, helping to map out the local area. Tensions are high between Shadrack and Rochdale, as the explorer is an obnoxiously rude bully. These may reach a boiling point, as it won't be long until members of the base team start to be found dead. While a wild animal may be blamed, the injuries were clearly made with a knife. Rochdale is superstitious and would claim that the deaths are due to a beast that's taken human form and is hiding among the base personnel.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rochdale is the one behind the murders, but his lies contain a half-truth: there's a werewolf-like subspecies of humans hiding at MacReady Base. Referred to as Wolfskins, they were created generations ago from humans and canine-like aliens interbreeding, and resemble most myths about werewolves, transforming into a quadrupedal form in the light of the Moon, but retaining their intelligence. There are smaller groups of Wolfskins across the world, but their largest citadel is only seventy miles east from MacReady Base, seeming to be a large but unremarkable crag of hollowed out rock. For the Wolfskins who prefer to stay in their quadrupedal forms, the long Antarctic winter nights give them freedom found nowhere else in the world. The abnormally large huskies used at MacReady Base are really Wolfskins who enjoy the exercise and food they get from assisting the humans, who in turn fully know the secret.

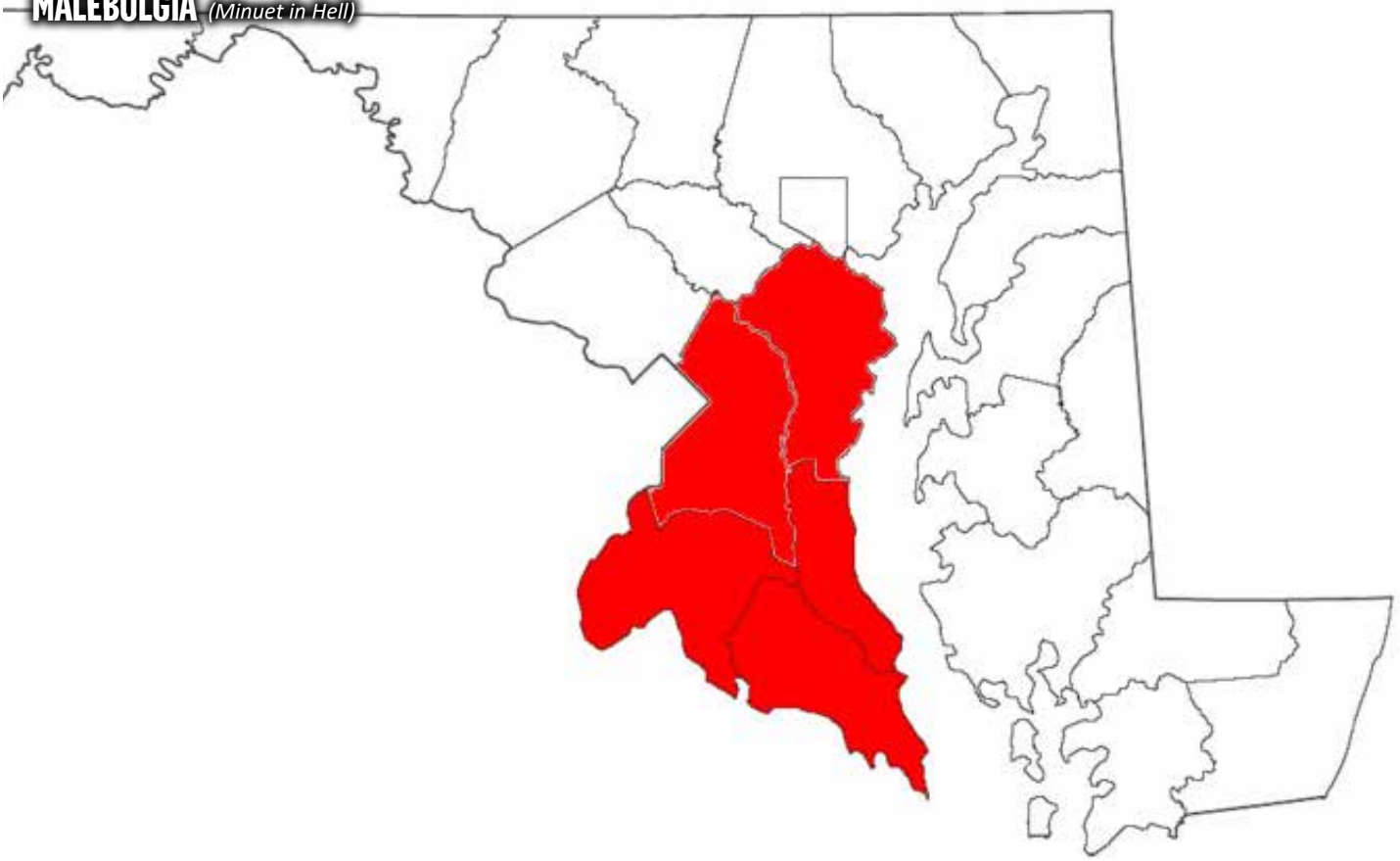
Base Commander Shadrack is the one who brokered peace with the Wolfskins. When he first arrived, he saw that a gigantic wolf had broken its leg outside the base. Despite all sense, he brought it to the med bay to splint the bone. By the time the night was over, the leg had fully healed and the Wolfskin had turned back into a man. The Wolfskin introduced himself as Anicus, and the two came to an understanding, brokering a symbiotic co-existence. Shadrack admits that it all sounds like something out of a fairy-tale. The murders present a threat to peace between humans and Wolfskins, but if the co-existence survives, might it tempt other groups of Wolfskins across the world to make themselves known to humanity?

WOLFSKIN RACE PACKAGE
Cost: 13 points
Attributes: Awareness +2 (+2), Coordination +1 (+1), Strength +2 (+2)
Traits: Alien (+2), Alien Appearance (-2), Fast (Major) (+2), Fast Healing (Major) (+2), Fear Factor 2 (+2), Natural Weapons (Minor: Claws and Teeth – Strength +2 damage) (+1), Quick Reflexes (+1), Shapeshift (Major: Changes to wolf form in the light of the Moon) (+2), Tough (+1), Uncommunicative (Minor) (-1), Restriction (Major: All race package adjustments only apply to Wolfskin form) (-2)

JOHN SHADRACH

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 4, Resolve 4, Strength 3
Skills: Athletics 1, Convince 1, Knowledge 2, Survival 5 (AoE: Arctic Environments), Transport 1
Traits: Authority (Minor: Base Commander), Brave, Dark Secret (Major: The existence of the Wolfskins), Voice of Authority
Tech Level: 4
Story Points: 4

MALEBOLGIA *(Minuet in Hell)*



Early in the 21st Century, a new member of the Unites States of America was created when Malebolgia seceded from its state to become the fifty-first. Located on the eastern seaboard as a sort of little brother to Maryland, it's far enough south for its citizens to have a Deep South accent. Brigadier Lethbridge-Stewart has been sent as an observer for Malebolgia's inauguration and for the elections of the new state's first governor.

There are two candidates standing in the elections. One is Waldo Pickering, outgoing senator for the state that Malebolgia is seceding from. The other is Brigham Elisha Dashwood III, descended from a line of English nobles.

Senator Pickering is an old-fashioned Southern politician who is not afraid to give voice to his opinions or make his disapproval known. He is also the grandfather of Becky Lee Kowalczyck (see *A121*) and is aware of her activities as an agent of the Order of St Peter. Pickering doesn't approve of them and, although he is God-fearing, doesn't truly believe in the supernatural. Nevertheless, he thinks there is something diabolical at work in Malebolgia and suspects that his political opponent, Dashwood, is at its heart. Even if it turns out not to be particularly supernatural in nature, he would still loudly denounce Dashwood as the biggest, cunningest, horn-swagglinest crook you'll ever encounter from sea to shining sea!

Brigham Elisha Dashwood III made his fame and fortune as an evangelical preacher with a popular TV channel that broadcasts to millions. He uses this platform to exhort his followers to donate money to help him spread the word. What they don't know is that Dashwood is actually a worshipper of Satan. He is descended from Sir Francis Dashwood, the 11th Baron le Despencer who infamously founded the Hellfire Club in England in the 18th Century.

Although the original Hellfire Club may well have merely been a means for Sir Francis and his friends to debauch themselves, Brigham Elisha Dashwood III has set up a new Hellfire Club in Malebolgia with the express intent of summoning up the Devil. Its membership is very exclusive and includes such dignitaries as Malebolgia's Chief of Police, the District Attorney, members of the Governor's office and all manner of political and corporate bigwigs.

In his public life, Dashwood is also founder and owner of the Brigham Elisha Dashwood Laboratory of Alternative Mentalities, often referred to as the Dashwood Institute. It's a scientific establishment that carries out research into the human mind. At the core of its work is the PSI859 Psionic Matric Facsimile Regenerator, more usually called the PSI machine (see *V270*). With this, the Dashwood Institute can convert the entire contents of a human psyche, all its personality quirks, all its memories, its conscience, passions, emotional preferences, every last perception, doubt, fear or joy, into a sequence of digital impulses and store them,

SENATOR WALDO PICKERING



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

SKILLS
Convince 4, Knowledge 3, Marksman 2, Transport 1

TRAITS
Argumentative
Authority (Major)
Distinctive
Loud
Stubborn

TECH LEVEL: 5

STORY POINT: 4

BRIGHAM ELISHA DASHWOOD III



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

SKILLS
Athletics 1, Convince 4, Knowledge 3 (AoE: Occult Rituals), Marksman 2, Medicine 2, Science 2, Technology 3, Transport 1

TRAITS
Charming
Fame (Major)
Friends (Major) – The Hellfire Club
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 6

thanks to the wonder of single molecular microcircuitry, within the electronic memory of the PSI machine. Once this has been done, the now dead, empty brain can be operated upon safely, then reanimated after surgery and reprogrammed with every last piece of the patient's mind. The subject can then be revived to take their place in society, restored, healthy and happy.

Not everyone is as excited about the potential of the PSI machine as Dashwood's investors. The United Nations is concerned that it could be used for the purposes of eugenics by facilitating designer brain creation. When a subject's memories are returned to their body, they could have been edited, with any undesirable elements removed. Which is the Brigadier's true reason for being in Malebolgia under cover of observing the secession, to monitor the Institute's demonstrations of the PSI machine and report back.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dashwood and his followers have indeed succeeded in summoning up a demon, or so they believe. Marchosias certainly looks the part, though he is actually a Psionovore (see *V270*), a gestalt psychic entity that preys on fear and takes whatever form will further that end. It is Marchosias who has provided Dashwood with the PSI machine and also with a Trans-D, a device that opens a gateway to what Dashwood believes to be Hell.

Dashwood intends to use the PSI machine to prepare bodies for Marchosias's fellow demons to inhabit, forming a demonic army. He has set his sights on the White House and believes that Marchosias can get him there. All that Marchosias and his fellow Psionovores want is enough fear for them to feed on.

In the meantime, Dashwood is using the Hellfire Club to have fun in much the same way as his ancestor did in the 18th Century. His partner, Dr Dale Pargeter, is not only the chief scientist at his Institute, but is also the Club's Mother Superior. Her goons kidnap vagrant girls from Malebolgia's streets to act as hostesses within the Club. Termed Pretty Little Satin Bottoms, they have to obey any order a member gives them or face harsh punishment.

MARTIAN MUSEUM, DEIMOS

(Deimos/The Resurrection of Mars)



"Yes, yes, the holographic display of Lord Izdal facing the Red Dawn is one of our most exciting exhibits, but let's keep this tour moving, please. I can see some of you in the back fiddling with your audio tour guides, but no need to activate them when you're already being shown around by me... I swear... ahem. I'm Professor Boston Schooner, chief curator of this museum and the leading authority on the history of the race that once solely inhabited our red planet: the Ice Warriors! Long before we colonised this dead world, this proud species of chivalrous, honourable reptiles... Be careful back there! That's the armour of a genuine Second Dynasty Ice Lord. Did you know how challenging that was for me to excavate? It was thanks to MY archaeological efforts that the nearby catacombs were discovered, so I think I know a little bit more about it than you do! Sigh... Let's continue the tour."

By the 23rd Century, humanity is in the process of colonising Mars (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). Having constructed large settlements on the planet, they've also built a moonbase on Deimos, the smaller of Mars's two moons. This base partially consists of a museum devoted to ancient Ice Warrior history, displaying excavated artwork, regalia, and technology… but unfortunately, every informational plaque written by arrogant curator/archaeologist Boston Schooner contains information that has been mistranslated, misattributed or misinterpreted. It's obvious the Professor has a very biased view of the ancient Martians as an idealised, noble people, not realising that many of the Ice Warriors he reveres were cruel and sadistic.

Besides a group of security guards, Schooner is joined at the moonbase by stern supervisor Miss Temperance Finch and put-upon security head Gregson Grenville. Anyone who arrives at the base is expected to have ID passes; they're careful to uphold security on Deimos, unlike those Phobos hippies (see *L178*)!

The base's largest dome houses the primary reason it was built: a gigantic device resembling a steam-driven cannon, dubbed the Atmospheric Re-ioniser. The Re-ioniser is a powerful work of cutting-edge technology, capable of completely altering a planet's atmosphere in whatever way its operator wishes. It was designed to change the Martian atmosphere to be like that of Earth, as the population of roughly three hundred thousand human colonists are still largely confined to their settlements, requiring spacesuits and buggies to travel comfortably on the planet's surface.

The Re-ioniser is fully functional and completely constructed, yet has never been activated. The scientists working on it had to come up with a way of heating Mars this far from the sun, so it could sustain an Earth-like atmosphere. While their intention was to create a series of artificial suns in orbit, a recent economic recession cut the project short, reducing the Re-ioniser to a museum exhibit. Professor Schooner makes his contempt for those who pulled the project's funding obvious in his guided tour!

The moonbase usually has about six hundred guests at a time, but many don't think the trip is complete without taking the tour to the nearby Ice Warrior catacombs, where Schooner's archaeology team acquired their ancient artefacts. This deep, labyrinthine maze extends deep into the moon's crust, with only a small section of it available for the tour. The tour boasts that many of the tunnels have gone unexplored… which is a great advertisement, but speaks to the fact that the recession has cut the archaeological budget as well. Another frustration of Schooner was that his team had yet to discover a genuine Martian body, only artefacts. This tour is extremely clichéd and touristy, reminiscent of the London Dungeons.

A group of nine Martians lies hibernating in a chamber within the catacombs, yet to be discovered. While the poor condition of their aged armour may lead them to be mistaken for actors hired for the tour, they're anything but. The group is led by the sadistic Ice Lord Slaadek; unlike many of his contemporaries, Slaadek has no code of honour, only caring about what will get him ahead. He believes his group were the only Martians to successfully hibernate and would falsely conclude that they're the last of their kind. He'd desire nothing more than to expel the humans from Mars, believing it belongs only to his people. Slaadek would reject all attempts at diplomacy; he has no better side to appeal to, and he doesn't see cohabitation as an option. The Ice Lord knows he's outnumbered and must resort to tactics such as intimidation and hostage-taking to achieve his goals.

The Re-ioniser would present Slaadek the opportunity to change Mars's climate to a frigid chill that the humans couldn't survive. The moonbase has no weapon systems or defences aside from its small force of security guards (armed with guns that can only stun), as they never expected to need any. While the base's equipment could be refitted into weaponry, there's also the possibility that the ancient Martian technology and weapons on display could

PLANETARY DATA

SIZE: Tiny
GRAVITY: Negligible
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Supra-Arctic
SATELLITES: 0
SENTIENT SPECIES: Humans, Ice Warriors
TECHNOLOGY LEVEL: 6

still be in working condition.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Professor Schooner is so enamoured at the idea of meeting his idealised ancient Ice Warriors that he'd eagerly support Slaadek's plans, sabotaging his fellow humans' efforts to stop them. He'd even go so far as to turn down the base's heating to make his guests comfortable, quickly resulting in a layer of frost coating the museum. While Schooner would fanatically revere Slaadek, his obsessive belief of the ancient Martians being noble creatures would be shaken by the Ice Lord's selfish cruelty.

Slaadek's group was supposed to awaken from their hibernation ten centuries in the future, alongside the rest of the hibernating Ice Warriors orbiting Mars. The Meddling Monk (see *V250*) has altered the timeline, deliberately reviving them to change a historical event. In the 33rd Century, the Deimos Ice Warriors are destined to wake, be unable to fight against the integrated human colonists, and seek a different planet to forcefully terraform into a new home. This planet will be the idyllic Halcyon (see *L154*), a picturesque world with twenty billion natives. The Time Lords see this act of planetary destruction as a tragedy that must happen to preserve the Web of Time, but the Monk wishes to prevent it. He sees Slaadek's party activating the Re-ioniser and completely wiping out the human colonists as the ends justifying the means.

PROFESSOR BOSTON SCHOONER



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

SKILLS
Convince 2, Craft 1, Knowledge 4, Marksman 1, Medicine 1, Science 4 (AoE: Archaeology), Subterfuge 2, Survival 1, Technology 2, Transport 1

TRAITS
Argumentative
Arrogant
Insatiable Curiosity
Menacing
Obsession (Major) – Ice Warrior culture
Selfish
Single-Minded (Major)
Weakness (Minor) – Schooner's mental image of Martian culture is inherently flawed, meaning he takes a -4 penalty and cannot get a result higher than a 'Yes, but' when a roll requires him to understand it

TECH LEVEL: 6
STORY POINTS: 6

LORD SLAADEK



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

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

TRAITS
Alien
Alien Appearance
Arrogant
Armour (5 Points)
Cyborg
Environmental (Minor) – Cold
Fear Factor 1
Military Rank (Special)
Obsession (Major) – Destroy human colonists and reclaim Mars
Ruthless (Major)
Slow – Speed halved in Earth-like environments
Voice of Authority
Weakness (Major) – Lord Slaadek is -2 to all actions when the temperature rises to 32°C, takes 4 levels of attribute damage as the temperature rises to 100°C

TECH LEVEL: 6
STORY POINTS: 6



"Welcome, thank you very much! You join us at the Inter-G Cruiser Show, at the Sirius Exhibition Station! In today's show: Timbo the Ferret will be test driving the new Kith Sunstorm!"

"We'll be deciding where it goes on the Funky Board!"

"I'll be looking at the latest in quark drives!"

"And boring us all rigid! Later on, we have a celebrity in a budget conscious spaceship as Garfield Lemper feels the punishing escape velocity of the Umbriel Slipstream! So, strap yourselves in, engage thrust, and prepare for... Max Warp!"

Max Warp is an immensely popular late 21st Century tele-vid programme from the Sirius system, centred around showing off and discussing exciting new spaceships. Features include the Funky Board used to rate models on a scale of "Funky" to "Unfunky" and the three main hosts testing out experimental new craft live on air! These presenters are Varlons, empire-spanning humanoids from the planet Varlon with little of biological note.

Arguably the primary host is the balding Geoffrey Vantage, an outspoken columnist in tight jeans who always manages to work in his regressive opinions on women, environmentalists, animal welfare activists, and non-humanoids whenever discussing his love of aggressively powerful spacecraft. In contrast, the unconfident and stammering O'Reilley loves jumping into the dry technical specs of ships in great detail, earning him a "shut up" from Vantage, or anyone else within earshot. O'Reilley is often exasperated by Vantage's prejudiced rants, desperately trying to keep a hold on what remains of the show's perceived political correctness. Of course, hearing those two words are guaranteed to send Geoffrey on several more drawn-out tirades. While O'Reilley isn't misogynistic like his co-presenter, he's utterly hopeless when it comes to hitting on women, failing to impress with dull factoids and generally coming across pathetic and clingy.

The show's third host is young Timbo the Ferret, earning his nickname from the sheer energy he ferrets around with, along with his passion for driving fast ships at recklessly high speeds. A recent addition to the show, Timbo was thrust onto the others by producer's orders. In no time, he earned his place on the team with sheer enthusiasm.

A special live episode is being filmed in the Sirius Exhibition Station amid a grand expo of spaceships, drawing crowds of aliens and robots from across the Galaxy. Despite this diversity, they all give off an air of being middle-aged men going through midlife crises. The hall's PA system is constantly rattling off announcements for odd alien exhibits and advertisements for spaceship insurance. One of the special's draws is Timbo taking the experimental new Kith Sunstorm for a spin.

The Kith Oligarchy (see *V234*) have been long-term enemies of the Varlon Empire, the two neighbouring species fighting a mutually devastating war until a treaty was signed two decades ago. Ever since, the Kith and Varlon have lived an uneasy peace, with deep grudges held on both sides. The Inter-G *Max Warp* special was deliberately organised by President Varlon herself to provide an example of cooperation between the two species. Her presence during the event has caused security to be tightened, in part because of how deeply controversial her strive for peace is among her people.

The Kith have tremendous pride in their engineering, so Geoffrey Vantage's prejudiced views during the live show already put the

GEOFFREY VANTAGE



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

SKILLS

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

TRAITS

Arrogant
Dark Secret (Major) – Hates *Max Warp* and is using it as a front for his genocidal plan
Distinctive
Fame (Special) – +2 bonus to social interactions with people familiar with him becomes a -2 penalty if they dislike him
Indomitable
Loud
Obsession (Major) – Destroy the Kith
Prejudice (Major) – The Kith
Prejudice (Minor) – Too many to count, but primarily women

EQUIPMENT

Laser Pistol: 4(2/4/L) damage

TECH LEVEL: 6

STORY POINTS: 6

O'REILLEY



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

SKILLS

Knowledge 5 (AoE: Spacecraft), Science 1, Technology 4, Transport 2

TRAITS

Eccentric (Minor) – Passionate about dull technicalities
Emotional Complication (Minor) – O'Reilley resents Vantage's obnoxiousness and dismissal
Fame (Minor)
Single-Minded (Minor)
Unadventurous (Minor)

TECH LEVEL: 6

STORY POINTS: 2

two species at odds. According to him, a typical Kith ship *"looks like a brick and flies like a shopping trolley!"* However, things really shifted into top gear as Timbo's navigational computer shut him out while testing the Sunstorm, sending him nose-diving into Kiths' first moon during the live broadcast! His horrific death is little more than a political talking point to Vantage, who took the opportunity to accuse the Kith of deliberately sabotaging the ship. While the situation is fishy, things are so politically charged that citizens on both sides immediately foam at the mouth for the war's re-ignition, with riots breaking out across both empires.

The Varlon President has ordered anyone on the investigation not to find the Kith responsible, as she's already actively risking her position by seeking peace! She's even willing to pull strings to get an investigator undercover as Timbo's replacement on *Max Warp*, in time to start filming on the next episode – although the bloke-ish Vantage's reaction to them being forced on his show if they're anything other than a man is obvious. However, despite Vantage's loud views, he wishes to avoid a second war: while he was only a test pilot for experimental weaponry during the war and never faced the front lines himself, the idea of any more Varlon lives being lost disgusts him.

It appears everyone relevant has an alibi or is impartial to events, even the President's suspicious Spindroid (see *G54*), a robot

TIMBO THE FERRET



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

SKILLS

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

TRAITS

Brave
Dark Secret (Minor) – Undercover Kith Agent
Demon Driver (Minor) – Timbo can increase a vehicle's speed by +2 and has a +2 bonus to Transport rolls when performing difficult stunts
Eccentric (Minor) – Always enthusiastic and energetic
Fame (Minor)
Quick Reflexes

TECH LEVEL: 6

STORY POINTS: 4

designed to give her advice and guidance in her political career by spouting poll numbers, and which was recently replaced by a newer model.

Just who is behind everything?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Geoffrey Vantage is behind everything. Firmly believing that the Varlon could have won the war if it had been stretched out just a little longer, he held onto a powerful weaponised computer virus which was being developed as the treaty was signed. Vantage hatched his plan over a full decade of hosting *Max Warp*, recently becoming suspicious enough for the Kith to send an agent to investigate: Timbo the Ferret, using his hosting duties as cover. Vantage caught on, deciding to use Timbo as the first test of the virus. As it's transmitted over radio frequencies, he literally sent it over during the live broadcast! The virus first takes full control of a craft's navigational computer, then violently causes it to hurtle at full speed towards the nearest obstacle. The only way to counteract the virus is by completely shutting off the ship's power, leaving it helplessly floating in space.

Vantage plans to manipulate the Kith into formally declaring war and sending their entire fleet to the Sirius station, where he can infect every single ship with the virus simultaneously: achieving his goal of wiping out the Kith without losing any Varlon lives. Even if every step of his plan is countered, Vantage will stop at nothing to complete it: kidnapping the Varlon president at gunpoint, pretending to assassinate the Kith ambassador, or even just transmitting the virus to other ships while he runs to his personal craft. Of course, it's possible that Timbo the Ferret may have figured out Vantage's plan and faked his death, disguising himself as the president's Spindroid and sneaking off to point investigators in the right direction.

Already furiously aggressive, Vantage would be made even worse by finally getting to air out his deep-seated infuriation with *Max Warp* and his co-hosts, seeing it as a massive waste of his life. He isn't the only one hiding tensions: O'Reilley is utterly sick of Vantage's endless childish ranting and dismissive nature, and would jump at the chance to get him sacked and make the show entirely about dry technical discussion... even if the new direction would likely get *Max Warp* axed in a few weeks.

"And on that antimatter, planet-levelling, omni-dimensional bombshell... thanks for watching, goodnight!"

PRESIDENT VARLON

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 4, Resolve 4, Strength 2
Skills: Convince 3, Knowledge 3 (AoE: Politics), Subterfuge 1, Technology 1,
Traits: Authority (Major: President of the Varlon Empire), Empathic, Indomitable, Stubborn
Tech Level: 6
Story Points: 4

Note on behalf of Max Warp Studios: any resemblance between Max Warp and any other popular vehicular-based programme from the early 21st Century is strictly coincidental, as is the hilariously scathing commentary this would imply on the presenters of said show.

See *V35* in *The Fifth Doctor Expanded Universe Sourcebook* for more on the topic of pop cultural parody refitted into Sci-Fi context, now knowing that variety talk shows are also ripe for the picking.



MULTIHAVEN *(Faith Stealer)*

The desert city of the Multihaven is located in one of the Zones on the planet Bortresoye (see *L118*) in the Divergent Universe (see *L142*), not that its inhabitants realise this. The city is run as a sort of religious forum, and innumerable faiths have set up shop here. The result is a fabulous variety of architecture, from churches and temples to towers and spires to domes and cupolas.

According to the legends, two children met in the desert and began to argue over who worshipped the correct god. Their argument continued for many days. Others arrived and joined the debate, and members of increasingly diverse religions began to appear. A shanty town sprang up, a place where contrasting beliefs could co-exist. Today, the Multihaven's population is in the region of six thousand and it can boast forty-seven different practicing religions, the most recent additions being the Microbaptists, the Children of Vorpidandam and (thanks to the Doctor) the Tourists.

The Multihaven doesn't have a ruler as such, but there is an administrator in the form of the Bordinan, who organises the city on bureaucratic lines. Any newcomers must first complete a questionnaire before they are allowed to pass through the city gates. Most of the questions are about their religion, its god or gods, and their religious practices. The details of all faiths must be recorded before they can enter the Multihaven, and anyone professing not to have a religion will not be permitted entry.

The Bordinan and her assistant are located at the Central Office. Her role is to monitor the balance of beliefs, and all Bordinans are sworn to actively encourage the diversity of faiths which make up the city. The current Bordinan is calm and efficient. She allows the various religions a lot of leeway in their dealings with each other. In practice, there is no conflict between the faiths. By entering the Multihaven, they accept that they and their faith are just one amongst many. In fact, a fair number of the citizens are open to conversion and the balance of faiths is in constant flux. Conversion swings mean that things can alter swiftly here. Major religions can decline and fall whilst new religions can very quickly gain momentum.

All the major religions in the Multihaven have premises in the Square of Revelations, including the Temple of the Ever-Open Door, the Kabarians (who worship the Kabari matter which they believe everything to be made from), the Bakoans (who constantly sing their sacred Hymn), the Divine Gas and the Lucidians (see *V241*). Among the more unusual faiths are the Serendipitists, a cheerful bunch who worship Whoops, the Great Neglector, and believe that all accidents are holy and therefore good. As well as the major religions, there are numerous smaller followings. Even cults aren't banned, but nothing is allowed to get out of hand. For those who have believed too much, there's always the De-faith Centre.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As with all the Zones on Bortresoye, the Multihaven is just another experiment set up by the Divergents. Presumably, their intention was to observe the result of placing so many religions in close proximity. Either that or it's some bizarre kind of entertainment: a circus maximus with survival of the holiest.

THE BORDINAN

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

SKILLS
Convince 4, Knowledge 5 (AoE Theology), Technology 1

TRAITS
Authority (Major)
By the Book
Empathic
Person of Repute

TECH LEVEL: 4

STORY POINTS: 6



NEVERMORE *(Nevermore)*

Then, upon the velvet sinking, I betook myself to linking
Fancy unto fancy, thinking what this ominous bird of yore—
What this grim, ungainly, ghastly, gaunt, and ominous bird of yore
Meant in croaking "Nevermore."
– The Raven, Edgar Allan Poe, 1845

The Cassiopeian planet of Nevermore is bathed in deep, vibrantly red mists that could be mistaken for a beautiful hellfire. The mists have been nicknamed "the Red Death" by those few as it's aware of them: they're saturated with ultraviolet radiation likely to blind anyone who stares at it for longer than a minute. This is still preferable to the horrific suffocating death caused by inhaling them, as they're capable of killing a victim in minutes. Even in the unlikely chance that somebody survives extended exposure to the Death, its radioactivity will likely cause them painful mutations on a cellular level. These mutative and suffocating properties only affect humans and those with similar DNA, leaving animals such as cats unaffected. Any visitor to the planet would need extensive vetting by the local body of the galactic government, would be provided with blackout visors, and the only pilot authorised to fly his space-copter to Nevermore has bionic eyes. It's just as well that the planet has only one living occupant, living in one small structure.

Nevermore's sole residency is a large house, designed with gorgeous modernist architecture. Its lavish interior is fitted with advanced touch-screen technology. This includes the blinds and doors, which are both usually kept shut to stop the risk of allowing the Red Death to seep in. If the mist did get into an area of the house, it would take several hours for the internal ventilation systems to decontaminate the area. The house's caretakers are two human-sized, robotic ravens. These ravens have below average artificial intelligence and repetitively shout out certain words in their warbling, throaty voices, with "Nevermore!" being a favourite cry.

The house's sole living occupant is Morella Wendigo, a sardonic and self-assured woman who always keeps a measured

RAVEN WARDEN



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

SKILLS
Athletics 1, Fighting 2, Subterfuge 1, Technology 2

TRAITS
Armour (5 points)
By the Book
Enslaved – Unintelligent robots that obey Uglosi's will
Environmental (Minor) – Doesn't breathe
Fear Factor 1
Loud
Robot
Sense of Direction
Uncreative (Minor)

TECH LEVEL: 6

STORY POINTS: 2

MORELLA WENDIGO



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

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

TRAITS
Arrogant
Indomitable
Menacing
Ruthless (Minor)
Special – Imprisoned (Major): Wendigo is confined to Nevermore; if she ever escapes, this Trait becomes Wanted (Major)
Tough
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 6

temperament, seeming to have a permanent poker-face. Despite the fact she hasn't seen another living person in twenty years, she isn't afraid to be bluntly insulting to anyone she meets. Wendigo would be bemused if someone wasn't aware of who she is, but she'd be rather casual about explaining why she's on Nevermore all the same: she's a prisoner, having committed the genocidal war crime that caused Nevermore's mists in the first place.

Twenty years ago, Nevermore was known as Corinth Minor, a gorgeous tropical world with volcanoes that shot gemstones instead of lava, which were powdered into sand that formed glistening beaches. Unsurprisingly, Corinth Minor was a popular holiday destination that attracted high-profile visitors. One was General Werdegast, an important military head of a Cassiopeian colony engaged in an intense factional war with a neighbour. The enemy force was led by one Commander Morella Wendigo, who detonated a bacterial bioweapon in Corinth Minor's troposphere to assassinate Werdegast. Being a completely invisible agent, it spread across the planet and mercilessly wiped-out countless human lives.

Horrified by the massacre, the Cassiopeian authorities quickly put a forceful end to the conflict and attempted to stop the bioweapon before it completely wiped out all life on the planet. With little time, they turned to the only more advanced civilisation than themselves they were aware of: the Time Lords. The Time Lords passed Corinth Minor through a cloud of supraviolet radiation in a sink or swim attempt to kill the disease, only managing to make the pathogen visible and deadlier with its irradiated red glow. The planet was renamed Nevermore as a solemn promise that such an extreme act of war would never occur again. Wendigo was tried for her war crime and was sentenced to a lifetime of

solitude on the planet she helped destroy, safe in the cosy gilded cage of a lavish house looking out on the wasteland, and watched over by the ravens. For her own part, Wendigo feels no regret over the deaths she caused, believing it was an acceptable loss to kill Werdegast and bring about the ceasefire.

The house is expecting its first visit in twenty years, from Senior Prosecutor Uglosi, the man who designed it. He'll be joined by his psychologist assistant, Doctor Berenice Ward. Uglosi's fondness for the works of Edgar Allan Poe (see *A138*) has clearly influenced his design of the raven wardens, given he uses the recitation of a specific paragraph from *The Raven* as the password to confirm his identity. Uglosi and Berenice are coming to confront Wendigo, as four of her pardoned lieutenants were recently about to be released from their prison sentences on neighbouring planet Corinth Major, but were found savagely ripped to pieces in their cells. Wendigo is both a suspect and the killer's most likely next victim. However, Uglosi believes that a Time Lord agent is behind the murders, trying to cover up their failure in saving Corinth Minor.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Uglosi has a secret motive for believing the Time Lords are involved. Six weeks into the war, a strange man came to his court, claiming to be a time traveller. The stranger suggested that General Werdegast would soon visit Corinth Minor to secretly broker a deal with the enemy side. The Corinth Compact would become an infamous historical event, resulting in the two enemy factions forming a powerful interstellar empire that would crush countless other worlds under its heel. Uglosi contacted Commander Wendigo, the two of them privately developing the bacterial weapon plan to stop this future from coming to pass, with Wendigo completely taking the fall. Uglosi has deduced that the time traveller was a Time Lord, and that this direct act of intervention is what the Time Lords are trying to cover up. Uglosi is unaware of the renegade's identity, that of the Meddling Monk (see *V250*) believing he was changing history for the better by stopping the Corinth Compact.

Uglosi has been slowly driven mad by the guilt of his involvement in this genocide, his mind latching onto the comparison between Nevermore's mists and Edgar Allen Poe's literary classic, *The Red Death*: his fixation on Poe runs much deeper than a fondness and borders on an obsessive religious worship. While he's good enough at hiding this in public, it often slips out: such as when he named his adopted daughter after one of Poe's tragic heroines, Berenice. Berenice is one of the few survivors of the Nevermore disaster, becoming a ward of the state adopted by Ulgosi as a way for him to soothe his guilt. Oddly, she seems to have escaped Nevermore without a single cellular mutation. While Berenice was a suspect for the murders of Wendigo's lieutenants, she has an alibi for each one.

Despite her alibis, Berenice is the true culprit. Although not physically mutated, she was mentally mutated in such a way that unlocked a psychic power: the ability to manifest a large being made of radiation, given shape by the guilt of those around her. This entity takes the form of a large black cat, inspired by Uglosi's reading of the eponymous Poe tale to her as a bedtime story. Berenice wishes to kill her father, Wendigo, and any Time Lords she meets as revenge for the Nevermore disaster. Although she's an ordinary human, her psychic entity can survive even if she dies. Despite Wendigo's apparent innocence, she's spent her time on Nevermore haunted by psychic entities created by other mutants who, unlike Berenice, were unable to escape their painful deaths. These lingering entities slowly tortured and fed on her psyche, until they became part of her, absorbed into her consciousness.

The Time Lords do plan to interfere, but to rectify their renegade's mistake rather than cover up their involvement. The only way for the orphaned psychic entities within Wendigo to live free, happy lives is through Wendigo herself, meaning the Time Lords wish to

SENIOR PROSECUTOR ULGOSI



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

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

TRAITS
Authority (Major) – Senior Prosecutor
Dark Secret (Major) – Indirectly responsible for the Nevermore Genocide
Distrustful
Eccentric (Major) – Guilt has driven him mad and obsessive
Menacing
Obsession (Major) – Edgar Allan Poe
Voice of Authority
Well Mannered

TECH LEVEL: 6

STORY POINTS: 6

DR BERENICE WARD



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

SKILLS
Convince 3, Knowledge 3, Medicine 4 (AoE: Psychology), Science 2, Subterfuge 2, Survival 1, Technology 2

TRAITS
Distrustful
Face in the Crowd
Indomitable
Obsession (Mayor) – Exact revenge on everyone implicit in the Nevermore genocide
Ruthless (Major)
Special – Psychic Entity Projection (see sidebar)

TECH LEVEL: 6

STORY POINTS: 4

send one of their own to the planet to free her for good. To this end, they plan to send an agent to infiltrate a renegade's TARDIS and set the controls to the crucial day when Uglosi and Berenice visit. This agent is an average black housecat, an oblique warning of Berenice's power.

Ultimately, Uglosi holds the most power over the situation. He may use technological earpieces (see *G38*) to torture guests with vivid hallucinations based on Poe's horrific scenarios, such as *The Pit and the Pendulum*. If all else fails, he can instruct the ravens to activate Protocol Roderick, a reference to *The Fall of the House of Usher*, causing Nevermore's only home to completely self-destruct and leaving the planet a silent tomb.

And Darkness and Decay and the Red Death held illimitable dominion over all.

PSYCHIC PHANTASMS

A strange form of mutation exhibited by victims of Nevermore's radioactive Red Death alters their brain's cells rather than their DNA, granting them a unique psychic ability: they can manifest a psychic entity into existence. This entity is strongly influenced by its host, but has its own animalistic mind and will persist even if its summoner passes away. Each entity is made of radioactive particles but takes a unique shape and leeches a specific emotion from those around it to survive.

In Berenice's case, her entity is shaped roughly like a black cat (as influenced by the impression the Poe short story *The Black Cat* left on her at a young age) and is partially manifested by the guilt of those around her. It seems to grow more powerful based on that guilt, so when it appears to those complicit in the horrific Nevermore disaster, it seems to be a gigantic ten-foot-tall anthropomorphic feline. Berenice's cat is simplistic enough to not warrant stats of its own, but is impervious to physical harm and has claws that hit for damage equal to Berenice's Resolve +4.

If an entity's original host dies, another individual may attempt a difficulty 20 Presence + Convince roll to absorb the entity into their own subconsciousness, neutralising it. Although this may have long-term mental effects on someone, there's no limit to the number of entities they may have absorbed at one time.





After the Eurowars of the mid-21st Century, France, Italy and Germany are struggling to hold together what remains of the Eurozone (see *Vol.1*), a single economy that teeters on the brink of bankruptcy. The United Kingdom has extracted itself from the Eurozone and is now known as New Britain, under the benevolent dictatorship of General Mariah Learman.

New Britain is still a constitutional monarchy, with the King having a purely ceremonial position. But General Learman has suspended the democratic process and has deferred elections until society is more stable. There are rebel factions opposed to her rule and to the martial law she maintains. Learman fears that their actions have created an increasingly frenzied situation that, if left unchecked, will led to violence and death. The rebels are currently occupied with organising blockades and civil actions that have led to shortages of fuel, food and other essential supplies.

General Learman isn't concerned about being popular. As she says, that public relations battle was won as soon as she walked into the House of Commons and fired at the ceiling. She's the people's heroine. New Britain needs a firm hand to steer it through both domestic and international crises, and she is the leader to do it. Unlike most dictators, Learman does have her country's best interests at heart. Although she has postponed elections, she wishes to restore the democratic process as soon as possible.

The rebels aren't widely supported. Learman's real problem is William Shakespeare: more and more people are forgetting Shakespeare and his works, as if he never even existed. Added to that are the nightmares. People are dreaming of a world of conformity. No individuals, just a mass of humanity following orders. A world where there's no thought, no imagination, no love.

Learman is a keen Shakespeare enthusiast and uses quotes from his works in her speeches and her everyday conversations. She has backed the development of a time machine (see *G43*) so that she can travel back and witness the first performances of his plays. Could it be this that is causing the world's foremost playwright to be wiped from history? The rebels certainly seem to think so, whereas Learman suspects it's the rebels using some form of collective hypnosis.

At the moment, Shakespeare's disappearance is only a possibility, but it's rapidly becoming a probability. As the chance of it really happening increases, so more people forget. And as that becomes more probable, so it becomes more tangible. The fact that Learman's time travel experiments have attracted the attention of the Daleks just makes matters infinitely worse!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Daleks intend to use Learman's time machine to invade Earth at every point in its history, so that they will have conquered humanity throughout time. But they are not the cause of Shakespeare's removal from history. That is due to General Learman's niece using the time machine to rescue him in 1572 when he was just eight years old. Viola has brought him back to New Britain, where he is hiding out as a kitchen boy in Learman's palace (see *A109*), creating a paradox and threatening to wipe out his true history.

MARIAH LEARMAN

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

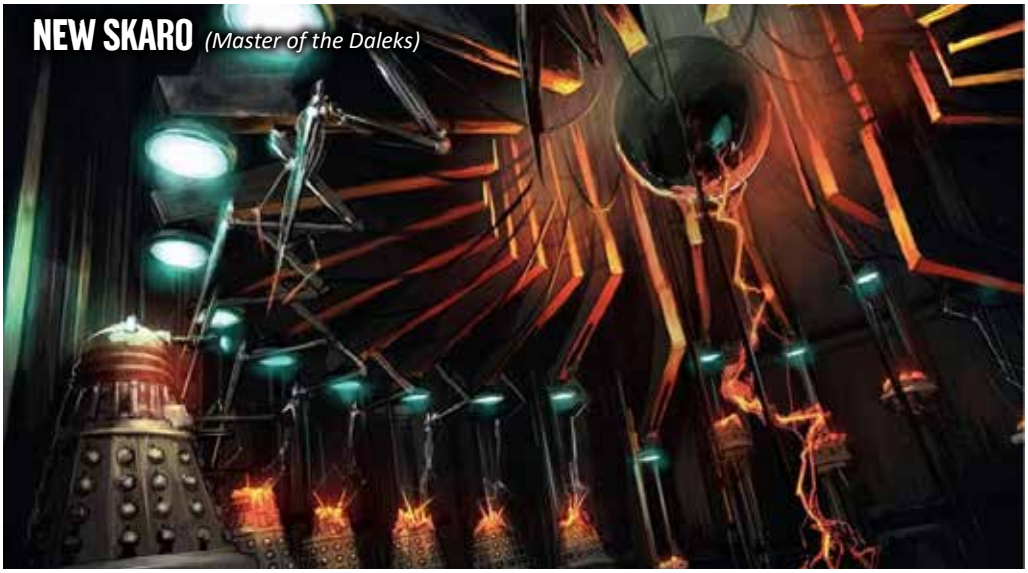
SKILLS
Athletics 1, Convince 5, Fighting 2, Knowledge 3, Marksman 4, Science 1, Survival 1, Technology 3, Transport 2

TRAITS
Adversary (Minor) – The rebels
Authority (Major)
Military Rank (Special)
Obsession (Major) – William Shakespeare
Stubborn
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 8

NEW SKARO *(Master of the Daleks)*



When the Dalek Time Controller (see *V185*) became infected with retro-genitor particles (see *G53*) and was exiled from the Dalek Empire, it allied itself with the Master (see *V249*). Together, they set about creating a corrupted timeline in which they could rule the cosmos. The Time Controller established a power base in Paris in 1921 from which to build an army of Dalek foot soldiers, including its personal troops, the Time Strategists. When the numbers were large enough, the Time Controller and the Master slipped forwards a few decades to stabilise this timeline using the Red Pagoda (see *L213*).

Once the timeline has been established, any time machine caught within it can't go anywhere else. In fact, travelling through the temporal fault into the timeline is an uncomfortable process for anyone with Feel the Turn of the Universe. It feels like a bad case of temporal time lag, and a time sensitive must spend a Story Point or make a Difficulty 15 Resolve + Strength roll to attempt any action. The effect generally wears off after an hour or so (or with a Fantastic result).

In 1961, the epicentre of this timeline, Earth has been renamed New Skaro and is the powerhouse of a new Dalek Empire. When the Time Controller had built a sufficiently large army in Paris, its war machine rolled across Europe and then the world. There was some resistance, particularly in the larger urban centres, but it soon subsided. Millions died, and those who didn't were enslaved. The survivors were relocated to labour camps, as a workforce was needed to build the Dalek production facilities.

New Skaro is now a world subsumed under an industrial complex churning out Daleks by the million, using human genetic material to create Dalek mutants. In fact, it's so successful that they're running out of human matter for conversion and have started to use alien material, Draconians and Sontarans.

The Time Controller's fleet sweeps across the Galaxy capturing any ships it encounters and taking the crews back to New Skaro. The capture of a Sontaran ship and its cloning vats has been particularly valuable, and the survivors from the original crew are now slaves supervising the human workforce.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

One such Sontaran is Work Supervisor Rastel, now located in Moscow. But although a Sontaran may be enslaved, he never gives up! Rastel has a device he believes will defeat the Daleks, but he is biding his time before using it. The device is a Sontaran birthing accelerator capable of boosting the production rate of the cloning vats a hundredfold. Hundreds of thousands of Sontarans will be produced in mere minutes, enough to overpower the Daleks at the Moscow production centre and from there take the planet.

The Master also plans to betray the Time Controller. He has managed to reprogram around 75% of the Daleks still on New Skaro in 1961 so that they are loyal to him. Once he activates this programming, a Dalek civil war will erupt, with the Time Controller able to call on reinforcements from other time zones.

RASTEL CLONE

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

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

TRAITS
Alien
Alien Appearance
Brave
By the Book
Tough
Weakness (Minor) – A single hit to Rastel's probic vent will Stun the clone, but this is an aimed shot with a -4 penalty to hit it and the Sontaran must be facing away

TECH LEVEL: 7
STORY POINTS: 4

NIXYCE VII *(1st in The Traitor)*



Nixyce VII (pronounced "nix-is") is the seventh planet in the Nixyce system. Like Nixyce II, it was colonised by humans who built a great civilisation that lasted until the coming of the Daleks.

The Daleks exterminated almost everyone on Nixyce II and destroyed the great cities of Nixyce VII. Gigantic Dalek machinery now dots the landscape, and a series of vast mine shafts are being excavated around the planet. Most of the survivors of the invasion are being worked to death in the mines. They are given little food, and the brief periods of rest they are permitted are spent huddling in the ruined buildings, sheltering from the freezing rain and biting wind which scours the surface during the frequent storm seasons.

The one concession the Daleks provide is medical aid. Among the slaves is a med-tech called Liv Chenka (see *A98*), who once encountered the Seventh Doctor and will go on to be a friend of the Eighth. From the Daleks' viewpoint, Liv's medical services make the slaves more efficient, though she is initially only provided with limited supplies. Later, the Dalek Time Controller directs that she must be given "maximum assistance" and all the resources she needs, including hospital facilities aboard the main Dalek saucer. The Controller recognises that this will ultimately benefit the Daleks.

The slaves may be the lucky ones though, as some survivors have been subjected to the Daleks' robotisation process. The Robomen that result are too dull-witted to be of use in working the mines and are merely the Daleks' guard dogs. Meanwhile, Dalek patrols dart through the skies on planetary skimmers, larger versions of their Transolar Discs (see *The Sixth Doctor Expanded Universe Sourcebook*) capable of carrying several Daleks.

When the planet was being evacuated by the humans, they left behind a group of soldiers of last resort with orders to try to inflict as much damage as they can on the Daleks. Their leader, a man named Carna, is known as "the Hawk". Carna and his soldiers are trying to overthrow the Daleks by whatever means they can, even if their actions cost the lives of the Daleks' slaves. As they see it, it is better to die than to live as a slave. They call Liv Chenka the Traitor, as her medical skills make the slaves more comfortable and less likely to rise up against their masters.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Daleks are installing a planetary weapons system on Nixyce VII. Gigantic energy projectors are being built in each mine shaft that will draw on the elemental forces at the planet's core. The unimaginable power they will harness will mean that nothing in the Nixyce system will be safe and it will become a pivotal strategic location for the Dalek Empire.

The project is being overseen by a Dalek Commander on Nixyce VII, who reports to the Dalek Time Controller (see *V185*) on Skaro. However, progress is being delayed by acts of resistance and sabotage, which may yet mean that the Time Controller will arrive to take personal command of the operation.

THE HAWK

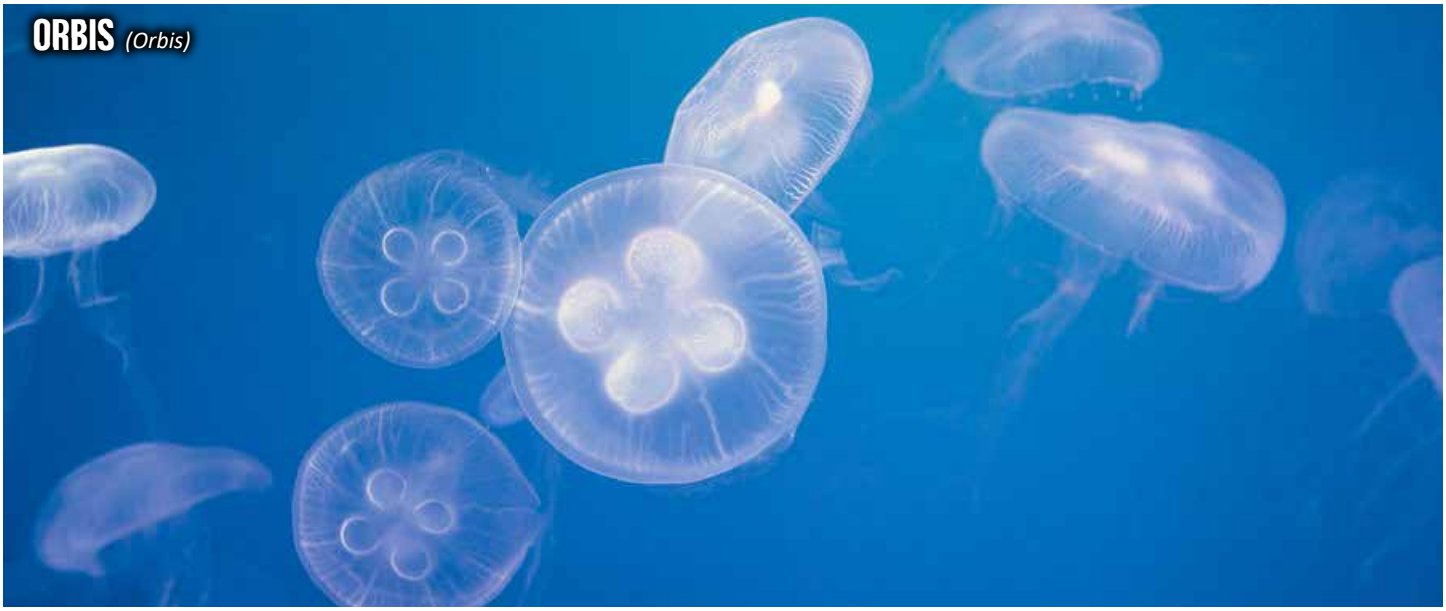
AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	4

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

TRAITS
Adversary (Major) – The Daleks
Dark Secret (Major) – Rebel leader
Five Rounds Rapid
Military Rank (Major)
Run for Your Life!
Single-Minded (Major)
Tough

TECH LEVEL: 7
STORY POINTS: 6

ORBIS *(Orbis)*



Tweenspace is a layer of cosmic sediment at the bottom of the Universe, where the dregs of its raw matter settles. It contains at least two galaxies (but there may be more), and is so far from the rest of the Universe that a TARDIS requires travel time to arrive instead of just instantly materialising there. Tweenspace is a vibrantly colourful place, with planets close enough together that neighbouring worlds can see each other without need of a telescope. Curiously, Tweenspace is intrinsically aquatic: its planets tend to be oceanic, its lifeforms are often amphibious, and there's the general atmosphere of a rock pool about it. Even though it has many space-faring species, it seems the greater Universe is uncharted waters to them; bipedal hominids would be a particularly ludicrous idea in Tweenspace! Interspace radio is the go-to form of communication, and the local Galactic Council tries to enforce order with sanctions and trading policies. One planet is so unremarkable that the Galactic Council hadn't even realised it was inhabited until recently: Orbis.

Orbis is a wet little world, mostly consisting of the Great Ocean. The Great Ocean has a saline concentration many times higher than on most worlds, making the entire sea extremely dense and buoyant. You'd have to work hard to drown in it! This isn't to say the coast is clear. The sea's waves are driven onto the beaches by powerful currents, themselves exacerbated by heavy electrical storms. The sky of Orbis is a vibrant light indigo that appears to darken the further up you look, and nearby planets are visible at all times of the day. Orbis's landmasses are rarely dry, consisting mostly of sandy beaches and muddy dirt that squelches loudly when walked on.

Orbis has one sentient species. Well, discounting the ambiguous case of a thick seaweed which appears to be intelligent enough to follow instructions to form into nets and contract around certain things. But Orbis's native Keltans are completely unremarkable to their fellow Tweenspace natives, being big talking jellyfish. The Keltans use their tentacles as both arms and legs, and secrete a goo that can soothe sore skin by touch. They speak with jiggly tones of voice, and uncontrollably shift the primary hue of their glowing iridescence based on emotion, such as turning green when afraid. Imagine a species trying to communicate without ever changing the colour they're glowing! Despite appearances, the Keltans aren't amphibious and can't survive for long without breathing regular air. Their townships are built on land and are usually at risk of flooding when Orbis reaches its yearly season of storms. They have short lifespans, with a Keltan generation usually lasting only a few years, a decade at most.

Culturally, the Keltans place a degree of importance on their moon, using expressions like the complimentary "Moonlight becomes you!" The Keltans take care of their young in nursery pools and are related by blooms: bloombrothers and bloomsisters are comparable to siblings, bloomkin is a general term for direct relatives, and bloomfather is a role denoting the leader of a large group. Mischievous Keltan young may be found scrumping for barnacles, a dangerous pursuit that can leave them trapped in sink wells when the tide goes out.

The Keltans have developed practically no technology. This may be due to their short lifespans, or because Orbis simply doesn't have the resources needed to manufacture machines. All the technology you'll find on Orbis is beachside flotsam that fell from space, broken, rusted and barnacle encrusted. While the Keltans

PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-Like Gravity
LAND MASS: Archipelagopolis
ATMOSPHERE: Earth Non-Standard
CLIMATE: Variable
SATELLITES: 0
SENTIENT SPECIES: Keltans
TECHNOLOGY LEVEL: 2

and Tweenspace's other species are aware of each other, the inhabitants of Orbis haven't made waves on the interplanetary stage, and few have the leisure time to consider developing spacecraft and jumping ship.

The most recent storm season hasn't been plain sailing for the Keltans. It was supposed to abate weeks ago, yet the storms still come, heavier and heavier. The Keltans have been forced to rebuild their township's defensive walls higher and higher to avoid flooding, constantly losing structures and lives to the heavy rains and lightning strikes. Current Bloomfather Yanos is a pessimist who believes that Orbis itself is trying to drown them. If that wasn't bad enough, the brutally expansionist Molluscari (see *V254*) have their eyestalks on Orbis and are carefully monitoring its climate. When the conditions are bad enough that the Keltans are weeks from extinction, the Galactic Council will have no choice but declare their claim on Orbis as void, allowing the Molluscari to sweep in and use Orbis as their new breeding grounds.

However, the Keltans are aided by a guest who many believe to have risen from the Great Ocean itself, but who in fact came from a distant world. Its lifespan is greater than that of a Keltan, and it has influenced their culture greatly over the six hundred Orbis years since it arrived, such as suggesting the Keltans throw feasts and dances to commemorate the dead, instead of eating and regurgitating their corpses. It was such an inefficient way of composting the seabed! Their guest also made an interspace radio for them to contact that Galactic Council, leading the Council to recognise the Keltans as having a legal claim to Orbis.

While this guest has helped the Keltans stem the tide for generations, most are still pessimistic about their world's destruction. An exception is the stubborn young Selta, who swims against the tide with her considerable reasoning skills. Selta would appear identical to most of the other Keltans if not for her especially chunky tentacles. She harbours strong feelings of devotion and romantic attraction to the guest, even though it's of a rather grotesque alien species.

The guest's meagre four tentacles are extremely dense and appear to have grown over a layer of shell, it expresses emotions by manipulating the odd growths on its face, and it buds a form of algae from its head. While a Tweenspace native might mistake it for a pink prawn, it's another kettle of fish altogether, evidenced by its highly advanced tool the Keltans understand to be called a "sonic drivescrewer". Its considerable age and wisdom have led the Keltans to name it "Old Doctor", something which gets on its nerves.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Obviously, "Old Doctor" is the Doctor, who was teleported to Orbis by the Sisterhood of Karn while seemingly plunging to his death in a battle against the resurrected Morbius (see *V308*). He washed up on Orbis and was nursed back to health by the Keltans. Marooned without his TARDIS, the Doctor repaid their kindness by keeping threats to them at bay. Six hundred years later, he sees Orbis as his home and the Keltans as his people. While he does want to repair an old spacecraft to fill his grief over losing the TARDIS, he'd never abandon Orbis in its time of need, and believes that the Keltans can adapt and rise to the top.

SELTA



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

SKILLS

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

TRAITS

Additional Limbs x2 – Many tentacles (usable as either arms or legs)
Alien
Alien Appearance
Alien Organs (Minor)
Argumentative
Brave
Dark Secret (Major) – Assisting Molluscari
Devotion – The Doctor
Environmental (Minor) – Aquatic Environments, but still requires regular access to the air
Healer – Using the soothing goo a Keltan oozes
Passionate Love – The Doctor
Special – Keltan Lifespan: A Keltan lifespan only lasts a few years, with an upper limit of a decade
Special – Keltan Iridescence: Keltans glow a different colour based on emotional state, giving them a -2 penalty to hide their emotions (or themselves!)

TECH LEVEL: 2

STORY POINTS: 8

He appreciates Selta, but would prefer that she act more like a friend and less like a devotee. Recently, the Doctor has noticed Orbis's moon behaving oddly: instead of moving across the sky, it's transfixed in one place, seemingly inching closer to Orbis as if drawn by a thread.

Orbis has never had a natural moon. The object in the sky has only appeared in the last few decades, and the short-lived Keltans simply believe it to have always existed, while the Doctor has been too busy to notice it. The object's proximity is what's been causing Orbis's disruptive storm season. It's a stellar manipulator designed by Morbius (see *G44*), drawn to Orbis after its control device was teleported alongside the Doctor and lost in the sea. The Sisterhood didn't care about saving the Doctor's life, but instead were disposing of the controller in Tweenspace so that the manipulator would be drawn there and destroy it, destroying itself in the process.

Meanwhile, the Molluscari don't just want control of Orbis to use it as a breeding pool. They also wish to eat the Keltans alive, giving them the protein they need to breed! Selta has been working for the Molluscari as a double agent, providing them with climate readings from its surface. She believes they're telling the truth when they promise to escort her community to safety in exchange for the planet. They want to take her community to an artificial environment where they can be bred indefinitely, creating more and more delicious meals for the Molluscari, and leaving Selta herself washed up. Still, the Molluscari may prove to be a red herring of a threat to the Keltans, as the stellar manipulator's presence has left Orbis with mere weeks before it's ripped apart by gravitational forces, even if it could be deactivated. For anyone still on Orbis, it's sink or swim!

KELTAN RACE PACKAGE
Cost: 2 points
Attributes: Strength -1 (-1)
Traits: Additional Limbs x2 (Many tentacles, usable as either arms or legs) (+2), Alien (+2), Alien Appearance (-2), Alien Organs (Minor) (+1), Environmental (Minor: Amphibious, but still requires regular access to the air) (+1), Healer (+1), Special: Keltan Lifespan (-1), Special: Keltan Iridescence (-1)

POST-ORBIS

The Doctor was marooned on Orbis for six hundred years. By his own admission, his long term-memory only spanned the last three hundred. While the Doctor's Time Lord mind allowed him to retain most of the information he picked up in his prior life (such as minutia about Earth's cultures and history), he couldn't recall much about his personal history (such as just why he cared for the planet so much). He was unable to remember Lucie Miller until she slapped him into doing so – literally, as her hands were infused with the TARDIS's chronon particles, which helped reawaken dormant neutrons. Although this helped the Doctor recall more information about the wider Universe, his personal history of companions and enemies was still blurred. He also had to readjust to reading human expressions after so long with the alien Keltans, and entirely lost some skills and information, such as how to drive.

Previously when the Eighth Doctor was stuck on one planet for centuries (see *V122* in *Vol. 1*) he had the Earth's cornucopia of cultures and historical events to keep himself occupied. Orbis is a smaller planet consisting mainly of one community, and so the Doctor's relationship with the Keltans became a closer, symbiotic one. As a result, the Doctor settled to see Orbis as his home and the Keltans as his people, his distant past of travelling the Universe just that. He had to be forced back into his previous lifestyle by Orbis' destruction, and relearn everything he'd lost. Even as his memories slotted back into place, he had to reform the emotional connections related to them. For example, he trusted Lucie as his companion only because he remembered trusting her in the past.

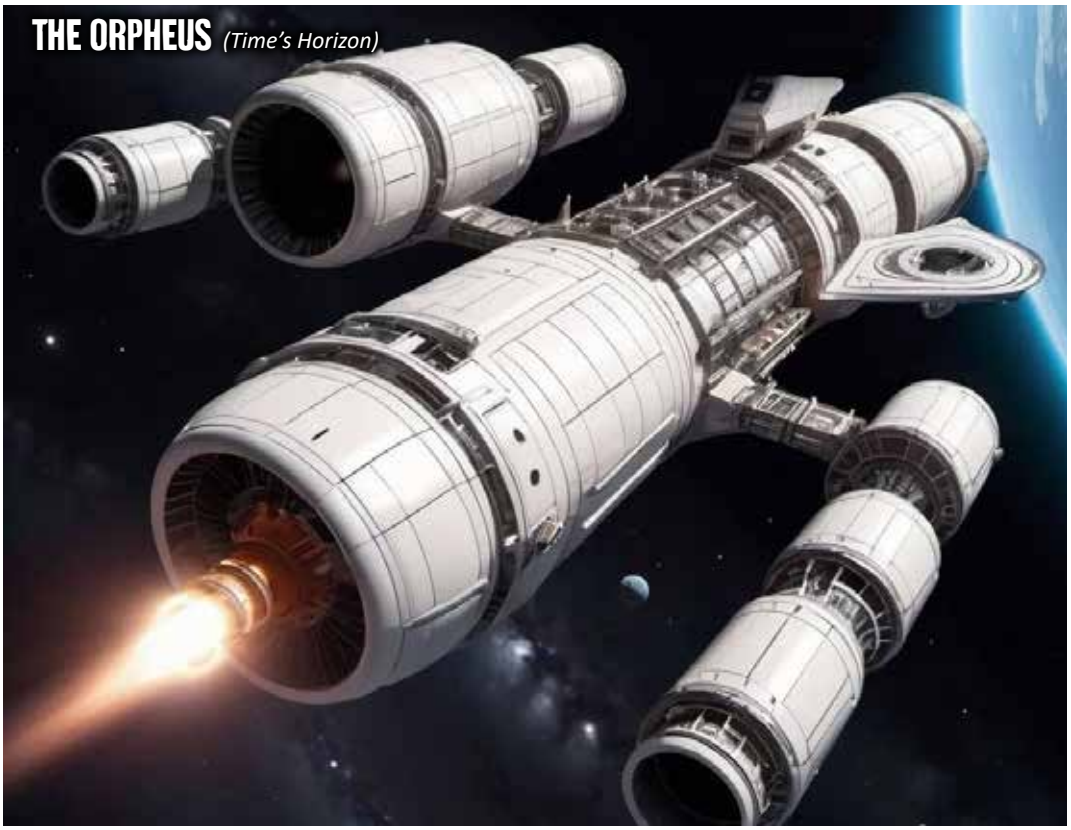
During this time, the Doctor has the Traits Amnesia (Minor: Emotional history and relationships) and Past Trauma (Minor: The destruction of Orbis).

As the Doctor gradually recalled aspects of his past, he had to infer certain things based on context clues. Sometimes he was successful at this, such as inferring the Headhunter's personality from her sobriquet; and sometimes he was off the mark, such as assuming the Headhunter and Lucie were conspiring against him when the former was holding the latter hostage.

This story arc presents a case study on how you may integrate amnesia into your own games. Unlike other, more extensive examples of the Eighth Doctor losing his memories, the one presented in Series 3 of the Eighth Doctor Adventures is specifically designed to cater for inter-character drama. By this point, the Doctor and Lucie had become best friends over many adventures, so the Doctor needing to relearn just why that's the case provides a large shake-up to their dynamic, giving their next batch of adventures an underlying connection instead of just being complete one-offs.

It may also provide an organic way to completely change a character's perspective on certain matters. Before *Orbis*, the Doctor was content to hide the death and replacement of Lucie's Aunty Pat (see *A118*) from her, but when he next came across Haygoth, he was furious at his deception. The temptation to use amnesia for drama typically involves going for broke and completely wiping an individual's memory, but selectively choosing aspects can be just as interesting.

THE ORPHEUS *(Time's Horizon)*



Orpheus is a class of ship used for space exploration around the 29th Century. They were fired off into deep space just to see what's there. An *Orpheus* comprises a tiny habitation module yoked to a massive engine array, like a snail riding on a whale. The design is intended for journeys so long that the crew have to be put into cryo-sleep deep enough that they do not even dream, with their memories uploaded into storage in order to preserve their synapses. An *Orpheus* mission is a one-way journey, with no possibility of return for the crew.

A typical *Orpheus* has just four cryo-pods, one per crew member: captain, med-tech, science-tech and comm-tech. The ship is overseen by an AI computer which manifests as a softly spoken voice with minimal inflection. It is programmed to revive the crew once certain conditions are met, such as if specified energy or gravitational readings are detected. When these are confirmed, the AI activates the ship's environment controls and begins to resuscitate the crew, monitoring their physical activity and organ function, and initiating memory reload. Once awake, the crew's priority will be to determine where they are, gather data and transmit it back.

Orpheus-class ships are built to be tough. Each deck of the habitation module is a sealed system with its own air supply, and the engines can be vented to save the module in an emergency. Internal bulkheads are as thick as the hull.

The crew members of an *Orpheus* usually have a variety of reasons for volunteering for such a mission, never to see their family or friends again. On the ship the Doctor and Molly found themselves on at the very edge of the Universe, Captain Dal Brock needed to secure his pension for his estranged wife and children, Med-tech Liv Chenka (see *A98*) had been diagnosed with incurable cancer, Science-tech Vi Kruger wanted to make sure her name went down in history, and Comm-tech Bron Kell wanted to find some sign of the Goddess's work out in the Universe.

Captain Brock and his colleagues were revived from cryo-sleep nine centuries into their mission. The ship had reached the end of the Universe, the edge of everything, and could go no further. Expecting to detect nothing on the scans, instead they saw a vast cloud of yellow light, a wavefront of pure energy drifting back from the far, far future and growing exponentially through time. Science-tech Kruger named it Time's Horizon and hoped to harness the energy to power their return home.

There was a second mystery for the crew this time aboard the ship: a body, long mummified in the sterile atmosphere. It has the remains of a uniform, possibly indicating that it was a maintenance engineer who left it too late to get off the ship. In one skeletal hand, it's holding an item of time travel technology too advanced for the 29th Century, technology compatible with something the TARDIS detects attached to the ship's engines.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The body is that of 32nd Century industrial spy Randall Verrand, or rather a copy of him. The original Randall is still three hundred years in the future, the time of the Twentieth Empire. The data logs from the *Orpheus* were picked up in Randall's time and it was realised that the energy field it had discovered could solve their energy crisis. A copy of Randall was sent back to set up a fracking beam to extract the field's unlimited energy. He was unable to get into a cryo-pod to save himself, but he planted subliminal

THE ORPHEUS
Armour: 20 **Hit Capacity:** 15 **Speed:** 12*

Traits: Transmit, Travel
Story Points: 2

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

CAPTAIN DAL BROCK



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

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

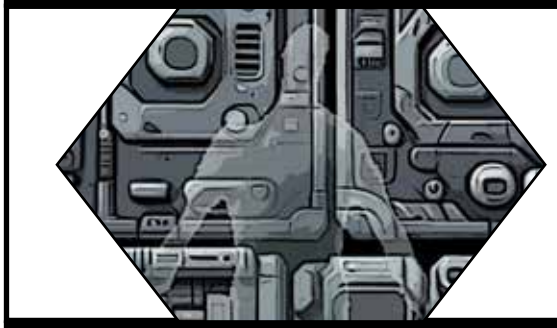
TRAITS
Authority (Minor)
Obligation (Major) – The mission

EQUIPMENT
Blaster: 6(4/6/8) damage

TECH LEVEL: 7

STORY POINTS: 4

COPY OF RANDALL VERRAND



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

*Randall has the Coordination and Strength of whoever's body his mind is downloaded into, currently Liv.

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

TRAITS
Breaking and Entering (see *The Sixth Doctor Expanded Universe Sourcebook*)
Special – Trapped: Randall exists only as a copy of the original's mind, now trapped inside Liv Chenka's head; if he wishes to take control of her body, he must win a contest of Presence + Convince
Technically Adept

TECH LEVEL: 8

STORY POINTS: 4

instructions in Liv Chenka's mind, including a copy of his own memories, and programmed the AI to wake her up every fifty years to set up a series of temporal relay beacons to transmit the energy back to his time.

Obeying its programming, the AI has been waking Liv every fifty years but she has no memories of what she has been doing. Now, nine hundred years into the mission and with the entire crew awake, Randall's mind could still resurface in her (requiring a contest of Presence + Convince for control).

However, the energy field isn't what the crew or Randall think it is. It's actually the Eminence (see *V202*) surfing on a wavefront back from the end of time where it had been stranded. If it gets on board the *Orpheus*, perhaps by travelling along the fracking beam, it will try to take the crew over, converting them into its Infinite Warriors. Even Randall's desiccated corpse makes a viable if fragile target to host its essence.

The *Orpheus* was launched by the Ides Institute Mission Control, a descendent of the Ides Scientific Institute (see *V227*) founded in the 1970s and taken over by the Master (see *V249*). Before the ship's launch, the Master secretly arranged for Liv Chenka and Vi Kruger to be inoculated with retro-genitor particles (see *G53*). This provides them with temporary immunity to being converted by the Eminence. But they don't know this, and the only external sign is that their eyes flicker dark occasionally. It is also the Ides Institute, under the Master's orders, that sent the copy of Randall Verrand back to the *Orpheus*. This entire enterprise is part of the Master's plans to control the Eminence.



PARRAK *(Planet of Dust, Day of the Master)*

"Parrak" literally means "planet of dust". It's entirely appropriate for somewhere that's as dry as a bone. It's a world of sand and not much else. But even though one of the vital elements for life is almost entirely missing, life has somehow taken hold on Parrak and it has a thriving biosphere.

Parrak's indigenous sentient species is a human-like people. Most of them live in a city constructed in the desert that covers the planet, and they all must work to locate and extract what little water can be found. The city is ruled by the Provider, a mysterious figure who occupies the Palace. Swathed in bandages to hide his rotting features, the Provider is none other than the Master in his decaying incarnation (see *The Fourth Doctor Sourcebook*). As the Provider, he has the people of Parrak search the desert, ostensibly for new supplies of water, but actually to uncover the many tombs that have been left here in the distant past by visitors from other worlds.

The Parrakians are treated little better than slaves, but they are forced to obey as the Provider controls the water supply. On Parrak, anyone carrying their own water is accused of water theft, a serious charge having the penalty of being staked out in the desert to be sucked dry by clouds of insects called dust devils (see *X13*).

The expeditions and work groups are each accompanied by the Master's airborne robotic drones called Rangers. Within their components is a transdimensional link back to the Master's TARDIS and his other equipment. Any fresh water supply is routed through the Rangers and back to the city, where it replenishes the public fountains. Of course, the Master keeps the lion's share for himself. But it is the discovery of ancient tombs that really interests him.

Although Parrakian civilisation is not technologically advanced, the Master has provided some items of equipment to help in their endeavours for him, such as powered buggies suitable for rapid travel across the desert.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Master has used a spare TARDIS storage capacitor to drain Parrak's water supply throughout its entire history, making the people totally dependent on him. In return for drip-feeding the water back to them, he is using them to find the location of the Tomb of Artron (see *A117*), one of Rassilon's great engineers. The Tomb is rumoured to hold a brain-print of Artron, even though his body is missing.

Although the Master's consciousness has survived for centuries by hopping from one stolen body to the next, each one inevitably decays, and the rate of decay has been increasing. The Master is now approaching a final death unless he can secure a new cycle of regenerations. He now believes that what is contained in Artron's Tomb will provide this for him.

But even when his workers finally uncover the entrance to the Tomb, it is full of façades and false antechambers to trap the unwary, and the doors to the central chamber are protected by Gallifreyan seals and eye-locks requiring the gaze of a Time Lord to open. The Master knows from past experience that the Doctor's eye may not be sufficient (see the *TV Movie*).

The Tomb of Artron contains Artron's brain-print in a small, unobtrusive Gallifreyan storage device. If used correctly (remember though, it's Tech Level 11 technology), it can grant a whole new cycle of regenerations to a Time Lord.

ARTRON'S BRAIN-PRINT [Special Gadget]
Traits: Regenerative Cycle (Special: Grants a Time Lord (or others with regenerative abilities) a whole new cycle of regenerations; for any other species, it can provide a single regeneration per use, removing all injuries or diseases and rejuvenating them), Restriction – Each use costs 4 Story Points
Cost: 4 points

RANGER

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 1, Resolve 4, Strength 3
Skills: Marksman 2, Technology 3
Traits: Bigger on the Inside (Contains a transdimensional link to the Master's TARDIS and other equipment, including the storage capacitors), By the Book, Flight (Major), Machine, Natural Weapon (Major: Laser – 7(3/7/10) damage), Robot, Transmit
Tech Level: 10
Story Points: 1-2

PLANETARY DATA

SIZE: Small
GRAVITY: Earth Standard
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Parrakians
TECHNOLOGY LEVEL: generally 2, with 10 for technology provided by the Master

PELADON *(The Truth of Peladon)*



The Doctor has a long history with the planet Peladon, visiting it in several of his incarnations. Although the Peladonians have a Medieval society and level of technology, the planet has had contact with alien worlds since at least the 26th Century and joined the Galactic Federation in the late 39th Century. This act was not universally popular on Peladon and there continued to be a reluctance to adopt Federation technology and customs for centuries after.

Peladon is located in Mutter's Spiral. It is generally an Earth-like world, though one with three moons and twin suns. But the heavens are usually concealed by a thick covering of cloud, as the predominant weather is of violent storms and lashing rain. Although the rain is good for crops, the lack of adequate sunlight means that growing them is a struggle. Of Peladon's wildlife, the most famous creatures are the Aggedor (see *The Third Doctor Sourcebook*) that are worshipped as the Royal Beast of Peladon by the superstitious Peladonians.

During its early history, Peladon had a tribal society with each tribe electing a representative to serve on a council. This ended when Erak attempted to take over the entire planet, killing anyone who would oppose him. It was Erak, the first King of Peladon, who forced his people to build the royal citadel on the side of Mount Megeshra. Eventually, Erak was slain by one of his warriors, Gart, who let his son Sherak take the credit and the throne of Peladon.

The Peladonians are very similar in appearance to humans, being distinguished only by the characteristic streaks in their hair, and the two races are able to interbreed. Indeed, King Kellian of Peladon married Princess Ellua of Earth, after the latter's ship crashed on Peladon in 3864. The following year, Ellua gave birth to a baby boy who would grow up to become King Peladon of Peladon (see *The Curse of Peladon*). It was Peladon who was instrumental in getting his world accepted into the Galactic Federation, despite opposition from more reactionary quarters, including his High Priest, Hepesh.

Peladon became a valuable member of the Federation. In his later years, King Peladon allowed Ice Warrior refugees to settle on his planet. After Peladon's death and the ascension of his daughter Thalira to the throne (see *The Monster of Peladon*), Peladon's rich seams of the mineral trisilicate proved vital in the Federation's war against Galaxy 5. The latter situation was not universally popular among Queen Thalira's people, as the miners felt themselves to be exploited by the Federation and feared that they would be replaced by alien technology.

In 3985, a series of incidents resulting from the Ancient Pakhar Diadem (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) being brought to Peladon led to King Tarrol taking the planet out of the Federation. It was almost fifty years before its membership was restored.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the long run, membership of the Federation has not brought the benefits that King Peladon hoped. The Arcturans' failed attempt to prevent Peladon from joining was because they wanted to exploit the planet of its mineral wealth. Their initial failure didn't prevent future attempts. By the late 41st Century, the Arcturans had reached a secret agreement with Princess Isabelda, daughter of Queen Minaris, to purchase all the remaining trisilicate deposits. Although the Arcturans were again foiled, traces of trisilicate seeping from the old mines was found to have been polluting the groundwater for years, poisoning the Peladonians who lived in the villages on the plains below Mount Megeshra, as well as their crops and livestock.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Peladonians
TECHNOLOGY LEVEL: 2

A plan was put in place to remedy this, but it was abandoned as the succeeding kings and queens fell further under the dominance of their chancellors. This Age of the Chancellors reached its head with Chancellor Barok (see *V167*). Barok's power was such that he selected each monarch from the young children of the royal family, then ruled for several years as their regent before secretly having them killed. Meanwhile, the general populace living outside the citadel succumbed to the trisilicate poisoning and gradually died out. Wild beasts such as the few remaining Aggedor were similarly affected, becoming weaker with each generation.

The Age of the Chancellors was finally brought to an end when the Eighth Doctor exposed the activities of Chancellor Barok. It transpired that Barok was a puppet of the Arcturans, who had installed advanced mining equipment in Mount Megeshra and had already all but exhausted the trisilicate reserves. With Barok deposed, the Arcturans were again thwarted, but Peladon was by now a ruined shell of a planet. The surviving Peladonians, weakened by years of food shortages and trisilicate poisoning, faced an uphill struggle to rebuild their world.

The Doctor is not the only person to appear time and again throughout Peladon's history. Alpha Centauri, the hermaphrodite hexapod who acts as Federation Ambassador to Peladon (see *The Third Doctor Expanded Universe Sourcebook*) is blessed with a lifespan lasting centuries and has devoted much of that to serving Peladon, even into semi-retirement.

THE KNOWN KINGS AND QUEENS OF PELADON

In Antiquity:
King Erak – the first King of Peladon; a despot

King Sherak – ascended the throne after his father killed Erak

In Modern Times:
King Kellian – married Princess Ellua of Earth in 3864; died in 3877

King Peladon[1] – son of Kellian and Ellua; born in 3865; took Peladon into the Galactic Federation in 3885; died in the 3930s

Queen Thalira[2] – daughter of Peladon; born circa 3910; crowned in the 3930s

King Tarrol[3] – son of Thalira; took Peladon out of the Federation in 3985

King Paladin the Great – married Belldonia[4]; Paladin's relationship to King Tarrol and the names of any intervening monarchs are unknown

Queen Elspera – daughter-in-law of Paladin and Belldonia; ruled in her own right after the death of her husband; a moderniser who abolished the old religion and took Peladon back into the Federation; died early 4030s

King Pelleas[4] – son of Elspera; married the Fifth Doctor's companion Erimem (see *The Fifth Doctor Expanded Universe Sourcebook*) circa 4035; Pelleas' grandmother Belldonia is still alive during his reign

Queen Minaris[5] – reigned during the 4080s after the death of her husband; Minaris' relationship (if any) to King Pelleas and the names of any intervening monarchs are unknown; Minaris' daughter, Princess Isabelda[5], pre-deceased her

Following Minaris' death, Peladon's monarchs become puppet rulers controlled by the chancellors

The Age of Chancellors:
A series of chancellors ending with Chancellor Barok[6], after whose death (circa 4135) the true monarchy is restored

1 First seen in *The Curse of Peladon* – see *The Third Doctor Expanded Universe Sourcebook* for stats
2 First seen in *The Monster of Peladon* – see *The Third Doctor Sourcebook* for stats
3 From *Legacy* (Virgin New Adventures novel)
4 From *The Bride of Peladon* (Big Finish audio) – see *The Fifth Doctor Expanded Universe Sourcebook* for stats
5 From *The Death of Peladon* (Big Finish audio) – see *The Sixth Doctor Addendum* for stats
6 From *The Truth of Peladon* (Big Finish audio) – see *V167*



PHAETON *(The Galileo Trap, The Satanic Mill)*

In 1639, Galileo Galilei (see *The First Doctor Expanded Universe Sourcebook*) is under house arrest in Arcetri near Florence, having been found guilty of heresy. Now an old man, Galileo was blinded when he observed a new planet between Mercury and the Sun, and the sight burned out his eyes. He named the planet Phaeton after the son of the Greek sun-god Helios and observed that it matches Earth's orbital progress exactly, as if it were watching for something.

From the Earth, Phaeton is just a dark speck trailing smoke against the brightness of the Sun. Closer to, it can be seen to be an artificial world. And within, it is like a foundry from Earth's Industrial Revolution, all metal and smoke and noise.

There are people here, blank-faced and dressed in basic clothing. They shuffle to a chamber resembling a chapel with an altar, where a man named Father Locke preaches. Locke exalts his congregation to complete their duties to the best of their abilities so that the Great Undertaking is accomplished. Everyone must pull their weight! "Labor omnia vincit!" Work conquers all! Hymns are sung in a language the TARDIS doesn't or can't translate. Father Locke then instructs his congregation to continue to the Workhouse to carry out their allotted tasks for the day. "Hard work is its own reward!"

Floating spherical robots called Orbs direct male "work units" to the left and female "work units" to the right. Any who don't comply will be disposed of. Males are utilised on the treadmills, ceaselessly climbing to keep them moving in order to power the generator, an enormous dynamo. It is the work units' solemn duty to keep it going for the rest of their lives.

Meanwhile, the females are employed in stirring large vats of what might be soup or washing or something else entirely. This is the unit manufacturing area, where expired work units and their clothing is recycled for future use.

Everyone in this hellish environment is worked to death, living what to them is only a single day, born from the vats in the morning before working without rest or food or water until they drop. They are created to work. They know nothing else. They expect nothing else. They can imagine nothing else. Any units injured or unable to work are disposed of by the Orbs, who constantly monitor the Workhouse. If anything is out of order, a bell tolls sonorously to alert the Orbs.

And hidden away in the Hub at the centre of this place is Phaeton's controller: the Eleven (see *V198*)!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

"Phaeton" is a stellar manipulator, a Time Lord relic from the Dark Times when Rassilon battled the Great Vampires and other abominations. It was long forgotten by the Time Lords until the Eleven's first incarnation found reference to it in the archives. More recently, the Eleven learned of a device called the Regeneration Codex (see *G51*), which was designed to locate and activate the manipulator.

The Eleven has stolen the Codex from beneath the noses of the Time Lords and used it to find the manipulator, reconfiguring its appearance to that of a Victorian factory and the appearance of its controlling AI to Father Locke. This place runs on computer code based on ancient linguistic instructions, and Locke's exaltations and hymns act as a form of basic neuro-linguistic programming of the work units.

The manipulator was a prototype and is powerful enough to generate an area of enormous gravitational pull sufficient to swallow entire solar systems. The Eleven intends to use it to destroy the Earth in 1639 as part of a wider plan to rewrite the Universe. As a bonus, he is using it as a lure to trap the Doctor and kill him, and is monitoring the Earth for his arrival in response to a message his agents forced Galileo to send.

Activation of the manipulator's gravity generators requires the Regeneration Codex to be inserted into Father Locke's mouth, causing his personality to revert to that of an emotionless AI slaved to the Eleven. At this point, the manipulator can be given verbal instructions via Father Locke, though the chapel's altar is actually a computer interface for manual input if necessary.

See *G44* for Gadget stats for planet-sized stellar manipulators, except that in the case of Phaeton, the Isomorphic Controls Trait is replaced with a Restriction that controlling Phaeton requires the Regeneration Codex.

ORB

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 1, Resolve 3, Strength 2
Skills: Athletics 1, Marksman 3, Technology 2
Traits: Armour (5 points), Flight (Major), Natural Weapon (Major: Blaster – S(S/S/S) or 5(5/2/7) damage), Robot
Tech Level: 11 **Story Points:** 1-2



The Earth colony of Pteron is a beautiful world of vast forests. Its single moon is surrounded by a blue gas which gives the night a blue glow, similar to the light used backstage in theatres. But thirty years after first being settled, the colonists unexpectedly find themselves under attack from giant moth-creatures which they have named the Hellstrung. Swarms of Hellstrung, like an eclipse of moths, attack the settlement every evening as soon as night falls and continue until daybreak. A curfew has been imposed and it's best to keep the lights off to avoid attracting their attention.

The Hellstrung have huge, beautiful wings as strong as steel and are remarkably resistant to weapons' fire. They are strong enough and large enough to carry at least two humans, either in their arms or riding on their backs. Hellstrung spin cocoons to protect their larvae, but may also do this if attempting to take humans (possibly mistaking them for Hellstrung larvae). They don't seem to feed on flesh as there have been no instances of Hellstrung eating anyone. Hellstrung periodically select a queen from among their number, and a chittering distress call from her will bring all other Hellstrung flying to protect her as fast as they can.

The settlers have only recently started using wood for construction, and one theory for the attacks is that recent deforestation has disturbed a Hellstrung nest. After dark, shifts in atmospheric pressure cause the buildings to creak and groan as their timber warps, especially in the newer buildings. But they settle down again after day breaks.

Apart from the colony's leader, Tarper, the settlers are all second generation now. The current generation believe the original settlers wanted to travel and explore, but that's rarely the point of colonisation. The logbook of the first settlers still survives and contains pictures of the early days after their arrival on Pteron. All the colonists look young. But oddly, Tarper looks even younger now than she did back then, thirty years ago.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Hellstrung are not aggressive creatures and aren't really attacking the settlement. It's just that the wood which the settlers have recently started using is from the trees that they used to nest in. After dark, they home in on what they still believe to be their nests, trying to break into the buildings. Inside many of the walls are Hellstrung eggs which are now beginning to hatch out. This is the cause of the wood warping at night as the caterpillar-like larvae move around, not any change in atmospheric pressure.

Tarper and her armed thugs are making the situation worse. She has discovered that the sap of the local thenocian trees has rejuvenating properties. Tarper has been drinking it to keep herself looking younger than she has for decades. But she has also realised that she could market the sap and command a high price around the Empire. So at night, while the curfew is in force, her team has been out drilling the trees to extract large amounts of sap. Tarper has bottled almost enough of the stuff to satisfy her greed and is planning to abandon the settlers with her precious booty. But the Hellstrung also feed on the sap, as do their larvae, and they are now starving due to Tarper's actions.

The sap also has another property. Anyone who drinks even a small amount will gain a psychic link with the trees and will hear a humming or whispering sound, the sound of the forest's fear at what is being done to it. But if anyone drinks a lot of the sap, as Tarper has done, the forest will make them one of their own. Once they reach a tipping point (after several months), they must make a Resolve + Strength roll each day, with the Difficulty starting at 9 and increasing by 1 per day. Any failure will cause 2(1/2/4) damage which cannot be reduced or healed, and once any three Attributes reach zero, they will rapidly transform into a thenocian tree, their legs becoming roots which burrow into the ground. The Hellstrung can then feed on their sap and lay their eggs in their wood, continuing the cycle of life on Pteron.

HELLSTRUNG

Attributes: Strength 8, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 1, Survival 3
Traits: Armour (5 points), Flight (Major), Networked (Major: The forest), Special – Cocoon Spin (A Hellstrung's cocoon has a Strength of 7, can support up to 800 kg and provides 4 points of Armour for anything wrapped in it)

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6

THE QUANTUM ARCHIVES *(Quantum Heresy)*



A woman works dutifully in the archives, checking stored data. She takes pride in her duty and the importance placed on her to perform it. Dust drifts through the early evening light, while gigantic computers whirr and beep away. Despite this, the small, secured building has a palpable stillness.

A woman works dutifully in the archives, checking stored data. She was certain that her employers instituted a rotating system of work, so it's an odd coincidence she'd get the same duty a few days in a row. She's certain that she can hear a faint shuffle of footsteps disrupting the silence, but her desire to complete her duty stops her from investigating.

A woman works dutifully in the archives, checking stored data. She's not quite sure how many days she's been performing this task, as her memory is starting to falter. The woman can't even remember her own name at this point. She has vague memories of some experiment that her team is undertaking, but her mind can't quite grasp the details.

A woman works dutifully in the archives, checking stored data. She realises that she's been living the same day over and over. Doing the same work, eating the same lunch and thinking the same thoughts. Existential dread weighs on her, almost as much as her duty to look over the stored data. The same day passes unendingly, and the only noise aside from the computers is an old man who passes by, shuffling his feet. He keeps mumbling to himself and looking around suspiciously as if hiding something... the temptation to lean in closer and discover what the old man is up to is overwhelming the woman. It seems like the most important thing in the world to her, equally as much as her duty.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The only thing that could break the woman's ennui is something intruding into the routine, such as a time traveller. She'd still follow her duty and be tempted to listen to the shuffling man, but she'd start to feel more alive than she could ever remember being. Even if she wouldn't truly remember the outsiders across the loops of time, beyond vague déjà vu. An outside source might recognise her as unusually time sensitive.

The old man is a creature from another dimension. His body may have once been a living human being, but as the time loop spins on, it begins to resemble emptiness itself moulded into the shape of an old man. His movements get increasingly erratic and his mumbling even louder. This creature would love to gain control over N-Space and turn it to nothingness, but it can't without a foothold. Such a foothold has been accidentally provided by the research team that set up the archive.

The woman cannot remember her name for good reason: she never had one in the first place. She is the experiment, being an artificially created human-shaped being made from N-Space itself. Her falsified and vague memories of being part of the research team that created her are her consciousness trying to assert itself, like a self-focused perception filter. The researchers only intended for her to be a mindless construct, acting as a barrier preventing the creature breaking through.

The research team created a fabricated set for her to work in, all of the archived data being nonsensical gibberish. The time loop experiment was deliberately made as a way to trap the creature, although it's smart enough to take a form that appeals to the woman's human (or faux-human) curiosity. If the woman gives in and gets too close to the old man, she'll be absorbed into it and the creature would be able to break out of the loop and infect the rest of reality.

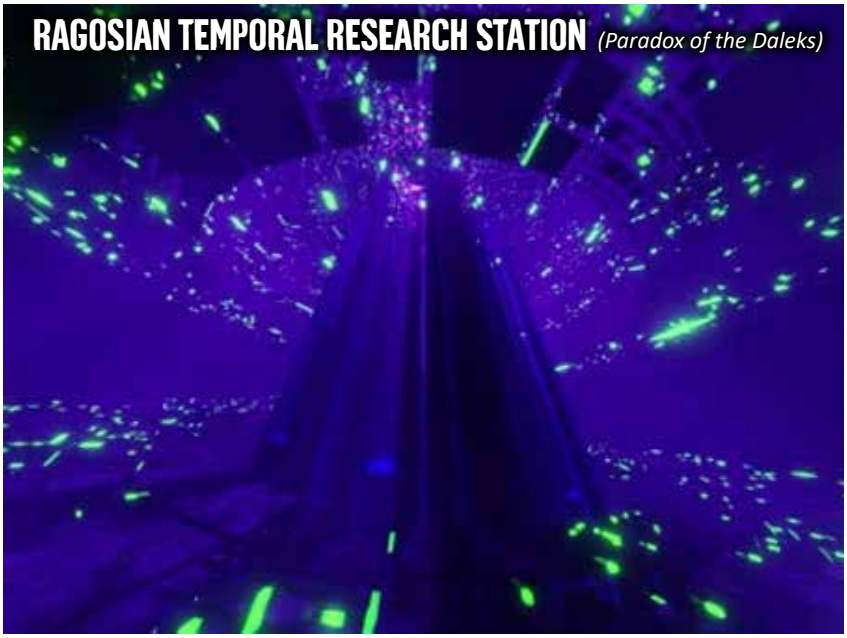
Anyone trapped in the loop with the woman will find themselves feeling hunger and retaining injuries as if time were passing normally and find their own memories start to slip. They may also become separated in different 'iterations' of the archives for a few loops. The arrival of outsiders will introduce a sense of real time into the loop, providing the woman with a mind and will of her own after enough iterations. Her growing independence would destroy the creature's avatar and undo the loop.

As the players' goal is just to stop the woman from getting too close to the old man for long enough, you may wish to include complications to give them a more active role, such as the creature having more avatars or the facility itself attacking them via security systems. The unknown nature of the facility behind events and the woman developing independence could make for interesting introductory hooks for a longer adventure or a companion, respectively.

THE WOMAN

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Science 1, Technology 3
Traits: By the Book, Face in the Crowd, Feel the Turn of the Universe, Insatiable Curiosity, Obsession (Major) – Her work
Tech Level: 5
Story Points: 3

RAGOSIAN TEMPORAL RESEARCH STATION *(Paradox of the Daleks)*



When the TARDIS detected a unique phenomenon that the Doctor dubbed a time helix, as it resembles a Möbius strip of time looping from a space station and twisting back to it, he had to investigate it. The station is manned by a pair of Ragosian scientists who are trying to create a temporal portal, their race's first tentative forays into time travel. Ragosians are an obscure, human-like species from the planet Ragosia.

The equipment the Ragosians have developed is far too primitive for it to be able to open a time portal. So it comes as a surprise to the Doctor that they have been able to do so, even though the portal created is highly unstable. Without somebody who is very proficient in temporal engineering doing something extremely clever, transit through the portal would be highly dangerous. The Ragosians have constructed travel capsules to send through, but they don't have the shielding needed to protect their occupants from the instability.

Unfortunatly, and despite all expectations, when the scientists activate their equipment and their unstable time portal opens, a small group of Time War-era Daleks emerge to form a bridgehead and prepare for an invasion from the future…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At its core, *Paradox of the Daleks* isn't really about the Ragosians or their space station. It's actually a timey-wimey tale of temporal paradoxes, time loops and fake identities. It's a little bit complicated, so strap yourself in!

The TARDIS detects a time helix being generated by a Ragosian research station. When they investigate, the Doctor, Liv and Helen are chased by a small squad of Daleks who have emerged from the station's experimental time portal to prepare for a full invasion. The Doctor is captured and forced to work on the portal, while Liv (see *A98*) and Helen (see *A93*) evade the Daleks before being sent back in time in one of the station's travel capsules.

Liv and Helen arrive back on the space station shortly before the TARDIS materialised. They manage to kill two Daleks and replace the Kaled mutants inside the casings with themselves. They cannot reveal this to the Doctor or their earlier selves without changing the timeline and must act out events as they remember them, but as Daleks.

Back in the future, the Doctor has been trying to sabotage the time portal to prevent the full Dalek invasion, but he has realised that his work is somehow being counter-sabotaged. He learns that two of the Daleks are Liv and Helen, and works out that the person sabotaging his work is his own future self. He therefore uses a second travel capsule to go back to just before Liv and Helen arrived in theirs.

The Doctor kills the Black Dalek and replaces the Kaled mutant inside the casing with himself. But he cannot reveal this to Liv and Helen, neither the ones posing as other Daleks nor the ones who soon arrive in the TARDIS, or to his past self. He must ensure that events play out as they have already done in his personal past.

While disguised as the Black Dalek, the Doctor creates the time helix that brought him to the space station in the first place, while at the same time undoing his past self's sabotage. When new Daleks arrive, he tricks them into exterminating their earlier selves as they emerge from the time portal. They are then shunted into the past by the time helix where they are exterminated by their own future selves as they arrive.

The entire story is a series of temporal paradoxes with the Doctor, Liv and Helen having to experience the events twice, once as themselves and again while disguised as Daleks! Taking a group of players through a similarly convoluted adventure would be challenging. But with the right group who are willing to play along with the central conceits, it could be a lot of fun.

However, time loops and temporal paradoxes aren't absolutely necessary to achieve a similar effect. In *The Kingmaker* (see *The Fifth Doctor Expanded Universe Sourcebook*), the Fifth Doctor, Peri and Erimem investigated the historical mystery of the Princes in the Tower, only to realise that the mystery originated when Peri and Erimem posed as the Princes in the first place! Similarly, a murder mystery could uncover that it was the player characters who caused the death they are investigating, either accidentally or indirectly, or to prevent something worse from happening.

RAGOSIAN RESEARCH STATION
Armour: 4 **Hit Capacity:** 20 **Speed:** 1 (just for minor positional adjustments)

Traits: Transmit, Travel, Vortex (added by the Doctor).
Story Points: 2



RAMOSA *(The Reviled)*

In the 32nd Century, Ramosa is one of hundreds of human colonies caught on the edges of the Earth Alliance's war against the Eminence. The colonisation was run by the Ides Scientific Institute (see *V227*), who were and still are at the forefront of the Earth's imperialist expansion, and a skyport was constructed on the planet's main continent.

Ramosa is a warm, jungle world, and it already had a sentient, indigenous population, the Ramossans. They were dubbed "roaches" by the first human settlers and the derogatory term stuck. In fact, their physiognomy is more like that of scorpions, with an exoskeleton, large pincers and vestigial wings. The humans have always seen the Ramossans as little more than animals, an opinion probably reinforced by the fact that they need to have translators attached to their mandibles in order to speak and understand human languages. Their voices sound stilted and harsh, with an electronic edge to them.

The humans have used the Ramossans in the mining of the minerals that brought Earth to the planet in the first place. They've always been treated as an underclass. The colonists set up their industries and took what they wanted with no regard for the Ramossans.

But with the war against the Eminence (see *V202*), the boot is suddenly on the other foot. The war may be a long way away, but the Ramosa garrison was called up two years ago, leaving the human civilians unprotected. The Ramossans call the humans "warm-bloods" and consider them soft and unlikely to win any battles.

The Eminence is only interested in humans, as it can't transform and control the Ramossans. But the reality is that the Earth Alliance isn't coming back for the civilians, and the Ramossans see their continued presence as a threat to their planet's safety. The Ramossans have told the Earth Alliance that the humans will be protected, and they're now being rounded up to be relocated in quarantine camps "for their own protection". They're being provided with no food and water that tastes rank. There is even talk among the Ramossans of a programme of termination.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 3
SENTIENT SPECIES: Humans, Ramossans
TECHNOLOGY LEVEL: 6 (humans), 2 (Ramossans)

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the moment, the planet is protected by a sensor shield set up over the main continent by the Celestial Intervention Agency to prevent the Eminence's forces detecting the humans below. But elements in the CIA also believe that it would be simpler just to kill the humans rather than let them fall into the Eminence's clutches.

The Master (see *V249*) also has an interest in the humans on Ramosa. They are more of his test subjects, their dark eyes revealing they've been treated with his retro-genitor particles (see *G53*) to make them immune to the Eminence's control. The Master intends to rescue them and let them spread across the Earth Empire, passing on their immunity… before he transforms them all into his own army of Finite Warriors.

RAMOSSAN



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

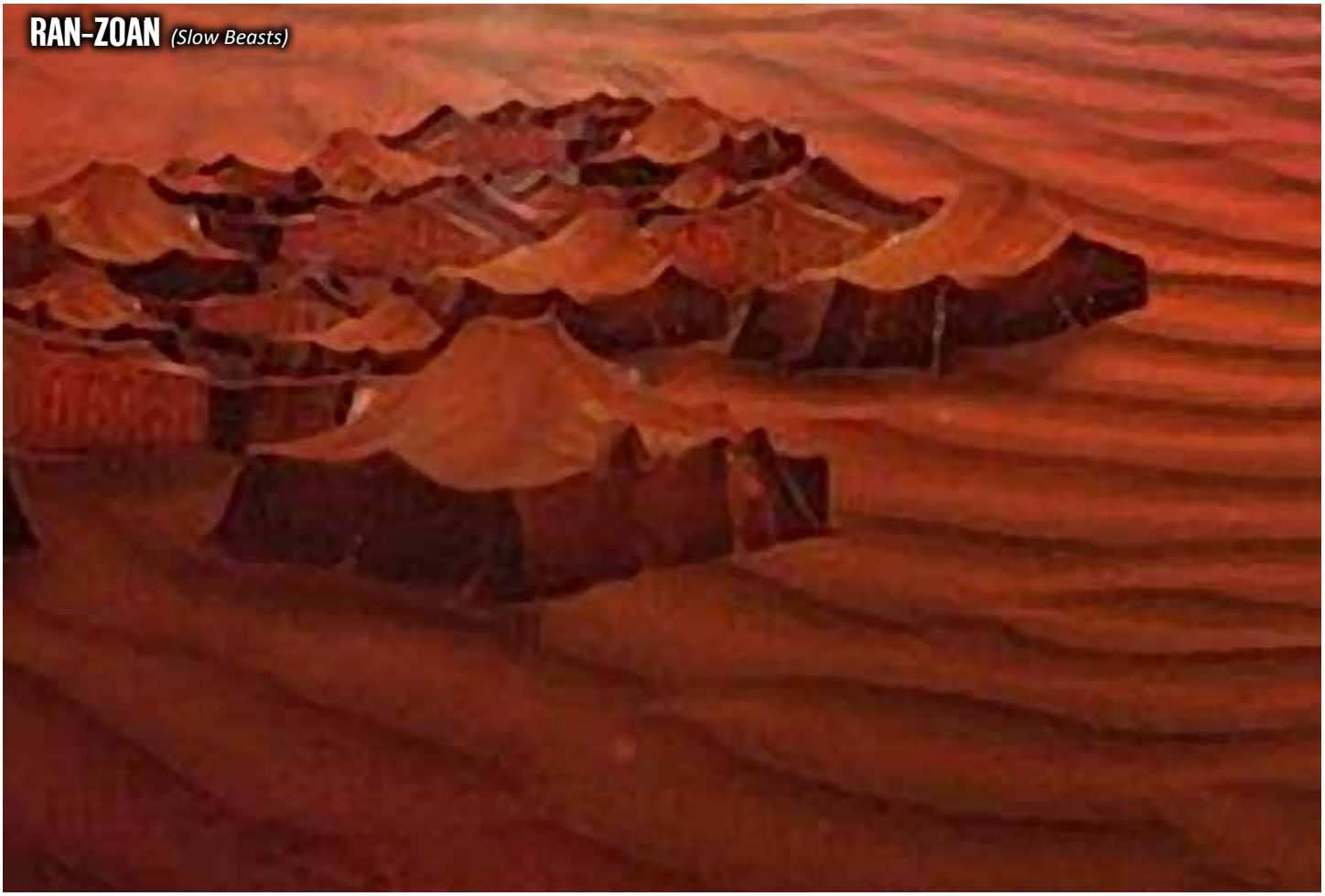
SKILLS
Athletics 1, Fighting 2, Marksman 2, Survival 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Immunity – The Breath of Forever (and possibly other, similar possession)
Natural Weapon (Minor) – Pincers: Strength +2 damage
Weakness (Minor) – Requires a translator to be able to speak to and understand humans

EQUIPMENT
Translator
Crossbow: 4(2/4/6) damage

TECH LEVEL: 2 **STORY POINTS: 2-4**

RAN-ZOAN *(Slow Beasts)*



Ran-Zoan is a planet with three suns and 119 of the sector's 123 climates, and is home to one of the 700 Wonders of the Outer Galaxy. The three suns mean that all the planets of its star system have three solar years, complicated orbits and multiple seasons.

Although it has a wide range of climates, Ran-Zoan is largely a dry, dusty desert, a barren and inauspicious location for its Wonder. But the Wonder rises above this – both metaphorically and literally – in the forms of the Slow Beasts. There are hundreds of them, each half a mile high with their heads in the clouds. Despite first appearances, they're not statues but living creatures, the largest land animals in the Universe. Their biosystems operate at approximately one millionth the rate of ours, depending on season and terrain, meaning that for them, a single step takes a fortnight and their hearts beat once every eight days. They're as good as motionless and, although the name Slow Beasts is a crude one given to them by the first settlers on Ran-Zoan, it's an apt one and it stuck.

The settlers that named the Slow Beasts are a human-like species called the Renn. When they arrived here centuries ago, their ship was low on fuel. Since then, they've been trying to find a means to convert the silica of Ran-Zoan into an alternative source, but so far with no success. That's not to say the Renn aren't an advanced species though. In fact, they're a race of scientists and intellectuals. On Ran-Zoan, they are conducting hundreds of long-term projects and experiment. Although they have failed to create a new fuel source for themselves, they have made it their mission to help and support the other worlds of this star system. They are egalitarians, pacifists and remarkably inventive scientists. Everything they discover they share, and there are whole worlds which have made huge leaps in technology and democracy because of the Renn. They know of the Time Lords and are always pleased to see any away from Gallifrey. But they have nothing but contempt for those who stay at home cloistered away from the Universe.

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Variable (mainly Desert)
SATELLITES: 2
SENTIENT SPECIES: Renn, Slow Beasts
TECHNOLOGY LEVEL: 7

On Ran-Zoan, the Renn live in a city of tents, all enclosed in one giant tent. The material they are constructed from is stronger than steel but lighter than cotton wool. The city is extremely mobile, and it has to be in case the Slow Beasts lumber their way. Of course, they will have lots of time to uproot their tent city before the creatures arrive. The Renn are led by a group of elders; pre-eminent among them is Elder Mathryn. His assistant is Iri, a senior technician and scientist. The Renn are an enlightened people. Their justice system values absolution above condemnation, justice above punishment, and criminals are usually quickly released if they are truthful about whatever they have done.

Once every four years, the three suns align, and the heat and light reach dangerous levels. During this period, known as the Burning Sky, the Renn have to retreat into their city for three days and nights. Somehow, the Slow Beasts survive it. Once the solar alignment passes, the Renn celebrate the Twilight of the Burning Sky with a great banquet. It marks a new page, a moment of reflection and the renewal of the search for justice. *"Tomorrow there is truth to be mined, understanding to harvest, freedom to be won. We honour those tasks in all we do."*

Perhaps surprisingly in such an egalitarian, peaceful society, there are dissidents. It's hard to understand what the Free-Sayers want, but they seem unsympathetic to the Renn's principles. Their activities are limited to putting up posters and their distinctive blue flags, a few noisy protests with shouts of *"Skies don't burn!"*, and the odd act of random vandalism. As the Renn believe in free speech, their protests are permitted.

The Renn operate regular tours to view the Slow Beasts up close, taking convoys of hover cars almost within touching distance of the creatures. Up close, tourists can see that their bodies are covered not only in overlapping layers of fur (which keep their body temperature above 30 degrees), but also in a rich diversity of Ran-Zoan flora and fauna, as if they're ecosystems in their own right. The faces of the Slow Beasts look incredibly sad, with tears in their eyes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Renn's secret, known only to the most senior elders, is that when they first arrived on Ran-Zoan, their ship was incapable of taking them any further. But the world was already occupied by the Slow Beasts – whose real name is the Cha-Ha. So they bombarded the planet with a chemical called Segnifax, which is used to slow down the metabolic rate of animals on worlds where conditions make agriculture difficult. The result was that the Cha-Ha became imprisoned in their own bodies. The effects of Segnifax only last for a few years, so the elders created the myth of the Burning Sky, forcing their people under cover of their tents every four years while they bombard the Cha-Ha again to keep their metabolic systems running slow.

The Free-Sayers are the Renn who have discovered that the Burning Sky is only a myth, though they don't yet know why. If they were to find out and were able to disrupt the cycle of Segnifax bombardment or develop an antidote to its effects, they could restore the Cha-Ha to normal. But what would then happen? Would the Cha-Ha want revenge on the Renn? And where could the Renn escape to? The Cha-Ha are more intelligent than mere animals, and they can be communicated with if the time lapse difference can be overcome. In fact, there is a very low level sound on Ran-Zoan, on the very edge of hearing but almost continuous. This is the sound of their vastly slowed-down voices pleading with the Renn to stop what they have done.

SLOW BEAST



AWARENESS	3	PRESENCE	6
COORDINATION	0/2*	RESOLVE	3
INGENUITY	2	STRENGTH	**

*Coordination 0 while metabolism slowed; 2 if returned to normal.
**A Slow Beast automatically wins any contest of Strength against a smaller opponent and can crush anything it steps on.

SKILLS
Fighting 1, Survival 4

TRAITS
Armour (15 points)
Size – Colossal
Special Bad – Metabolism slowed down a million times by the Renn's regular chemical bombardment

TECH LEVEL: N/A

STORY POINTS: 2/4

RENN RACE PACKAGE
Cost: -2 points
Traits: Code of Conduct (Major: Renn values of pacifism, egalitarianism and truth) (-2)



RARKELIA *(Twisted Folklore)*

Your blood will run cold as the icy sea
Your skin will shrivel as bark on a tree
From marshes you crawled and were turned into men
Don't let the Song take you back there again

– Extract from *The Song of Maradeem*

The planet Rarkelia is located a long way from Earth and, in our timeline, it isn't discovered by humans until after the 60th Century. However, the Doctor visited it in an aberrant timeline in which Rarkelia was invaded by the Earth Empire in the 40th Century.

Rarkelia is largely covered by swamps and jungles, and the reptilian Rarkelians (see *V273*) live in small, scattered settlements. Since the planet was invaded, a system of trenches have been constructed by what resistance there is, from which they broadcast anti-Earth propaganda and try to keep the true history of Rarkelia alive.

In the schools, the younglings are taught an alternative history and parables from *The Book of the Doctor*. Key parables include *The Ditch-Dweller*, *The Lost Brood* and *The Song of Maradeem*. The latter tells the story of Maradeem, a youngling who ignored the warnings to stay out of the marshlands and went there to hear the Song. According to the parable, the Song is deadly and pierces the heart, turning those who hear it into one of the Cold-Blooded, the cursed ones who choose to remain in the marshlands.

The publication of *The Book of the Doctor* was a landmark achievement on Rarkelia. The humans claim it teaches peace and order to civilise the Rarkelians. But in fact, it indoctrinates them and is systematically erasing their own culture and history. The parables are designed to keep the Rarkelians in line and to abandon their ancestral homes in the marshlands. They do not tell of the marshes' natural healing properties (which double the normal healing rate for those who bathe in them), making them ideal nurseries.

The human invaders are ruled by Divine Intervention (see *V189*), a militaristic group which has controlled the Earth Empire for centuries. They call the natives "Rarks" or "lizards". Divine Intervention troopers hunt for the Rarkelian resistance, and there is a DI Thinktank, a scientific research base which is promoting the education of the younglings to make them quietly compliant. The younglings are being conditioned to inform on their friends and their family if they suspect any transgressions against Divine Intervention, while the adults are used as a slave labour force.

And behind Divine Intervention is the Doctor. Or rather two Doctors. There is one who is the mysterious head of Divine Intervention, but there is another who is leading the resistance. Divine Intervention have named him the Deceiver.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although experimentation on the Rarkelians has now been outlawed and the former eugenics programme has ceased, the Thinktank is still working on ways to ensure that the Rarkelians remain under control. The scientists, led by Professor Victoria Wilks (see *V269*), have realised that there are advanced evolutionary processes on Rarkelia. Although the education programme will change the Rarkelians' behaviour in only a generation, the planet has developed a far quicker solution.

The advanced evolutionary processes have produced a living biological weapon. A worm-like parasite has appeared in the swamps which infests and destroys any host body. Wilks and her team have refined this to produce a two-part poison. Infection by one strand of the parasite is safe, but its deadly effects are triggered if a second strand is then absorbed. Divine Intervention is secretly keeping the entire Rarkelian population infected with the first strand, and they can introduce the second through the air conditioning within seconds. Once the Rarkelians become aware of this, they will not dare to rise up against their oppressors!

But what Divine Intervention does not know is that the Rarkelians have a natural defence against the parasite, which has recurred throughout Rarkelian history. Singing the true Song of Maradeem kills the worm and neutralises its poison, even if it has already been ingested. Unfortunately, because of the DI indoctrination, the Rarkelians have also forgotten this, though it survives in their subconscious memories.

RARKELIAN PARASITIC INFECTION

Infection with the first strand of the parasite is automatic if it is ingested, inhaled or injected, but is in itself harmless. The first strand will die and dissolve within 1D6 hours unless renewed, rendering it useless. But if the second strand is ingested, inhaled or injected before then, the victim must make a roll to resist the effects of the poison every hour thereafter as per the standard rules for the Infection Trait. The parasite itself is deemed to have a Resolve + Strength equivalent to 12. Each failed roll results in 1(1/2/3) points of damage.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Archipelagopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Rarkelians
TECHNOLOGY LEVEL: 7 (humans), 4 (Rarkelians)

RASSILON'S FOUNDRY *(Zagreus)*



In the time that Rassilon (see *V274*) was still only a Cardinal, the wastelands of Gallifrey hides one of his greatest secrets: Rassilon's Foundry. This is the workshop in which the founder of Time Lord society devised and built his greatest artefacts. The Rod, Sash and Coronet of Rassilon, the Demat Gun, living viridium metal, the looms that will allow the sterile Time Lords to weave more of their kind (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). Even the secrets of time travel and regeneration were unlocked by Rassilon within the Foundry.

From the air, the area is just a vast expanse of scrubland with nothing to draw the eye. How appropriate for someone as devious as Rassilon to hide his most secret lair in plain sight! The Foundry is hidden a few seconds in the future and becomes visible only to those who phase into its time stream. Even then its doors, armoured with triple-thick zybanium shielding, will only open to those few who can read the High Gallifreyan scriptures inscribed on them. In Rassilon's time, that's largely restricted to himself and the elders of the Sisterhood of Karn. Finally, visitors must pass through a reality lock controlled by the Foundry's AI systems, the Recorders.

Inside the Foundry are the furnaces and engines that construct Rassilon's inventions, and the computer systems in which they are devised and designed. The workshop is far vaster within than without, a miracle of dimensional engineering that Rassilon has already mastered.

The Recorders have been entrusted to safeguard the records of Rassilon's researches. They are disembodied entities that speak with emotionless, artificial voices. As well as being able to access Rassilon's data, they are responsible for the security systems in the Foundry. Only the Recorders can deactivate the reality locks that protect each of Rassilon's experiments, and they will only do so with his authorisation.

When the Committee of Three (see *V244*) was appointed by the Inner Council to investigate Rassilon's activities, they accessed the Foundry and discovered the Black Scrolls on which he had recorded his work on genetic alterations to the Gallifreyan physiology. The Rassilon Imprimatur which would protect the future Time Lords from the dangers of time travel. Symbiotic nuclei to allow symbiosis with a TARDIS. Research into regeneration itself, a means by which the cells of a Gallifreyan body could be repaired, restored and reorganised, resulting in a whole new physical form. Even the limit of twelve regenerative cycles to avoid decaying biogenic molecules is recorded in the Scrolls, but is not yet publically known. Much of this would be considered blasphemous to many Gallifreyans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

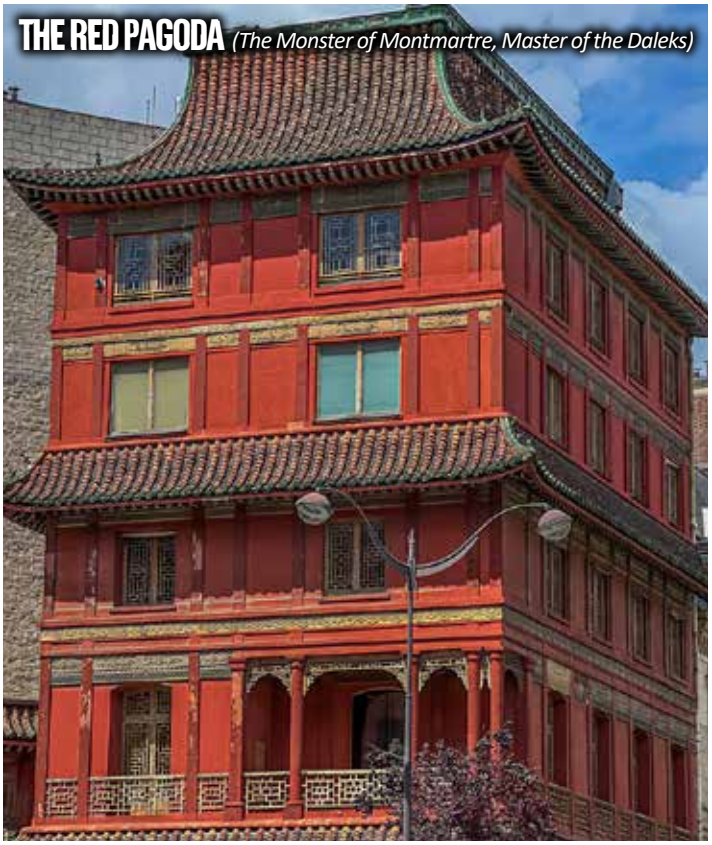
Even more breath-taking, Rassilon has portals into other universes within the Foundry, each sealed behind a reality lock to imprison something that could one day develop to threaten Gallifrey. A species here, a star system there. Even whole galaxies and nebulae that Rassilon didn't care for have been cast into these other universes and, in some cases, frozen in time.

One such universe is the one to which he has consigned the Divergents (see *L142*), creatures from the birth of our Universe which did not conform to the basic humanoid physical form that Rassilon believes to be the only essential life. His researches show that, if left unchecked, the Divergents would come to dominate the Universe after the Time Lords and would consume and eradicate all life within ten thousand millennia.

The Divergents are now completely sealed within their universe by the creation of a Möbius loop at the start and end of their existence. However, the Divergent Universe cannot be entirely sealed off for eternity. Rassilon foresees that it will reopen at the exact moment of the destruction of our Universe, freeing the trapped creatures. Rassilon intends to be there to greet them and once again seal them in, giving this Universe another lease of life.

The Foundry's power is built into a feedback induction loop to prevent anything breaking free from the universes behind the reality locks. If the Divergents were to find a way through the reality lock, the ultimate sanction is that the entire Foundry and everything in it are to be sterilised by firestorm.

THE RED PAGODA *(The Monster of Montmartre, Master of the Daleks)*



In Paris in 1920, the famous cabaret nightspot of the Moulin Rouge was purchased by a mysterious gentleman using the name Monsieur Dutemps. He had the landmark windmill structure torn down and a new tower constructed in its place. This is the Red Pagoda, the newest nightclub in the city. Monsieur Dutemps has never been seen, and the Red Pagoda is run by his wife, Adeline (see *V161*). She has made it a great success, and those in the know congregate at the cabaret. It is renowned as a place of art and passion, of dance and song, and of cocktails. The Red Pagoda is Paris's newest and most exotic jewel!

From the outside, the Pagoda's tower is quite breath-taking and is modelled after the Songyue Pagoda on Mount Song in China. Inside, Madame Dutemps' décor is vibrant crimsons and scarlets. But there are darker sides to the Red Pagoda. For one thing, its financial success is largely due to Adeline encouraging illegal activities to take place under its roof. The Red Pagoda has become the location of choice for Paris's criminal elite to buy and sell all manner of stolen goods, with Adeline taking a percentage of all transactions.

More sinister are the monstrous cries and inhuman noises that can be heard emanating from the upper floors of the Red Pagoda after dark. Adeline explains them away as the sounds of her husband's menagerie. But lights can be seen flickering around the Pagoda's eaves in time with the screams, and it is rumoured that people have disappeared while visiting the Red Pagoda, members of both its artistic clientele and its criminal patrons. Underlying all of this is the fact that the Red Pagoda shouldn't be here at all. According to history, the Moulin Rouge isn't demolished in 1920 and survives to the present day.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Red Pagoda is the base of operations of the Dalek Time Controller (see *V185*), and Adeline is a Dalek duplicate created from its own cellular material. The Controller has been contaminated with retro-genitor particles (see *G53*) and is no longer considered a "pure" Dalek. It has located itself in Paris to construct a new army, and is using Adeline and the Red Pagoda to lure prospective victims to be transformed into Dalek mutants.

The top floor of the Pagoda houses the Controller's laboratory and workshop-factory, though so far it has only constructed three Dalek casings due to a shortage of suitable materials in this era. But the Red Pagoda is itself more than a mere building. With the assistance of the Master (see *V249*) and powered by the Vortex energies the Controller itself possesses, it has built the Red Pagoda to be its new casing: a gigantic Dalek will become apparent when it is activated and the superficial outer bricks and plaster fall away.

The Master and the Time Controller are creating an alternative timeline in which the Controller, within its new housing, will be Dalek Supreme. The Doctor's stolen TARDIS is wired into the structure to enable the Pagoda to stabilise the new timeline (see *L194*).

THE RED PAGODA

AWARENESS	4	PRESENCE	6
COORDINATION	2	RESOLVE	4
INGENUITY	7	STRENGTH	10

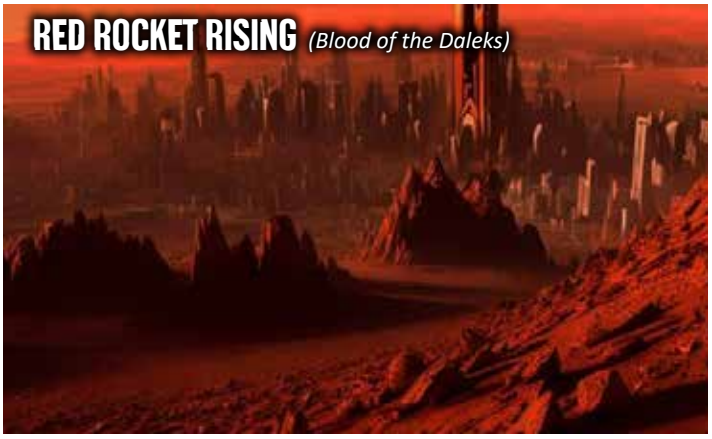
SKILLS

Convince 5, Fighting 3, Knowledge 6, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS

Armour (15 points) Cyborg
Environmental (Minor) – Able to survive unprotected in the Vortex, as well as in space and underwater
Fear Factor 4
Feel the Turn of the Universe
Flight (Major)
Immunity – Can survive changes to the timelines that would normally result in its death or non-existence
Natural Weapon (Major) – Exterminator: L(4/L/L) damage, Area Effect (3D6 metres)
Precognition Psychic
Scan – Can interface with computers to download data at great speed
Size – Huge (Major) Technically Adept
Vortex

TECH LEVEL: 9 **STORY POINTS: 8**



Red Rocket Rising is a world settled by humanity, with nearly identical gravity and atmosphere to that on Earth. It once thrived, but now its sky is black, with a vast cloud of debris almost completely blocking out the light and heat of the planet's twin suns. This dust cloud was kicked up into the atmosphere by the impact of a massive asteroid, one that the people of Red Rocket Rising believed would miss their world. Those who lived on the side of the planet struck by the asteroid were killed immediately or soon after from the resulting earthquakes and tsunami, while those on the other side have had to endure the freezing conditions of near-permanent night-time. Used to the heat of two suns, the inhabitants now wrap themselves in shabby furs and scarves. Water in the atmosphere reacts with nitrous oxide in the dust cloud, resulting in frequent showers of acid rain. This can tear through clothing, and anyone caught in it unprotected takes 1 point of damage per minute.

Most of the planet's technology ran on solar power, the loss of which contributes to the endless murky darkness. The subways and other public transport are inert, and it's rare to find a car with any juice left in its solar batteries. Only the few with backup batteries and generators have their machines in working order. The people of Red Rocket Rising haven't completely turned on one another yet, but rioting is common, and canned food has been ransacked from shops and warehouses. The roads are littered with corpses that no one has bothered to bury.

It may be months or even years until the cloud naturally disperses, and it's unlikely that society can last that long without collapse. Even if the citizens do, the odd minerals in the debris cloud have been absorbing ultraviolet radiation instead of blocking it: when the dust disperses, the radiation will bring horrific, cancerous mutations. Fearing this, Red Rocket Rising's government ran a lottery to decide who was allowed on the limited number of exodus ships. Coincidentally enough, most members of the government and most wealthy businessmen managed to secure seats. The exodus ships were meant to return with aid from other civilisations, but those left behind have long since given up hope.

Tom Cardwell is a citizen whose beliefs have been validated by all of this, as he's spent years marching about with placards and ranting about the end of the world, shouting about aliens invading the planet to anyone within earshot. Tom claims that a while back he saw a spaceship crash, which was soon hushed up by the government; ever since that day he's worn a tinfoil hat to protect his mind and walks around with a bio-scanner to detect the aliens hiding in his midst.

Tom isn't a bad person, but he's still a volatile paranoiac who eats nothing but canned food, stockpiles dangerously explosive batteries, and posts on conspiracy theorist message boards. He's stronger than he looks and usually hauls around a lot of equipment, including a metal umbrella to further protect his brainwaves, and an assault rifle for self-defence. He's one of the few people on Red Rocket Rising who has bothered to read the planet's records dating back to when humans were space pioneers. He despairs at how his people became so safe in their corner of the universe that they think old stories of alien invaders are just myths and legends. But Tom knows better, and he's going to put an end to the alien menace by himself if he must.

The only member of government who has stayed behind on the planet is Senator Eileen Klint. Klint turned down her place on the exodus ship as she felt it was her duty to stand with her people, a noble view that she desperately clings to as society falls apart around her. As the highest-ranking official left on the planet, she's Red Rocket Rising's acting president. Despite this, her people are bitter about their betrayal at the hands of the other officials and plan on enacting revenge on Klint for being a government stooge with a cosy position.

At the end of her tether, Klint found herself offered help by Asha Gryvern, a criminal imprisoned for assisting deceased scientist Professor Martez (see *V267*), who committed horrific acts of grave-robbing, kidnapping and murder for his experiments. In return for her freedom, Asha will assist Klint in accessing Klint's laboratory to see if it contains anything that can help her people, as only she knows the access codes. Asha looks down on Klint's bleeding heart morals and considers the people of Red Rocking Rising as inferior, animalistic beings. She eagerly wishes to continue Martez's experiments, which were focused on his utmost obsession: forcefully evolving humanity into a grand next stage.

The Martez company premises have been thoroughly trashed, with only two things left standing: a hidden hologram generator

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Non-Standard (formerly Earth Standard)
CLIMATE: Cold (formerly Hot)
SATELLITES: 2
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

SENATOR ELIEEN KLINT



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

SKILLS
Convince 3, Knowledge 3 (AoE: Politics), Subterfuge 1, Survival 1, Technology 1

TRAITS
Authority (Major) – Acting President of Red Rocket Rising
Code of Conduct (Minor) – Law-abiding and fair
Empathic
Obligation (Major) – Her people
Stubborn
Voice of Authority
Wanted (Minor)

TECH LEVEL: 6
STORY POINTS: 6

TOM CARDWELL



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

SKILLS
Athletics 1, Convince 1, Fighting 1, Knowledge 3 (AoE: Human History), Marksman 2, Medicine 2, Science 2, Subterfuge 3, Survival 3, Technology 3, Transport 2

TRAITS
Distrustful
Eccentric (Major) – Paranoid conspiracy theorist
Indomitable
Insatiable Curiosity
Obsession (Major) – Aliens
Phobia – Aliens
Resourceful Pockets
Screamer!
Single-Minded (Minor)
Tough

EQUIPMENT
Assault Rifle: 7(3/7/10) damage
Bio-Scanner [Traits: Scan (Biology), Story Points: 1]
Metal umbrella
Tinfoil hat

TECH LEVEL: 6
STORY POINTS: 6

and an interplanetary transmitter. The transmitter is picking up the faint signals of a looped message from a group of shrill electronic-voiced aliens claiming that they wish to help evacuate those on Red Rocket Rising…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

These aliens are unmistakably Daleks. The Daleks claim to be a maligned and mistreated species forced to hide in metal shells to withstand harm from others, and who only wish to assist those in need. Unsurprisingly, this is a front to load the humans onto their ships and exterminate them. With few knowing of the records about the Daleks, the citizens will enthusiastically champion their perceived saviours, not believing their true nature. The Daleks are putting on this front to gain the humans' trust and inquire about the location of Martez's laboratory, as the debris cloud contains rare metals that interfere with their scanners (giving them a -8 penalty to scan or detect anything). The Daleks shot down the planet's exodus ships, leaving those on the planet its only survivors.

However, there is another world on the edge of Red Rocket Rising's solar system populated by another group of humanoids who would gladly send rescue ships to the planet. The debris cloud may cut off their broadcast, but their world is called 'Tel-' *<TRANSMISSION INTERRUPTED>*

RYKERZON *(World of Damnation, Sweet Salvation)*



The capital of the Colony 23 system is Primatropolis on the planet Prime. But out on the edge of the system in orbit around its outermost planetoid, as far away as the government of Prime could send their criminals, is the artificial prison satellite of Rykerzon. It's a place with a tough reputation. The word is that on Rykerzon they either cure you or kill you, and no one's ever met anyone who was cured. Not that they don't try to treat those with criminal tendencies and psychological afflictions, it's just that their methods have left a lot to be desired. Until, that is the arrival of the Governor's new aide.

Rykerzon's infrastructure and security are controlled by an AI called System, which can monitor any area in the prison. It can generate forcefields anywhere within the facility and materialise them as solid walls to contain inmates and prevent escape attempts. The cells have multiple locks and shielding, and are termed "transport cells", as they can move around the prison at high speed. Using these, System can grab people and transfer them to wherever they are needed to be, eliminating the need for wardens. Since the arrival of the Governor's aide, the air at Rykerzon has been laced with sickly sweet pacification sprays to keep everyone subdued, so that most of the inmates are free to wander around and even to run the prison. After all, there's nowhere to go outside!

The Governor is trying to make a difference to the lives of his inmates. He has been researching the source of the criminal urge with the aim of suppressing or even eliminating this. Are the prisoners in thrall to their demons or can they learn to control them? Unfortunately, his work includes extracting samples of brain tissue for analysis, an uncomfortable process for his subjects, though not illegal in Colony 23.

The Governor's aide has been assisting in this research, using his culinary skills to experiment on the taste centres of the brain… after all, the aide is none other than the Kandy Man (see *V231*), the confectionary-encased robot who once served as executioner on Terra Alpha (see *The Happiness Patrol*). If the Governor and the Kandy Man can perfect the "magic bullet" that their experiments have been working towards, then they will change the way that people live, and Colony 23 will soon know Rykerzon for very different reasons!

The Kandy Man claims to be reformed and to now be using his skills for the benefit of others. He creates all the confectionary and sweet desserts that Ryerzon's inmates have come to love, each one containing a little extra something to modify their behaviour. Consumption of them isn't compulsory, but their treatment will take a little longer without them.

The Kandy Man has brought his own pets with him to Rykerzon in form of a number of Thought-Spiders from the lava worlds. These psychic predators spin cocoons and webs containing a substance that subdues their prey and could be just the ingredient that the Kandy Man has been looking for.

Humans aren't the only prisoners incarcerated on Rykerzon. One of the more exotic petty criminals here is called Crabhead as humans can't pronounce his real name, which sounds like a series of wheezing, clicking hisses. Crabhead is a large, sentient crab on top of a robotic humanoid body that it drives around and speaks through. Despite his bizarre appearance, Crabhead isn't violent except in self-defence, and can be helpful to those in need.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Among the prisoners are two other notable inmates: the Eleven (see *V198*) and his kidnap victim Helen Sinclair (see *A93*), who crashed into Rykerzon in a stolen Battle TARDIS (see *The Fifth Doctor Expanded Universe Sourcebook*), wiping out an entire wing. The Eleven has been incarcerated ever since, and the Kandy Man is treating his regenerative dissonance by feeding him with a series of desserts, each designed to delight and subdue one of his former personalities. However, the Governor fears Helen, as she

THE GOVERNOR



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

SKILLS
Convince 1, Knowledge 2, Medicine 3 (AoE: Psychiatry), Science 2, Technology 3

TRAITS
Authority (Minor)
Obligation (Major) – Colony 23

TECH LEVEL: 6

STORY POINTS: 4

still has the residual powers granted to her by the Sonomancer (see *V290*), and he may resort to having her executed for the safety of everyone else.

But the Eleven isn't here by accident. One of his past incarnations, the Seven, built a new body for the Kandy Man after he found the robot torn into pieces on an Androgum slave world. The new Kandy Man is more human, but with a sugary coating, and was left on Rykerzon to win the trust of the Governor. He has been quietly reprogramming System so that the Eleven can take control when he is ready.

Once the Kandy Man has refined the Thought-Spiders' webbing and created Silk, a food additive that can be sold to all the major manufacturers in the system, the Eleven will dispose of the Governor. The Kandy Man's pets will then be given free rein to roam Rykerzon. Posing as the prison's scientific advisor, Dr Elvan, the Eleven intends to convince the Chief Minister of Prime that supplies of Silk should be rolled out to all sections of society. The Chief Minister is interested because she sees it as a way of achieving zero crime throughout Colony 23, with its citizens unable to even think of breaking the law.

CRABHEAD



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

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

TRAITS
Additional Limbs – legs x2 (not applicable when using his robot body)
Alien
Alien Appearance
Armour (4 points)
Environmental (Minor) – Amphibious
Natural Weapon (Minor) – Claws: Strength +1 damage
Size – Tiny (Major)
Special – Imprisoned (Major): Crabhead is confined to Rykerzon; if he ever escapes, this Trait becomes Wanted (Major)

EQUIPMENT
Robot Body [Traits: Attributes (Strength +3), Resilient (Minor). Story Points: 4.]

TECH LEVEL: 6

STORY POINTS: 2

With a powerful psychic criminal trapped in the Thought-Spiders' web back on Rykerzon and mentally linked to the psychoactive particles in Silk, the Eleven can use it to control the entire population of the system. He will then have his own private army numbering in the millions. The problem though is that the Kandy Man seems to have been a little too successful. Many of those who try to commit a crime are killed by the psychic feedback they experience, and the police and security services are finding it difficult to use their weapons even for legitimate purposes…

SCAPEGRACE *(How to Make a Killing in Time Travel)*



Scapegrace is a space station platform dedicated to interplanetary business. It's a waystation and transport hub where dozens of species come to conduct negotiations and carry out business deals. As such, it's a very cosmopolitan place. But it's owned by an Earth corporation, EarthCom, and its crew are all EarthCom employees. Not that they're all human though, particularly in the more menial jobs.

One of the notable businessmen who comes here is the odious and obese Cornelius Morningstar. Morningstar is already a multi-billionaire, but he's always looking to increase his wealth. He's a particularly unpleasant character whose success has been made largely by shouting and bullying all those he deals with. Although there are rumours, there is no evidence to confirm that much of his fortune has been made by defrauding his clients and business partners.

Morningstar's latest victim is Queen Yetana, leader of the Katai, a scorpion-like species with formidable pincers and a poisonous sting. She entered into a contract with Morningstar as part of her attempts to raise her people back onto the galactic stage, but she has quickly found that she has been tricked out of her considerable funds. Queen Yetana is now on *Scapegrace* to convince Morningstar to give them back – a hopeless task. Her brother Prince Verdarn is with her, though he has his own secret agenda.

Most of Morningstar's current attentions are on acquiring a time machine, which he intends to use to raid history of its artistic masterpieces and sell them on the open market to make himself yet another fortune. To this end, he has hired noted temporal scientist Stralla Cushing. According to her reputation, Stralla makes Archimedes look like an Ogron… but Morningstar has been less than impressed with her work so far. Stralla has yet to construct a working time machine, though she is coming very close. But Morningstar is not satisfied with her work, continually haranguing and bullying her until she has become stressed, neurotic and permanently flustered. Although she tries to stand up for herself, her confidence has withered under Morningstar's tirades, her attempts to defend herself reduced to stammering in her native Irish accent. And when Morningstar threatens to ruin her reputation and destroy her life after the failure of her latest attempt, it's the last straw!

Somebody who will have to take a more prominent role if trouble breaks out is *Scapegrace*'s head of security, Mr Macy. Macy likes his job here. It's usually very easy, mainly confiscating weapons (which aren't allowed on board the platform) and refusing entry to known troublemakers. But if there were a real crime, Macy would quickly find himself out of his depth and in need of assistance as he has few resources of his own. Although Macy is well aware of the need for confidentiality in his business, and frequently lets people know that he can't tell them anything, he follows that up with a complete explanation of whatever it is he can't talk about. Similarly, although he insists the security systems and bio-scanners are for use by top level executives and heads of department only (himself included in the latter category), he then goes on to demonstrate them without being asked. Mr Macy is well-intentioned and probably useful in a tight spot… just don't tell him any secrets!

And then there are those station employees who just go about their business without most people even noticing them. Employees such as Dron and Gorl, a pair of maintenance technicians. While Gorl is human, her partner Dron is a shaggy alien of some indiscernible kind. He doesn't speak any Earth languages, his own being a series of growls and snarls, but relies on a faulty translator which issues mashed up sentences filled with oddly inappropriate words, as if Yoda had been reading a dodgy thesaurus!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The trouble really starts when Stralla Cushing's latest attempt at a time machine successfully opens a temporal portal. But it generates temporal distortions that draw the TARDIS to *Scapegrace* and, while Stralla is away telling Cornelius Morningstar about the portal, the Doctor switches her machine off. So when Stralla returns with Morningstar, the portal has closed, causing the businessman to launch into a particularly cruel verbal assault on the scientist. Stralla finally snaps, shoots Morningstar with a laser, re-opens the temporal portal and dumps his body through it.

Although Stralla thought she had covered her tracks, the murder was seen by Dron and Gorl, who decide to blackmail her, demanding the time machine itself as they have already been hired to steal it for Prince Verdarn anyway. Desperate, Stralla agrees, but plants a small bomb in the box with it.

Meanwhile, the TARDIS detects that the temporal distortions are increasing despite the Doctor having switched the time machine off, leading him to investigate again. At the same time as all this, Mr Macy has received a complaint from Queen Yetana about Morningstar's fraudulent activities and is looking into it. And the

Queen's brother Prince Verdarn's plans to overthrow his sister are coming to fruition, if only Dron and Gorl can provide him with Stralla's time machine!

And when the bomb goes off, its proximity to the time machine means that its effects ripple throughout *Scapegrace* and backwards in time, interacting with tachyon particles and warping local space-time. As the platform is knocked off its axis and towards a hyperspace gateway, the entire local sector of the galaxy is threatened with destruction! All because of a bully's tantrum and a scientist trying to cover up her crime.

CORNELIUS MORNINGSTAR

Attributes: Awareness 3, Coordination 1, Ingenuity 3, Presence 5, Resolve 3, Strength 2
Skills: Convince 4, Knowledge 3
Traits: Argumentative, Distinctive, Loud, Obsession (Major: Becoming even wealthier!), Repulsive, Wealthy (Major)
Tech Level: 7
Story Points: 4

STRALLA CUSHING

Attributes: Awareness 3, Coordination 3, Ingenuity 5, Presence 3, Resolve 2, Strength 2
Skills: Convince 1, Science 4 (AoE: Temporal Mechanics), Subterfuge 2, Technology 5
Traits: Boffin, Eccentric (Major: Neurotic, nervous and flustered), Selfish, Technically Adept
Tech Level: 7
Story Points: 6

MR MACY

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Convince 3, Fighting 1, Marksman 3, Subterfuge 3, Technology 2, Transport 2
Traits: Authority (Minor), Eccentric (Minor: Can't keep his mouth shut with confidential information)
Equipment: Macy has a large collection of confiscated weapons in his office
Tech Level: 7
Story Points: 6

DRON

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Fighting 1, Technology 3
Traits: Alien, Alien Appearance, Impaired (Minor: Can't speak human languages without his translator)
Equipment: Translator [Traits: Translate, Restriction (Idiosyncratic & erroneous translations). Story Points: 1.]
Tech Level: 7
Story Points: 4

GORL

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 2
Skills: Convince 1, Technology 3
Traits: Face in the Crowd
Tech Level: 7
Story Points: 4

QUEEN YETANA

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 4, Resolve 3, Strength 4
Skills: Convince 3, Fighting 2
Traits: Alien, Alien Appearance, Armour (5 points), Authority (Major), Natural Weapon (Minor: Pincers – Strength +2 damage), Natural Weapon (Minor: Poison Sting – 1(1/2/3) damage, if even a single point penetrates any Armour or similar protection, the victim automatically takes a further 5(2/5/7) damage), Weakness (Minor: Sensitive to bright light)
Tech Level: 7
Story Points: 5

PRINCE VERDARN

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 4, Resolve 3, Strength 5
Skills: Athletics 2, Convince 2, Fighting 3
Traits: Alien, Alien Appearance, Armour (5 points), Authority (Major), Dark Secret (Major: Plotting against the Queen), Natural Weapon (Minor: Pincers – Strength +2 damage), Natural Weapon (Minor: Poison Sting – 1(1/2/3) damage, if even a single point penetrates any Armour or similar protection, the victim automatically takes a further 5(2/5/7) damage), Weakness (Minor: Sensitive to bright light)
Tech Level: 7
Story Points: 5

SCAPEGRACE
Armour: 5 **Hit Capacity:** 20 **Speed:** 1 (used only for minor repositioning).

Traits: Transmit, Travel
Story Points: 2



Setarus is a planet in the Divergent Universe (see *L142*). It's a long way from Bortresoye (see *L118*), but a section of Setarus was transplanted there to form one of the Zones used to run experiments.

The Setarus Zone contains a hot, jungle environment with dense foliage, clouds of large biting insects and poisonous plant life. It also contains a number of Ondrokkans, a human-like species from the planet of the same name. Major Koth (see *V247*), a war hero turned terrorist, fled to the unexplored world of Setarus to set up his own private army. The Ondrokkan military sent a team to capture Koth, and they were all presumably caught in the section of Setarus that was transplanted to Bortresoye. None of them realise this though, as Koth, his recruits and the military team sent after them all think they are still on Setarus itself.

Among the dangerous vegetation in the Setarus Zone are the reeva plants. They are almost blind but react to movement, homing in on anything that wanders too close before stinging it with lightning speed. The sting of the reeva plant is highly poisonous. Unless quick action is taken, paralysis rapidly spreads to attack the whole of the nervous system. Before a victim dies, they're not even able to blink. Fortunately, there is a cure. It's not an antidote as such, but heat degrades the toxin. If something like boiling water is quickly applied to the site of the sting, it nullifies the poison. But it must be done within a minute or two and requires a Difficulty 12 Ingenuity + Medicine roll to be effective. Unless a Fantastic result is rolled, the treatment inflicts 1 point of damage.

Major Koth also unwittingly brought a few stowaways with him to Setarus in the form of grelligs, a species of rodent native to Ondrokkan. Grelligs are about the size of rats and are individually relatively harmless. But they are often found in packs which can swarm over a victim.

There is something far more deadly than grelligs, biting insects and even reeva plants in the Setarus Zone. Anyone with the Psychic Trait who makes a Difficulty 15 Awareness + Presence roll can feel something touching their mind. It's more of a sense of raw emotion than conscious thought, almost overwhelming and consisting of pure rage. Clearly something here is telepathic.

There's also something strange about the soil here. It's everywhere, on the jungle floor and in the caves that can be found among the rocks, even though the ground itself is hard and dry. It even spreads up the walls of the caves, moist and rich as loam. Touching the soil isn't pleasant as it gives off a slight sting, as if it's mildly acidic.

Anything that dies in the Setarus Zone quickly decomposes, becoming skeletonised within hours, but coated with the strange soil. It can be found in the eye sockets, the mouth, in among the ribs and vertebrae, as though all the soft tissue has decomposed to become more of the soil itself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is indeed a telepathic entity in the Setarus Zone (see *V247*). It isn't native to Setarus, nor to Ondrokkan or Bortresoye. It was placed here by those conducting the experiments in the various Zones. The soil is part of its digestive system, as is the water in the lakes and pools in and around the caves. The creature can make both soil and water highly acidic to quickly absorb organic matter, turning it back to harmless matter afterwards.

Wherever the creature evolved, it originally preyed only on animal life, using its mental powers to draw creatures to it. But it now has access to sentient beings. It has absorbed Major Koth into itself, gaining his intelligence. He has become part of it, both physically and mentally, and it is gradually extending its influence over the other Ondrokkans. Soon, they will all be part of one gestalt organism.

REEVA PLANT

Attributes: Strength N/A, Coordination 4, Awareness 3
Skills: Sting 3
Traits: Alien Senses (Motion sense), Impaired Senses (Blind), Natural Weapon (Special: Poisonous Sting – A successful sting delivers 1 point of damage which ignores Toughness; if this penetrates any Armour the victim must make a Difficulty 18 Resolve + Strength roll or begin taking 2(1/2/3) damage per Round unless treated – see text), Quick Reflexes, Size – Tiny (Minor), Slow (Major: Immobile)

GRELLIG

Attributes: Strength 1, Coordination 4, Awareness 4
Skills: Athletics 2, Fighting 3, Subterfuge 2, Survival 5
Traits: Burrowing, Climbing (Minor), Size – Tiny (Major), Swarm 4

SRANGOR *(1st in Fugitives)*



Srangor appears superficially to be a rural, pre-industrial planet whose humanoid natives led a peaceful life raising crops and tending to their herds of goat-like petulin in the mountains.

But talk to a local and they'll say that many strange things happen on Srangor. Even the sight of a TARDIS materialising doesn't raise so much as an eyebrow. After all, when the Daleks have tested a secret weapon in your world's atmosphere and regularly come back to round up members of the population in electro-nets, taking them away never to be seen again, not much surprises you.

The truth is that, although the Srangorians continue to live apparently peaceful lives, they live in fear. They used to have great cities. But when the Daleks first came to Srangor, they destroyed them all. Some Srangorians survived, and at times they and their descendants almost forget "the Masters". But not quite, and the Daleks return all too soon to catch new slaves, who are taken away and used in their experiments.

Even though they are not immediately noticeable, the Daleks are actually ever-present on Srangor, just not on the planet's surface. Giant mounds that dot the landscape are a sign of the vast industrial complex they have constructed deep beneath the surface. Here and there are large pits, holes that go a long way down and act as vents, with hot air rising from them. The vents are easily large enough for somebody to climb down to gain access to the subterranean base, but they're hot and extremely deep and it would take many hours of climbing (and a Difficulty 12 Strength + Athletics roll to avoid falling to certain death).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The weapon the Daleks have constructed on Srangor is designed to fire retro-genitor particles (see *G53*), a form of radiation that prevents Time Lords from regenerating. In order to prevent the Time Lords coming here and discovering their plans, the Daleks have flooded the planet's atmosphere with retro-genitor radiation. Any Time Lord who is killed on Srangor will die without being able to regenerate.

The Daleks are also constructing a temporal chamber (see *G56*) complete with a relativity map and space-time projector which they intend to link with the retro-genitor. When activated, the projector will enable the retro-genitor particles to detect Time Lord DNA throughout all of history and erase the very existence of the Time Lords.

PETULIN

Attributes: Strength 2, Coordination 3, Awareness 3
Skills: Athletics 1, Fighting 1, Survival 4
Traits: Climbing (Minor), Natural Weapon (Minor: Head Ram – Male petulin can use their horned heads to ram opponents for Strength +2 damage)

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mainly Land
ATMOSPHERE: Earth Non-Standard (retro-genitor radiation)
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Srangorians, Daleks
TECHNOLOGY LEVEL: 2 (Srangorians), 9 (Daleks)



THE STILL FOUNDATION *(Whisper)*

The Still Foundation is a medical facility specialising in healing the mind, treating psychological conditions, sleep disorders and the like. It's a quiet, out of the way place, ideal for rest and relaxation. The Foundation is located on a pleasant world well away from the space lanes. Much of its land mass is covered by forests. It's all very rural, though a bit muddy underfoot.

Preliminary surveys discovered that although the planet is rich in plant life, there are no indigenous animals. A cluster of prefab colony habitations were constructed for living space, while the Foundation itself was built three metres beneath the surface. Tunnels were blasted out and the medical complex was finished on time and within budget. Once completed, the medical staff came first, then the patients and their relatives, living in the habitation pods.

From the Foundation's control centre, the staff can use the orbital satellite relays to detect anything on the planet, and can access the surface cameras which have been installed throughout the local area. The underground complex is accessed by a pair of secure metal hatches in the forest floor.

The Foundation operated successfully for a couple of years. Then, without warning, something attacked the colony prefabs, ripping many of the flimsy structures apart. Nobody knows what it was. The survivors retreated into the underground complex and sealed the hatches. Any who have tried to venture out have been hunted by a seemingly invisible predator. They have discovered that it hunts by sound and is attracted by any noise louder than a whisper.

Only three staff now remain: Dr Kinner Beddoe, the sole surviving medic; Drey Maxa, in charge of security; and Vonn Parna, a cook. Kinner has activated a distress signal to try to summon help. But this far out, it could take months. Fortunately, the complex was built to house thousands so they have plenty of food stocks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There isn't an invisible predator on the loose. The planet itself is alive but its life cycle means that it was dormant until recently. The entity is inactive for three to four years, during which time the planet's hardy vegetation regrows at a rapid rate. Then the entity awakens and feeds, scouring the surface and consuming most of the plant life, dragging it underground where it can be absorbed and repurposed.

The entity uses earth and the vegetation it consumes as bodies for itself. These are normally just rippling pools of mud or thrashing creepers, which the humans believe to mark the passage of an invisible monster. It can use absorbed creepers and vines as makeshift tendrils to grab and entangle its prey.

Since the arrival of the humans, it has learnt to feed on them as well. But it is sightless and hunts by sound alone. When moving, it sounds like a breeze rustling the trees, but mixed with distorted voices and incomprehensible moans and buzzes.

A small part of the entity's mulch gained access to the base and has formed a simulacrum to replace Kinner. It has been consuming the remaining patients and intends to use the distress signal to lure further victims to this world.

MULCH MONSTER

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

SKILLS
Athletics 2, Convince 1, Fighting 4, Survival 6

TRAITS
Additional Limbs x2 – The mulch creatures can manifest multiple plant tendrils to use as limbs (either arms or legs as desired)
Alien
Alien Appearance
Fear Factor 2
Grab – Following a successful attack with its tendrils, a mulch monster can continue to make contests of Strength + Athletics to retain hold of its prey, dragging it underground within 1D6 Rounds (initiating the Suffocation rules)
Impaired Senses (Minor) – Blind, but compensated by its hearing
Keen Senses (Minor) – Hearing
Networked (Major) – Part of the living planet
Shapeshift (Special) – Can replicate living creatures or, with effort, specific individuals
Tough
Weakness (Minor) – Loud noise can disorient the creatures, temporarily reducing them to their natural mulch

TECH LEVEL: 6
STORY POINTS: 6



Syra is a geologically active world, its surface riven by regular earthquakes and volcanic eruptions. Nevertheless, it is home to an indigenous sentient species. The Syrans are a human-like people who live a nomadic existence. The population numbers in the hundreds of thousands and is divided into numerous tribes, all living on the planet's major continent. The tribes constantly migrate in response to what they call the planet's song, its geological and seismic movements.

Each tribe has its own way of communing with the planet's song. For example, one tribe uses something resembling a didgeridoo, while others use pipes, drums or other musical instruments. The diviner of each tribe uses their instrument to create music that is more than mere entertainment. It is music that resonates with the planet, and they can hear the pulse of Syra's veins. The tribes use it to divine for tremors or eruptions, learning when they must move on and where it will be safe.

When the Doctor, Helen (see *A93*) and Liv (see *A98*) arrive on Syra in search of the Sonomancer (see *V290*), the overall leader of the Syran tribes is Madam Yeva. Yeva is a wise woman who uses her authority with dignity.

Syra is a paradise to its people. Its forests, lakes and mountains offer food in abundance. The tribes use Six-Legs, creatures which look vaguely like six-legged horses or camels, as beasts of burden. However, the planet has recently been showing signs of increased instability, and it is becoming more and more difficult to find safe locations. The entire continent seems to be trembling with increasing ferocity and frequency.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The cause of the increase in seismic activity is down to the presence of a mining corporation which has covertly moved in. Ruslan Incorporated is owned and operated by Ruslan, a member of a bear-like race called the Ursines (see *V300*). Syra has large deposits of precious metals and valuable minerals used in the creation of hyperdrive and nanodrive technology. The company has brought in miners from off-world and set up mining bases that have been drilling into the planet's volcanos, triggering eruptions and making the crust fragile and more unstable. The miners' equipment includes powered mining suits, which provide protection and strength for the miners in their work.

Ruslan's activities here are highly illegal as Syra is still classed as a developing world, home to a civilisation with a unique culture that has developed completely independently of outside influence. If Galactic Heritage (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*) were to discover Ruslan's presence on Syra, they would come down very heavily on him!

If Madam Yeva and the Syrans were to learn of the mining operation, they are not entirely defenceless. Their diviners are able to use their instruments to create resonances that have an effect similar to telekinesis (but using Awareness + Craft rolls). In concert with each other, they could even stop a spaceship in flight!

But Ruslan Incorporated is not the only threat here and not the most immediately dangerous. The Sonomancer is indeed on Syra and has based herself within one of the volcanos. She plans to use her powers to increase the strength of the planet's natural earthquakes to the extent that they tear Syra apart. Though according to the TARDIS data banks, Syra isn't supposed to be destroyed for millennia yet…

SIX-LEGS

Attributes: Strength 8, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 1, Survival 2
Traits: Additional Limbs (Legs), Fast (Minor), Tough

POWERED MINING SUIT [Special Gadget]
Traits: Armour (5 points), Attribute (+3 Strength), Burrowing, Slow (Minor)
Cost: 4 points

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Syrans
TECHNOLOGY LEVEL: 2



THE TEST TUBE *(Scherzo)*

When the Doctor and Charley (see *A90*) first arrived in the Divergent Universe (see *L142*), the TARDIS deposited them in a bizarre environment before promptly dematerialising, leaving them stranded. It's difficult to discern much about the nature of this place, as the light here is so bright that it hurts the eyes, even through eyelids. So much so that you can't tell whether they're open or closed. The other senses are also quickly compromised. Touch, smell, taste all rapidly fade. Pain, hunger, a sense of time and even emotions become dull. Only hearing remains unaffected by whatever this place is. In the absence of other senses, the mind begins to imagine phantom sensations.

All that can be determined accurately is that the ground is hard and smooth, and footsteps make it sound as if metal or glass. There is also a faint but ever-present high-pitched hum in the air. Without any other stimulus, the only thing to do is to walk. Either side slopes gradually up to form walls, as though this were a circular tunnel. So the choice is either forwards or backwards.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the blinding light, the only way to make sure a party doesn't get split up is to hold hands or tie everyone together. Whichever direction is chosen, after an indeterminate time, eyesight begins to return a little and something can be seen on the floor. It's the body of a creature, but a very primitive one. Something akin to an amoeba with pseudopodia, exposed heart and membrane wall. It seems dead, but a tremulous voice speaks. It might not be realised at first, but the voice just parrots a single word, one that the intruders have spoken since arriving here. It's repeated a few times, then silence before the body begins to be torn apart, as if an invisible creature is feeding on it. Soon there is nothing left and the light becomes blinding again.

The lack of a sense of time means that it's difficult to know how long a party has been walking. Without sight, a watch is useless. It feels like minutes but could be hours. Hours could be days. There's no sensation of fatigue or hunger. Perhaps counting footsteps or heartbeats would work, but it would require focus.

Another indeterminate time passes and sight returns a little again, revealing another body, this one slightly more advanced, having a vertebra. Again, a voice parrots the party's words, this time adding intonation and stringing them together at random. Again, the body is gnawed at. By now, the party will feel hunger, but the only source of food here is the body. Can they bring themselves to eat it? Again, the brightness increases again.

The sequence repeats over and over with each new body being more advanced, progressing into reptilian and then mammalian. Each time, the voice's speech becomes more complex, finally managing to create intelligible sentences. It becomes clear that the voice is an entity that feeds on sound. Its attacks on the bodies have become more directed and it now targets the area of the voice-box, leaving the flesh for the party to eat. It has been feeding on sound, the party's voices, footsteps and even heartbeats.

At some point, while their eyesight has temporarily returned, a party will think to examine the walls of the tunnel they have been walking through. They and the floor are made of glass. Looking through, it might at first still be too bright to see anything. Eventually though, that passes, but all that can be seen is another tunnel running alongside in the distance. Away to the right and left, the tunnels join up. The entire environment is a large glass ring, like a circular test tube with no entrance or exit. The party have been walking around and around, retracing their own steps without realising it. The bodies they have encountered are just a single creature which has undergone rapid evolution each time.

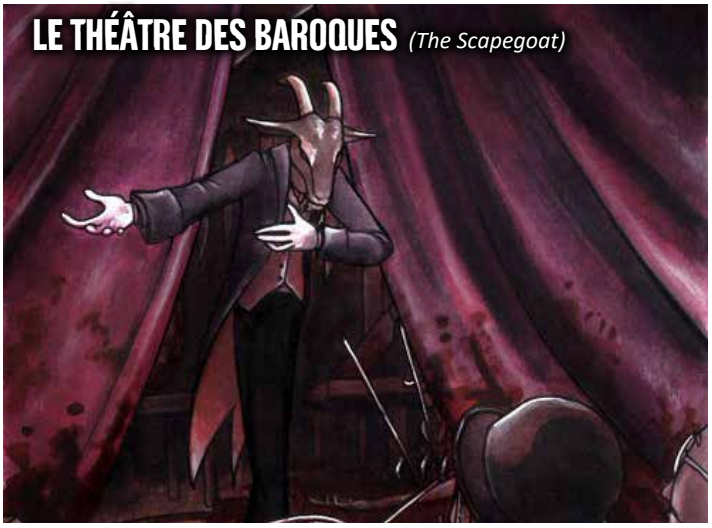
This test tube environment is nothing more than an experiment in accelerated evolution. The dead animal, the sound creature and any intruders are able to go through millions of years of evolutionary development in a highly compressed timescale. Anyone holding hands for an extended period will find them fused together, as they become a single organism. New and enhanced senses may appear. The sound creature develops intelligence and abilities approximating telepathy to converse with the party. The ultimate aim of the experiment is for one subject to out-evolve the others. The sound creature will try to convince everyone else to let themselves die, so that it will live. In this world where emotions such as fear, anger, resentment and even the will to survive are suppressed, that may not be as difficult to achieve as it seems.

The tube's walls are thick but are not unbreakable. They have Armour 3 but, being glass, if a single point of damage gets through, the wall will shatter and the party will be able to walk out to the next zone on the patchwork planet of Bortresoye (see *L118*).

SOUND CREATURE

Attributes: Awareness 5, Coordination 3, Ingenuity 1*, Presence 1*, Resolve 1*, Strength 2
Skills: Convince 1*, Fighting 1, Subterfuge 3, Survival 1*
Traits: Alien, Invisible (Special Bad), Special – Sound Mimic; later gains Psychic and Telepathy
Tech Level: N/A
Story Points: 8

*Each of these Attributes and Skills increase up to a maximum of 4 as the creature evolves.



Ladies and Gentlemen. For the cynics, the bored, the desensitised, you who think you've seen it all, be warned. Something truly terrifying is coming your way. Tonight, as every night, we have a physician attending... should it all prove too much for the faint hearted. Pray he lasts 'til the interval! Our first play, "The Executioner's Son", concerns the Reign of Terror. It features a man who has died on stage near ten thousand times, never at the hands of the audience! I give you, the star of Le Théâtre des Baroques, the most assassinated man in the world... Max Paul!

The Montmartre-based *Théâtre des Baroques* is making waves across 1940s Paris. How could it not, when it advertises new shows by declaring them the "worst one yet!" Audiences are treated to horrific plays live on stage, all presented by master of ceremonies Doctor Baroque. Even before the curtain is drawn, Doc Baroque intimidates audiences when he clops onto stage, his impressive costuming and makeup making him appear to have a goat's head! Each night's show stars the heartthrob actor Max Paul, who resembles the yet-to-be-born Ewan McGregor. His dramatic stylings are worth the price of admission... even if tickets are rather overpriced, due to the staff needing to hire cleaners after every performance. Each show's coup de grâce is the murder of Max Paul's character. Beheadings, burnings, beatings, Max Paul has done it all! The special effects are incredibly realistic, and the audience is usually left screaming and running out of the theatre, anticipating the next day's horrifying performance.

The theatre uses quantograms, physically solid holograms, to achieve their astounding special effects and stage design. This doesn't include the props used to murder Max Paul, all of which are genuine. Max Paul is murdered live on stage during each performance, and a quantic reanimator (see *G48*) is used to resurrect him, reverting his body back to a point in its timestream before it suffered the fatal wounds. Max Paul arrives back in his dressing room after each show, fully recalling the entire experience of his death. Max's dressing room has photographs of the crème de la crème of his deaths, such as being blown to pieces in *Testing, Testing* and being lynched in *Last Post*. As the reanimator always leaves a small trace of the injuries he endured, Max Paul's body is covered in thousands of poorly healed scars. The theatre uses a quantogram projector to disguise his scars... and to disguise the fact that he, just like everyone else on the theatre's staff, is actually a goat-headed alien.

The Baroques are a species of bipeds that strongly resemble goats, having fur, horned heads and sharp hooves. Culturally, they bleat as they speak, preen themselves and mark their territory, with males releasing large amounts of testosterone during mating season. While Baroques are technologically advanced and have a fascinatingly long history, they're completely at the whims of their omnivorous biology, becoming aggressive and violent during hunting season. To stop large clans from tearing each other apart during this time, each began the cultural tradition of picking one member to act as the clan's Scapegoat, bearing the full brunt of their abuse and violence. Typically, a hunting season would end with a clan chasing their Scapegoat down and ripping them limb from limb. The concept of the Scapegoat stuck, with clans abusing their appointed member year-round. Paradoxically, the position of Scapegoat is a revered cultural honour, despite the actual individual in the role being reviled. C'est la vie!

The Baroque home world was destroyed generations ago, with many clans of Baroques dispersing themselves across the Galaxy. One clan arrived in Paris and continue their cultural tradition by using Max Paul as their Scapegoat and murdering him each night on stage. All the theatre's staff are Baroques, casually walking about undisguised as they have a reputation as eccentric illusionists par excellence. Those uninvolved in the direct running of the show watch the productions from the seemingly empty private boxes, hidden from sight.

While Max Paul is conditioned to see his role as an honour, the déjà vu of countless deaths weighs on him, and he's becoming exhausted due to the quantic reanimator running out of energy. Each scar he gains from a new resurrection causes the previous ones to burn with fresh pain. While his acting skills and the quantogram projector could provide him with an easy escape from his clan, their years of emotional abuse would make it difficult for him even to try. The quantic reanimator may be refuelled by siphoning power from a time machine, casting a quantic beam into the Vortex and sending timeships crashing into the streets of Paris.

The Baroques would likely force any surviving time travellers into performing in their shows, making them improvise without a script. The alternative is wandering the streets of Vichy Paris (see *The Second Doctor Expanded Universe Sourcebook*) without any papers, and the Nazis aren't known for their hospitality. While Doc Baroque's "degenerate" art offends the Gestapo's sensibilities, he's given carte blanche by contacts within the Reich, having provided them with illusionary techniques to disguise their aircraft. Even then, keeping on the Nazis' good side is a delicate balancing act. Another key member of staff at the theatre is Mother Baroque, who has a frontal lobe implant that translates anything that would upset her into unintelligible bleating so she only hears what she

wants to hear. Should the Baroques lose Max Paul, they'd simply pick a new scapegoat: a Time Lord with regenerations left would provide several lives for them to run through!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unbeknownst to the Paris clan, the Baroque home planet survived its disaster, with many Baroques returning to the now flourishing world of blossoming flora. In the years since the exodus, the Baroques have renounced the tradition of a Scapegoat, considering it a faux pas of a barbaric tradition. The Paris clan would gladly return to the planet, but are unaware of its survival.

I bid you adieu, from Le Théâtre des Baroques!

DOC BAROQUE



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

SKILLS
Convince 2, Craft (Acting) 2, Fighting 1, Knowledge 1, Science 1, Subterfuge 2, Survival 2, Technology 2

TRAITS
Alien
Alien Appearance
Dark Secret (Major) – Not human
Fame (Minor)
Fear Factor 1
Natural Weapons (Minor) – Sharp Hooves: +2 damage
Obsession (Major) – Abuse the Scapegoat
Ruthless (Minor)
Time Traveller – Familiar with Tech Level 4
Voice of Authority
Well Mannered

TECH LEVEL: 6

STORY POINTS: 8

MAX PAUL BAROQUE



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

SKILLS
Athletics 1, Convince 2, Craft (Acting) 5, Subterfuge 1

TRAITS
Alien
Alien Appearance
Charming
Dark Secret (Major) – Not human
Emotional Complication (Major) – Sick of the constant abuse he suffers as his clan's Scapegoat
Fame (Minor)
Fear Factor 1
Know Your Place
Natural Weapons (Minor) – Sharp Hooves: +2 damage
Unlucky
Time Traveller – Familiar with Tech Level 4
Weakness (Minor) – Body is horrifically scarred and often fatigued due to the use of the quantic reanimator resurrecting him from death so many times
Well Mannered

TECH LEVEL: 6

STORY POINTS: 8

QUANTOGRAM PROJECTOR [Major Gadget]
Traits: Shapeshift (Major)
Cost: 2 points



The Doctor and the Eleven (see *V198*) tracked down the location in our Universe where, back in the Dark Times, the Ravenous (see *V276*) had been sucked through a gateway into a bubble dimension set adrift in the Vortex. This turned out to be on the Third Moon of Agracor. It's a very pretty world, with lush, grassy vegetation and towering cliffs overlooking rolling seas. In fact, it's very much like a pastoral idyll reminiscent of parts of Earth.

Fluctuations in the nature of reality can lead those with the proper scanning equipment to the Time Lord facility set up to monitor the gateway over the subsequent eons. This resembles an Abbey set atop a kind of mirage in which the hills roll like waves. The building is in fact sitting on top of the dimensional rift of the gateway, holding it in like a cork. Judging by its appearance, it has been there for a very long time.

Anyone trying to approach the Abbey will discover their access impeded by a forcefield that extends all the way around it. The forcefield is maintained by a series of generator pods, one every few dozen yards. They are clearly Time Lord technology, but if you can deactivate one, you have a handy gap in the field. Of course, doing so is very difficult, the sort of thing only a genius with a sonic screwdriver could achieve.

The shimmering, undulating hills are not the only strange thing to be seen. A body may be stumbled upon in the long grass. Alien but vaguely humanoid, with arms, legs and some sort of head, but it is difficult to see. The body is not stable in this reality and keeps phasing in and out.

New arrivals on the moon are monitored by the Abbey's occupants, a group with religious trappings called the Ix, or more technically the Brotherhood. All are male and wear monk-like habits. Although they haven't exactly taken a vow of silence, to them speech is a distraction. The only one willing to talk to visitors is the Abbot. He can explain that it is they who stopped the Ravenous in the first place. They only exist on the Moon and never travel far from the dimensional rift. It brought them here, and it feeds them. Although they had no deaths in recorded memory until recently, there have now been several in a short space of time, the body in the grass being the latest. There are only thirty-one brothers left.

The Abbot is happy to show visitors to the rift, which is a swirling mass on a wall within the Abbey. He says that the Brotherhood only maintains what the Time Lords started. They manage the ebb and flow between the dimensions by means of a Lock. They have the means to open the Lock completely, to sweep the contents of the universes on each side of it into the other, which is basically what they did with the Ravenous.

The Brotherhood have a number of robotic servitors at their disposal. These are basic machines with tinny voices who carry out the menial work around the Abbey.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Shortly after any visitors arrive, a series of alarming events begins and quickly escalates. Firstly, if the body discovered outside has been brought into the Abbey for examination, it bursts open and a monstrous creature emerges. It identifies itself as a Glitch in a roaring voice and threatens death to all. It will begins slaughtering the brothers in its maniacal rage. The Glitch doesn't register on any systems and might as well be a hologram being transmitted from somewhere.

Next, the Abbey's AI computer becomes infected with something, again threatening (or perhaps prophesying) death and destruction. The AI declares that the Apocryphal One, "our lord and master", has returned! To the brothers, the Apocryphal One is just a myth, a story. Further Glitches manifest, claiming to be stitches in time. The transmission that generates them seems to be coming from the caves beneath the Abbey, and the Abbot will urge his visitors to investigate on the Brotherhood's behalf. But as soon as they are out of earshot within the caves, he bolts the heavy door behind them, blocking their only route back into the Abbey.

The Abbey is a trap set for the Doctor by the Nine (see V200), an earlier incarnation of the Eleven, and he is the only real person here, disguised as the Abbot. The rest of the Brotherhood and the Glitches are all merely holograms. When the Ravenous caught up with the Nine, they discovered that his regenerative dissonance, the condition that causes his multiple personalities, meant that they couldn't feed on his regeneration energies. So he came to an agreement with them. In return for his life, the Nine would lure the Doctor to the Third Moon of Agracor, trap him in the caverns and let the Ravenous have him.

The structure of the Abbey and the rift swirling on one of its walls are very real, as is the Lock. So the gateway can still be opened to drag the Ravenous back through (along with any unsuspecting bystanders and unsecured objects).

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: The Ix (the Brotherhood)
TECHNOLOGY LEVEL: 10



THORINGTON *(Brave New Town)*

Thorington is a small seaside town in the east-coast English county of Suffolk, as its townspeople are happy to confirm. If you pointed out the miles of empty desert surrounding Thorington, they'd insist that the tide's just out today, as it always is on a Sunday. Why, the ferry was around just yesterday, as it usually is on Sunday! The townsfolk also wouldn't notice Thorington's unkempt state unless it was pointed out to them, which is a little bit odd: they'd only just done the cleaning a few days ago, on Sunday.

Thorington's citizens are as genial and warm as you could expect of a small English town, but they don't seem to notice some odd, minor details about it: that it's in such a dirty, ruined state that it could star in a post-apocalypse movie; that their cars have no petrol; and that it's been Sunday, the first of September, 1991 every single day as far back as anyone can remember. Any TARDIS or other time-keeping device indicates that it's actually October 2008. The closest the locals have come to noticing that anything is off is how sick they are at having Bryan Adam's *Everything I Do* at number one in the charts for so long!

Everyone constantly wears their now-shabby Sunday best outfits for church services, the cinema still displays dusty posters for *Robin Hood: Prince of Thieves* and *New Jack City*, and the cans of drink in the shop are empty... which is fine to the townsfolk, as they don't need to eat or drink at all. If they were to be questioned as to why, they'd act as if they'd just been asked a challenging philosophical conundrum with no possible answer. It's just a normal part of life, just like it being Sunday every day, the electrical appliances not working, or every building in town having a built-in fallout shelter!

Not all is well in town, though: shopkeeper Jason Taylor's rebellious teenage daughter Sally has run away, worrying him sick. She's always had a reputation for troublemaking, but he's particularly concerned about whether it's about a recent fight they had. Still, no need to file a search warrant to PC Sharp: she only ran off yesterday, on Sunday, after all! Jason would need minimal prompting to go out and look for her himself, but in the meantime, he's performing Sally's paper round: picking up the Sunday newspapers that people leave out on their doorsteps so he can sell them back again tomorrow morning. Sally was always questioning perfectly normal things like that.

Even if a citizen could be convinced to brave the outskirts of town, they'd be constantly worried about the ocean tides coming in at any moment. It doesn't matter to them that it's completely dry desert for miles around, as they swear the ocean was just there yesterday! Why, sometimes they even hear large boats... which turn out to be large armoured personnel carriers containing a force of mercenaries searching for something. The citizens of Thorington are terrified of the soldiers, and hide in their bunkers or stand completely still to hide from them. Despite the APCs possessing thermal imagers, Thorington's townsfolk go unseen. They remember being instructed to avoid the soldiers by someone, but they can't recall who. It must be that same deep voice they can vaguely hear if they leave town limits, muttering cryptic nonsense about "the essence becoming lost, it must be preserved". Oh well, it's probably nothing. Now, time to get home for tea before those tides rush back in!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It wouldn't take long for anyone exploring the desert to notice the ferry rooted deeply in the sands as it has clearly been for years. Someone from Thorington would need it pointed out to them before they would notice it, even if the giant boat was right in front of their face. The cabins contain naval charts that clearly depict Thorington, revealing it to be located on a former island in the middle of the Aral Sea, in the Central Asian country of Uzbekistan.

Uzbekistan was formerly a member of the Soviet Union (see *The Second Doctor Expanded Universe Sourcebook*), with a small island in its territory containing a fake English village used to train Soviet spies before going undercover. Spies in Thorington (or "Savshikar", meaning "New Town") would be trained to seamlessly preform stereotypical English cultural activities like eating cucumber sandwiches, playing cricket, and discussing the weather. Not long after, the Soviets discovered a Nestene energy unit that fell to Earth during one of many meteor showers (see *Spearhead from Space*). They experimented by making it create Autons and then weakening its influence over them by locking it in a sealed bunker. This process gave the Autons their own identities and wills, making them autonomous, or "autonomic" as the Doctor describes them! When Uzbekistan declared independence on September the first, 1991, the human personnel evacuated the area and left it a ghost town, with the Autons endlessly repeating their last day of orders for seventeen years. The Aral Sea, already hugely depleted by Soviet era irrigation projects, was then rerouted into the now free country's own farming supply. This slowly drained it into a desert over the years until it was just sand and oil platforms. Thorington's obscurity is all that has saved it from being discovered by Uzbek authorities.

Sally Taylor's rebellious teenage attitude made her leave town as soon as the tides were knee-deep, but she quickly got closer and closer to the Nestene's influence. Soon, Sally was waging a one-Auton war against the local oil platforms, as oil is such an important ingredient of plastic that the Nestene Consciousness doesn't want it to fall into human hands. Much like anyone else in Thorington, Sally is still her own person despite the Nestene's demands clouding her mind.

AUTONOMIC AUTON



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

SKILLS*
Athletics 1, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 2, Technology 1

*Most of an Autonomic Auton's skills are hidden subconsciously, and may only become active after being awoken by the Nestene Consciousness.

TRAITS
Alien
Armour (5 Points)
Face in the Crowd
Immunity – Bullets and minor injuries
Natural Weapon (Major) – Auton Blaster: L(4/L/L) damage
Networked (Minor)
Uncreative (Major)
Weakness (Major) – No matter their personality, an Autonomic Auton finds it difficult to resist the orders of the Nestene Consciousness, and must make a contest of Presence + Resolve against the Nestene Consciousness to try and postpone it (bonuses apply until the Nestene's signal is fully restored), although their own identity and memories still exist

TECH LEVEL: 5
STORY POINTS: 3-6

COMMANDER MCCARTHY



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

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

TRAITS
Brave
Menacing
Obsession (Minor) – Making a profit
Single-Minded (Minor)
Tough
Voice of Authority

EQUIPMENT
Handheld Radio
Sub-Machine Gun – 5(2/5/7), see *Defending the Earth: The UNIT Sourcebook* for more detail.
Non-Lethal Tranquiliser Darts – S(S/S/S), and may cause hallucinatory visions that last for 1d6 minutes

TECH LEVEL: 5
STORY POINTS: 4

The mercenaries inside the APCs have been searching for Sally, unaware of her status as an alien nor as an individual actor. The Northen Irish Commander McCarthy leads the group, and is as cruel and money-grubbing as you'd expect from such a powerful mercenary. If anything, he'd rub his hands together with glee at the prospect of controlling the Autons as his own private force of "perfect soldiers." Joining him is the Russian Karnov, an extroverted older man who can recall the Soviet Union and loves British pop culture, even if his knowledge of the country is woefully underdeveloped beyond that.

The Nestene energy unit was assumed to be junk by the mercenaries, who threw it out of their cliff-side base into a big tip. Now free, it's powerful enough to spread its will over the entirety of Thorington – whose citizens would be surprised to find out that they're not human! Even if separated from the signal for good, the townsfolk's illusion would be shattered completely.



THE TOYMAKER'S GAME *(Solitaire)*

PLAY!

The Celestial Toymaker's toyroom can take on different forms appropriate to the games being played. In the case of what is only referred to as "The Game", it resembles a small toyshop, with a front door complete with tinkling shop bell, a display window, a counter, shelves full of toys, games and other pastimes, a cupboard which hums mysteriously and a door at the back. Some of the dolls and teddy bears on display have strings to pull to make them talk, spouting tinny warnings like *"He's trying to kill you!"* and *"Get out of here! He'll make you like me!"* This place is one of the smallest of the Toymaker's environments. Once entered, it cannot be exited from… unless the Game is won perhaps.

The Game is a new challenge created by the Toymaker, so new it doesn't yet have any other name. It's one which you don't even know you're playing. The player hasn't seen the rules and doesn't even know the aim of the Game. It is only because the Toymaker, in his usual mocking tones, informs a visitor to the toyshop that there is a Game, that they know about it at all. According to him, finding the aim of the Game is the aim of the Game, and you win when you win. He also advises that the answers are always in plain sight.

But as always, can the Toymaker be trusted to be telling the truth? Throughout an encounter within the toyshop, he scatters a line or two of a riddle:

I went to the Moon and I took a riddle, but I did not take a joke.
I went to the Moon and I took a toyroom, but I did not take a TARDIS.
I went to the Moon and I took a Cimmerian, but I did not take a Nimon.
I went to the Moon and I took Orson Welles, but I did not take Edith Thompson.
I went to the Moon and I took Charlotte Pollard, but I did not take the Doctor.
I went to the Moon and I took a door, but I did not take an exit.
I went to the Moon and I took letters, but I did not take a code.
I went to the Moon and I took falsehood, but I did not take veracity.
I went to the Moon and I took an assistant, but I did not take a companion.
I went to the Moon and I took suffocation, but I did not take dispersal.

Each time the Toymaker provides another line, his opponent can try to solve the riddle by adding a line of their own to reveal that they understand what is being taken to the Moon.

The Toymaker has designed the Game to be played by a single player. He has in mind a companion of the Doctor, as they are usually ingenious. Perhaps after the Doctor himself has been reduced to a ventriloquist's dummy, a companion finds themselves in the toyshop, all memories of who they are and how they came to be here removed, to try to win him back. If picked up, the dummy Doctor speaks in a voice resembling that of the companion as if they were performing a ventriloquist's act, issuing similar warnings as the other dolls.

The Game itself has a form of sentience. It is a booming voice that intones **"PLAY!"** periodically. The Toymaker addresses it as "Game". If the player refuses to play or fails at a move, the toyshop's dimensions shrink by ten percent. There is also a time limit and the room shrinks at irregular intervals whenever one is reached. Each time the dimensions close in, Game booms the new situation: **"NINETY PERCENT! PLAY!", "TIME INTERVAL REACHED! EIGHTY PERCENT! PLAY!"**

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Perhaps the aim of the Game is to escape from the toyshop before the player is crushed to death. In any case, that would likely be high on the list of priorities for anyone brought here by the Toymaker. The most obvious escape route is the front door. But anyone trying that will just find themselves entering the shop again by the same door in the twisted dimensions that operate

here.

There is also the door at the back, which leads into a small storeroom with stacked boxes. Hidden behind these is another door with an iron bar across it. But the bar is connected to an electrical charge. The first time it's touched, it only delivers 1 point of damage as a warning. But anyone holding onto the bar long enough to remove it takes Lethal damage. Examining the door reveals a cable leading to a hidden generator. The generator can be turned off or the cables removed to render the door safe to open.

Behind it is a second door. This one has a keypad, and the Toymaker helpfully advises that it requires the entry of a four-letter word in order to open it. As there are around four hundred thousand four-letter words across all Earth languages, finding the right code could take some time. Except that the Toymaker's advice is literally correct: the code is WORD.

Behind this door is a third and final door. This time, the Toymaker helpfully advises that it is secured by an iron bar on the other side, out of the player's reach. It can be removed with a very strong magnet. There is no such magnet in the toyshop, but a clever player (perhaps making a Difficulty 9 Ingenuity + Technology roll) will realise that one could easily be made using the electrical cable and iron bar from the first door. When this third door is opened, the player will find themselves once again entering the toyshop through the front door. These doors do not provide a way out.

How about the shop's display window? It's a single pane of glass with no latch with which to open it. It can easily be smashed, but outside is just a howling void. The same thing is found if the player breaks through a wall. Anyone who ventures out had better quickly step back into the toyshop before they are consumed by the monsters that dwell here! Once they're back inside, the glass (or wall) miraculously repairs itself.

Then there is the mysteriously humming cupboard. It may take the player some time to notice (perhaps requiring an Awareness + Ingenuity roll), but it is the only item here that is not being crushed each time the toyshop's interior shrinks. If asked, the Toymaker describes the cupboard as a silvered glass box lined with wiring. He warns that it's a disintegration chamber and that anything placed in it will be irretrievably destroyed. However, if the player is a companion of the Doctor, they see it as a blue police box: But with their amnesia, they won't recognise it as the TARDIS. This is the true way out of the toyshop. But does realising this win the Game? Certainly working out that the Toymaker sees the TARDIS as something else is a clue that he is no longer in control of what is happening!

In fact, the secret of the Game is again hiding in plain sight. The Toymaker reveals early on that the Game is for a single player and that you don't even know that you're playing it. But he also informs the companion that they are playing the Game. So if they know this, they can only be an observer, not the player. Clearly though, they must still focus on escaping before the toyshop shrinks down to a singularity, and by doing so restore the Doctor and their own memories.

The Game has taken on a life of its own and it is the Toymaker who is actually playing it! It will force him to continue playing until he has either won or lost. The Toymaker must work out how to escape from the toyroom before his current physical body is crushed. Once he realises this, he won't accept help or agree to enter the TARDIS, as in his mind that would not be winning. Even if he doesn't escape, he won't die, but will be reincarnated in a new form, perhaps with a different voice, face and personality, but containing the same essence.

And the Toymaker's riddle? What is being taken to the Moon? Things with double letters in them. But the riddle has nothing to do with the Game and is just for the Toymaker's amusement, a distraction to put his opponent off

TWENTY PERCENT! TEN PERCENT! ZERO PERCENT! GAME OVER!





The planet Utebbadon-Tarria is located in the constellation of Aries, in a forbidden sector of space at the heart of a ring of beacons warning spacefarers to keep away. Beyond the beacons are hundreds of derelict spacecraft, all that remains of those who ignored the warnings. The crew of any vessel intruding here will find their ship's controls becoming totally unresponsive and its engines dying.

Utebbadon-Tarria can't be seen from space, and general scans only detect a patch of empty void, as if the planet has been swallowed by a fold in reality. The only thing to confirm its presence are the non-thermal planetary radio readings of the type emitted by many celestial bodies. If filtered correctly, they sound like the cries of thousands of lost souls.

The surface of Utebbadon-Tarria is like a scene from a Hieronymus Bosch painting with pillars of flames, skeletal figures and airborne demons. There is even a Wood of Suicides, a name straight out of Dante's *Divine Comedy*. A scarred and hellish landscape lies under a sky of perpetual darkness. Hideously twisted creatures roam this wilderness or fly on bat-like wings, and the only place safe from the madness is a Citadel protected by the Barrier, an inversion barrier which prevents anything genetically different from the people inside from passing through. It can only be breached by something capable of doing at least 15 points of damage.

The Citadel is home to a population of human (or human-like) people. They are governed by Overseer Cacothis, who heads the ruling council and also acts as the High Priest of their faith. Cacothis has the confidence of his people. After all, it was he who calmed their nerves when mysterious shapes appeared in the heavens and restored order when madness reared its head. Like most of his people, he is a superstitious man who believes in the Prophecy and prays to the Great Forsaker for guidance.

The Prophecy foretells that the world's torment will end only when the Great Beast Borarus (see *G26*) appears and rains destruction on the Citadel. A pilgrim from beyond the world will sacrifice himself to Borarus, filling the Beast with such melancholy that it will burst into a shower of crimson tears, never to rise again.

But not everyone in the Citadel believes in the Great Forsaker or the Prophecy. Overseer Cacothis's daughter Lolanthia also serves on the council. She has a far more rational mind and finds her father's superstitions frustrating. Lolanthia is convinced that a scientific means could be found to restore their world, if only such knowledge were not forbidden. But much of the old science has been forgotten and even the Citadel's guards are armed only with weapons as primitive as pitchforks. Superstition reigns and magic is feared.

Beyond the Barrier protecting the Citadel are the twisted creatures known as Outlanders. They are more beast than man, but have features of both. They crowd against the Barrier in a futile attempt to beat it down, as they have done since time immemorial.

Utebbadon-Tarria is a world of perpetual night, and it is at least

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Inhabitants of the Citadel, the Outlanders
TECHNOLOGY LEVEL: 2 (formerly 6)

OVERSEER CACOTHIS



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

SKILLS
Convince 4, Knowledge 3, Science 4, Subterfuge 1, Technology 5

TRAITS
Authority (Major)
Eccentric (Major) – Superstitious
Fast Healing (Special)
Immortal (Special)
Technically Adept
Voice of Authority

TECH LEVEL: 6
STORY POINTS: 6

three thousand years since the sun last illuminated its surface. Overseer Cacothis claims that the Forsaker dropped a sackcloth over the planet. But Lolanthia prefers to believe that they're victims of an atmospheric anomaly that defies explanation, for the moment at least. Even time seems to have abandoned the people of Utebbadon-Tarria, as both Cacothis and Lolanthia hint that they are all far older than they appear.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Many thousands of years ago, Utebbadon-Tarria was struck by catastrophe. The world shook so violently that millions perished from the tremors alone. Many found their bodies distorting and undergoing severe corruption of their tissues, musculature and organs. Their very thought processes were also twisted and warped. Family turned against family, friend against friend. The planet was engulfed in bloodshed.

The catastrophe was the result of an experiment which went terribly wrong. Funded by the military, Cacothis and his wife Aurithca headed a scientific team charged with probing other dimensions, initially to search for minerals, but later to develop military applications. In an attempt to widen a dimensional breach they had created, Cacothis bombarded the projectors with ions, but the relays exploded and the breach sheared through their world and ripped him in two. It literally bisected his body. But from his own shattered torso, a new lower half emerged, complete with new bones and new tissues. Since that moment, Cacothis hasn't aged a day and neither has anyone else. There have been no deaths and no births, and nothing has changed or evolved. Everyone on Utebbadon-Tarria has both Fast Healing (Special) and Immortal (Special).

In the aftermath, Cacothis took control. He believes science itself became angry with them, so his people threw away their faith in technology. Nevertheless, the laboratories and control rooms where the experiments were carried out still exist, locked away in the forbidden crypts beneath the Citadel, accessed only by a door hidden behind a full-length mirror. Lolanthia was also a member of her father's team of scientists and, despite his commands, she has been coming here in secret to try to find a way to reverse what happened.

Even after thousands of years, Overseer Cacothis is consumed with guilt. When he suspected his wife of having an affair with one of the other scientists, Aboresh (see *V160*), Cacothis sacked him. But Aboresh sabotaged the project. Cacothis believes his own jealousy condemned his entire world, and his own wife was transformed by the catastrophe into one of the Black Angels, a savage, mindless creature with sharp claws and black wings, which he has kept imprisoned in the Citadel ever since.

Although Cacothis has turned his back on science, the equipment in the crypt might still be used to develop a remedy. With appropriate Ingenuity + Technology rolls, it might be possible, for example, to construct a genetic assimilator capable of reversing the mutations and returning everyone to human. Of course, there would still be a great deal of work to do to restore order.

LOLANTHIA



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

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

TRAITS

Authority (Minor)	Attractive
Fast Healing (Special)	Immortal (Special)
Stubborn	Technically Adept

TECH LEVEL: 6
STORY POINTS: 4

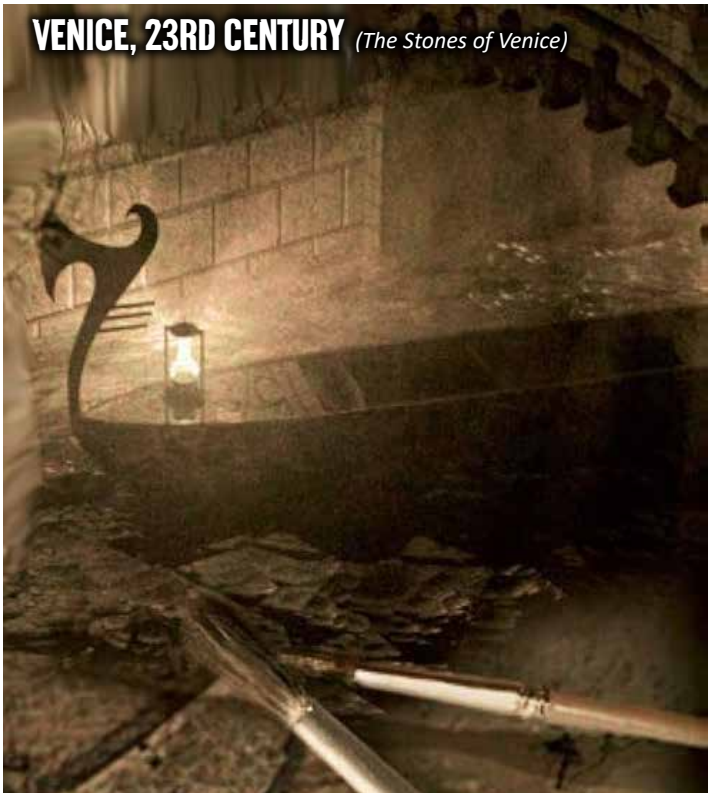
BLACK ANGEL

Attributes: Strength 4, Coordination 3, Awareness 3
Skills: Athletics 2, Fighting 3, Survival 4
Traits: Alien Appearance, Fast Healing (Special), Fear Factor 2, Flight (Major), Immortal (Special), Natural Weapon (Minor: Raking Claws – Strength +2 damage), Tough
Story Points: 1

OUTLANDER

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 2, Resolve 2, Strength 3
Skills: Fighting 2, Survival 4
Traits: Alien Appearance, Fast Healing (Special), Immortal (Special), Impulsive, Technically Inept, Tough; some Outlanders have other Traits, such as Burrowing or Flight; many of Aboresh's followers also have Psychic and related Traits
Tech Level: 1
Story Points: 1-2

VENICE, 23RD CENTURY *(The Stones of Venice)*



The late 23rd Century isn't exactly the best time to drop in on Venice. True, it's still fantastical and dreamlike, but there isn't actually a great deal of it left. Venice is finally sinking beneath the water, and there is an air of doom and decay about the city.

Venice is scheduled to sink for the final time in 2294, one hundred years after the disappearance of its last true queen, Estella (see *A143*), the wife of Duke Orsino. The last boats have gone. Everything that could be salvaged has been. But thousands of people have descended on Venice for one final party. Crazed aristocrats, madmen, inveterate revellers, all of them here for the last carnival of all. They'll all die, of course, when the remaining buildings collapse.

Duke Orsino, the city's ruler, is still in residence within the Ducal Palace, as he has been for the last century. He hasn't even bothered to have his vast art collection removed to a place of safety. Orsino is still in mourning for his lost love, Estella. Always self-indulgent, the Duke lost her in a game of cards and, so the stories say, she jumped into the Grand Canal in her wedding dress and drowned. Her body was never recovered, and Orsino's agents continue to scour the city looking for her. The Duke himself is wracked with guilt and remorse.

Meanwhile, a cult called the Order of Our Lady Estella has grown up. These cowled and robed figures worship Estella. In their secret lair on the left bank, they have her golden sarcophagus, which they believe contains her remains, and they are searching for a mythical portrait of Estella, with which they believe they will be able to resurrect her. They hate Orsino for the betrayal of his wife, and Orsino despises them as necromancers. His art collection contains no portrait; he claims that she refused to sit for one.

The other inhabitants of Venice at this time are the gondoliers who ply their trade in gondolas and vaporetti. These creatures are an underclass in Venice and are no longer fully human. Over the centuries, they have evolved to become amphibious and are called "toads", "trolls" and "fish-people" by the Venetians. They have gills and webbed hands and feet, and they live in the parts of the city which have already submerged. The gondoliers are waiting for the final disappearance of Venice beneath the waves, when they will claim the city for themselves. But some of them aren't quite so patient and want to force Duke Orsino to accelerate the process.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Estella is still alive and abroad in Venice, rather than lying in the cultists' sarcophagus. She is now an old woman, unlike her husband. When Orsino betrayed her, she cursed him to a hundred years of unchanging guilt and Venice to its destruction. If she could be reconciled with the Duke, she might still reverse the curse and save the city.

DUKE ORSINO

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

SKILLS
Convince 4, Fighting 1, Knowledge 2

TRAITS
Authority (Major)
Emotional Complication (Major) – Guilt and remorse at the loss of Estella
Epicurean Tastes
Inspiring Love – Estella
Passionate Love – Estella
Selfish
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 4

GONDOLIER RACE PACKAGE
Cost: 0 points
Attributes: Strength +1 (+1)
Traits: Distinctive (-1), Environmental (Minor: Amphibious) (+1), Marginalised (-1)

VERBIER MUSEUM OF THE IMPOSSIBLE *(Canaries)*



ESTABLISHED 2044
NO TIME TRAVEL PLEASE

Reads the sign in the window of a small house in the Swiss Alpine village of Verbier. Most who would expect a museum to be a large, sprawling building might be surprised at Anke Von Grisel's modest collection, located entirely in one tapestry-decorated room of her house. As she curtly guides you around the hand-made plinths, you might start to realise the hobbyist's particular area of interest.

A plastic pipe produced by Marburg Plastic, a company that has no records of existing.
A coin minted in 1954 with a double-headed eagle on one side and Adolf Hitler's face on the other.
A sphere covered in circuitry labelled with 'Toclafane', a word that doesn't seem to have any meaning.
A cameo painting, depicting Napoléon sitting atop a stegosaurus.
Adelaide Brooke's biography, constantly going blank and rewriting itself.
Two masks: one silver and masculine, one gold and feminine, belonging to a long-forgotten cult that worshipped impossibility and contradiction.
A shard of impossibly ancient crystal from Mordeela, planet of the mythical Kotturuh (see *The Tenth Doctor Expanded Universe Sourcebook*).

Anke is quite the discerning collector, with no desire to sell any of her pieces (despite how much a prank caller claiming to be a Doctor and using different voices tries to convince her that she "has to" or that "it's dangerous" to keep the artefacts in the same room), and carefully assesses everything she receives in the post; blood tests "proving" the Royal Family are werewolves and tabloids about alien invasions line the bins outside.

Why exactly is it that Anke collects such odd curiosities in the first place? The old woman clearly doesn't make much money from the exhibition, as she's unlikely to be able to pay next month's bills. If you were to ask her, the widow would probably respond with a concise "They're simply interesting pieces", neglecting to mention the empty space at her dinner table she keeps accidentally setting for a man who will never arrive.

Unbeknownst to Anke, the items that make up her collection come from rifts between alternate timelines formed by the actions of the Time Lord Victorious (see *X10*). The masks belong to Sibling Different and Sibling Same, members of Faction Paradox (see *Vol.1* for more about the Faction).

ANKE VON GRISEL

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

SKILLS
Convince 1, Knowledge 4

TRAITS
Impoverished
Obsession (Major) – Her collection
Unthreatening

EQUIPMENT
The exhibits in her museum

TECH LEVEL: 5

STORY POINTS: 4



VOGA *(The Great Cyber-War)*

The planet Voga is famously known as the planet of gold (see *Revenge of the Cybermen*) as it contains more gold than exists in the rest of the known galaxy. Some rock strata contain over 50% gold. It's so commonplace on Voga that gold isn't considered valuable or impressive by the native Vogans.

Voga became an important strategic location during the Great Cyber-War, with Earth and its allies needing as much gold as possible with which to fight the Cybermen. As a result, Earth Security constructed a vast space-station called the Aurum (see *L111*) in orbit above the planet. Designed by scientific genius Oberon Fix (see *A164*), the so-called Brain of the War and inventor of the Glitter Gun (see *The Fourth Doctor Sourcebook*), the Aurum is constructed almost entirely of gold.

On the surface of the planet, the main Vogan city is Grey Divers, named after the very earliest miners. It's a beautiful place of domes and spires rising above the surrounding dunes. Below the surface are the twisting and labyrinthine tunnels and mine workings left by the excavation of gold needed for the war effort. These hide a terrible secret about the cost of the war on Voga, even before the infamous bombardment by the Cybermen that's yet to come. Down here are hidden hospitals of Vogans suffering from mining sickness. Fever is a common side effect, and it's believed to be caused by a combination of exhaustion, overwork and lack of nutrition. Earth's demands have become harder and harder for the Vogans to meet. But Voga's government is concerned that the Aurum will just switch off the shields set up to protect the planet if they don't comply. So they just have the sick transferred underground and ignore that there's a problem. Meanwhile, the people on the Aurum don't help or send medical supplies.

As a result, a rebel faction is stealing resources from the Aurum to aid the sick and those tending to them. Most rebels are Vogans but there are also a handful of humans. The rebels also have a secondary aim of making the mining sickness public knowledge to force both Voga and the Aurum to take action. But a few of the more headstrong rebels plan on taking more direct action, perhaps even assassinating Oberon Fix as it's his work that much of the gold is required for, in particular for the Golden Pulse (see *G38*), whatever that is.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

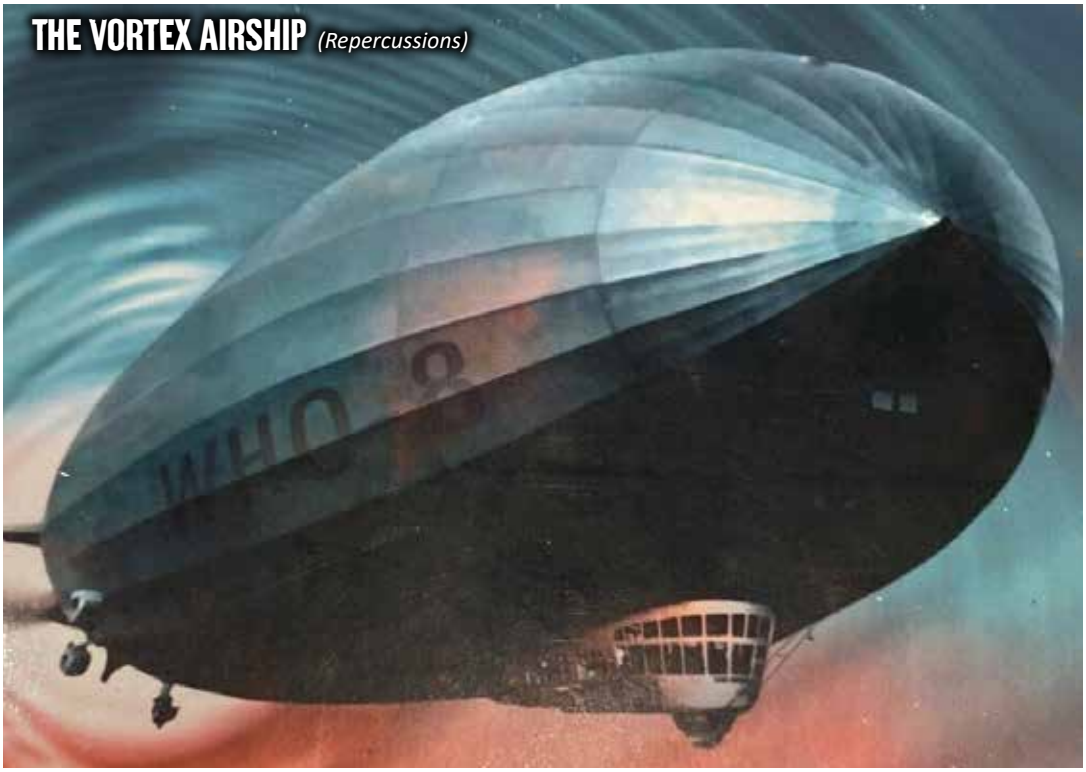
One of the rebels has foolishly tried to make allies of the Cybermen. She has sent a copy of the Aurum's entire systems to them. The Cybermen are now in a position to begin deactivating the station's security measures and shut down the chips that are implanted in all of the Aurum's staff and visitors, causing them to collapse. Once this has been accomplished, they will begin the bombardment of Voga that will result in it being reduced to a shattered planetoid drifting through space. The Cyber-fleet is already on the edge of the Voga system, but it must approach cautiously as many Glitter Mines remain active.

Despite the bombardment, some Vogans will survive down in the deepest tunnels and shelters, and Voga will eventually find itself drifting into the Solar System and into an orbit around Jupiter. Although another attack by the Cybermen will fail to destroy Voga, it will be abandoned and lifeless by the 40th Century. The last remaining gold reserves will have been fully mined out by the year 250,339.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Vogans
TECHNOLOGY LEVEL: 6

THE VORTEX AIRSHIP *(Repercussions)*



Through the infinite void of the Vortex glides a vessel similar to the British R101 airship. Not identical to it though. The furnishings are grander, the décor less militaristic and the air smells sweeter. This luxurious but incongruous ship carries a roster of passengers both human and alien, each with their own story to tell.

The stories of a few of the passengers have already been recounted in the pages of these sourcebooks. Tianna, a Time Lord who has become a Vampire and can never return home (see *Vol.1*). A nameless tramp whose life was saved by the Seventh Doctor in contravention of the laws of time (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). Grant Markham, a former companion of the Sixth Doctor, the circumstances around whose parting from the Doctor are uncertain and the subject of speculation (see *The Sixth Doctor Expanded Universe Sourcebook*).

The stories of some of the others may yet be told. Bobby Zierath, an American schoolboy who travelled with the First Doctor, Steven and Vicki for a while. Nehra, formerly the court magician of a powerful maharaja, who now serves as steward aboard the airship. The Inquisitor of the planet Baspral, who interrogated the Sixth Doctor on charges of saving the life of a child who grew up to become a brutal dictator. And perhaps others.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

None of these people can be allowed to return to their lives because they are all, in one way or another, threats to the Web of Time. Tianna is not only a Vampire but has been endowed with perpetual regeneration. She cannot be killed and would go on to destroy Gallifrey. The tramp should have ended his life by throwing himself in front of a bus. In saving him, the Doctor prevented the bus driver from subsequently taking her own life in despair, changing the future. Bobby Zierath's travels in the TARDIS only occurred because his older self confronted the Doctor and his companions, claiming that they had destroyed his life, forming a closed causal loop. Nehra summoned a demon capable of destroying the Universe by breaking the threads of the Web of Time.

The common denominator in all of the passengers' stories is the Doctor. It is the Doctor who has taken each of them out of time and placed them aboard the airship, either to protect the Web of Time or to hide evidence of his own meddling from the Time Lords, or both. This is the only way that the passengers can be allowed to survive without threatening the existence of the Universe itself.

The ship takes its passengers to the very heart of the Vortex, the calm eye at the centre of the maelstrom, which appears as a peaceful grassy landscape with a backdrop of mountains. The airship leaves them here to… exist. They can't be anywhere else where time might touch them, because of the damage they might do. In many cases, damage the Doctor created in the first place. They are caught forever in the last few seconds of their arrival at a destination they will never reach. It is a penance, but it is the Doctor's penance. He knows what he's done and that they are trapped here. The guilt is his.

Only Nehra the steward and the tramp whose name the Doctor has never known remain on board, voyaging back through the Vortex to collect another group of passengers to bring here. They will continue to do so for as long as the Doctor lives.

Charley Pollard (see *A90*) once fell asleep in the TARDIS library and found herself on board the mysterious airship, where she listened to many of the stories the passengers had to tell. Although the Doctor appeared and took her back to the TARDIS, Charley might herself end up as a passenger on the airship one day.

THE AIRSHIP
Armour: 2 **Hit Capacity:** 15 **Speed:** 3

Traits: Environmental (Minor: Protection against the Vortex), Travel
Story Points: 2



WRAX *(The Enemy of My Enemy)*

When the timelines fluctuated as a result of the Time Lord Victorious (see *X10*) wiping out the Kotturuh (see *The Tenth Doctor Expanded Universe Sourcebook*) back in the Dark Times, many civilisations vanished as though they had never existed, while other formerly barren worlds now teemed with life. Among the latter was the planet Wrax.

Before the fluctuations, Wrax had been a lifeless rock. Now it has water, trees and life of all kinds. Birds, insects and more thrive in its jungles, and an advanced civilisation has developed on it. In this new timeline, the Wraxians have evolved over millions of years and their civilisation is an ancient one. But their planet is surrounded by a field of unstable energies, preventing safe teleportation from orbit without a transmat node first being set up on its surface. Without this, there is a -4 penalty to all attempts.

The Wraxians are indistinguishable from humans. They are ruled by a council of nobles which is responsible to the President, also known as the Voice of Wrax. The Wraxians consider that they all speak as one, figuratively speaking: "We are the Hand to the Voice. We are the One." Wraxian society is a happy one that cares for all its members. Any pain or discomfort experienced by one Wraxian is upsetting to their society.

The Wraxians have built a vibrant, sophisticated city amid the jungles of Wrax. It contains a cultured society which has achieved impressively advanced technology. Dominating the skyline is an enormous pyramidal structure, larger than any built on Earth. It contains the Great Hall and the Galleries of Victory, which house the records and relics of all the civilisations the Wraxians have encountered.

At the top of the pyramid is a domed structure, the Eye of Wrax. From this, the Wraxians say they can see the entire Universe for what it is. Though as the Eye contains no telescope, it isn't an observatory and its true function isn't immediately apparent. The Eye contains the dark secret of the Wraxians' civilisation, an almost impossibly powerful superweapon called the Devolver (see *G32*).

Although the Wraxians are not a militaristic society and do not maintain large armies, they have been able to conquer hundreds of other worlds using just the Devolver. By entering a sample of an alien's biodata into it, the President of Wrax can activate the Devolver, which devolves not only the individual, but all members of its species no matter where the Universe they are, back to the state of single-celled organisms. Despite the genocide that results, the Wraxians themselves claim that it offers the opportunity of rebirth, and that each species targeted by the Devolver has another chance of starting again. They consider that they are bringing peace to the Universe.

Thus the documents and artefacts held in the Galleries of Victory are all that remains of each of the civilisations that Wrax has had contact with. They contain books, writings and relics from every known planet, all ripped from defeated worlds as the Wraxians crushed them underfoot. The Galleries contain the history of every world defeated by the Wrax, gathered here in order for the Wraxians to learn from the civilisations they have conquered.

Although the Wraxians are the most powerful force in their sector of the Universe, they are used to dealing death from afar. If a militaristic power were to attempt an assault on Wrax, the Wraxians would be no match for them… unless they were able to obtain a sample of biodata from the invaders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Daleks (see *V181*) arrived on Wrax to investigate the temporal fluctuations that had given it life, the Doctor managed to persuade them not to exterminate the Wraxians in return for an agreement from the President to dismantle the Devolver after the Daleks had left. The President was an honourable woman and agreed to the Doctor's proposal. But a Dalek Executioner returned and used the Devolver against the Wraxians themselves, wiping them out without the Doctor's knowledge.

After this, Wrax was home only to the animals of the planet's jungles. The Devolver remained intact until the arrival of the Master, who miniaturised it and converted into a gun for his own nefarious purposes.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Wraxians
TECHNOLOGY LEVEL: 7



THE ZIMMERMAN LOOP *(No More Lies)*

Doctor Zimmerman is a particularly devious criminal who specialises in temporal crimes. His people are practically identical to humans, and he doesn't have any time sensitive nature of his own. He's simply very clever and very experienced. Zimmerman usually specialises in obtaining rare time technology and selling it to the highest bidder, not caring a jot about the lives that'll inevitably be destroyed as a result. He's made an enemy of many time sensitive races and usually manipulates temporal anomalies to get out of tricky situations, such as summoning vortex-dwelling species like the Tar-Modowk (see *V295*) to overwhelm his foes. He has even designed a Time Whip (see *G58*), a weapon made to harm time sensitives.

Zimmerman is too clever to make mistakes normally, and so must be forced into them. As he always says, if there's no way of getting around something, you've just got to plough straight through it!

During an attempt to acquire a rare time ship, Zimmerman was forced to place its temporal systems into an escape pod when it began to explode, throwing him into the past. Since then, Zimmerman has been located inside a time loop. Surprising, given that he's much too clever to get stuck in one by accident. The time loop is one day long, localised around a country house in 1960s England and has been running for many years, possibly millennia. It's been running so long that it's beginning to wear down the barrier between the Universe and the Vortex, which will let Vortex-dwelling species flood through.

The physical space of the loop consists of the country house and its grounds, with a topiary garden, tennis court, and family mausoleum. The loop also encompasses some local areas of hillside, a hedge maze, and a stream, at the end of which is a summer house. On the day of the time loop, a garden party is being held here.

The party is an elegant affair with live violin music and many wait staff. The party's security is handled by Gordon Davidson, a former CID inspector whose career was cut short by a bullet to the hip. Ashamed of his disability, Gordon has taken the job to hold onto his self-respect, in lieu of the opportunity to solve another case, and also because the party is held in honour of his sister, Rachel. Rachel is a Hungarian with a gorgeous singing voice and spirited sense of humour, even if her elderly body causes her moments of weakness. She is the wealthy owner of a real estate company and has numerous homes in this picturesque section of English countryside. The party was planned by Rachel's gregarious fiancé, Doctor Nick Zimmerman.

NICK ZIMMERMAN



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

SKILLS
Athletics 2, Convince 2, Fighting 2, Knowledge 4, Marksman 2, Medicine 1, Science 5 (AoE: Temporal Sciences), Subterfuge 2, Survival 1, Technology 4 (AoE: Temporal Engineering), Transport 3

TRAITS
Adversary (Major) – Temporal Authorities
Arrogant
Boffin
Cutting Edge Technology
Indomitable
Lucky
Menacing
Obsession (Major) – Profit
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Wanted (Major) – By the Time Agency
Vortex

To represent Nick Zimmerman after he activates the time loop, add the Traits Charming, Dark Secret (Major: The time loop), Epicurean Tastes, Passionate Love (Rachel), and Time Traveller (TL4).

EQUIPMENT
Time Whip (see *G58*)

TECH LEVEL: 8
STORY POINTS: 8

RACHEL ZIMMERMAN



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

SKILLS
Convince 2, Craft 4 (AoE: Singing), Knowledge 3 (AoE: Real estate business)

TRAITS
Charming
Devotion – Nick Zimmerman
Weakness – Rachel's ailing body only has days left to live: if Rachel attempts any physically exerting action, she must pay 1 Story Point. If Rachel exerts all her Story Points, she will pass away.
Wealthy (Minor)
Well Mannered

TECH LEVEL: 4
STORY POINTS: 4

GORDON DAVIDSON



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

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

TRAITS
Brave
Emotional Complication (Minor) – Gordon's disability has left him feeling inadequate
Impaired (Minor) – His hip injury (-2 penalty on physical actions without his walking stick)
Sleuth

EQUIPMENT
Walking stick

TECH LEVEL: 4
STORY POINTS: 4

Zimmerman has aged thirty years since the temporal accident, and there's no telling what he has been up to since crash-landing his escape pod. Could the time loop be the work of one of his time active foes, such as the Time Agency?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Immediately after Nick Zimmerman crashed his escape pod, he bumped into Rachel. She took pity on the disorientated man and helped him get a job nearby. Surprised by her kindness, Nick felt that all the business of his previous life was unimportant, eventually falling in love with her. Nick feels intense guilt over his past and would treat any of his enemies as if they were old friends. Surprisingly, Nick has told Rachel of his alien nature and unsavoury history. More surprisingly, she believed him and accepted him anyway. Nick considers himself practically human, humbled by his experiences.

Nick is the one who set up the time loop. Rachel was diagnosed with cancer, and he noticed that her condition was getting worse, realising she was days away from death. Salvaging his time technology, he set it to generate the time loop and hid it in the estate's mausoleum. Only he is consciously aware of the time loop, and he hasn't told Rachel about it. He's very good at keeping it a secret, but he occasionally slips up and confuses his conversations between loops. Nick discusses plans with his guests for a tomorrow that will never come, enjoying every moment of the party. The others within the loop have a subconscious awareness of their situation, and often get flickers of déjà vu. They'd be surprised at someone new appearing without realising why.

Nick would be threatened at the idea of someone ending the time loop and would retreat to his old, ruthless ways to keep it running. He simply can't bear the idea of losing Rachel, nor of their final evening together lasting a moment less than eternity.



GADGETS AND ARTEFACTS

THE ABSOLVER *(Absolution)*

Absolution *(noun) - The remission of sins granted by a chosen emancipator of the Church of the Foundation, hand-picked from the Eutermesan masses and rewarded for obedience and total devotion.*

Among the very few possessions that C'rizz (see *A89*) kept during his travels with the Doctor and Charley (see *A90*) is a small, ornate container. It's beautiful, covered with inscriptions written in the sacred text of the Church of the Foundation (see *A151*) and decorated with minerals found on his homeworld, Eutermes. If the box is agitated, the minerals glow with a soft blue light, but they are harmless enough.

The container is a reliquary. C'rizz is very secretive as to what this one contains and keeps it hidden in his room aboard the TARDIS. If pressed, he will only say that it holds a religious icon and must never be opened. He calls the reliquary the Absolver.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

C'rizz has never told the Doctor and Charley the truth about his role in the Church of the Foundation. He is an emancipator, absolving those who have no future by killing them, so that their souls can pass into the Next Life. This effectively means absolving everyone eventually.

C'rizz is also the vessel to contain the souls of those he has absolved. They are all within him, and he can converse with them if he wishes. The Eutermesans attempted to discover the secret of immortality, but the nearest they got was for their souls to live on within C'rizz, the emancipator. They are preserved beyond death in the hope that future generations will discover eternal life and they can be resurrected.

C'rizz's reliquary, the Absolver, is the key to releasing the souls from within him, though it might mistakenly be believed that it contains the souls themselves. If the Absolver is opened, the souls within C'rizz will be freed.

When Charley opened the Absolver as the TARDIS approached Utebbadon-Tarria (see *L232*), the souls combined to become an enormous, formless monster. The inhabitants of the Citadel on the planet believed it to be Borarus, otherwise known as Borarus the Formless, the Great Beast of Athligar and the Omega of Time and Space. According to the Prophecy of their faith, Borarus will appear at the Time of Wasting and will bring ruin to the Citadel. Its rampage will only end when a pilgrim from beyond Utebbadon-Tarria sacrifices himself to Borarus, filling the Beast with such melancholy that it will burst into a shower of crimson tears, never to rise again.

The souls that formed Borarus are cut off from their own Divergent Universe (see *L142*). Confused and tormented, Borarus is a mindless beast, a creature of pure memory. Being an amorphous, almost non-corporeal creature, Borarus is immune to virtually any physical damage, and it is strong enough to force its way through the energy barrier that protects the Citadel. Once inside, it will begin to slaughter everyone in its path.

When C'rizz began to manifest powerful psychic abilities, he was able to control Borarus for a while. But it became too powerful. The Doctor feared that unless it was stopped, it would consume this world, then the next, and possibly the entire Universe.



BORARUS

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	6
INGENUITY	1	STRENGTH	20

SKILLS
Fighting 2

TRAITS
Alien
Alien Appearance
Environmental (Major)
Fear Factor 3
Gulp!
Immunity – Pretty much all physical damage
Size – Colossal

TECH LEVEL: N/A
STORY POINTS: 2



ANIMAE PARTICLES

(The Pictures of Josephine Day, A Matter of Life and Death)

Animae Particles are a peculiar type of subatomic particle developed by a reclusive order of monks known as the Artificers of Wrall, for the purpose of imbuing the illustrations of their holy texts with life. This is no exaggeration: once a two-dimensional image is coated with Animae Particles and stimulated with a small amount of psychic energy (such as a TARDIS's telepathic circuits), the figure becomes animated and steps outside of its bounds into the three-dimensional world. Their silhouette is cut out from the source image, only the figure becoming animated. This also means that a construct can take on qualities of their original materials; an oil painting of a figure in a field would trail oily green footsteps, for example. Constructs visually retain aspects of the art style they were rendered in, such as impressionist brushstrokes extending beyond the outlines of their bodies.

The only examples seen of this had the particles applied during the creation process, and it's unlikely they would have any effect on already completed works. The Doctor has only encountered Animae constructs made from representational paintings, so it's unknown what effect they'd have on pieces of art made of already three-dimensional materials (such as clay sculptures) or abstract pieces, if any.

The constructs are unintelligent and unable to speak, and simply act out the intended narrative of their source. If a human with vague knowledge of Earth's alien invasions painted Ice Warriors, Cybermen and Krotons, then Animae constructs of these paintings would mindlessly terrorise humans for the sake of it, acting as generic monsters and lacking the distinguishing plans and worldviews of their inspiration.

More sophisticated constructs are possible; a specific individual's depiction will behave according to how the artist knew the subject at the time, acting as an imperfect clone. When a portrait of the Doctor was animated, it displayed a vast knowledge of technology and the moral conviction to perform a noble self-sacrifice.

In gameplay terms, a standard Animae construct always has the Traits By the Program and Uncommunicative (Minor) – Mute. Constructs of specific subjects have these Traits as well as the original's Attributes, Skills and Traits... up to what the creator of the image would know and believe of them, at least.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is one known Animae construct that has surpassed all of the usual limitations: Josie Day (see *A94*), who is functionally a biological clone of Lady Josephine. While this occurrence is shrouded in mystery, the simplest explanation is that she was painted by a skilled representational artist and imbued with an atypically massive number of particles. Josie is so heavily coated in Animae particles that she can spread them to dozens of other illustrations at once and feel no ill effects.

The Artificers of Wrall themselves are extremely reclusive and are practically never seen without their heads shadowed in large hoods, though it's not impossible for one to defect from the order with a copious amount of Animae Particles... for the right price. At least some must be psychic in order to activate the particles in the first place. While their particles are the main source of interest, the monks' mysterious nature means they could make for interesting enemies or allies.



ANTI-GRAV BOARDS *(Phobos)*

With every important technological advance, it follows that the technology eventually becomes available on the mass market and is soon part of everyday life. By the year 2589, artificial gravity and anti-grav technology is so commonplace that practically any company can integrate it into their products. This has benefitted the extreme sports industry, and one of the most popular adrenaline-pumping pastimes of the 26th Century is anti-grav boarding.

Anti-grav boarding is a close relative to snowboarding, with both sports utilising similar skillsets. In fact, Anti-grav boards look just like snowboards, but with powerful anti-gravity boosters on their undersides. Their name is a misnomer, as their boosters create artificial gravity while in zero-g environments. The boosters account for changes in the gravity around it, always snapping the boarders back to the ground so they don't fling themselves into space. Instead of being restricted to snowy mountaintops, anti-grav boards can be used over practically any surface, though real adrenaline junkies know that they work best in rough, rocky areas with no natural gravity at all, such as moons or asteroids. Anti-grav boards can normally build up impressive kinetic speeds, but the real magic comes when you hit an angled surface dead-on: the boosters cushion the impact, making for a rebound way higher and faster than you'd get on a snowbank. The jump's apex practically begs for the boarder to start pulling stunts, seeing how many flips and spins they can muster before hitting the ground. They don't lose any of their gathered momentum once they do, allowing for incredible top speeds.

In case it's needed, the boosters also have a setting to repel from the ground as opposed to snapping to it, giving the anti-grav boards a more mundane utility as hoverboards in regular gravity environments. They can even make for impromptu weapons: build up enough kinetic energy and you can bowl anyone over by pulling your foot up and hitting them with your boosters! Naturally, boarders tend to wear protective, heavily insulated clothing to protect them from the chill of space and sturdy space helmets with proximity audio to communicate with each other – their careers would meet early, fatal ends otherwise. While there are many gravity-board runs on Earth and Mars, one of the hottest spots for adrenaline junkies is the run on the moon of Phobos (see *L178*). Anti-grav boarding is so popular that there are countless competitions with different prizes and stakes across the solar system. An experienced boarder might even be able to utilise their skills in other contexts, provided they have their board!

ANTI-GRAV BOARDS
Armour: 0 **Hit Capacity:** 2 **Speed:** 3

Traits: Flight (Minor), Travel, Restriction – Tricky Controls (see text)
Story Points: 1

ANTI-GRAV BOARDING RULES

In general, riding anti-grav boards uses the standard Movement and Chase rules from the DWRPG, except that using a board is tricky for a character with no experience of them. Anti-grav boards are treated as ground vehicles, but the Flight (Minor) Trait means that they glide a few inches above the surface of the ground, often at speeds in excess of 100 mph! Rolls for controlling a board or performing Stunts are Coordination + Athletics rather than Transport.

A character unfamiliar with anti-grav boarding (or anything similar such as snowboarding or hoverboarding) must make a Coordination + Athletics roll each Round they attempt to move, just to remain upright, and have a -4 penalty to perform any Stunts. However, once they've got the feel of things (usually half an hour's practice and a successful Difficulty 9 Coordination + Athletics roll), the GM can waive this requirement.

Once a character is familiar with anti-grav boards, further rolls aren't needed so long as barriers, obstacles and other complications aren't encountered. Note that slippery surfaces and small obstacles or bumps aren't a problem, as the board glides above them. However, when moving at a rate greater than half the total of the board's Speed plus the boarder's Coordination (rounded up), a Difficulty 9 roll is needed whenever a turn or other manoeuvre is required, with +3 Difficulty for each point of movement above that half. The Difficulty also increases by +3 for highly uneven surfaces, and by an additional +3 to jump over small obstacles (e.g. something the size of a human), +6 over medium obstacles (e.g. a car) and +9 over large obstacles (a truck).

Mid-air Stunts are part and parcel of anti-grav boarding. Performing a simple trick like an ollie, a 360 degree spin, or grinding on a 4-metre-long rail requires a Difficulty 15 Coordination + Athletics roll. But Difficulty is increased depending on how long it's held: for example, doing two 360 degree spins in a row adds +3, while grinding on a 16-metre-long rail adds +9. In general though, a player determines the Difficulty of the Stunt their character is attempting (whilst also describing the Stunt itself) and must beat that Difficulty to remain on their board. If they fall, they risk taking a tumble and, in a chase situation, may lose ground on their fugitive or be caught up by their pursuers as per the standard Chase rules.

If any roll for riding an anti-grav board is failed, the boarder loses ground in any Chase as per standard rules, and must additionally make a second Coordination + Athletics roll at the same level of Difficulty as the first. If they succeed at this roll, they manage to remain on the board but have stumbled and lost momentum, perhaps drifting to an uncontrolled halt. If the second roll fails, they crash and take a fall, receiving 1 point of damage per point of speed they were travelling at, modified by the level of failure, e.g. if a board crashes while travelling at a speed of 6, the boarder takes 6(3/6/9) damage.

THE ATRF *(Slow Beasts)*

The Doctor couldn't quite remember what "ATRF" stands for when he mentioned it to Liv and Helen. The Anterior Temporal something-beginning-with-R Facility is the closest he got. Given its function, "Return" or a similar word seems like a reasonable bet. Fortunately though, it's also known as the yoyo mechanism.

Quadriggers (see *The Fourth Doctor Expanded Universe Sourcebook*) use the ATRF to test a time capsule's resilience. For example, if they want to check how a capsule will cope in an extreme environment over thousands of years, they don't want to have to sit around for such a long time to find out. The ATRF sends the capsule back in time for the desired duration, geo-locked to its present position and perception filtered so that it's ignored throughout that time. At the end of the pre-set period, which is effectively the present, the capsule will look older – the interior may be dusty, while the exterior may have all manner of dirt, stains and even growth on it – as it's lived through an extended period in what subjectively appears to be an instant.

Beyond its use by quadriggers, the ATFR has little practical function to a TARDIS pilot. However, the Doctor used it to send his TARDIS back five thousand years and record the very slow speech of the Slow Beasts on Ran-Zoan (see *L209*), so that he could speed it up and, after passing the recording through the translation circuits, understand it.

If using the TARDIS design rules from *The Time Traveller's Companion*, the ATRF is a Minor system under Navigation Systems.

THE BLACK DIAMOND *(Grand Theft Cosmos)*

One of the very few remaining creations of 17th Century artist Claudio Tardelli (see *V169*), the Black Diamond is a fist-sized representation of a perfectly cut diamond-like gem made out of an unknown, yet beautiful black material. The Diamond appears to be connected to a different work of Tardelli's: an equally black, twelve-foot-tall silicate statue of a human man with sharp, angular features. The statue is very abstract, potentially revealing Tardelli's status as an exiled alien, due to Earth's abstract art movement being over two hundred years in the future when he created it! While the Black Diamond is Tardelli's work, it's not his usual style at all. He wasn't known for producing miniatures, and it doesn't appear to have any of the psychic, reality-warping properties that are common to his other art.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Black Diamond serves a functional purpose as an emergency bolt-hole after Tardelli needed to escape the fallout of a scheme that backfired. It contains an artificial, miniature universe roughly three light-years wide, which Tardelli considers embarrassingly insignificant. He has spent the last two hundred years being worshipped as a god by the Diamond's inhabitants, but has found it excruciatingly dull and predictable to interact with his own creations.

The Diamond's accompanying statue is actually an artificial lifeform that acts as its guardian, spending most of its time completely still and only moving if it senses the Diamond is in danger. The statue is physically strong enough to punch through steel, intelligent enough to scheme and plan, and is practically indestructible. If incapacitated or destroyed by something, its cells would quickly reassemble themselves and strengthen against the attack, leaving it unable to be harmed by the same method twice. While Tardelli programmed the guardian to protect those inside the Black Diamond, he didn't think to specify the parameters to include himself in particular. If Tardelli were himself ever a danger to the mini-universe, the guardian would take no issue with turning on its creator.

The Black Diamond is made of a material durable enough that only a force as powerful as its guardian could damage it. If cracked, it would slowly spill its universe out into the surrounding one, which would inevitably destroy them both in a collision of matter. While it would be possible to shunt the Diamond's universe into an empty dimension before this could happen, it would take someone of Tardelli's calibre to do so.



STATUE GUARDIAN

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 7, Resolve 7, Strength 7
Skills: Athletics 1, Fighting 2, Subterfuge 1
Traits: Armour (5 Points), Fast Healing (Special), Fear Factor 1, Immortal (Special), Immunity (Special) – Immune to any attack that previously destroyed it, Indomitable, Innocuous (Minor) – While the Guardian is extremely conspicuous, its stillness can make those around it assume it to be an unliving statue, Obligation (Major) – Protect those inside the Black Diamond, Relentless, Robot, Size: Huge (Minor), Time Traveller (Minor) – Tech Level 4
Tech Level: 10
Story Points: 4

THE BLADE OF ZAGREUS *(Zagreus)*

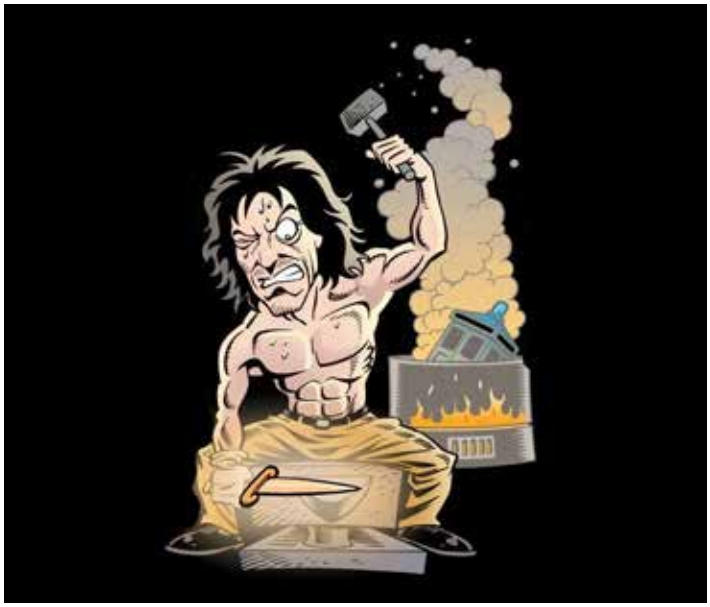
One, two! One, two! And through and through / The vorpal blade went snicker-snack!

When the Doctor was infected with anti-time and became Zagreus (see *V304*), Rassilon boiled down the outer shell of the TARDIS in his crucible and extracted its superheated metal ores, including validium, namercury and zinorganic polymers. They were all riven through by the anti-time that had also infected the TARDIS.

Rassilon (see *V274*) had Zagreus forge a blade with the metal, a very special dagger whose edge can cut anything out of the Web of Time. Rassilon wanted Zagreus to use it to kill the Divergents he had sealed away in the Divergent Universe (see *A142*), finally ridding himself of the fear that they would find a way to return and have their revenge on him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Zagreus resisted Rassilon's commands, and the blade was able to use its power to draw the anti-time out of the Doctor and restore his personality and memories. The metal of the blade once again became part of the TARDIS. But if Zagreus had not turned on Rassilon, the dagger would have been a very dangerous weapon indeed.



THE BLADE OF ZAGREUS [Special Gadget]
Traits: Armour-Piercing (Major: Strength +2 damage, ignoring the first 10 points of Armour), Delete, Infection (see *V306* for an explanation of Anti-Time Infection), Resilient (Special)
Cost: 12 point

THE COSMIC RESTORATOR *(The End of the Beginning)*

The *Book of Rassilon* describes the moon of Botoia as being the location of a mythical Time Lord device, a machine of staggering temporal magnificence, the like of which modern Time Lord society is no longer capable of comprehending: the Cosmic Restorator!

Every sentient race in creation craves to be able to undo the errors of the past, and the Restorator makes this possible. In short, it creates a form of energy capable of unravelling the fabric of spacetime itself. Focused properly, it is quite possible for it to undo galactic history right up to the point before the Time Lords fell into decline. In the wrong hands, it would be a terrible thing. It's no wonder that the ancient Time Lords hid it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The *Book of Rassilon* as we have it today is a mistranslation of the original. Botoia is not the location of the Cosmic Restorator; it is the Restorator itself. The moon is now an eroded and dead asteroid known as Primeline Two-Seven-Five, and its true identity is unknown. Nevertheless, there are three crystals scattered throughout the Universe which, if recombined to form a control panel called the Cronokhor, can be used to open a portal to Botoia in its heyday and activate the Restorator.

The basic mechanism is actually capable of operation by one Time Lord, but it requires four to do so effectively. So a single Time Lord operator has a penalty of -6 on all rolls using the Cosmic Restorator; two Time Lords have -4; three Time Lords have -2; and four have no penalty. There is also a control plinth which has been removed from Botoia and which is now in the possession of a certain Norse god with an affinity for thunder. If this plinth cannot be recovered and reconnected to the Cronokhor, there is an additional -4 penalty to operate the Restorator. In addition, the Restorator is Tech Level 11 device and has the usual penalty for attempted use by lower species.

Once the Restorator has been activated, the energy builds up and must be focused somewhere. Otherwise, the temporal reflux will continue to build until the entire spacetime vortex is compromised. A simple solution to preventing the misuse of the Restorator would be to direct its power against itself. Indeed, this is exactly what happened at some point in its history for Botoia to be reduced to the dead asteroid of Primeline Two-Seven-Five.

The almost unimaginable power of the Cosmic Restorator is such that no stats are provided. Even Apocalyptic Traits don't cut it. If activated, it can cancel out millions of years of history, perhaps more, removing billions of individuals, entire civilisations and even whole species from existence. It is therefore best used as a MacGuffin, a hook around which an adventure or even an entire campaign can be woven, and its use by a villain would signal the ultimate failure of our heroes.

THE CROWN OF SOL INVICTUS *(Winter of the Demon)*

Invictus, the name of the sun god of the late Roman Empire, translates as the Unconquerable Sun. It's an apt name given the power granted by one of the cult's most significant artefacts. The Crown of Sol Invictus is a golden circlet engraved with two different scripts. One is in Latin and states *"Once I was wielded and the land burned dry. Now for eternity here I lie. God and demon are as one. He who wears me must become the body of the Unconquerable Sun."* The second is in a language unknown on Earth and predates even the Time Lords, proving impossible for the TARDIS to translate. If it is somehow understood, it reads *"Cast my name in fire and I will become. I am light-maker, star -demon, fusion-charged Unconquerable Sun."*

But the Crown of Sol Invictus was lost almost two millennia ago at the very edge of the Roman Empire. Until the 1880s, it lay a little north of the Antonine Wall which was constructed in the Second Century CE in an attempt to keep the Picts out of Roman Briton. It has been excavated by archaeologist Maggie MacKenzie under the direction of Sir Donald Shaw (see V284) in the village of Cramond, north of Edinburgh. Maggie uncovered the Crown lying between the iron claws of a larger-than-life-size white sandstone statue of a lioness found buried on Cramond beach (see *X13*). It's the most significant example of Roman sculpture north of Hadrian's Wall, and how it got there remains a mystery.

The lioness seems designed to be the Crown's guardian. But once excavated, Sir Donald took the circlet into his own possession. Maggie wasn't happy, but he's paying for the dig! Sir Donald is a businessman who has been installing electric lighting throughout Edinburgh, intending to light the city and banish the dark. The Crown of Sol Invictus, a sun god, is perfect as a source of unending energy.

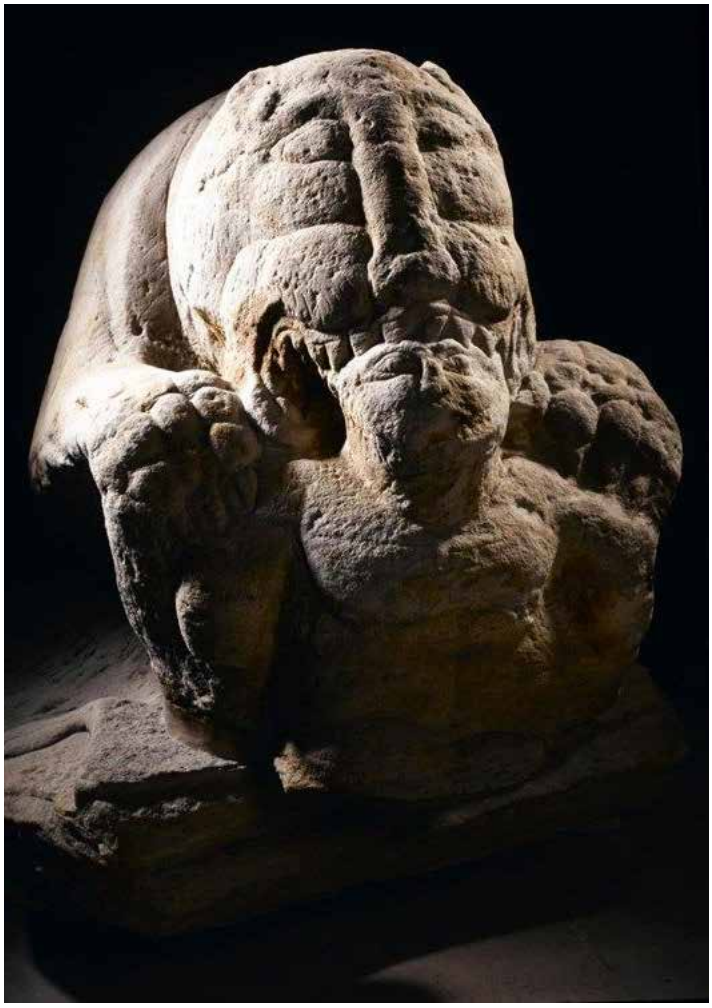
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Crown is an impressive example of solar engineering technology and is an artefact from one of the most ancient civilisations of the Universe, one which had risen and fallen long before the Time Lords existed. It is a weapon, but one far too powerful for the Romans who discovered it to be able to wield safely. They banished it to the edge of their empire to prevent it from falling into the hands of their enemies, burying it with its guardian lioness. But the Crown has ideas of its own. It can reach out and influence susceptible minds. It may take several thousand years, but eventually it will find somebody suited to its needs.

If the Crown (or a precise copy of the alien script from the engravings) is placed in fire, it becomes more active and the lioness comes to life to protect it, its sandstone body becoming molten rock. The lioness is a powerful creature and one of the few ways to defeat it would be to plunge it into the cold Scottish sea, which would cause it to solidify once again.

Whoever wears the Crown will become the body of the Unconquerable Sun. It has already influenced the mind of Sir Donald, twisting his plans to bring light to Edinburgh. As part of the ritual to fully reactivate the Crown, he has sacrificed seven of his labourers, burning them with the Crown's power and blaming their deaths on accidents while installing the electric cables. With the final lighting up of the Edinburgh streets at exactly 8.44pm local time on December 22nd, the precise moment of Winter Solstice, the ritual will be complete and its power will increase a million-fold. If Sir Donald dons the Crown at this exact time, he will be transformed. His body will generate unending fusion, destroying himself, Edinburgh and the entire planet in its flames.

THE CROWN OF SOL INVICTUS [Apocalyptic Gadget]
Traits: Zap (Major: 8(4/8/12) damage and ignites its targets), Heart of a Black Star, Unstoppable Force (Restriction – Only when fully activated by the correct ritual at the exact time); Restriction – The wearer must make a Difficulty 18 Presence + Convince roll each time the Crown is used or fall under its control
Cost: 18 point



THE DEVOLVER *(The Enemy of My Enemy)*

The Devolver is based on the technology of the Kotturuh (see *The Tenth Doctor Expanded Universe Sourcebook*), a race from the Dark Times which decreed that every species should have a lifespan allotted to it, and so introduced death to the Universe.

When the Tenth Doctor became the Time Lord Victorious (see *X10*), he decided to end death altogether and travelled back to the Dark Times to put an end to the Kotturuh themselves. This caused temporal upheaval on a scale never before experienced by the Universe, with timelines being rewritten wholesale, entire species and civilisations vanishing, and new ones appearing. The planet Wrax (see *L238*) was formerly a barren world. But the temporal fluctuations meant that it was now home to the civilisation of the Wraxians, and it is they who developed the Devolver from the secrets "passed down from the Ancients", the now extinct Kotturuh.

The Devolver is a huge machine located beneath the dome of the Eye of Wrax at the top of a pyramid known as the Great Hall. The Wraxians claim that the Eye sees all, even though it is no form of telescope or other viewing device.

Many complex preparations are needed for the operation of the Devolver before it can be activated and deliver the miracle of rebirth. Among these are the creation of an origin matrix based on a sample of biodata of a specific species. The matrix is placed within the Eye of Wrax and the Devolver is operated by the President's activation device, a pendant she wears around her neck.

Once activated, the Devolver absorbs the origin matrix and seeks out every lifeform that matches the biodata it contains throughout the entire Universe. The entire species is almost instantly devolved back to the primitive state of single-celled organisms. In this restructured Universe, the Wraxians have done this many times over, allowing them to conquer countless civilisations without having the military means to do so. To them, the Devolver provides the opportunity of rebirth for every species they target, allowing them to start again.

The Devolver cannot be triggered by anyone within the Eye's chamber, as it would also use their biodata and devolve their own species as well as that of the origin matrix.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Some time after the Daleks used the Devolver on the Wraxians themselves, the Master found it abandoned in the jungles of Wrax. He miniaturised it into a portable version, a handheld blue cylinder whose beam devolves individuals rather than entire species. The Master's Devolution Gun does not require a sample of biodata before use.

THE DEVOLVER [Apocalyptic Gadget]
Traits: Convert (Special: The Devolver will convert an entire species throughout the entire Universe, making this an Apocalyptic version of the standard Convert Trait; each use costs 10 Story Points, either from the Devolver or its operator), Bulky (Major), Transmit, Restriction – Requires both a biodata sample and the activation device
Cost: 18 point

THE DEVOLUTION GUN [Major Gadget]
Traits: Convert (Affects living creatures only)
Cost: 2 points

THE DOCTOR'S VACUUM CLEANER *(Hellbound)*

When the Doctor was trapped by Axos (see *The Third Doctor Sourcebook*) for an extended period of time, he created a weapon to try to destroy it. It looks a lot like a vacuum cleaner with a special attachment; in fact, it *is* a vacuum cleaner with a special attachment. But it's far more dangerous than it looks.

The weapon works by sucking its target into the vacuum cleaner body, which the Doctor has made dimensionally transcendental for the purpose, and keeps it imprisoned there. At maximum power, it can also act as a more conventional weapon while doing so, inflicting damage on its target by draining them of energy – even against an entity such as Axos which is normally immune to most attacks. However, the vacuum cleaner requires a lot of power, and its battery pack becomes depleted on any "Yes, But" or "No, And" rolls.



THE DOCTOR'S VACUUM CLEANER [Special Gadget]
Traits: Bigger on the Inside (Special), Entrap (Major), Weapon (Major: L(4/L/L) damage), Bulky (Minor), Hungry (Minor)
Cost: 6 points

THE DOOMSDAY CHRONOMETER *(1st in Absent Friends)*

The Doomsday Chronometer, sometimes called the Doomsday Clock, was designed and built by the renegade Time Lord known as the Clocksmith (see *V172*) to count down to the Apocalypse, the death of the Universe. The Clocksmith considered himself to be an artist and the Chronometer would be his crowning masterpiece.

The Chronometer would not itself cause the Apocalypse, but by determining when this will occur, the Clock fixes it in time, making it unchangeable and unavoidable. The Clocksmith intended that this would enable the Doom Coalition to destroy the Universe at the appointed time.

The Clocksmith constructed the components of the Doomsday Chronometer in his workshop in 15th Century Prague, where he was posing as a merchant. They were forged from metal from the core of Syra (see *L223*), a planet destroyed by the Sonomancer (see *V290*) and brought to Earth on the outer shell of the Eleven's TARDIS (see *V198*).

But even before the Chronometer could be assembled, the Clocksmith learned that its pieces would be scattered throughout time, and that he must spend the next five centuries gathering them back together before it could finally be built and activated.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Each of the newly-forged pieces of the Clock were hidden in a different time and place by the Solvers (see *V289*) on the instructions of the Doctor, to prevent the Clocksmith's plans. One small ticking cog is in the possession of a monastery in England in 1538, but then falls into the hands of Thomas Cromwell (see *A176*). Another, a key, is embedded in the lead frame of an 18th Century window destined to be destroyed in the London Blitz of 1941. Clues to the whereabouts of another can be found in paintings completed by Leonardo da Vinci over four hundred years before, and point to the catacombs beneath the Vatican in the 1960s. Yet another component is located in a small antiques shop in the sleepy English village of Calcot in 1998 and has baffled all the experts who have examined it. Others are hidden elsewhere across the centuries, but always in Europe.

The Clocksmith founded the Revelation Sect, a secret society tasked with locating the pieces. Over time, many of them were recovered and assembled into eight larger components. Following the trail of these is the Clocksmith. Even he is unaware that there is a ninth piece, a spring that River Song stole from his Prague workshop without him ever realising it.

In 2016, the Clocksmith is posing as Professor Salvatore at the Science Museum in Rome. He has finally gathered together all but one of the eight known components and has assembled the Doomsday Chronometer, including an electric motor in place of the missing piece. If he can obtain the missing spring, he can finally activate the Clock. Once this happens, it will determine the coordinates of the sole time that all galaxies, star systems and planets will be in alignment. These will be transmitted to the Clockmaker's allies in the Doom Coalition, who will use the Resonance Engine (see *G52*) at this point to destroy all of the Universe except Gallifrey.

The Doomsday Chronometer is not in itself a powerful weapon, but its use will indirectly allow the Clocksmith and his allies to destroy the Universe. The pieces of the Chronometer are best viewed as McGuffins in a quest across the history of Europe to prevent them falling into the Clockmaker's hands. Fortunately, the pieces are imbued with Artron energy and can be detected as temporal distortions by those with a TARDIS. But actually gaining possession of them might be a different matter…

THE DOOMSDAY CHRONOMETER [Minor Gadget]
Traits: Transmit
Cost: 1 point



EYE-SPIES *(Eyes of the Master)*

In 1970, during the time that the Master posed as Dr Harcourt De'ath (see *V249*) at the Vision Centre eye clinic in Harley Street, he was working on a plan to gain control over the Eminence (see *V202*), a gaseous entity from centuries into the future capable of possessing any humans who breathe its essence, the Breath of Forever. The Master had managed to acquire one of the Eminence's caskets in which the Breath of Forever is transported around the Universe by its Infinite Warriors.

With the assistance of Dr Sally Armstrong (see *V190*), the Master developed the Eye-Spies, artificial eyes each of which contains a few molecules of the Breath of Forever. By advertising complementary consultations at his eye clinic, the Master has been able to implant Eye-Spies in a number of humans, curing their vision problems but leaving them open to his manipulation.

At present, the Eye-Spies allow the Master to see and hear through the eyes and ears of their recipients and to scan for the presence of retro-genitor particles (see *G53*). He is seeking the latter as they provide protection against control by the Eminence.

The Master's longer term aim is to use the Eye-Spies to take control of anyone implanted with them. To do this, he has set up a link between the Eye-Spies and his Eminence casket and connected that to his TARDIS. But so far, this hasn't worked and the Eminence sealed within the casket continues to rage against its confinement.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What the Master does not as yet know is that if any of his Eye-Spies come into close proximity to a concentration of retro-genitor particles, such as Molly O'Sullivan (see *A101*), it will initiate the recipient's transformation into an Infinite Warrior with the overriding desire to find and release the Eminence.

If the Eminence subsequently withdraws its essence from the Eye-Spies, the recipients will collapse. Most will revert to human and recover, though their recently-restored vision will soon fade.

EYE-SPIES [Minor Gadget]
Traits: Keen Senses (Minor: Vision – also removes any vision-related Impaired Senses), Scan, Transmit, Restrictions – Must be surgically implanted within a subject; subject may be taken over by the Eminence in the presence of a sufficient concentration of retro-genitor particles
Cost: 1 point

Note: If the Master is able to get the Eye-Spies to function fully as he intends, they also gain the Hypnosis (Major) Trait, with the restriction that this only affects the person the Eye-Spies have been implanted in. This makes them a Major Gadget with a cost of 2 points.



GALLIFREYAN ESCAPE SHUTTLES *(1st in The Crucible of Souls)*

Gallifreyan time stations and other large facilities are routinely equipped with at least one escape shuttle or capsule. Escape shuttles are launched into the Vortex to quickly take their passengers to safety from whatever disaster has befallen them, and are shielded to protect them against the ravages of the time winds and similar extra-dimensional environments.

Escape shuttles vary in size depending on how many passengers they may need to carry. Although some may be dimensionally transcendental, this isn't standard.

The design of these escape shuttles is not the same as that of a TARDIS. The controls have been made much more intuitive to allow untrained personnel to pilot them in emergencies (providing a +2 bonus on any Transport rolls for this). The steering controls are almost childishly simple but rely on temporal rudders attached to the external shell, which makes them vulnerable to damage. If the rudders are damaged or destroyed, limited steering could possibly be achieved by venting one or more of the shuttle's oxygen tanks. There are several of these, containing enough oxygen to keep a small crew alive for a lifetime, so losing one or two would not be critical.

The exterior hull is protected by a forcefield. There are handles and rungs to allow crew members to clamber around outside if repairs are needed. Some of these are spaced rather widely though, requiring occasional Coordination + Athletics rolls to hop from one to the next.

Also attached to the exterior of the capsule are three sails, normally kept furled. These can be opened to catch the time winds and keep the shuttle moving in the event that the power fails. They might even be used to arrest the capsule's momentum if the "brakes" fail, though this would risk the sails ripping free. Not that a capsule intended for use in the Vortex has anything so mundane as conventional brakes, of course.

A shuttle has scanning equipment to monitor the environment outside. It also has an impressive database, including a collection of art, literature and drama as large as the British Library. There is also a food machine and enough packets of the gunk needed to refill it to enable a large crew to survive for a considerable time. In fact, one could spend a comfortable lifetime trapped inside the capsule. Naturally, there is no self-destruct mechanism, as this would be self-defeating in what is essentially a life raft.

An emergency shuttle is equipped with all sorts of equipment needed for survival. Fire extinguishers (which look exactly like Earth ones), medical kits, pressure suits and temporal flare guns, for example. The pressure suits have inbuilt comms to keep in touch with the capsule and a tether to attach to the hull. They're designed for use in real space rather than the Vortex and aren't resistant to the effects of the time winds for extended periods, even within the shuttle's forcefield.

As for temporal flares, they don't burn, at least not in the same way as normal flares as they don't require oxygen. Temporal flares burn cross-dimensionally to signal other time-ships. Apart from that, they're about as useful as fireworks! In a pinch, they could be used as makeshift weapons or explosives.

A smaller version of the escape shuttle is known as a Vortex sphere. It's a far simpler design intended for only a couple of passengers and has no manual controls, instead being operated by a voice-interactive AI.



GALLIFREYAN ESCAPE SHUTTLE
Armour: 10 **Hit Capacity:** 10 **Speed:** 5

Traits: Data Storage, Environmental (Major), Forcefield (Minor), Transmit, Travel, Vortex
Story Points: 14

VORTEX SPHERE
Armour: 5 **Hit Capacity:** 20 **Speed:** 10

Traits: Environmental (Major), Transmit, Travel, Vortex
Story Points: 12

PRESSURE SUIT [Minor Gadget]
Traits: Environmental (Minor: Protects against the vacuum of space, but is degraded by the ravages of the Vortex)
Cost: 1 point

TEMPORAL FLARE GUN [Major Gadget]
Traits: Transmit, Zap (Minor: 8(4/8/12) damage to all within range increments of 1/2/3 metres – see *Defending the Earth*)
Cost: 2 points

GENETROTRON *(Sisters of the Flame/The Vengeance of Morbius)*

Gene-infusion is an incredibly complex science, in its infancy even on Gallifrey. The only known machine designed to exploit it was funded by the absurdly wealthy businessman Christophe Zarodnix (see *V307*) as part of a plan to bring the ancient Time Lord Morbius back from death. The machine's experimental nature undermines its swanky aesthetic with loud humming and other noises when active. The most important part of the Genetrotron consists of two clear, molecularly-sealed cabinets. A DNA sample of the dead individual must be placed in one capsule, while the other must contain every missing piece of DNA from a member of the same species.

In this case, a small scrap of Morbius' brainstem had to be supplemented with DNA from kidnapped Time Lord Straxus (see *A174*). The machine blends the two genetic codes together, creating a new body around the incomplete sample; effectively bringing a dead being back to life, albeit with a different appearance. If the subject's brain is provided as a DNA sample, they're resurrected with all their memories, the only change being a slightly changed personality. This process is directly comparable to an artificial form of Time Lord regeneration. The machine doesn't replicate clothing, which must be provided externally.

Despite the machine's focus on Time Lords, the technology could potentially be configured for use with any specific species. In effect, it could provide anyone with a simulated regeneration.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While the Genetrotron was successful in resurrecting Morbius, the experimental technology left the Time Lord with some unfortunate side effects, not helped by Zarodnix being unfamiliar with the device's workings. The most immediate flaw is that Morbius' resurrected mind can recall the period during which he was dead, inflicting an overwhelming post-traumatic stress from vividly remembering the centuries he spent trapped at the bottom of a dark canyon on Karn (see *The Brain of Morbius*).

The second flaw is that Morbius has found himself regularly growing physically fatigued, requiring further DNA transplants from Straxus to return to his healthy state. Whilst the machine constantly taking samples of his DNA isn't fatal to him, Straxus' body has been reduced to a borderline skeletal state of fragility. Although it would be possible to substitute Straxus with any other Time Lord, that would naturally require being able to acquire another one.

GENETROTRON [Major Gadget]
Traits: Special – Regeneration (Allows the growth of new limbs, head or even a complete new body from a small sample of DNA), Unreliable, Restriction – Created body or body parts lose 1 point of Coordination, Resolve or Strength (player's or GM's choice) per day unless revived with fresh DNA
Cost: 2 points



THE GIFT *(The Gift)*

The Gift is a weapon, but not a physical one that you can hold. It's a power, a flame that sits in the mind, a force that can perform miracles. It is also a curse, driving whoever currently wields it, its host, to use it more and more. It amplifies ambition, greed and lust, forcing its host to desire ever more, at the same time draining them of a bit more of their life each time it is used.

The Gift was created by the Sonomancer (see *V290*) and is a reflection of her own psychic powers. Although it's not sentient or truly alive, the Gift has certain Attributes, Skills and Traits as if it were a living creature.

The Sonomancer loosed the Gift in the High Sierra in California in 1906, where it was found by a gold prospector. He used it to become rich and sate his every craving. But within a few weeks, the Gift became his burden, something riding in his mind, like a dog constantly pawing at him for more

After a month, the prospector found somebody to pass it on to, somebody who was as greedy as he had been at first. The new host could create torrents of silver dollar coins from thin air. Again, the Gift soon became his curse and needed to be handed on before it consumed him completely. And so it passed from person to person, each time travelling closer to San Francisco.

While they have the Gift, a host looks to be in the prime of life, full of health and energy, brimming with ideas. But beneath this façade, they are being drained by it, each additional use they make of it diminishing them a little more. When they finally find somebody willing to take the Gift from them, it passes like a glowing cloud of energy, leaving its former host a shrunken figure, prematurely aged and frail.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Gift is far more than the means to make great wealth. Through its host, it can manifest a wide range of psychic powers and will do so to achieve its ends. Or rather, the ends of its creator, the Sonomancer. The Gift does this by subtly influencing the behaviour of its hosts, in effect by using its Possess Trait.

The presence of the Gift generates a psionic resonance detectable by those with the Psychic Trait (requiring an Awareness + Resolve roll at Difficulty 12). Each use of its powers, or the passing of the Gift to a new host, causes a psychic tremor which sounds like notes of disembodied music (the same roll's Difficulty is reduced to 9).

The Sonomancer created the Gift as part of her experiments to restore her own psychic powers. Now they are successful, she has left the Gift on Earth in order to amplify the strength of the San Francisco earthquake, which she knows will take place on 18th April 1906, to such an extent that it will shake the Earth apart, irreparably changing future history.

THE GIFT



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

SKILLS
Convince 5

TRAITS
Clairvoyance
Immaterial – The Gift has no physical form
Immune – The Gift is immune to all physical damage
Invisible (Special Bad) – The Gift exists only within the mind of its current host
Possess – The Gift uses this to hop from one host to the next and to influence each one
Precognition
Psychic
Psychic Assault – see *The Fourth Doctor Expanded Universe Sourcebook*
Special – Drain Host: Each use of the Gift's powers permanently drains its host of either 1 Story Point or Attribute point; if the use of a Trait normally requires the expenditure of Story Points, the Gift can use its host's SPs as well as its own
Special – Miraculous Manifestations: The Gift can produce whatever its host desires from thin air at a cost of 1 Story Point per scene
Special – Seismic Amplification: Although the Gift cannot generate earthquakes or other elemental phenomena, it can amplify naturally occurring ones exponentially to destroy a city (costing 2 Story Points), a country or region (4 SPs), a continent (6 SPs) or even an entire planet (8 SPs)
Telekinesis
Telepathy

TECH LEVEL: N/A
STORY POINTS: 8

GOLD-BUGS *(Nevermore)*

A Gold-Bug is a small golden earpiece that, when inserted directly into one's ear, sends aural vibrations directly to the perception-focused areas of their brain. In effect, the entire world becomes fuzzy and melts away, and they become completely unaware of their surroundings. That is, until someone with the earpiece's microphone speaks to them. Then, even the most outlandish suggestions seem real to the person listening, with their mind perfectly filling in any blanks and fully believing they're sensing the things described. This effect is so powerful that the listener is able to semi-accurately imagine places that they've never been to. While a Bug is placed inside a listener's ear, they are unable to physically sense it unless it is pointed out to them.

Gold-Bugs were designed by Cassiopeian lawman Senior Prosecutor Uglosi (see *L191*), whose obsessive fixation on the works of Edgar Allan Poe (see *A138*) gave him ample material to torture others for information with: simply read out relevant excerpts of Poe's writings into the earpiece, and a victim would fully believe they're in the elaborate death-trap described in *The Pit and the Pendulum*, or being buried alive as in *Berenice*. The earpieces themselves are named after a more obscure story by Poe, *The Gold-Bug*.

However, Uglosi only owned two bugs, so he had to split them between the Doctor and his companion Tamsin Drew (see A*107*) when he tried to torture both for information. While the Bugs are just as effective this way, the Doctor's Time Lord capability to control his bypass system allowed him to shut down the side of his body with the earpiece in, dispelling the illusion.



GOLD-BUG [Major Gadget]
Traits: Psychic Illusions (contest of Presence + Convince to create illusions)
Cost: 2 points

THE GOLDEN PULSE *(The Great Cyber-War)*

The Golden Pulse is the secret weapon developed by Oberon Fix (see *A164*) to bring an end to the Great Cyber-War. It was developed in Fix's laboratory at the apex of the Aurum (see *L111*), a golden space-station shaped like a pyramid in orbit above the planet Voga (see *L236*).

When the Doctor arrived on the Aurum, Fix told him that the Golden Pulse was still weeks away from completion. The scientist is naturally secretive about exactly what the Pulse is, for concern that knowledge of his work might reach the Cybermen, but it clearly involves their well-known fear of gold.

The Golden Pulse has the appearance of a sarcophagus, with a gold-coated statue of a Cyberman looming over it, a trophy to remind Fix of what they are fighting to defeat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor was curious as to why Fix and others talk about the Cybermen's *fear* of gold, rather than their weakness or allergy to it. The truth is that, at this point in the war, they aren't yet allergic to it, though they are afraid of it as they believe that the Earth and its allies are working on a weapon that utilises it. Oberon Fix has worked with Earth Security to arrange that its soldiers wear crosses of gold and its ships all carry a store of it.

But it's the Golden Pulse which will actually make gold deadly to the Cybermen, by making them reject it at the subatomic level. When activated from the control panel in Fix's laboratory, the Golden Pulse will broadcast a signal over a vast area of space that will both alter the Cybermen's design and also convert all gold subatomically. The spread of gold throughout the galaxy by Earth forces will help the signal decimate the Cyber-forces and, from that time on, gold will be deadly to the Cybermen.

There is gold in the human bloodstream, but not enough for humans to be affected by the Golden Pulse. Vogans, however, are different. Their bodies contain a much greater concentration of gold, which the Pulse will draw from them, killing them. It's why, even though Oberon Fix actually completed work on the Golden Pulse some time ago, he has hesitated to activate it. He also knows that the Pulse will dissolve the Aurum itself within seconds of being activated, as it's primarily constructed of gold.

When the Golden Pulse is finally activated, the Doctor boosts its signal, knocking Voga out of orbit to try to save the lives of at least some of the Vogans. By that stage, the planet will have already been bombarded by the Cybermen and many Vogans will have retreated into deep shelters and mine workings. The remaining planetoid is sent drifting through space, to eventually end up in the Solar System in orbit around Jupiter (see *Revenge of the Cybermen*).

THE GOLDEN PULSE [Apocalyptic Gadget]
Traits: Area Effect (Special: Galaxy-wide), Convert, Transmit
Cost: 18 points

THE GREAT SKULL OF SOBEK *(The Skull of Sobek)*

An impressive three hundred cubits long and thirty cubits high, the Great Skull holds incredible spiritual importance to the crocodilian people of the dead world Sobek (see *V287*). Described technically, it's a crocodilian skull with a functional bone-based brain that utilises molecular data encryption to store immeasurable information. More poetically, it's a living repository of Sobek's memories and history. The Skull watched over the planet for untold years, absorbing the raw emotional aggression of its vicious jungle world and coalescing into a sentient consciousness. While the Skull was possibly artificially created, the crocodilians treat it with a religious reverence that implies naturalistic origins, possibly being a product of its environment.

The Skull's consciousness was further bolstered by a devastating war between two factions of crocodilians that reduced Sobek to ashes. However, the final ritualistic duel between the leader of each force, the Old Prince and General Snabb, was interrupted by their escape. Hundreds of years later, the Skull has become a thing of legend, and its sentience is obsessed with finally ending the ritual.

Currently located in the Sanctuary of Imperfect Symmetry on Indigo 3 (see *L165*), the Skull has been manipulating those around it to lure the two ancient crocs together. It has been projecting memories of Sobek's destruction throughout the planet, causing thousands to visit the Sanctuary in panic over their apocalyptic visions. It has also inflicted hallucinations on the Sanctuary's brothers and sisters around it, echoing their subconscious thoughts throughout the Sanctuary's walls and creating a sound like distant thunder.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Skull believes that the quickest way to end the ritual is to select two champions of any race or background to act as proxies for the crocs, who will fight to the death in their place. Despite this, the Skull is unable to trigger the champions' duel until both Prince and Snabb are also present. The Skull will choose two people familiar with one another to be the champions so as to reflect the relationship between Snabb and the Prince, then place them in a hallucinatory state where they fully believe that they are the two leaders on the day of their ancient duel on Sobek. While resisting the hallucination is a difficulty 15 Resolve + Awareness roll, the Skull may only bother putting one champion under the hallucination, believing the other will fight back in self-defence.

The champions cannot concede the conflict, as the Skull only accepts one of their deaths as an answer. While the Skull is extremely durable, its illusions may be disrupted by focusing the right high-frequency pitch at it at a loud enough volume. If disrupted, it will reset back to its last memory of Sobek and order the two crocs to kill each other directly. If the pitch was focused on the Skull for long enough, it will eventually crack and break, but each piece will still carry a fragment of its twisted consciousness.

SKULL OF SOBEK



AWARENESS	8	PRESENCE	8
COORDINATION	N/A	RESOLVE	7
INGENUITY	6	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 4, Subterfuge 2, Survival 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Hypnosis (Major)
Immortal (Major)
Obsession (Major) – Perpetuate its own bloodlust, finish unresolved conflicts
Photographic Memory
Psychic
Single-Minded (Major)
Weakness (Major) – Seemingly dead; unable to move or take any physical action
Weakness (Major) – High-frequency sound waves reset the Skull and may even crack it open

TECH LEVEL: 6

STORY POINTS: 8



HOSTILE OWNER DESTRUCTION SYSTEM *(Island of the Fendahl)*

There is a switch on the TARDIS console that the Doctor has never flipped, not even centuries into his eighth incarnation. The switch is large and purple, unassumingly placed fourth from the left of a few similar switches on the third array. This is the Hostile Owner Destruction System, or HODS for short.

After activation, all lights in the TARDIS glow red and anyone inside has exactly 24 seconds to evacuate, unless the process is cancelled. After the silent countdown, the HODS activates, and a spare dimension is opened within the console room, instantly sucking the entirety of the TARDIS into it and separating it from the rest of the universe. The HODS exists to stop a TARDIS from being commandeered by a malign force which can't be allowed to get their hands on such power, and is an absolute last resort.

The HODS's name is similar to that of the Hostile Action Displacement System, or HADS, which displaces a TARDIS based on outside dangers. While the HADS protects the TARDIS from exterior threats, the HODS can be said to protect the exterior of the time ship from threats within it. If using the TARDIS design rules from *The Time Traveller's Companion*, the HODS is a Minor TARDIS System.

The HODS on the Doctor's TARDIS has been extensively safeguarded, activating only when its switch is oscillated a very large number of times. The telepathic circuits must then be touched while thinking a nonsensically complex sentence (currently "Vermillion Syzygy Norman Wisdom") which acts as a telepathic PIN. While it's likely that the Doctor has placed these safeguards himself, it would be sensible if all TARDISes had such precautions against accidentally activating the HODS.



THE KEYS OF BAKER STREET *(The Keys of Baker Street)*

There are only six original keys to the Doctor's house at 107 Baker Street (see *L105*), the six created in the 19th Century, and all the others are duplicates which have been cut since then. In one of his more Machiavellian moments, the Curator (see *A91*) ensured that each of the originals ended up in the possession of some very particular people in 2020.

Naturally, the Doctor kept one for himself throughout all his incarnations after purchasing the house. The Curator gave the other five originals to the residents he knew would be there in 2020: two to Tania Bell (see *A108*), whom he described as the guardian of the house, watchful and kind; one to Aisha and Zakia Akhtar, whose family had watched over the house during some of its darkest hours in World War Two; one to Ron Winters and Tony Clare, allies from their UNIT days, now allies of a new generation; and one to Ken Bright-Thompson and his son Robin (see *V277*), who would play a pivotal role in events at this time. Tania gave one of her keys to Andy Davidson (see *A105*), who although not yet a resident, was already a regular visitor to Baker Street.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The six original keys are rooted to 107 Baker Street through time and space. The building is their locus, and anyone holding one of the keys is given a measure of protection against time distortions within the house or the area it stands on and its immediate environs. The keys act as touchstones to enable their holders to move through temporal distortions unhindered, stepping in and out of time loops or areas of temporal stasis, for example.

The keys are linked to the house and to each other across the timelines. They can sense each other and will vibrate if they detect any of the other keys in close spatial proximity but separated by different timelines. In conjunction with a TARDIS key, they can pull the other keys and their holders through alternative realities and into the same timeline.

In 2020, time fractured around the crash-landing of the TARDIS in London, creating an aberrant future (see *V189*). By using the keys to cross the timelines and step into the proper one, the Doctor and his friends were able to restore the correct version of 2020.

Precisely how the keys are "used" is variable. Sometimes, merely holding one is enough for it to work without the character even being aware of it. Other times, something more specific must be done with them, perhaps using them in one of the house's locks. Greater effects can result from a greater number of keys present, and the GM should encourage imaginative solutions from the players.

TIME-SENSITIVE KEY [Major Gadget]
Traits: Environmental (Minor: Resistant to temporal effects), Teleport, Restrictions – Only in the spatial area occupied by 107 Baker Street; Teleport only works across temporal barriers or into different timelines; may only cross the timelines if used in conjunction with a TARDIS key and if another key is already present at the destination
Cost: 2 points

THE KILL SWITCH *(What Just Happened?)*

In an aberrant timeline which came into being when the TARDIS crash-landed in 2020 (see *V189*), mankind will become extinct sometime within the next half million years or so. The entire human population across all galaxies will die out, billions of people across thousands of planets, as if a wave of death spreads across the Universe, affecting only humans.

In order to determine when this will occur, the Doctor used the TARDIS to pin the exact time and date down. But he didn't tell anyone else, only commenting that it won't happen for "quite a few thousand years". The Endstation on Earth (see *L144*) that the Doctor visited six million years in the future had lost contact with humans around five and a half million years before, which gives us an approximate date.

In order to find out more about the event, the Doctor visited the Humanity Institute a long time after the extinction. It houses the finest collection of human records and artefacts this side of Mutter's Spiral. Their collection of garden gnomes is particularly excellent and always gets good reviews.

According to the Institute's Professor Lees, some sort of "kill switch" must have been triggered. He theorises that this was done by a secretive figure known as "the Doctor", who seems to have ruled the Earth Empire for thousands of years. The Doctor's organisation, Divine Intervention (see *V189*), developed a similar device on the planet Rarkelia (see *L211*) for use against the natives (see *V273*). But that one was deactivated by the (real) Doctor. The human kill switch must have been a similar device, but it worked much faster than the Rarkelian version.

Professor Lees considers that the kill switch was built to be a weapon of last resort, but he doesn't know why it was eventually activated. It was supposedly controlled from the Doctor's secret space station base, but the location of that is lost to history.

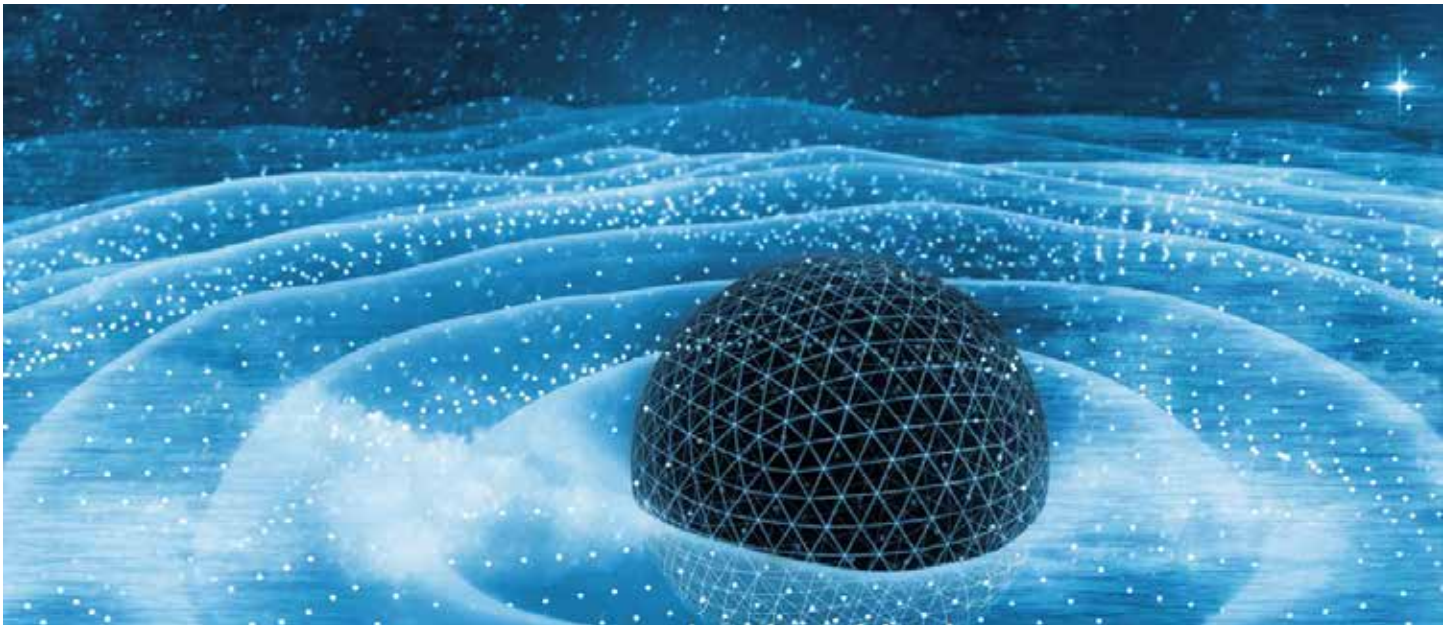
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The kill switch was indeed developed by "the Doctor", in reality Robin Bright-Thompson (see *V277*), who in 2020 had been one of the residents of 107 Baker Street (see *L105*) who had accompanied the Doctor on a test flight into the far future. Robin had been genetically enhanced by the Endstation's controlling AI, giving him a hugely extended lifespan. Back in 2020, he then had the time to study some of the alien tech that the Doctor gave him, and used Divine Intervention to take over first the United Kingdom and then the Earth before establishing a vast empire over countless alien species.

Robin became a dictator and designed the kill switch to be a deterrent against anyone daring to try to overthrow him. Under his rule, every member of the human race has a genetic switch implanted in them. From his secret base, he can activate it and the wave of death will spread across the entire Universe, killing every human with the implant. Naturally, Robin doesn't have the implant himself.

The kill switch's controls are coded to Robin's DNA so only he can activate it. Of course, he has no intention of doing so as surely the threat alone is enough. But who knows what small decisions might lead somebody like Robin to take the ultimate act against his own species?

THE KILL SWITCH [Apocalyptic Gadget]
Traits: Area Effect (Special: The activation signal travels as a wave at supra-light speed, eventually affecting the entire Universe), Isomorphic Controls (Major), Unstoppable Force, Restriction (Major: Only affects those fitted with an implant)
Cost: 18 points



LISTLESSNESS DEVICE *(The World Beyond the Trees)*

In the early 1970s, the Prime Minister of Great Britain initiated the Damascus Project, establishing a secret bunker beneath Regent's Park in London, in which examples of alien technology could be stored and studied, for use in the event of an alien threat.

Among the artefacts acquired by the Project was one invented by a scientist from the planet Augustine's Mercy, who had fled with his daughter from a repressive regime. They had made a quiet life for themselves on Earth, keeping very low profiles until the British authorities had finally caught up with them and confiscated his machine. But the Damascus Project couldn't make any use of it, as it was keyed only to his daughter. It was capable of warping time slightly, to be used to create an escape route for her if she ever needed one.

The scientist subsequently died of an illness that gradually robbed him of his memories. When the alien Milieu arrived on Earth in search of the machine, the scientist's daughter needed it to escape. She used another of her father's inventions to enable her to enter the Damascus Project's bunker and activate it. This invention is the Listlessness Device, a gadget no bigger than a cricket ball which generates a "listlessness field" strong enough to affect an entire city.

Once activated, everyone within the field enters a waking trance, in which they slump or sit with eyes glazed and vacant, unresponsive to any stimuli around them until it is switched off. The Listlessness Device is calibrated to work on the human template only, so it doesn't affect bird or animals, for example, nor aliens. In fact, it didn't even affect Liv Chenka (see *A98*) , possibly because the human template has shifted slightly by the future era she comes from. The Third Doctor was able to recalibrate it for use on the Milieu, driving them away from Earth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although the Doctor appealed to the Prime Minister to shut the Damascus Project down, it was still active after the Milieu incursion. What ultimately happened to it remains unknown.

LISTLESSNESS DEVICE [Special Gadget]
Traits: Area Effect x3, Hypnosis (Minor), Restriction – Only affects one species at a time, initially calibrated for humans (may be recalibrated for other species, but requires a Jiggery-Pokery roll each time)
Cost: 6 points

MANDELIS DEVICE *(The Curse of the Fugue)*

Mandelis metal alloy is the stuff of legend throughout galaxies, whispered about with fear and awe in equal measure. As the story goes, a chieftain on a planet named Mandelis investigated the rare, shining metal's properties and discovered it had the power to subtly influence minds. This brought out the despot in him, and he used it to build a mechanical device that could control others. The device was designed to grow in potency over time and absorb the ambient feelings of those around it, ballooning its creator's ambitions into becoming an interplanetary slaver and warmonger.

Of all the unfortunate places in the universe for the gizmo to end up, it somehow found itself in the clutches of Nazi Germany. Assuming the handheld device to be occult in nature, their scientists discovered it clouded an individual's unconscious mind, a state that they called "Die Fuge". When in close contact with the metal for a prolonged period of time, a subject would become completely overwhelmed with one specific emotional impulse such as anger or regret.

The scientists also discovered that the Mandelis alloy is inherently magnetic, its power to affect the mind becoming extremely weakened when anywhere near ambient electricity. Some reports even claim that it caused subjects to speak to ghostly images of dead people from their pasts, which are able to interact with anyone else in the room. While these phenomena could be holographic in nature, the metal's strange properties remain difficult to quantify.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A German lieutenant defected with the device, which ended up split in two. Both halves can function independently, but the effect is weakened. Even in this state, it's extremely easy for a tracking device to pick up traces of it. The halves seem to wish to re-join on their own, influencing the emotions of those who hold them to wish to make them come into contact. When the halves are re-joined, the effect becomes even more potent, the emotional state of the person connected to it spreading throughout an entire building, possibly even across an entire country given enough time.

The device somehow continues functioning even when dissolved in acids, implying little short of complete vaporisation would be able to fully destroy it. It's unknown which of the device's capabilities are inherent to the alloy, and what was added in the creation process. It's also unknown if there is more of the alloy and how the device arrived on Earth, clouding it in mystery even further.

MANDELIS DEVICE [Special Gadget]
Traits: Area Effect x3 (increases over time if the user spends 2 Story Points per additional level), Hypnosis (Major), Resilient (Special), Restriction – In the presence of ambient electricity, the device loses its Area Effect and its Hypnosis becomes Minor
Cost: 12 points

DIVIDED HALF OF MANDELIS DEVICE [Special Gadget]
Traits: Hypnosis (Minor), Resilient (Special)
Cost: 7 points

THE MASTER CLOCK *(The Time of the Daleks)*

In the mid-21st Century, Professor Osric has developed what he hopes will be a working time machine for General Mariah Learman, the ruler of New Britain (see *L193*), to be able to go back to Elizabethan London and see the first performances of Shakespeare's plays. Housed in a chamber in Learman's palace, the device consists of one hundred and eleven mirrors and over sixteen hundred clocks.

The principle behind Osric's work is that, since light must travel to a mirror and back to an observer, what it shows is actually an image of the past. The very recent past, but still the past. His mirrors are coated with orthopositronium, a substance in which the electron and the positron orbit each other in the same direction. This enables an operator to open a portal into the mirror universe, a realm in which light travels at a faster speed. In order to open the portal, you need to stabilise the mirror universe in relation to our own, which is what all the clocks are for.

According to Heisenberg's Uncertainty Principle, the act of measuring something changes its nature. Osric is applying this to time itself. A clock, merely by counting off the seconds, changes time. Almost two thousand clocks in such a confined space changes time to a far greater degree. Control of this change is managed by a Master Clock, outwardly a silver carriage clock, but one to which time itself has been slaved. Change the Master Clock and you set the point in time displayed, and when you open a portal, that time period appears in one of the mirrors, which can be stepped through and into the past or future.

According to Osric, the time machine should work in theory, but in practice it doesn't. Except for a single occasion, when help from an unexpected quarter appeared in one of the mirrors and came through to assist. Help in the form of the Daleks, claiming to be scholars of Shakespeare (see *A109*). The problem is that the machine requires a source of chronons to act as a temporal stabiliser.

Without chronons, you don't get time travel, and without time travel, you don't get chronons. It's a chicken-and-egg paradox. But Osric is convinced that with the Daleks' guidance, his time machine can be made to work.

Of course, the Daleks only want the time machine so that they can open portals across all of Earth's history and become the rulers of Earth throughout time. It brought them out of the Vortex, where they were stranded. But establishing a working two-way portal between temporal zones is rather more complicated.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During an experiment with the time machine, Charley (see *A90*) was able to carry the Master Clock through into Earth's past. But without all the mirrors, it could not be used to open a portal for her to return through; and without the Master Clock, Professor Osric's time machine could not stabilise any portals at his end.

In fact, the Master Clock has never really worked. The only reason it was able to open the portal the Daleks came through was the residual chronon energy from the Daleks' detonation of a malfunctioning Temporal Extinction Device. And the only reason a portal opened for Charley to step through was because the Master Clock was able to draw on another rich source of chronons: Charley herself, who has become a temporal anomaly since the Doctor rescued her from the crash of the R101 airship. Without a similar source of chronons, the Master Clock is only good for setting a date and time, not for acting as a temporal stabiliser.

THE MASTER CLOCK [Special Gadget]
Traits: Postcognition, Precognition, Vortex, Restrictions – Only works if there's a sufficiently large external source of chronon energy for it to draw on; requires mirrored surfaces with which to form time portals
Cost: 4 points



MORBIUS' STELLAR MANIPULATOR

(1st in Sisters of the Flame/The Vengeance of Morbius)

One of the most powerful artefacts in Time Lord history is the Hand of Omega (see *Remembrance of the Daleks*). As a stellar manipulator, it has the terrifying power to utilise the energy of stars in any way its controller pleases. Omega used his creation to provide the Time Lords with the energy needed for time travel, and many have tried to acquire the all-powerful artefact for their own purposes. Very few are aware of a frightening truth: it isn't the only stellar manipulator in existence. When the Time Lord warmonger Morbius (see *The Brain of Morbius*) learned of the Hand of Omega, he built his own stellar manipulator for use in his campaign against the Universe. With his execution, its existence fell into obscurity.

Morbius didn't have the means to build a perfect replica of Omega's creation, so while both share the same powerful capabilities, they operate quite differently. Where the Hand of Omega is small enough to be contained in a stone coffin, Morbius' stellar manipulator is a massive orb that hangs in space. It's roughly the size of a moon, or a small planetoid. It glows with white hot energy when active, meaning it may even be mistaken for a small star. The energy it channels can be used for obvious offensive purposes such as absorbing the energy of suns, apocalyptically boiling oceans or ripping apart planets with the sheer force of gravity. There's no limit to what such an arcane machine with vast reserves of energy could be used for, such as transmitting psychic signals across a galaxy or containing a digital space like the Gallifreyan Matrix.

The second major difference between the stellar manipulators is that where Omega's has enough of a mysterious sentience to follow instructions, Morbius' is merely a machine operated with a handheld remote controller shaped like a disc. The controller is near-indestructible, with only something as powerful as the manipulator itself capable of destroying it. If the controller was destroyed, the manipulator would follow suit and self-destruct. It is possible to reroute the controls into something just as powerful, such as an extraordinarily strong psychic force.

The manipulator is bound to a specific individual's DNA so that only they can control it. In the absence of Morbius, it will latch onto the nearest Time Lord, but a representative of any other species could be keyed to it manually. The stellar manipulator will automatically follow the individual keyed to its DNA, and will travel across the Universe and the Time Vortex to catch up with them.

While Morbius' stellar manipulator is a unique object, the Time Lord criminal known as the Eleven (see *V198*) acquired a very similar planetoid-sized manipulator for his own machinations (see *L204*). This is likely a prototype of the Hand of Omega, meaning that Morbius' design may simply be what all unrefined stellar manipulators are like. If the Hand of Omega can have multiple prototypes and variants floating around the Universe, who knows what other powerful Gallifreyan artefacts aren't quite as unique as the Time Lords claim?

MORBIUS' STELLAR MANIPULATOR [Special Gadget]
Traits: Bulky (Special: Planetoid-sized), Convert, Delete, Forcefield (Minor), Isomorphic Controls (Major: DNA-keyed controller), Remote (Major), Transmit, Vortex, Zap (Major)
Cost: 14 points

OMSONII RETRIEVAL LINK *(The Time Ball)*

The Omsonii are a species of rabbit-like humanoids with thick fur, notable for their explorative natures. Omsonii explorers utilise a peculiar method of transporter technology: a retrieval link (radio transmitter) surgically inserted beneath their skin. Receptive to outside signals for only a few seconds per day, Omsonii thus run autopilot programs on their spaceships to remain in low orbit around their location, only actually being directly above them for those few moments at a very exact predetermined time.

The unforgivably precise timing is made even more complicated by the fact that the retrieval link is weak and must be spread by an external source such as a satellite dish. When activated, the transported figure dissipates in bright golden energy. It's likely that most Omsonii explorers have this finicky device as a last resort in case of emergency and carry more convenient external methods of returning to their ship, with cases of it being an actual last resort rare.

The Doctor encountered such a rare situation in 1833, coming across a stranded Omsonii, sick to the point of being near-comatose. An explorer in her own right, she ended up encountering imperialist British forces in Africa and was enslaved under the assumption of being an exotic animal. To help, the Doctor had to deduce what time of day the retrieval link was set to and transmit using a makeshift satellite dish. This could inspire a similar adventure, either as a short one-off session of a puzzle just as the Doctor encountered, or as the dramatic centrepiece of a larger session. Your own players needing to rely on retrieval links would be a unique way to add an intense ticking clock to an adventure.



OMSONII RETRIEVAL LINK [Major Gadget]
Traits: Teleport, Restriction (see text)
Cost: 2 points

THE PANDORA BOLT *(Lost Property)*

The Pandora Bolt is a security device that uses psionic projection to keep people out of an area by amplifying fear and increasing paranoia. It can be split into two halves, each of which resembles something like a Chinese puzzle box or a Rubik's Cube. The Bolt has psychic controls, so there are no external buttons or switches.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Twelfth Doctor left a Pandora Bolt in London sometime prior to 2020, but left each half in a separate location to prevent it from activating. One half was left with Jim, an alien living undercover on Earth who runs a storage business the Doctor uses, and the other half with his brother Midge, who owns a lost property shop near Baker Street. The Doctor gave instructions to Midge that the two halves must never be allowed to be within a mile of each other.

However, when the Eighth Doctor was stranded in London in 2020, Jim allowed him to take his half of the Bolt with him. The Doctor thought he might be able to use its psychic field to jump-start the TARDIS and took it back to his house at 107 Baker Street (see *L105*), where he adapted a games console to act as a manual interface. However, the proximity of the two halves affected the house's tenants, increasing the tension between them, making them suspicious of each other and prone to bickering. They started thinking they had seen somebody on the doorstep or the stairs. Nothing definite, just general impressions. But when a meter reader went down into the basement to take a reading, he was heard to scream with terror and promptly fled the building!

Even the Doctor was affected by the Pandora Bolt, arguing with Liv (see *A98*) and Helen (see *A93*), and seeing a projection of his future self that preyed on his fear of being stranded on Earth forever. Only by linking the two halves and discharging the Bolt's power could he stop its effects.

In this case, the effects were caused by a Pandora Bolt which hadn't even been reassembled. If one is activated deliberately and programmed properly, its effects are far more immediate and direct.



THE PANDORA BOLT [Minor Gadget]
Traits: Fear Factor 1, Hypnosis (Minor), Restriction – Psychic controls
Cost: 1 point

THE PARADOXICA *(Patience)*

A long time ago, Lady Patience lived in a Crystal City whose people had gained tremendous power, but at the cost of cleaving off their past and cutting off their future. Now, their society hung in stasis, gripped by perpetual sterility.

All that Lady Patience wanted was a child. By day, she performed her courtly duties. By night, she roamed the Crystal City seeking for anyone who could help her. She consulted scientists and mystics to no avail. Until she met a strange, dishevelled figure on Mount Perdition who was using a stick to draw the River of Time in the dust, creating branching streams and tributaries. This strange man gave Patience a dirty cloth bag that crackled with energy.

Lady Patience hadn't visited the shores of the Sea of Life since her youth, but she did so now. She walked into the water and slowly lowered the sack. But when she pulled it out, all the water poured out of a tear in the cloth. She tried again and again, but the sack never stayed full. Eventually, Patience cut a piece of cloth from her cloak and stitched it over the tear. But the patch always came away, water dripping onto the sand where it disappeared in the heat of the sun.

Nevertheless, Lady Patience kept trying to scoop water from the Sea of Life, using fresh patches from her cloak to cover the tear. The discarded patches heaped upon each other on the shore and dried hard, becoming like a deck of cards. Patience gathered them up and dealt them out. She saw all of reality, as the River of Time had fed into the Sea of Life and transformed the dried pieces of cloth into the Paradoxica.

Every day, Patience walked into the sea, every evening she returned to the shore, and every night she dealt the cards and read them. She had long since abandoned her duties and her friends. The locals called her the Woman Who Waited for Nothing. Eventually, she emptied the entire Sea of Life, scattering the water over the sands of the shore, and on the bed of the vanished Sea she found a child. By finding him, Lady Patience had broken the curse of her people and they regained their past and their future.

It is a matter of debate how much of this tale is the literal truth and how much is allegory. Either way, the Doctor tells of how, long ago, he was given the Paradoxica by a noble woman (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) on the slopes of Mount Perdition on Gallifrey.

The Paradoxica is actually an ancient Time Lord device, a temporal spirit level able to divine the nooks and crannies of reality. It can translate timelines and detect anomalies. It is seemingly sentient and loves to play with time and its users' perceptions. When active, the Paradoxica disorientates most minds, even the Doctor's.

The cards have designs on them, but what they appear to be changes according to the observer. To Andy Davidson (see *A105*), they were a standard pack of playing cards. To Tania Bell (see *A108*), they were a deck of Zener cards used for testing ESP, though one or

two had additional, non-standard shapes. Others might see them as a tarot deck, cards from games such as Uno or Monopoly, a collection of cigarette cards or something else entirely.

The exact detail of how the Paradoxica is used is variable and seemingly at the whim of the cards themselves. In general terms, they are shuffled and dealt, with cards revealed individually as in a game of solitaire or a tarot reading. The number of cards used doesn't really matter.

Each user must make a successful Awareness + Presence roll, with Difficulty generally starting at 15, for the Paradoxica to have an effect. The users need not be consciously attempting to activate the cards and may believe they are playing a game or merely studying them. If successful, users find themselves in a maze of giant mirrors, each mirror being one of the cards, in which they can see visions of their past or their possible futures, the latter constantly changing as the probabilities shift.

In conjunction with a TARDIS's navigation systems, and with a successful Awareness + Transport roll, the Paradoxica can be used to choose destinations at random, the usual outcome being what is most needed or most appropriate in the circumstances.

If the Awareness + Presence roll (or Awareness + Transport roll) has less than a Good result, the Paradoxica will manifest other temporal side-effects. These can include such things as temporal shifts or dilation, becoming trapped in the Eternal Present (a time loop which can only be escaped by taking different actions and decisions that the Paradoxica itself approves of), or being aged or rejuvenated. The Paradoxica can also affect the mind, including causing hallucinations, memory loss or the creation of false memories, temporary telepathic abilities or simple confusion. The severity of these side-effects depends on whether the roll was a standard Success, a Failure, Bad or Disastrous.



THE PARADOXICA [Major Gadget]
Traits: Innocuous (Minor), Postcognition, Precognition, Scan, Restrictions – Tricky controls (Awareness + Presence roll); uncontrollable temporal or psychological side-effects
Cost: 2 points

PERCEPTION LOOPER *(Grand Theft Cosmos)*

An unassuming device that only takes a few hours to build if one has the technical know-how, this gadget inflicts a psychic feedback loop on anyone in its range, stopping them from perceiving any changes in their environment made since the device was activated. This frozen effect only applies to non-living objects and features of their environment, so those in its range may still perceive one another normally. Someone could easily move or remove objects in the device's range without the affected realising that anything was different until the machine was deactivated, but that person would still need to be careful as to avoid being seen themselves. If someone is sneaky enough, the device allows them to steal something straight from another person's hands!

The machine has a handful of minor downsides, such as emitting a low hum when in use and having a very short range, roughly comparable to an averagely sized room. These details could possibly be fixed or altered, depending on the time available to the engineer while creating it. It's also a trivial matter to create neural implants that block the devices' effect. While this means that a foe of the person who created the device may quickly block themselves from it, it also allows the creator and multiple accomplices to perceive freely within the device's range.

Naturally, this device proved extremely helpful when the Doctor and Lucie Miller had to steal a mysterious alien sculpture known as the Black Diamond (see *G29*) from the vaults of King Oscar II (see *A146*).



PERCEPTION LOOPER [Major Gadget]
Traits: Hypnosis (Major), Record (Major: Local environment when activated), Transmit, Restrictions – Emits low hum when in use, has very short range and is easily blocked by basic neural implants
Cost: 2 points

THE PLAGUE VIRUS *(Lucie Miller/To The Death)*

The humans of Earth healing from the Dalek occupation of the 2160s were caught off guard by their next enemy: another devastating invading force, though not a sentient one. An airborne virus seemed to come out of nowhere overnight, spreading across Earth like wildfire. The fact that humanity had lost so much technological advancement during the occupation meant countries couldn't warn one another until it was too late, and their lack of scientific expertise hindered their ability to study it, or even to name it anything more specific than "The Plague".

The Plague's effects are near immediate. The majority of those infected die after just a few days, being practically immobilised due to agonising pain. Those fortunate enough to survive were forced to deal with permanent damage to their bodies and nervous systems, such as the loss of eyesight or the use of limbs.

The Plague was the spearhead of a second Dalek invasion. The Dalek Time Controller (see *V185*) had been blasted into this time period due to the temporal explosion at the Amethyst Viral Containment Station (see *The Sixth Doctor Expanded Universe Sourcebook*), and was inspired by the event: not only did the end goal of its plan involve saturating Earth with disease, the Plague itself was acquired from the Containment Station. The Time Controller contacted the Monk (see *V250*) and had him travel to the station to steal a sample of it.

This virus was chosen because of its specific potency against humans, but it is useless against those with Gallifreyan DNA. Even the Doctor's great-grandson Alex (see *A112*), whose DNA is only 7% Gallifreyan, proved to be immune. But it is unknown if all non-humans are similarly immune to the Plague. The Plague lasted three years before naturally dying off, having "burnt itself out".

A human character (or that of another susceptible species) who is exposed to the Plague must make an initial Difficulty 18 Resolve + Strength roll to resist becoming infected, with the following effects:

Result of Roll	Effect
Fantastic	Character survives with no ill effects and is immune to further infection
Good	Character survives with no ill effects but remains vulnerable to future infection
Success	Character survives but is now a carrier of the Plague, gaining the Infection Trait (over which they have no control)
Failure	Character survives but must roll on the Permanent Damage Table below
Bad	Character must make a further Difficulty 15 roll every day; any failure means that they take 2(1/2/3) damage which cannot be healed unless a cure for the Plague is discovered
Disastrous	Character must make a further Difficulty 15 roll every hour; any failure means that they take 2(1/2/3) damage which cannot be healed unless a cure for the Plague is discovered

In all cases, a character will be immobilised by wracking pain for the duration of their infection. For those who survive, this will persist for 1D6 days after initial infection.

Permanent Damage Table

Any character whose roll to resist being infected by the Plague results in a simple Failure must roll 2D6 and consult the table below to determine the results of the permanent damage they suffer.

Result	Permanent Damage
2	Roll twice more and apply both results
3	Gains Impaired (Major); player and GM agree the specifics, e.g. the loss of use of both legs (with appropriate stats adjustments or penalties)
4	Gains Impaired (Minor); player and GM agree the specifics, e.g. the impaired use of one or more limbs (with appropriate stats adjustments or penalties)
5	Gains Distinctive from scarring (and loses Face in the Crowd if they had it)
6	Permanent loss of 1 Awareness
7	Permanent loss of 1 Strength
8	Permanent loss of 1 Coordination
9	Gains Unattractive from scarring (and loses Attractive if they had it)
10	Gains Impaired Senses (Minor); player and GM agree the specifics, e.g. -2 penalty to vision or hearing
11	Gains Impaired Senses (Major); player and GM agree the specifics, e.g. complete loss of sight or hearing
12	Roll twice more and apply both results

PSYCHIC CLOAKS *(1st in The Eighth Piece)*

Psychic cloaks, sometimes called psychic shrouds, are items of clothing that project an image of anything the wearer imagines, thus providing a psychic disguise. A psychic cloak could just change the clothing its user is wearing, or it could be restricted to disguising only the face, or both, whichever option the wearer requires. Most psychic cloaks also change the wearer's voice. They can even be used to duplicate the appearance of a specific individual to look and sound exactly like them.

Psychic cloaks need not specifically be actual cloaks, but can be designed as any item of clothing that covers most of the body. Being easier to put on and take off quickly, cloaks are one of the more practical options.

The Meddling Nun, a female incarnation of the Monk (to be covered in a later sourcebook), has been known to use a psychic cloak, as has River Song. River calls hers a psychic wimple as, in its natural form, it resembles a nun's habit and wimple. It works in exactly the same way as a psychic cloak, though River often keeps it in its nun's outfit form, only having it disguise her face (and calling herself "Sister Cantica, the Nun With a Gun"). When she's using it to avoid being recognised by early incarnations of the Doctor, she favours a Rita Hayward look.

PSYCHIC CLOAK [Major Gadget]
Traits: Psychic (Restriction – only to fulfil the pre-requisite), Psychic Illusions (Major; Restriction – limited to personal disguises)
Cost: 2 points

PSYCHIC ILLUSIONS – SPECIAL GOOD TRAIT

Characters with this Trait are able to generate illusory visions with their minds. Purchasing it costs either 1, 2 or 3 Character Points and has Psychic as a pre-requisite.

For 1 Character Point, they can generate purely visual illusions. For 2 Character Points, they can generate illusions complete with appropriate sound, smell and taste. For 3 Character Points, they can generate illusions complete with sound, smell and taste, and which also feel solid. Illusions are interactive within the limitations of the senses they include, but complex interaction such as holding a conversation requires concentration by their creator. Illusions are incapable of causing damage or injury, unless the character generating them has purchased an additional Trait to cover this.

When an illusion is first generated or seen, the character must succeed at a contest of Presence + Convince against anyone observing it, otherwise the observer notices a flaw and isn't convinced by it. An illusion continues for a single scene unless its creator dismisses it, and a new contest of Presence + Convince must be made at the start of each new scene if the creator wants it to continue.

QUANTIC REANIMATOR *(The Scapegoat)*

A quantic reanimator is an item of time technology that can counteract fatal injuries, bringing the dead back to life. It "heals" an injury by reverting the victim's body to a point in its timeline before the injury was suffered. There's no limit as to the type of injury it may revert: it can reverse decapitation, bullet wounds, strangulation, explosions and immolation all equally effectively. The reanimator is a large capsule that one must be placed into, and after an individuals' injury is reverted, they appear back where they were a little before their death.

There are a few key reasons why quantic reanimators aren't in use across the galaxy, the most distressing of which is that the individual can fully remember their death, even if it was retroactively undone. In addition, the reanimator can't completely reverse an injury, and a mark of the undone wound is left on the victim's body; a phantom of a timeline that wasn't allowed to take place. For example, if someone's decapitation is reversed using a reanimator, a small scar appears across their neck.

Quantic reanimators also consume large amounts of power to function properly, and each use is incredibly draining. When operated at reduced power, the reanimator may still work, but each reverted injury becomes sloppier, the temporal marks become deeper and more noticeable, and each new mark makes previous ones sting as if they were freshly made injuries. A quantic reanimator may be recharged by siphoning power from a time machine. To acquire one, it can cast a quantic beam directly into the Vortex. This beam locates a timeship attempting to materialise in the local geographical area at any point in its timeline, and forces it to relocate to the time in which the reanimator is operating. It's possible to dodge a quantic beam if you know it's coming, but a time craft caught by one will experience a temporary blackout as soon as it materialises, just before being forced into a crash landing.

QUANTIC REANIMATOR [Special Gadget]
Traits: Fast Healing (Special), Immortal (Special), Control (Minor: Time machines), Scan, Hungry (Minor), Restriction – Leaves a scar of each reversed injury and becomes more painful with every additional use or as the reanimator runs low on power (see text)
Cost: 10 points

QUANTUM CRYSTALLISERS *(Human Resources)*

Quantum Crystallisers are Time Lord technology utilised by the Celestial Intervention Agency, and are extremely valuable for their history-altering purposes. A Quantum Crystalliser takes the form of a cluster of crystals within a small handheld box, which lets out a soft hum like that of a TARDIS console. After being either pre-programmed or manually set to recognise a certain type of outcome as desirable, the Crystalliser waits until that outcome is possible within its range. When it gets an opportunity, it shatters the timeline into many potential outcomes until it gets one that matches its goal. It then fixes that outcome back onto the timeline, while letting the other possibilities die off. This process is usually undetectable, but anyone with time travelling experience or the Feel the Turn of the Universe Trait will be able to feel the timeline splintering and healing around them, becoming highly disorientated as they experience flashes of alternate possibilities.

A Crystalliser always chooses the most probable outcome available to it, as more improbable outcomes expend more of its energy. The Crystalliser contains so much energy that it won't ever run out if in a position where it may choose reasonably probable outcomes, but it's likely to be left completely burnt out and inert if it must fix an absurdly unlikely outcome to the timeline.

For example, a Quantum Crystalliser given the command "ensure the opposing army will always lose in combat" will have many workable options if left in a war machine with ample resources and command staff, fixing the timeline so they improbably always succeed in their battles against the enemy. However, a Crystalliser thrown in the direction of that enemy and forced to make all their weapons simultaneously backfire is absurdly improbable and would likely burn it out. While a Quantum Crystalliser may be set to a theoretically infinite range, it's usually limited to a radius such as a building or a small field, as larger spaces risk more improbability.

If an individual has extensively experienced the effects of one Quantum Crystalliser, their physical presence near a second one risks a quantum explosion with the blast radius of a large building. The CIA are careful to keep Quantum Crystallisers hidden whenever they are planted somewhere, as anyone who could discover one would possess incredible power over the timeline.

QUANTUM CRYSTALLISER [Apocalyptic Gadget]
Traits: Area Effect (Special: Variable, but in practical terms up to planetary scale), Immobilise (Special: Any experienced time travellers within its range while in use), Probability Shredder (Special: Costs no Story Points for normal use, but uses that the GM decides are especially improbable cost 1 or more Story Points), Restriction (Becomes permanently inactive after being used for a purpose the GM considers extremely improbable), Unstable (Special: Only if a Quantum Crystalliser is near someone who has been exposed to a different Quantum Crystalliser)
Cost: 18 points



QUANTUM-TIPPED TIME BULLETS *(Orbis)*

Quantum-tipped time bullets not only allow you to shoot someone, but they also allow you to *un-shoot* them. After being fired, the settings on the futuristic gun that launches the time bullet allow for complete manipulation of its timeline. The bullet may be accelerated to incredible speeds, slowed to a glacial crawl or returned to the barrel altogether.

This timeline manipulation doesn't affect anything outside of the bullet's journey, so time passes normally while it's in use. If someone is shot with a time bullet and it's returned to a point in its timeline before they were shot, they are completely healed of the injury, so long as it was non-fatal. However, a fired time bullet will always return to its original target, meaning an individual or object may experience being shot as many times as their assailant decides. The gun used to shoot time bullets makes a loud electronic charging noise as it's being shot, and this noise is heard in reverse if it returns to the barrel.

Time bullets have considerably more uses than an average bullet. They may be used to pretend to fatally wound someone, with only the shooter knowing that their victim will be perfectly safe if they un-fire. They may be used to repeatedly re-enter someone's body or cause them to slowly burrow into someone already shot, which is perfect for keeping someone hostage or putting them in torturous amounts of pain for questioning. These applications are particularly useful to someone like the Headhunter (see *V219*), who has regular need for bluffing, hostages and torture, but likes to save money where she can, rarely using these to let anyone properly bite the bullet.

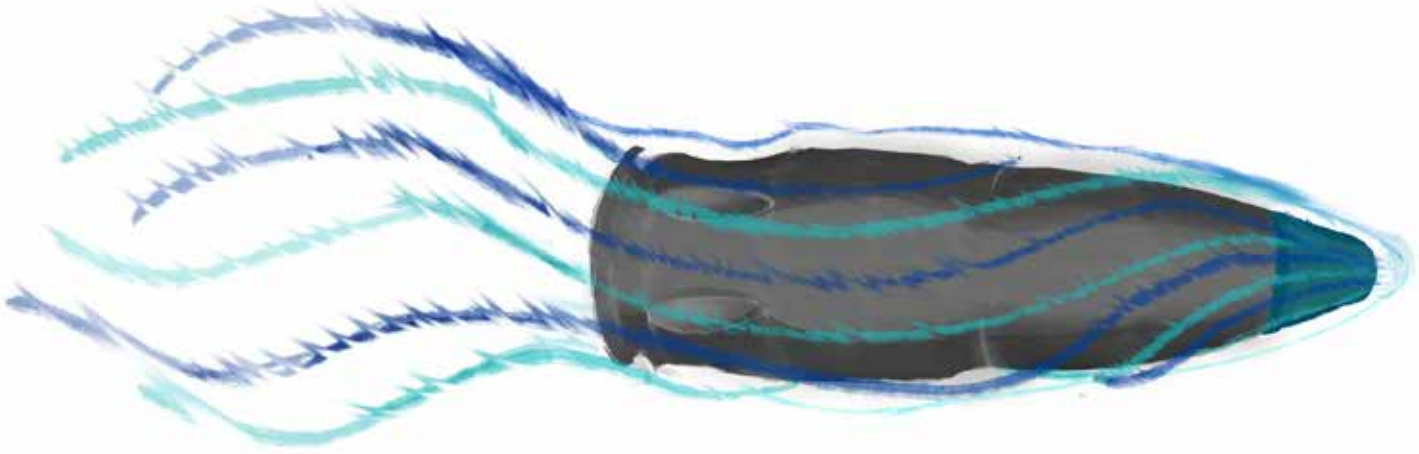
TIME WASTE

While holding Lucie Miller hostage with a time bullet lodged in her chest, the Headhunter claimed that the Doctor's TARDIS was leaking time waste, an issue that only he could fix. While this was a bluff to obfuscate the Headhunter's true goals, it's entirely possible that time waste is a genuine phenomenon; the Headhunter isn't aware of the true complexities of TARDISes, and the Doctor seemed to believe it was plausible. As such, it's presented here as a new TARDIS Trait, just as the Headhunter described it.

TIME WASTE SICKNESS – MAJOR BAD TARDIS TRAIT

Time waste is a symptom of a rare sickness that may affect an old TARDIS in its twilight years, separated from its bonded Time Lord for a period of at least several decades. The TARDIS begins to leak time waste directly into the Vortex, rotting away anything it touches like a powerful quantum acid. Time waste is extremely difficult, if not impossible, to fully clean up, and can damage matter in the regular Universe as well. Given long enough, one TARDIS could leak enough time waste to endanger the entire Universe. An afflicted TARDIS may only heal from its sickness by being reunited with its bonded Time Lord.

TIME-BULLET GUN [Special Gadget]
Traits: Stasis (Minor: Only affects the time bullet but can be held indefinitely), Time Loop (Special: Only affects the time bullet but can be reversed to undo any damage caused, be advanced slowly, or be rerun as many times as desired), Weapon (Major: L(4/L/L) damage)
Cost: 6 points



REGEN GUNS *(The Crucible of Souls)*

Regen guns are one of the Time Lord's darkest secrets and the only known examples are kept securely hidden away deep within the Panopticon Archives. A regen gun works by burning through all of a Time Lord's regenerations in one go, causing a very painful and very messy death.

Unlike stasers, regen guns do not cause physical damage to their victims and are not inhibited by Armour or similar defences. They are however useless against species which do not regenerate (though it's possible that some versions have been upgraded to counter this, adding the Zap Trait).

REGEN GUN [Special Gadget]
Traits: Trigger Regeneration (Special)
Cost: 4 points

TRIGGER REGENERATION – MINOR/MAJOR/SPECIAL GOOD GADGET TRAIT

A Gadget with this Trait can induce forced regenerations in a Time Lord it is used on (and possibly in other species capable of regenerating, at the GM's discretion).

At the Minor level, each use induces a single regeneration, which may be resisted by a contest of the user's Ingenuity + Technology against the victim's Presence + Resolve. At the Major level, the Gadget is capable of forcing multiple regenerations, with the number being determined by the result of the contest between user and victim: a simple Success (by the user) induces 2 regenerations, a Good result induces 4 regenerations, and a Fantastic result regenerates the victim multiple times, to beyond their final regeneration. At the Special level (costing 4 points to purchase), any level of success of the roll by the user regenerates the victim to beyond their final incarnation. If a character is forced to regenerate beyond their final incarnation, they are killed outright.

If the Gadget is a weapon, the roll to hit is used to determine success instead of the above contest.

If a forced regeneration does not kill the victim, they must make a Resolve + Strength roll to avoid being Stunned, with the Difficulty being 15 plus 3 for each additional regeneration induced beyond the first. Use of this Trait does not grant levels of Time Lord (Experienced).

THE REGENERATION CODEX *(The Eleven, The Satanic Mill)*

In the Omega Vault beneath the Capitol on Gallifrey, there are many ancient artefacts the nature and function of which have been forgotten. An example is the Urn of Rassilon, a sealed but seemingly innocuous vessel which was deposited in the Vault in its earliest days.

Actually, it's not the Urn itself which is important but what's inside it. Known only to successive Coordinators of the Celestial Intervention Agency, the Urn contains a device known as the Regeneration Codex. But what the Codex does remains obscure.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Back when he was merely the One and worked as a fusty old archivist, the Eleven (see V198) uncovered information hinting at the existence of an ancient Time Lord relic from the Dark Times, an era half-buried in superstition and myth. The relic was a prototype stellar manipulator capable of focussing enough energy to destroy stars and create an area of enormous gravitational pull, enough to swallow an entire solar system. Knowledge of the existence of this prototype was suppressed, and its location has been forgotten.

Centuries after the One's discovery, the Eleven learned of the whereabouts of an artefact which contains the information needed to both locate and activate the long-dormant manipulator. That artefact is the Regeneration Codex, which has been hidden within the Urn of Rassilon and stored in the Omega Vault since time immemorial.

The Eleven hatched a plan to be captured by the Seventh Doctor, imprisoned in the Capitol penitentiary, escape and steal the Urn, and with it the Codex. Once located by the Codex, the stellar manipulator can be reconfigured into whatever form its operator desires, in the case of the Eleven, as an artificial planet whose interior resembles a factory from Earth's Industrial Revolution (see *L204*).

The Regeneration Codex is also the means to operate the stellar manipulator and must be inserted into the manipulator's artificial intelligence, now reconfigured as Father Locke, a Victorian preacher whose mouth becomes the input slot. Once activated in this manner, Locke's personality reverts to an emotionless machine with an electronic voice and slaved to carry out its operator's instructions.

GM's should bear in mind that, as the Regeneration Codex is an artefact from the Dark Times, it is Technology Level 11 and requires Ingenuity + Technology rolls (at Difficulty 15 or greater) with the appropriate penalties to be able to use properly. Once the stellar manipulator itself is activated, the AI that was Father Locke will take verbal instructions, negating the need for further rolls.

THE REGENERATION CODEX [Major Gadget]
Traits: Data Storage, Transmit
Cost: 2 points

THE RESONANCE ENGINE *(Stop the Clock)*

The Resonance Engine is a machine designed to amplify neural activity, thus increasing a person's existing psychic abilities for destructive purposes. As this is potentially hazardous, the plans for such an Engine have been hidden deep within the Matrix and their existence is largely forgotten.

If constructed, a psychic needs to be installed in the Engine. The process is painful and, if used to its fullest potential, psychic feedback could destroy both the Engine and its occupant.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cardinal Padrac (see *V166*) learned of the designs for the Resonance Engine while searching through the Matrix and realised that it would be useful to his plan to destroy the Universe. He has manipulated Caleera, a psychically talented Time Lord student, into becoming the Sonomancer (see *V290*), a being capable of creating and manipulating the resonances in all things and powerful enough to destroy whole worlds.

Padrac realised that placing the Sonomancer within the Engine, she would be able to destroy the Universe, the resonances she generates increasing exponentially to shake everything apart. But only if it were used at the right time, when the planets, stars and galaxies align, a time determined by the Doomsday Chronometer (see *G33*) designed by another of Padrac's allies, the Clocksmith (see *V172*). If they were to miss that precise point, destruction of the Universe would no longer be possible.

THE RESONANCE ENGINE [Apocalyptic Gadget]
Traits: Area Effect (Major x8), Heart of a Black Star (Special), Unstoppable Force (Major), Bulky (Major), Slow (Major), Treacherous (Special), Restriction (Minor) – Requires a user with the Psychic Trait
Cost: 11 points

Note: The above Traits are the ones the Resonance Engine has under normal circumstances. If used at the precise time calculated by the Doomsday Chronometer, it will generate such resonance as to cause universal destruction. This is clearly beyond the scope of stats and is essentially a plot gimmick for the GM to threaten and the players to prevent!



RETRO-GENITOR PARTICLES *(1st in X and the Daleks)*

The study of retro-genitor radiation is an obscure area of Time Lord science. The radiation's presence prevents regeneration, even in environments as supportive as a TARDIS Zero Room.

Retro-genitor particles work by preventing change at a genetic level. So, as well as inhibiting regeneration, they provide protection against certain viral infections, mutagenic effects (including those caused by exposure to other types of radiation) and even possession by entities such as the Eminence (see *V202*) where this involves a physical transformation.

While infected with retro-genitor particles, a character gains an Immunity to attacks or effects which change the body in some way (including many viruses and certain types of alien possession). But if they are a Time Lord or other species with regenerative abilities, these will be nullified.

The Master (see *V249*) managed to modify retro-genitor particles so that anyone infused with them was not only immune to these effects, but could cancel or even reverse any existing mutation or transformation. He also enhanced retro-genitor particle Infection to be transmissible by direct physical contact. The Master used the modified particles in his plans to gain control over the Eminence and create an army of loyal soldiers for himself. He intended his "Finite Warriors" to spread their infection through human-occupied space.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

With the aid of the Daleks, Kotris (see *V236*) developed a weapon that produces retro-genitor particles in order to destroy the Time Lords forever. The weapon was constructed on Srangor (see *L221*) a planet whose atmosphere they filled with the particles in order to deter the Time Lords from investigating and discovering their plans.

As part of this scheme, Kotris kidnaped Molly O'Sullivan (see *A101*) on her second birthday and infused her with retro-genitor particles before returning her to her worried parents. It is the presence of these particles in her body that gives Molly her distinctive dark eyes.

The retro-genitor, the weapon constructed by the Daleks on Srangor, has been linked to a space-time projector, a component of the temporal chamber they have constructed beneath the planet's surface. When the adult Molly is taken to the chamber by Kotris and installed within the mechanism of the retro-genitor, the particles within her will be activated and spread throughout time and space by the projector, targeting Time Lord DNA and removing them from existence throughout their entire history.

Kotris planned for the particles to benefit from the proximity of Molly to the Doctor and their growing bond in the days leading up to the activation of the retro-genitor. By then, the particles will have latched onto the Doctor, enabling them to corkscrew down through his DNA and wipe out the Time Lords.

Later, the Dalek Time Controller (see *V185*) found that it was symbiotically linked to Molly O'Sullivan by virtue of being contaminated with her retro-genitor particles. Each temporarily gained Networked (Major) with each other and a Weakness (Major) that each would feel any pain or injuries that the other suffered.

THE RETRO-GENITOR [Special Gadget]
Traits: Time Eater (Special), Restriction – Only affects Time Lords
Cost: 2 points

RSK MACHINE *(Immortal Beloved)*

Remote Syntactical Kinesis machines are illegal in practically any spacefaring civilisation you'd care to name. Their use is seen as objectionable at best, ethically barbaric at worst. An RSK machine copies a mind from one body into another, terminally overwriting the target body's mind with that from the source body in the process.

While it's easy to see why this is unethical, there's an added point of contention: RSKs only work when both source and target bodies share identical DNA, meaning that it can only transfer minds between individuals and their clones. At this point in time, cloning is such an underdeveloped science that creating blank slates is impossible, and so it can only be used on a clone with its own free will and developed mind. There is a brief window of time in which a clone's synapses may be overwritten, starting at sixteen-years-old and ending at some point in early adulthood.

An RSK machine consists of a large cabinet with two metallic helmets connected to it by wires. After each helmet is attached to the target body and the source body, it copies the source body's mind into a positronic sump, to be sent as an electrical signal to the target body's synapses. When in use the RSK whirs loudly, and the machinery becomes hot to the touch. RSK science is particularly dodgy, and the machine needs constant checks and adjustments while in use to keep it from malfunctioning. Despite the technology being outlawed, the actual parts that make up the machine are commonplace.

Memories may be lost in the process of copying a mind into another body, an issue that's compounded by generational loss the more times a particular mind has been copied. As the process involves copying a mind instead of transporting it, the original body will still retain its mind if it survives the process.

RSK MACHINE [Special Gadget]
Traits: Mind Transference (Advanced)*, Restrictions – Only works with genetically-identical bodies in late adolescence; a successful transfer kills the mind of the target body and transfers a copy of the source mind (with the original surviving in its body)
Cost: 4 points

* See *The Sixth Doctor Expanded Universe Sourcebook.*

THE SCREWDRIVER *(The Turn of the Screw)*

When the Naptra (see *V256*) searched Earth for technology capable of undoing an extra-dimensional gate, they found something surprisingly appropriate for the task: an unearthly screwdriver that manipulates sonic signals! The screwdriver resembles a small torch, with controls on one side and an odd blue protrusion at its end. It's functional, but in extremely poor condition: not only are portions of the inner wiring visible, anyone trying to handle it could accidentally cut themselves on the cracked shell.

Naturally, the Doctor would easily be able to recognise his own handiwork, confirming it as one of his own sonic screwdrivers. More interesting is that this is clearly a future model that he has yet to create. The Naptra found the screwdriver in the small English village of Leadworth, where the Doctor's future self lost it after partially destroying it (see *The Eleventh Hour*). The present Doctor decided it was best to simply stick it in an old drawer and forget about it, as he didn't want to disrupt an extremely important subroutine it seemed to be running (see *The Day of The Doctor*).

If any of your own characters has a distinct gadget (or similar iconography, like an article of clothing), then it could be a powerful moment to come across a near-destroyed future version of it! Do your player characters dare to jump directly into their future selves' own possibly disastrous adventure? Will they try their best to avoid the ominous fate it represents, even at the risk to the Web of Time? While a Time Lord's long lifespan makes it tempting to centre plot-hooks on their distant pasts, time travel makes your protagonists' futures equally ripe for story potential!

DAMAGED SONIC SCREWDRIVER [Major Gadget]
Traits: Open/Close, Restrictions (Cannot open Deadlock Seals; Each use requires a Difficulty 15 Ingenuity + Technology roll and only works on a Good or Fantastic result; whereas user takes 1 point of damage on a Disastrous result, Tricky controls), Scan, Transmit, Weld.
Cost: 2 points



SPINDROIDS *(Max Warp)*

Spindroids are extremely popular robots among politicians across the galaxy. Their entire purpose is to take in socio-political information, then calculate every potential outcome of any decision its owner makes and advise them to choose the most advantageous ones. Known for their shiny exteriors, each Spindroid is a humanoid roughly the size of an average man.

A Spindroid's suggestions are almost always geared towards their user's approval ratings, but could possibly be asked to focus on other tasks instead. However, despite their ability to follow trends up to the minute, they're extremely flighty and usually suggest short-term solutions that will create long-term issues, such as rashly declaring war on an unfavoured rival country/planet/empire. Ethical considerations aren't something that concern Spindroids, which instead spend their processing power on things like the dilemma of which colour suit their user should wear during their next speech.

While a Spindroid's advice is best taken with a pinch of salt, most politicians who use them become dependent on their suggestions. Many find it increasingly difficult to make their own decisions and only disagree with their Spindroid if they're particularly stubborn about a topic. In gameplay terms, this may manifest as the Spindroid's user gaining the Trait Dependency (Minor): Has a –2 penalty on any rolls against their Spindroid's Convince, no matter how minor the issue is. This means that a Spindroid would be an easy target for hackers or schemers wishing to manipulate key political figures, and their humanoid shape means that one could even be hollowed out and worn as a disguise!

Popular as they are, Spindroids have some major design flaws. For one, their battery life is annoyingly short and their power can be drained by being accidentally left in standby mode, requiring recharging for hours on end. Another is that if a Spindroid has to process something for an extended period of time, it loudly reminds its user of the time remaining every few seconds in their tinny, high-pitched voices. Somehow these flaws haven't stopped them from being widely considered great gadgets, even if they frequently require upgrading to new, barely superior models.

SPINDROID

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 2, Resolve 2, Strength 3
Skills: Convince 3, Knowledge 6 (AoE: Probability, Statistics, Politics), Subterfuge 1, Technology 2
Traits: Armour (3 points), By the Book, Loud, Mental Calculator, Single-Minded (Major) – Only considers short-term events, Obligation (Major) – Its owner, Robot, Weakness (Minor) – Complicated requests require longer processing times, Weakness (Minor) – Short battery life
Tech Level: 6
Story Points: 1-2

TARDIS HOLDING RING *(Relative Dimensions)*

TARDISes are known for their labyrinthine interiors, meaning that organising rooms can be an extremely difficult task. A Holding Ring is a way to bypass this, being a manually created dimensional space within the TARDIS that holds rooms into static positions. A Holding Ring may contain any number of rooms, and they may be moved or shuffled to the operator's preference. A room being in a Holding Ring takes it out of its normal position, leaving a blank space in place of its entrance. The Holding Ring contains its rooms in a winding circular pattern, potentially winding far into the distance. By default, the first and most recent rooms placed into a holding ring will appear next to each other.

The stasis that each room is contained in is absolute, with a room only becoming otherwise when its door is opened. This provides an effective method of keeping pan-dimensional or pan-temporal effects under control. Each room preserves the specific design it had when entering the Holding Ring, meaning that a succession of doors may resemble an art gallery of prior TARDIS wallpapers.

FLEDERSHREW

Attributes: Strength 1, Coordination 6, Awareness 2
Skills: Athletics 3 (AoE: Flight), Fighting 1
Traits: Alien Senses (Sonar), Alien Senses (Chronon Energy), Climbing (Minor), Flight (Major), Size – Tiny (Major), Swarm 3

The Holding Ring is a space separate from the rest of the TARDIS and has no conventional entrance or exit. Anyone entering must input a keycode into a TARDIS console, and anyone exiting must do the same on a wall-mounted keypad. If using the TARDIS design rules from *The Time Traveller's Companion*, a Holding Ring is a Minor TARDIS System. The Doctor uses a Holding Ring to preserve his companions' old bedrooms, both out of sentimentality, and the hope they may somehow return to need them one day. Susan's room is first, and the Ring stretches far into the distance.



FLEDERSHREWS

Fledershrews are small Gallifreyan mammals that superficially resemble bats (and are possibly related to tafelshrews, a mouse-like creature found in the Gallifreyan wilderness and commonly used as test subjects in scientific experiments). While an endangered species on their home planet, they have a reputation for being common TARDIS pests, somehow persistently finding their way into the time ships and setting up roosts. While some may find their skittering unnerving, they're harmless and clean.

Intrusive fledershrews were a fixture in The Doctor's childhood home of Lungbarrow (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*). Since his seventh incarnation, the Doctor has enjoyed keeping a colony of them in the TARDIS. Their favourite roost is in a power station chamber located just under the Doctor's console room. The Doctor's fledershrews live a turbulent life, with many of them being preyed on by the Blitzen Fish (see *V163*) his first incarnation inadvertently brought aboard, and later being completely ejected out of his TARDIS during the Time War, to be picked up later.

The fledershrews' ability to find their way into any TARDIS may provide various complications for a crew; they could become a nuisance getting in the way of crucial systems, or they could become pets that the crew would want to rescue from danger.

TARDIS VOICE INTERFACES *(Zagreus, Get Andy)*

Most TARDISes these days include a voice interface for its passengers to interact with. Even the Doctor's Type 40 has such a feature, though in common with many Time Lords, the Doctor doesn't routinely use it. However, it has been known for the TARDIS to take the initiative in times of urgent need and activate the voice interface of its own accord.

When activated, the voice interface can provide verbal advice and assistance and is helpful to those who may be less familiar with the operation of a TARDIS. Use of the voice interface doesn't obviate the need to use the console. It is primarily intended to provide information or advice rather than a means to pilot the TARDIS by voice.

At a basic level of operation, the interface is just a neutral voice. But if required, it can generate a realistic holographic form within the TARDIS, often of a person familiar to the user. Although the hologram sometimes presents as a flat, emotionless version of the subject, voice interfaces are programmed to be able to respond with a copy of the person's personality and memories, the better to provide emotional and moral support if needed. Of course, this depends on the TARDIS having had sufficient contact with the subject or accessing a passenger's memories of them.

By spending 1 or more Story Points (depending on the complexity involved), a TARDIS is able to extend the holographic capabilities of its voice interface to present a full 3D environment, including



multiple fully-realised and interactive characters. With the expenditure of additional Story Points (double the usual amount), the environment and its holograms can be made to feel solid.

If using the TARDIS design rules from *The Time Traveller's Companion*, a voice interface is a Minor system under Communications. Its availability should be restricted to Decommissioned, Modern and Advanced TARDISes.

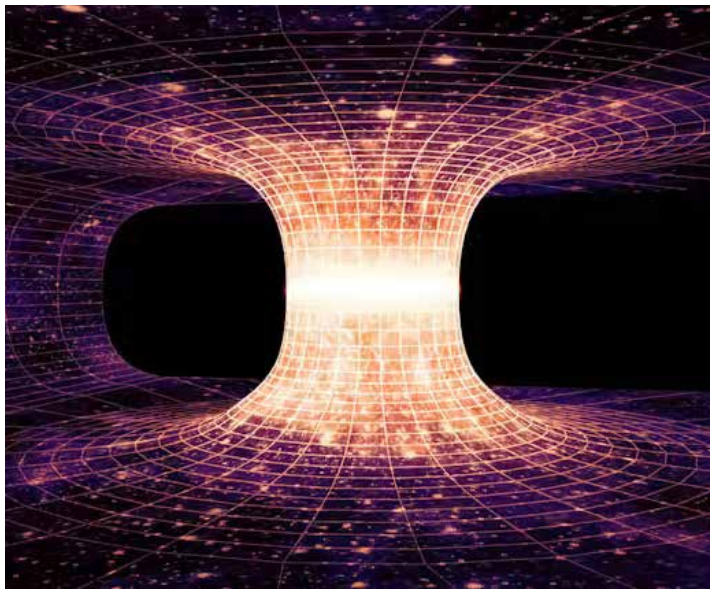
TEMPORAL CHAMBER *(X and the Daleks)*

On the planet Srangor (see *L221*), the Daleks have constructed a relativity map using designs provided by their ally, Kotris (see *V236*). A relativity map is Time Lord technology. It has been built within a temporal chamber deep beneath the surface of Srangor. Standing inside the chamber is rather disconcerting. The more you look at it, the more the shape of it seems to change. It's like noticing an extra bit of it out of the corner of your eye, but when you look, it's gone. With the relativity map installed within the chamber, you can stand there and observe any point in space and time. You can literally see forever and watch anywhere in the Universe throughout its entire life.

The Daleks have also incorporated a space-time projector as part of the temporal chamber. In conjunction with the relativity map, the projector is able to project people and objects across vast distances in an instant, and as it folds time itself, can project them to any point in the past or the future.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Finally, the Daleks linked their retro-genitor weapon (see *G53*) to the projector in order that it could remove the Time Lords from space-time as if they had never existed.



TEMPORAL CHAMBER [Special Gadget]
Traits: Track (Major), Transmit, Vortex
Cost: 11 points

TEMPORAL CORROSION *(The Girl Who Never Was)*

Temporal corrosion is a fungal infection found in the Vortex. It will attack anything, whether organic or inorganic, living or dead, by aging it to destruction. It's known to be a TARDIS-killer because it tends to home in on time machines.

Temporal corrosion is seen only by its effects: rust and decay in metal and wood, the bubbling of paintwork, or weakening and rotting away in living matter. Touching it stings like mild acid. The fungus spreads at a rate of one metre per Round, though the GM can vary this according to the demands of the adventure. It's easy to outrun, but its advance is inexorable.

The presence of the corrosion in the Vortex is bad enough, but if it were to be brought back into the physical Universe, it's pretty much unstoppable. There is no known means of destroying the fungus itself (but characters using Jiggery-Pokery or similar may be able to come up with something). Usually, the best option is to get infected objects into the Vortex as quickly as possible and hope the corrosion hasn't already spread.

Any character coming into contact with temporal corrosion must make an initial Difficulty 15 Awareness + Strength roll or become infected. Thereafter, they will begin to take 1 point of damage per Round as the fungal spores age their tissues. Damage from temporal corrosion is not reduced by Traits such as Armour or Tough, and will not heal normally. But it may be prevented by the Forcefield Trait (at the GM's discretion).

While the character has taken only a single point of damage, it is possible to blow the spores away if they have only infected a small area of the body. This needs a successful Difficulty 12 Awareness + Coordination roll. After that, only more drastic measures or advanced technology (Tech Level 8+) will stop the spread.

Temporal corrosion affects robots and cyborgs in exactly the same way as fully organic lfieforms. Vehicles take damage to their Hit Capacity. Gadgets will become inactive in a number of Rounds equal to their Story Points (unless they are particularly large, in which case it takes longer). Most other equipment is unusable within a couple of Rounds after infection.

TARDISes, being complex and multi-dimensional entities, are handled in a different manner. Temporal corrosion cannot by itself cross the inter-dimensional void between the outer plasmic shell and the TARDIS interior. If the corrosion has only managed to infect the outer shell and the TARDIS doors remain shut, it may be possible to prevent anything more than superficial damage to the exterior by remaining or returning to the Vortex and carrying out a particularly complex manoeuvre to shake the spores free (requiring a Difficulty 18 Ingenuity + Transport roll).

If, however, the corrosion has gained access to the interior, damage is handled according to *The Time Traveller's Companion*, with each point of damage requiring a roll on the TARDIS Damage Table.

TEMPORAL TRANSLOCATOR *(UNIT Dating)*

In the clean-up exercise carried out in the aftermath of the Devil's End incident (see *The Dæmons*), UNIT discovered a small device half-buried in the ruins of the village church. It's a small box with dials like clock faces and controls responsive to the touch. What it does wasn't immediately apparent. But when it was taken to a junior scientist in the UNIT HQ lab, it activated, seemingly in response to being in close proximity to a transistor radio, which promptly burst into flames!

The result was that seconds later, time jumped back by a minute or two. Only time travellers and anyone caught within the immediate field of the device were aware of the jump. As time ran forward again and reached the same point as before, time again jumped back by a minute or so. This was repeated again and again, with the only differences to events being those triggered by anyone aware of the time jumps. In effect, the device set up a repeating time loop once it activated, but one which wasn't controllable by the device's user.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The box is a temporal translocator, a basic time travel device similar to a Vortex Manipulator, which the Master presumably had for emergency situations but which was damaged in the explosion that destroyed Devil's End church.

The explosion rendered the translocator seemingly inoperable. But it was inadvertently reactivated in the presence of a transistor radio because Liv Chenka (see A98) in 2020 used the future, scorched version of the radio (linked to a TARDIS key) to send a Morse code SOS to the Eighth Doctor, who had travelled back to UNIT HQ in the 1970s. It was the energy from this time-travelling message that jolted the translocator back to life.

When the Doctor finally managed to examine the translocator, he was able to repair it and it once again became a working personal time travel device. However, the translocator is probably more interesting in its broken state, posing a problem for characters to solve in order to escape the time loop it generates. To further complicate matters, until the time loop is halted and actions within it are resolved one way or another, events at the other end of the SOS message in 2020 remain in flux!

TEMPORAL TRANSLOCATOR (BROKEN) [Minor Gadget]
Traits: Time Loop (3 points), Restriction – The translocator is broken and only activates in proximity to a suitable source of temporal energy, and then automatically creates a time loop
Cost: 1 point

TEMPORAL TRANSLOCATOR (REPAIRED) [Special Gadget]
Traits: Teleport, Vortex
Cost: 10 points

TIME WHIP *(No More Lies)*

When you deal in stolen time technology, you make a lot of enemies from temporally sensitive species. So the devious Doctor Zimmerman (see *L239*) created a weapon he nicknamed the "Time Whip" for protection. The Time Whip is designed specifically to harm time sensitives, tapping into dangerously raw temporal energy to do so.

Being struck by the Whip while it's buzzing with energy is extremely painful, and it may even completely paralyse someone with agony if lassoed around them. Lassoing an enemy is a contest of the wielder's Coordination + Marksman against a target's Coordination + Athletics. Most terrifyingly, the Whip's operator can control just how much temporal energy it generates. This can be used to efficiently torture a target, and the Whip can even be filled with so much energy it completely wipes its victim from history!

As it's designed for such a specific purpose, the Time Whip has comparatively little effect on those who aren't full blown time sensitives, only lightly stinging regular time travellers and non-time sensitives. Its name is a slight misnomer, as it doesn't pack the same punch as an actual whip. Its wielder must be careful who they choose to attack with it, as being mistaken and striking a non-time sensitive could leave them open for a counterattack.

As Zimmerman's Time Whip has an infamous reputation, it's likely he may have created more, selling them for a profit, or that it has inspired others to make their own versions of the idea. It's also possible that the process is applicable to many different forms of weapon, resulting in such things as time sensitive-harming swords or spears.

TIME WHIP [Special Gadget]
Traits: Weapon (Major) – Delivers 4(2/4/6) damage to time sensitives, e.g. anyone with Feel the Turn of the Universe or functionally similar Traits (Restriction – Only delivers 1(1/1/2) damage to those without such a Trait), Entrap (Major: Anyone lassoed will automatically take damage every Round the Whip remains active until freed), Delete (On its highest setting, the Time Whip erases time sensitive characters from history; affects living beings, but has no reconstruct function), Restriction – All of the Time Whip's effects are limited to attacking a target within 2 metres
Cost: 4 points



VODIUM *(Situation Vacant)*

Put bluntly, Vodium is an extremely dangerous substance. While it doesn't look so obviously alien as to be identifiable as such, Vodium isn't native to Earth. Luckily for humanity, because it generates such a large quantity of low-waste energy that it punches wormholes in the local spatial area. These wormholes are small and subtle enough that they can only suck up roughly one person before they close, but if left unattended, even a tiny fraction of Vodium will eventually cause enough damage that can be catastrophic to larger and larger areas of space. The Vodium creates these wormholes as a way of venting energy to its native part of the Universe, which has the side effect of instantly killing anyone sucked in. This implies that it or its energy has some form of sentience, as alien as it may be.

A tiny fraction of Vodium has been discovered by a research team headed by Doctor Wanda Rothman on early 21st Century Earth, who believes that it's a miraculous new mineral capable of producing incredible amounts of low-waste nuclear power. Unaware of the danger it presents, the sample has been brought to an international science conference held at a Greenwich hotel, and has been causing tiny wormholes to form, causing certain scientists to disappear… and the rivals of those scientists to seem very suspicious. Thankfully, few have noticed the disappearances, but sooner rather than later someone giving a speech will be thrown into deep space in front of witnesses, stirring a panic.

The wormholes are likely to attract the attention of the Pan-Galactic Initiative for Dimensional Rifts, a group of aliens responsible for monitoring and plugging such dangers. The fact that the group's members are all obviously non-human, are armed with laser guns, and don't have universal translators would be likely to cause a misunderstanding with anyone else investigating the disturbances.

Fortunately, acid can be used to slow the Vodium's reaction down and actively stop the wormholes from forming. Even such small and dilute amounts as in a bottle of orange juice could do the trick.

Vodium is a dangerous mineral, yet known throughout the galaxy. Given that it can punch open wormholes across great distances of space, it could conceivably be harnessed to power devices that generate controlled wormholes, granting the ability to travel between the stars. These devices would have the Traits of Teleport and Restriction – Vodium power source is nullified by acid. Could your player characters even use a device such as this in lieu of a TARDIS (especially if it proved capable of time travel), and would they have to contend with the Pan-Galactic Initiative for Dimensional Rifts trying to hunt them down?



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.

Storm Warning *[A90, A158, V175, V298, V303]*
October, 1930. His Majesty's Airship, the R101, sets off on her maiden voyage to the farthest-flung reaches of the British Empire, carrying the brightest lights of the Imperial fleet. Carrying the hopes and dreams of a breathless nation. Not to mention a ruthless spy with a top-secret mission, a mysterious passenger who appears nowhere on the crew list, and your characters! There's a storm coming. There's something unspeakable – something with wings, crawling across the stern. Thousands of feet high in the blackening sky, the crew of the R101 brace themselves. When the storm breaks, their lives won't be all that's at stake… The future of the galaxy will be hanging by a thread.

Sword of Orion *[A134, V217, V261, V303, L153]*
The human race is locked in deadly combat with the "Android Hordes" in the Orion System. Light years from the front line, your TARDISeers arrive to sample the dubious delights of a galactic backwater, little suspecting that the consequences of the Orion War might reach them there. But High Command's lust for victory knows no bounds. Trapped aboard a mysterious, derelict star destroyer, you find yourselves facing summary execution. But this is only the beginning of your troubles. The real danger has yet to awaken. Until, somewhere in the dark recesses of the Garazone System, the Cybermen receive the signal for reactivation...

The Stones of Venice *[A143, L234]*
Your Player Characters take a well-deserved break from the monotony of being chased, shot at and generally suffering anti-social behaviour at the hands of others. And so they end up in Venice, in the future, as the great city prepares to sink beneath the water for the last time… Which would be a momentous, if rather dispiriting, event to witness in itself. However, the machinations of a love-sick aristocrat, a proud art historian and a rabid High Priest of a really quite dodgy cult combine to make Venice's swansong a night to remember. And then there's the rebellion by the web-footed amphibious underclass, the mystery of a disappearing corpse and the truth behind a curse going back further than curses usually do. Your TARDIS crew is forced to wonder just what it has got itself involved with this time...

Minuet in Hell *[A121, A150, V270, V303, L181]*
The twenty-first Century has just begun, and Malebolgia is enjoying its status as the newest state in America. After his successful involvement with Scotland's devolution, Brigadier Alistair Gordon Lethbridge-Stewart has been invited over to Malebolgia to offer some of his experiences and expertise. There he encounters the charismatic Brigham Elisha Dashwood III, an evangelical statesman running for Governor who may not be quite as clean-cut and wholesome as he makes out. One of Dashwood's other roles in society is as patron of a new medical institute, concentrating on curing the ills of the human mind. One of the patients there interests the Brigadier – someone who claims they travel through space and time in something called a TARDIS. Your companion, however, is an amnesiac and working at the local chapter of the Hellfire Club, populated by local dignitaries who have summoned forth the demon Marchosias. And the leader of the Club? None other than Dashwood, who seems determined to achieve congressional power by the most malevolent means at his disposal...

The Mummy Speaks! *[A92, V233]*
The Carnaval de Paris, 1841. Amid the sideshow tents, your characters discover something truly novel: an Ancient Egyptian mummy that speaks – despite being dead for more than 4,000 years! But what the mummy has to say translates into terror for the TARDIS crew... and proclaims doom for the entire world.

Eclipse *[L205]*
The collective noun for a swarm of moths is an eclipse. And when the chittering, nightmarish Hellstrung descend from the forest canopy of planet Pteron, they threaten to snuff out the lives of the human settlers below. Wanting to know what's stirred up the Hellstrung, your TARDISeers venture deep into the woods as darkness falls.

The Slaying of the Writhing Mass *[L164, X13]*
Your PCs become trapped in a temporal traffic jam, caused by time tourists come to witness the pivotal event in the history of the planet Ileiko: the Slaying of the Writhing Mass, the alien entity that enslaved the Ileikans in their infancy. The legendary hero Salan killed the Mass with a single stone, setting the Ileikans free. But what was the Mass, exactly? And what if the legend was wrong?



Heart of Orion *[A133, A134, V261, L153]*
A sequel adventure to Sword of Orion! The TARDIS intercepts a strange signal, returning you to the Garazone System – where once you had a terrifying encounter with the Cybermen, and foiled a bid to change the course of a terrible android-human war. Now, people are going missing from all over Garazone Central. The Orion War is far from over, and you have landed at the heart of it, again!

Hall of the Ten Thousand *[L155]*
The Ten Thousand represent everything a Time Lord can admire. Ingenuity, creativity and triumph of peace over war. So, naturally, it becomes a TARDIS destination. However, your PCs' arrival isn't quite the gallery visit they expected. Why is everything slowly falling apart? Why is the artist refusing to see them? But there's also a question that's far more urgent. Did that statue just move?

The End of the Beginning *[A154, A181, V193, V215, G30]*
The Universe is in a state of crisis, facing destruction from the results of a strange spatio-temporal event. And your Time Lord is involved in three different incarnations – each caught up in a deadly adventure, scattered across time and space. The whole of creation is threatened – and someone is hunting you. Your three incarnations must join together to confront their implacable pursuer – but in doing so will they unleash a still greater threat?

Together in Eclectic Dreams *[L172]*
Your PCs go to the Archipelago of High Dream to try and stop the nightmares one of them is having in the TARDIS. Instead, they find the Lethe Foundation, a research facility overseen by musician Tara, lulling her clients to sleep with soothing melodies. But the Kantrofarri are hunting, and a mystery Green Man holds the key to escape...

If I Should Die Before I Wake *[A144]*
Your characters are lost in a labyrinth of monsters. And somewhere, lurking, are the Dream Crabs… From the Sphinx to Gorgons, Cerberus and Pegasus, the Greek myths are alive and threatening the TARDIS crew with death at every turn. How long until their Fates unravel, and the truth is revealed?

The Devouring *[A96, V188]*
Lady Audacity Montague – strong-minded and unconventional – has been gazing at the stars. But unfortunately for her – and everybody she knows – they've been staring back. She's made inadvertent, intergalactic eye contact with a malevolence known as The Devouring. Now it wants to consume her. But Audacity is already consumed. With rage.

The Great Cyber-War *[A164, L111, L236, G38]*
Humanity and her allies versus the horror of the Cybermen. This is no place for your TARDISeers. But on the Aurum, the war seems far away. There are parties and cupcakes and all the gold of Voga – and not a Cyberman to be seen... The best hope of survival lies with the great Oberon Fix – the finest scientific mind of his generation, working to protect humanity.

Twenty-Four Doors in December *[A172, L105]*
When the TARDIS lands in London on the first of December your PCs might decide to treat themselves to a proper Christmas holiday... even down to dragging out the Baker Street Advent Calendar. But elsewhere in the city, a department store Santa is starting to have a very unnerving month. He's on a collision course with the time travellers. Is it going to be a Happy Christmas?

The Empty Man *[A142, V204]*
Good evening, faithful listener. It's time for Eldridge Brinkwood, that splendid scribe of scary stories, to tell another of his tales this Christmas Eve. Except this is a horror like no other. your adventurers have stirred something in the dark, something ruthless and relentless. And the Empty Man must feast...

Winter of the Demon *[V284, G31, X13]*
The TARDIS brings the travellers to Victorian Edinburgh. Industrialist Donald Shaw plans to transform the city with electric light, but people are dying, found horribly burned... What ancient power has Shaw summoned? Can your heroes prevent the Winter of the Demon?

Invaders from Mars *[A165, V178, V242]*
Hallowe'en 1938. A month after a mysterious meteorite lit up the skies of New York State, Martian invaders laid waste to the nation. At least, according to soon-to-be infamous Orson Welles, they did. But what if some of the panicked listeners to the legendary *The War of the Wgrorlds* broadcast weren't just imagining things? Your TARDIS arrives in Manhattan just in time to find a dead private detective. Indulging their gumshoe fantasies, your PCs are soon embroiled in the hunt for a missing Russian scientist and at the mercy of a very dubious Fifth Columnist. With some genuinely out of this world "merchandise" at stake, the TARDIS crew is forced into an alliance with a sultry dame called Glory Bee, Orson Welles himself and a mobster with half a nose known as "the Phantom". And slowly and surely, something is drawing plans against them. Just not very good ones...

The Chimes of Midnight *[V194]*
'Twas the night before Christmas, and all through the house not a creature was stirring… But something must be stirring. Something hidden in the shadows. Something which kills the servants of an old Edwardian mansion in the most brutal and macabre manner possible. Exactly on the chiming of the hour, every hour, as the grandfather clock ticks on towards midnight. Trapped and afraid, your characters are forced to play detective to murders with no motive, where the victims don't stay dead. Time is running out. And time itself might well be the killer...

Seasons of Fear *[A139, A141, V258, V274, V281]*
On New Year's Eve, 1930, the Raffles Hotel in Singapore. Sebastian Grayle: immortal, obsessed, ruthless, has come to the city to meet your Time Lord. To your character, he's a complete stranger, but to Grayle, they are an old enemy. An enemy that, many years ago, he finally succeeded in killing. And this is his only chance to gloat. Your TARDISeers desperately search human history for the secret of Grayle's power and immortality. Their quest takes in four

different time periods, the Hellfire Club, the court of Edward the Confessor, and the Time Vortex itself. And when the monsters arrive, the stakes are raised from the life of one Time Lord to the existence of all humanity.

Embrace the Darkness *[A170, V288, L129]*
You travel to the remote Cimmerian System to unravel the mystery of its sun. But darkness has already embraced the scientific base on Cimmeria IV in more ways than one. In a fight for survival, the PCs must use all their wits against a deadly artificial life-form and an ancient race whose return to the Cimmerian System threatens suffering and death on an apocalyptic scale.

Solitaire *[L230]*
"What if there were a game you didn't know you were playing? Where you didn't know the aim and you hadn't seen the rules?"
Your Companion arrives in a toyshop, but don't know where they are – or even who they are. The mysterious owner wants to play games. He's the Celestial Toymaker, and he has already defeated your Time Lord, whose essence is hidden inside a ventriloquist's doll. The Time Lord is gone. The TARDIS is lost. But the game is only just beginning...

Enemy Aliens *[V223]*
1935: a message from a Time Lord in trouble sends your TARDIS crew to the streets of London's West End, in search of a mysterious alien adversary – unaware that something monstrous is already on their trail. They soon discover that an insidious conspiracy is indeed at work, its tentacles extending the length of the British Isles. Proving its existence won't be easy, however, after a confrontation in a music hall ends up with them under arrest or on the run, suspected of murder. All their hopes rest in a musical clue and a man named Hilary – neither of which are much consolation, with your time travellers the object of a nationwide manhunt. And all the while, the enemy aliens are drawing closer and closer still...

The Time of the Daleks *[A109, V274, L193, G43]*
Your Time Lord probably admires the work of William Shakespeare. So they're a little surprised that the Companions don't hold the galaxy's greatest playwright in the same esteem. In fact, they've never heard of him. Which is quite improbable. General Mariah Learman, ruling Britain after the Eurowars, is one of Shakespeare's greatest admirers, and is convinced her time machine will enable her to see the plays' original performances. Which is extremely unlikely. The Daleks just want to help. They want Learman to get her time machine working. They want the Companions to appreciate the first-ever performance of Julius Caesar. They believe that Shakespeare is the greatest playwright ever to have existed and venerate his memory. Which is utterly impossible.

Neverland *[V258, V274, V304, L109]*
The Web of Time is stretched to breaking. History is leaking like a sieve. In the Citadel of Gallifrey, the Time Lords fear the end of everything that is, everything that was... everything that will be. The PCs hold the Time Lords' only hope – but exactly what lengths will the Celestial Intervention Agency go to in their efforts to retrieve something important from within their TARDIS? What has caused the Imperiatrix Romanadvoratrelundar to declare war on the rest of creation? And can an old nursery rhyme about a monster called Zagreus really be coming true? The answers can only be found outside the bounds of the universe itself, in a place that history forgot. In the wastegrounds of eternity. In the Neverland.

Zagreus *[A169, A182, V244, V274, V304, L212, G30, G56]*
Zagreus sits inside your head
Zagreus lives among the dead
Zagreus sees you in your bed
And eats you when you're sleeping.

Scherzo *[L118, L142, L224]*
Once upon a time… There were friends who together travelled the cosmos. They thwarted tyrants and defeated monsters, they righted wrongs wherever they went. They explored the distant future and the distant past, new worlds and galaxies, places beyond imagining. But every good story has to come to an end. With no times or places left to explore, all they have now are each other. But maybe that's one voyage too many. Maybe they'll discover things they'd rather have left undisturbed... hidden away in the suffocating, unfeeling, deafening brightness. Once upon a time. Far, far away.

The Creed of the Kromon *[A89, V238, V239, L118, L142, L148]*
The Interzone is a fearsome nether-world protecting a zone ruled by the Kromon. Theirs is an arid land of dust and dying trees. Across the landscape are spheres that look like giant anthills. Within one of these structures lie the clues that will lead the PCs to their lost TARDIS. The spheres are ruled by the insect-like Kromon who covet the TARDIS. When one of the TARDISeers is captured and forced to metamorphose into a hybrid-insect Queen, the others must barter their knowledge of space-travel technology, all the while knowing that they risk opening up all the realms of space to a rapacious race whose creed is not to create, only to plunder.

The Natural History of Fear *[L118, L142, L174]*
IT IS A CRIMINAL OFFENCE TO COPY OR ATTEMPT TO COPY ANY PERSONALITY OR MEMORY-RELATED ARTICLE SHOWN OR DISPLAYED IN THIS PUBLIC THEATRE, INCLUDING THIS WARNING. PUNISHMENT OR CONVICTION IS AN UNLIMITED REDUCTION OF AUTHORISED OVERTIME HOURS AND TOTAL PERSONALITY REVISION. YOU ARE NOT PERMITTED TO BRING ANY JUKEBOX OR RECORDING EQUIPMENT INTO THIS PUBLIC THEATRE. THIS WILL BE TREATED AS AN ATTEMPT TO BREACH COPYRIGHT. ANY PERSON DOING SO CAN BE EJECTED AND THE EDITOR MAY CONFISCATE SUCH ARTICLES. WE ASK THE PUBLIC TO BE VIGILANT AGAINST ANY SUCH ACTIVITY AND REPORT ANY MATTERS AROUSING SUSPICION TO THEIR LOCAL CONSCIENCE. THANK YOU.

The Twilight Kingdom *[V238, V247, L118, L142, L220]*
The blood of innocents has been spilt – a terrible sequence of events has been set in motion. The forces of darkness are on the move. Deep underground, an army of light prepares itself for the

oncoming war. Stripped of all that is familiar, lost among the dark caverns of an unknown world, have your PCs finally met their match?

Faith Stealer *[V238, V241, V253, L118, L142, L188]*
When your Player Characters find their journey through the Interzone interrupted by a nightmarish vision, they are surprised to find the Kro'ka offering the perfect solution… The Multihaven – a vast array of religions and faiths housed in one harmonious community – appears to offer the perfect sanctuary in which to convalesce. But under the guidance of the charismatic Laan Carder, one religion seems to be gathering disciples at an alarming rate… With your travellers catching glimpses of an old friend or on the receiving end of some unorthodox religious practices, their belief, hope and faith are about to be tested to the limit. It's time to see the light.

The Last *[V206, L118, L142]*
Trapped on a dying world, the PCs come face-to-face with those responsible for the war to end all wars, try to understand what has happened and learn the terrible truth. Powerful forces are at work on Bortresoye that not even a nuclear holocaust can tame; natural forces that have excited the interest of Excelsior, the self-proclaimed saviour of her people. Immobilised or left to battle against the elements with some of the victims of war, one final, desperate hope of escape presents itself. But who will be the last to leave the planet? Who will have to stay behind? And will your characters live long enough to find out?

Caerdroia *[V238, V274, L118, L121, L142]*
Exiled to a new universe, separated from the TARDIS, opposed and manipulated by the Divergence and their agent the Kro'ka, your PCs have been struggling to work out the nature of the cosmic game in which they are unwilling pawns. Now, at last, they have a chance to find the answer – and regain the TARDIS! Threatened and desperate, the Kro'ka abandons his behind-the-scenes machinations to confront them directly. But will they lose their way in the maze of the strange world in which they find themselves? A world in which a clock may have a cuckoo but no hands, a labyrinth imprisoning a paradox, and a Garden of Curiosities reveals something the Doctor has never seen before. And with the TARDIS itself at stake, they will have to reach deep inside themselves to find some surprising new allies.

The Next Life *[A151, V187, V238, V274, V304, L142, L151]*
"All things must die." Washed up on the sandy shores of a paradise island, your Time Lord is rescued by the wife of Daqar Keep, the richest man in the galaxy. Her name's Perfection. Together, they face a journey into the dark heart of this mysterious island, to discover the deepest secrets of this timeless cosmos. That's if the giant crabs, killer crocodiles and murderous natives don't get them first. Meanwhile, your Companions have their own ordeal to endure, in the grip of the Time Lord's most dangerous rival. And in a universe that's facing extinction, even the best of friends may soon become enemies… This life is almost over. Not everyone will make it to the next.

Terror Firma *[A103, L138]*
Centuries ago, on the war-torn planet Skaro, a great scientist created the most evil creatures the Universe would ever know... Daleks. It was at their genesis that the scientist Davros first met and was defeated by a Time Lord. Over the years and throughout space, they fought. It was a fight that ended with that Time Lord's destruction of Skaro and the Daleks. Except… Davros survived. Alone. In the dark. With only thoughts of revenge keeping him alive. Davros is waiting for a Time Lord, any Time Lord. Your destiny is now.

Scaredy Cat *[V205, L147]*
"Yaranaa!" It means literally "the soul of the vengeful" – those whose lives have been cut short early and died with empty hearts. Millennia ago, the people of the planet Caludaar pledged never to set foot on their sister planet Endarra… But what secrets does the planet hold? There are laws even your PCs won't break… And while they learn that some tragedies can't be averted, they must also decide who the enemy actually is. For death walks on Endarra, and this time she won't be denied...

Other Lives *[A116, V168, V228]*
London, 1851. Scene of the Great Exhibition of the Works of Industry of All Nations. Scene also of a plot to unseat the government, dethrone the monarch and start a republic. If the Duke of Wellington himself is to be believed… While the PCs are drawn into the murky world of nineteenth-Century politics, they struggle to maintain their dignity against growing odds. What begins as an attempt to prevent murder quickly becomes a desperate race to avert revolution. Separated from the TARDIS, your travellers are left to wonder if they'll get their own lives back or be forever entangled with the lives of others. And who is Mrs Georgina Marlowe? What need does she feel your Time Lord can satisfy?

Time Works *[V173, L166]*
"You want to know about the Clockwork Men? We work in their shadow, every tick and tock of our lives. We hear them in the workings of the Great Clock. We work hard, turn our hands – but we all wind down in time, and that is when they come for us: when our time is up." The TARDIS lands in between times, in a time where this is no time. A time in which nothing can possibly be. But something is… They are rats in the wheelwork, a threat to the schedule of a world where timing is everything. And the seconds are counting down to a fateful future that has already happened. Unless they can beat the clock.

Something Inside *[V164, L136]*
Warning.
You are about to enter the cube.
All forms of telepathy are prohibited.
Do not attempt teleportation under any circumstances.
Psychic powers will be forcibly removed.
(Mental surgery is compulsory.)
Caution.
You have no rights.
You have no powers.

You have no defence.
You are now inside the cube.

Memory Lane *[V246]*
No summer can ever quite be as glorious as the ones you remember from when you were young, when a sunny afternoon seemed to last forever and all there was to do was ride your bike, eat ice-lollies and play with Lego. Tom Braudy is enjoying just such an afternoon when your TARDIS lands in his Nan's living room and interrupts her in the middle of the snooker. After they've no doubt apologised, your characters soon discover matters of far greater concern than the fact that their time machine is blocking Mrs Braudy's view of a thrilling century break. The street which Tom happily cycles up and down appears to have no beginning or end, and every single house on it is identical. Is this the future of suburbia, or something even more sinister? Why doesn't Tom look as young as he behaves? And can anybody remember which house the TARDIS is in?

The Battle of Giant's Causeway *[V293, V301]*
The war between the Sontarans and the Rutans has been going on for Millennia. And is likely to continue for millennia more. A terrible conflict with no care for consequences or collateral damage. Billions have died with no end in sight. Its reach can encompass ancient Ireland and a forest world in the far future. A temporal tidal wave leads your heroes to the Giant's Causeway, Ireland 55BC, where the TARDIS is drained of power and they encounter Sontarans who believe they're Roman Legionnaires. What has caused this and what is the strange secret in the rocks?

Absolution *[V160, L232, L26]*
Confession. Penance. Absolution. The TARDIS breaks down in a forbidden sector of space. Ghostly voices cry out for salvation and only you can answer their call and discover the secret of the Absolver. But will you use it to rescue your friends or save the universe? The infernal beast Borarus is hungry. Time is running out and Judgement Day is at hand. Welcome to Hell.

Blood of the Daleks *[A99, V219, V267, L214]*
"People of Red Rocket Rising, my fellow citizens. Our long night is over. I've been contacted by a benevolent people. They too have known great trials, but they have overcome them and made it their mission to help others do the same. They have offered us refuge, and passage to the nearest human worlds. They have the resources, and the patience and compassion, to evacuate every one of us. My fellow citizens, my friends, rescue is at hand!"
"The crashed ship. The one Tom Cardwell saw all those years ago. And you borrowed its technology, didn't you? Maybe even found a Dalek or two in the wreckage. Dead, but intact. And you began to turn human beings into creatures like them. You did that? I'm right, aren't I?"

Horror of Glam Rock *[A118, A178, V260]*
Your PCs go glam when the TARDIS makes an unexpected landing in 1974. Slade, the Sweet and Suzi Quatro are Top of the Pops – and brother-and-sister duo the Tomorrow Twins will soon be joining them, if Arnold Korns, a starmaking Svengali, has his way. But will their dreams turn to dust at a service station somewhere on the M62, besieged by a pack of alien monsters?

Immortal Beloved *[V210, G53]*
"Theosophy? Ha! Surely you mean theophany? Because we're not talking about real gods here, are we? We're talking about the appearance of gods. Your heavenly powers are a little too mechanical for my liking. And, if I may be so bold, Lord Zeus, your demeanour is not very godlike."

Phobos *[V209, L178, G28]*
The TARDIS lands on Phobos, moon of Mars – where extreme sports nuts of the future indulge their passion for gravity-boarding and wormhole-jumping. But there's something lurking in the shadows, something infinitely old and infinitely dangerous. It's not for nothing that "Phobos" is the ancient word for "fear"...

No More Lies *[V295, V303, L239, G58]*
What links a disintegrating spaceship to a posh garden party, where a wealthy couple are celebrating their love for each other in style? Gatecrashers (your characters, of course) think they know the answer. But they're not the only uninvited guests – ferocious alien warriors riding pterodactyl-like Vortisaurs are about to make their entrance!

Human Resources *[A174, V219, V225, V232, L177]*
Your Companion's been headhunted to join the staff of Hulbert Logistics, a respectable blue-chip firm in Telford. Great prospects, competitive salary – you don't have to be mad to work here! But weren't they made for better things, like travelling by TARDIS through time and space? The other PCs, meanwhile, have been fired – into a confrontation with the most terrifying of enemies… Business as usual? Not at Hulbert Logistics, where staff are facing a menace far worse than the prospect of the office Christmas Party. Your Companion's made some friends and the TARDIS crew has met some old enemies. But just who will become the Headhunter's new apprentice? Welcome to the job interview from hell.

The Dalek Trap *[L123, L167]*
The thing about black holes is, they're big and they're black and they're deadly, and you'd have to be mad to go anywhere near them. Because anything that falls inside a black hole ends up crushed in the singularity. Unfortunately, your TARDIS just went mad, or so it seems, and flown beyond a black hole's event horizon, causing your characters to end up marooned on a planetoid just inside the event horizon. Along with a Dalek saucer... and something else. Because this is no ordinary black hole… This is the Cradle of the Darkness.

The Revolution Game *[V220, V229, L126]*
It's a Companion's birthday, and their birthday treat awaits. But whatever they're expecting, it's not what they're getting on the colony world of Castus Sigma in the year 3025: ringside seats for the interplanetary Retro Roller Derby – sponsored by Heliacorp, "turning sunlight into gold"! It's more than just a game, though. For the competitors, it's a matter of life or death – a New Life with

Heliacorp, or a living death on Castus Sigma. Or, on this fateful day, a very actual death. Because there are strange creatures living out on the plain, beyond the colony. Creatures with every reason to want to sabotage the games. Creatures with a grudge.

The House on the Edge of Chaos *[L160]*
The TARDIS brings your PCs to a vast house on the planet known as Horton's Orb. The only house on Horton's Orb, in fact. Outside its outsized windows there's nothing. No land. No sea. No sky. No life. Just an endless expanse of static. Inside the house, there's an upstairs and a downstairs – servants below, gentlefolk from the finest of the house's families above. Alas, there are altogether too few eligible ladies on the upper floors these days. Meaning there's a vacancy for one of your characters, if single and unattached… Outside the house, the static howls on. Except now, the static wants to get in.

Island of the Fendahl *[L123, L167, G40]*
The Fendahl is the death of evolution, the horror that lies in wait at the far end of the food chain. The Fendahl is death itself. And the Fendahl is dead. It was destroyed it many years ago, in a place called Fetchborough. But if the Fendahl is dead... how can it live again, on the remote island of Fandor?

Dead London *[A173, L139]*
Someone's playing with us. Manipulating time and space for their own ends. The TARDIS lands in London. But which one? The PCs find themselves trapped in a maze of interlocking Londons from Roman times to the present day. But they are not alone in this labyrinth: a killer is on their trail.

Max Warp *[V234, L185, G54]*
Welcome to Max Warp! Broadcasting live from the Sirius Inter-G Cruiser Show. Hosted by outspoken columnist and media personality Geoffrey Vantage, with spaceship-guru-extraordinaire O'Reilley and daredevil pilot Timbo "the Ferret".
When a test flight of the new Kith Sunstorm ends in disaster, the Sirius Exhibition Station is plunged into a web of murder and intrigue. Someone – or something – is trying to re-ignite a war between the Varlon Empire and the Kith Oligarchy. As the fate of the galaxy hangs in the balance, only your investigators can hope to uncover the truth. So strap yourself in, engage thrust, and prepare for... Max Warp!

Brave New Town *[L228]*
It's like The Village That Time Forgot! The inhabitants of the quiet seaside town of Thorington in Suffolk are living the same day over and over again. What's so special about the 1st of September 1991? Why haven't the villagers noticed that the same song has been number one for years? And just where on Earth has the sea disappeared to? Your TARDISeers must solve the mystery before the "visitors" return...

The Skull of Sobek *[V287, L165, G39]*
Too much perfection's dangerous. On the isolated planet of Indigo 3, far out in the wastes of the Blue Desert, lies the Sanctuary of Imperfect Symmetry. It is a place of contemplation and reflection. It is also a place of death. Something from another time, from another world, has found its way inside the hallowed walls. Something with a leathery hide, a long snout and sharp pointy teeth. Tick Tock. Here comes the crocodile...

Grand Theft Cosmos *[A146, V169, V219, V232, G29, G46]*
Here's to crime! Your Player Characters visit nineteenth-Century Sweden and become embroiled in an attempt to steal the infamous Black Diamond. But the stone is guarded by forces not of this world...



The Young Lions *[V272]*
The PCs have stopped off in Little Morton for a fry-up. It's not the healthiest way to start a day, but better than some: the Major from the local barracks has just fallen to his death. Or has he? A visit to the hospital highlights the surprising levels of health in the soldiers. There's clearly something going on beneath the surface at Little Morton: and it's about to come to light...

Flashpoint *[L128]*
Cerberin: the famous storm world. Seen from space, it's a spectacle of light and colour that draws tourists in their thousands. Escaping an attack by gangster assassins, and separated from one another, your travellers finds themselves stranded on the surface. The killers are in pursuit, there's a child to protect, and lightning is striking all around. Then a shape approaches through the storm, moving with heavy footsteps...

The Zygon Who Fell to Earth *[A118, V279,]*
There are no monsters this time... are there? Ten years later and Aunty Pat is in her prime. She's snagged herself an ex rock star at the Kendal Folk Festival and now, in the brave new world of the early 1980s they manage together a snazzy hotel on the poetic and shingly shore of Lake Grasmere. However, still waters run deep and friends from the past are returning, intent on milking the old cash-cow..

The Curse of the Fugue *[G42]*
February 1974 is grimmer than usual for the British. Huddling together by candlelight the nation endures regular power cuts, however the situation is far worse for one old woman. Out of the dark come visitors who know of her terrible burden of wartime secrets. All she fought to save is threatened. Whom can she trust? The troubled ghosts which plague her, a young man who has befriended her, or her new carers, your characters?

Sisters of the Flame/The Vengeance of Morbius *[A153, A171, A174, V307, 36, G44, X13]*
The richest man in the galaxy has just bought a backwards planet with no obvious mineral wealth in the outer reaches of the universe. An obscure mystical sect has been revived after centuries of neglect. A new race of aliens are hunting for prey. Why? As your characters attempt to discover the answer, it becomes clear that someone is attempting to resurrect the past – and they need a Time Lord to help them achieve it. The Universe is in grave danger. The very fabric of time and space is being altered. Your PCs must race against time to prevent the destruction of everything they hold dear. They may have to sacrifice everything to save the Universe. Even themselves...

Hothouse *[L162]*
Somewhere in the south of England stands the Hothouse. Five vast, state-of-the-art biodomes, all steel and glass. Inside, rock star turned environmental activist Alex Marlowe has a plan to save the world from climate change. By any means necessary… There's something growing inside the Hothouse. Something that could turn back humanity's tide. A voracious alien vegetable called the Krynoid. Your TARDiSeers are going to have to stop it. Stop Marlow. Stop Marlow's fanatical acolyte. Save the world. By any means necessary.

The Beast of Orlok *[V162, V208, V213]*
With fangs like splinters, claws like knives, the Beast of Orlok gobbles lives. With brimstone breath and eyes aglow, he'll eat your soul – to Hell you'll go! Germany, 1827. The town of Orlok is under a curse, haunted by the memory of a spate of grisly murders that shattered the community twenty years before. At the time, townsfolk blamed the legendary Beast of Orlok, a nightmarish creature from medieval folklore. And now, it seems, the Beast has returned. As the killings begin again, the people of Orlok are understandably suspicious of strangers newly arrived in their midst. Your TARDIS crew must face their darkest fears as they find themselves plunged into a decidedly grim fairytale.

Wirrn Dawn *[A147, L125]*
"This is full scale war. Wirrn and humankind locked in a deadly struggle for survival. When did that happen?"
The TARDIS lands right in the middle of one of the human race's bloodiest periods of history. Trying to make a difference here would be like standing up and calling for a cease-fire on the Somme. Certain death… Or Worse. Survival can be a messy business.

The Scapegoat *[L225, G48]*
Willkommen, bienvenue, welcome to the Théâtre des Baroques! Oh, but if you think you've seen and heard all that Paris by night has to offer... the exotic sights of Le Moulin Rouge, perhaps, or the horror tricks of Le Grand Guignol... if you think nothing could cause your mouth to dry and your heart to pound... you're wrong. Ladies and gentlemen, mesdames et messieurs – not forgetting our honoured guests from the Gestapo – tonight, it is my privilege to present to you the star of the Theatre des Baroques! A man who has died on stage near ten thousand times! The Most Assassinated Man in the World... Max Paul! And joining him, in a playlet we call "the Executioner's Son" – your Companion! They've got no idea what they've let themselves in for. Heh. Just pray they last 'til the interval...

The Cannibalists *[L157, X13]*
The Haven hangs in space. A vast star city, devoid of life. Organic life, that is. From their high spire, looking out over silent streets and empty plazas, the Assemblers are waiting for the day when the humans arrive. Waiting. Waiting. Waiting… When the TARDIS brings you to the Haven, it seems like Assemblers' long wait might be over. Living beings! Without batteries! Protocol be praised! Except — they're headed for the lower levels. They don't want to do that. That's where the Cannibalists live. And if the Cannibalists catch them — well, they won't be living beings much longer...

The Eight Truths/Worldwide Web *[A136, V196, V219, V232, G44]*
London, 2015. Your PCs are looking for a lost space probe. Perhaps there's someone who can help. A chance encounter with an old sparring partner leads them to the Eightfold Truth – a bunch of crystal-bearing cranks who reckon a rebel sun is on its way to purge the Earth. As if! But what if they're right? The apocalypse is upon us. As humankind counts down the last days of its existence, your heroes race to unmask the Eightfold Truth – and uncover an old and deadly enemy. Now, thanks to the Eightfold Truth, Metebelis crystals cover the Earth, and the Eight Legs, giant spiders from that distant world, are poised to take control of the planet. As you attempt to deal with the invasion and its connection to a long-lost stellar manipulator you last saw above Orbis, you find yourself playing host to the Great One. Can you break free of the spider leader's control, or will you be lost forever? And can Earth avoid becoming trapped forever in a worldwide web?

An Earthly Child *[A106, A112, V218, L146]*
Thirty years on from the Daleks' invasion of Earth, the scars still haven't healed. The survivors inhabit a world thrown back two hundred years, a world of crop shortages and civil unrest. A world where the brightest and best of its young people are drawn to the xenophobic Earth United group. A world sliding into a new

Dark Age, believes Susan Campbell, widow of one of the heroes of the Occupation. A world in need of alien intervention. A world in need of hope. But as Susan takes drastic action to secure the planet's future, she's oblivious to the fact that her student son, Alex, ensnared by Earth United, is in need of alien intervention too.

Nevermore *[A138, L189, G38]*
A bizarre manifestation in the Control Room forces the TARDIS onto the Plutonian shores of the irradiated world Nevermore, whose sole inhabitant is the war criminal Morella Wendigo – a prisoner of this devastated planet. But your characters aren't Morella's only visitors. Senior Prosecutor Uglosi fears the arrival of an assassin, after the blood of his prize prisoner. An assassin with claws… There's no escape from Nevermore, whose raven-like robot jailers serve to demonstrate Uglosi's macabre obsession with the works of the 19th-Century horror writer Edgar Allan Poe. An obsession that might yet lead to the premature burial of everyone on the planet's surface – wreathed in the mist they call the Red Death!

The Book of Kells *[V165, V250, V285, V303, L108]*
"Anyone who's prepared to kill for a book interests me."
Ireland, 1006. Strange things have been happening at the isolated Abbey of Kells: disembodied voices, unexplained disappearances, sudden death. The monks whisper of imps and demons. Could the Lord of the Dead himself be stalking these hallowed cloisters? Your TARDISeers find themselves in the midst of a medieval mystery. At its heart is a book: perhaps the most important book in the world. The *Great Gospel of Columkille*. The *Liber Columbae*. The *Book of Kells.*

Deimos/The Resurrection of Mars *[A159, V250, L154, L183]*
Millions of years ago, the noble Ice Warriors fled to Deimos, moon of Mars, hoping to sit out the radioactive death throes of their home planet. When the TARDIS lands on Deimos, your PCs discover that the Warriors' ancient catacombs are now a popular stop for space tourists. But the Martian dynasties are more than history, and the Warriors are far from extinct. It's not for nothing that "Deimos" is the ancient word for "dread"… Deimos, where Lord Slaadek's plans to revive the ancient Ice Warrior civilisation hang by a thread. Only you can stop him... but an old enemy, hiding in the catacombs, has an alternative plan, one that will test your heroism to its limits. Just how far will you go to prevent the destruction and resurrection of Mars – on a day when friends become enemies, and enemies have right on their side?

The Turn of the Screw *[V256, G54]*
Charlie Sato has been chasing a bit of alien junk from England to Puerto Rico. He's finally got his hands on it – but now he's got to get it safely off the island. The aliens he stole it from want it back, and someone else has hired a group of thugs to get hold of it. And then there's the original owner – he might come looking too. All this for a screwdriver? Someone, somewhere must want to unscrew some pretty important screws.

Prisoner of the Sun *[V177, V252, L133]*
Six years after being captured by the galaxy-spanning organisation known only as the Consensus, your Time Lord lives inside a hi-tech complex at the heart of an unstable sun, condemned to an eternity maintaining its systems. A moment's carelessness could cause the star to collapse – and the deaths of billions. Watched over by liquid guards, the Mercurials, their only company at the heart of the sun their assistant "Daphne" – the latest in a line of android helpers. But rebel eyes have their eyes on the sun, and its lonely controller – and are prepared to risk even a galactic cataclysm to secure their release...

The White Room *[L105, L115, G23]*
Baker Street in London. There are dangerous forces abroad. Where are the young deserters disappearing to? Who are the Huntsmen? And what is really going on at the Blackwell Convalescent Home? Perhaps the mysterious "Surgeon General" has the answers. To find out, your PCs must tackle an old and baffling enemy.

Time's Horizon *[V185, V190, V202, V227, V249, L195, L199, G53]*
The TARDISeers find themselves at the very edge of creation. But something dangerous seems to be heading back into the known universe from the very end of time. The crew of the cryo-ship Orpheus have their mission parameters to adhere to; but your arrival changes everything. An ancient and terrible force is on a collision course with them all and the outcome seems to be a matter of divine destiny.

Eyes of the Master *[V185, V190, V202, V227, V249, L105, L195, G34, G53]*
Your TARDIS arrives on Earth in the 1970s to investigate the Ides Institute. The timelines have shifted since you last travelled here and all is not as it was. Dr Sally Armstrong is still working for the Ides, but her associate has a devastating plan in mind. And your PCs are soon at the centre of a plot to seize control of all life in the universe.

The Traitor *[A98, V185, L195]*
Nixyce VII is under Dalek occupation. For many, their only hope of survival is decent medical care, as slave working conditions under the Dalek regime are appalling. But when you help people to survive under the rule of the Daleks, are you actually helping the Daleks? But then there are the soldiers of last resort... The freedom fighters left behind to cause maximum damage to the Dalek war effort, at whatever cost. To them, anyone who seems to be helping the Daleks is a traitor. And when your travellers arrive, their agenda throw them into conflict with everyone.

The Death of Hope *[V190, V202, V249, L159, G53]*
Heron's World, Colony Ro 351. A defeated, desolate backwater world, a human settlement chewed up and spat out by the Eminence war. Now the survivors may face an even greater threat than the Infinite Armies that surround them. Because your Player Characters are here.

The Reviled *[V190, V202, V227, V249, L208, G53]*
Above the jungle world of Ramosa, the Eminence war is raging. Sensing the growing threat, the native Ramossans have risen up

against the human colonists in their midst and regained control of their planet. While Sally Armstrong negotiates on behalf of her silent partner, the Time Lords send your characters to try and make a difference. But what is their true agenda? And can you really hope to save everyone on a world where humanity is despised?

Masterplan *[V190, V202, V227, V249, V266, G53]*
The last thing your Time Lord expected was to be trapped aboard a doomed spaceship with an old friend who just happens to also be an old enemy. The Reborn Master is just as surprised: this isn't part of his master plan. Meanwhile, your Companions tiptoe around a brilliant and dangerous man. Professor Markus Schriver is a genius in the field of teleportation and neural manipulation. Unfortunately, he is also insane. The clock is ticking, and not everyone can make it out alive...



Rule of the Eminence *[V202, V216, V249, G53]*
History tells us that humanity will win the war against the Eminence. That Grand Administrator Walter Vincent will welcome home the sons and daughters of fighting and starvation. The newscasters of Alliance Update will announce across the Ten Systems that planet Earth is open for business, its air purified and its people victorious. The Eminence will be no more. This is all a matter of historical fact. But history can be rewritten. Every line.

The Eleven *[A156, V166, V198, G51]*
The Eleven. A Time Lord whose previous personalities live on in his mind: arguing, plotting, jostling for supremacy... He is also Gallifrey's most dangerous criminal. And he has escaped. Your Time Lord is recalled to their homeworld to lead the hunt. As they search the Capitol's corridors of power, the Academy halls and the cells of the highest security penitentiary, your PCs may realise the worst monsters may be among the Time Lord's own people. For inside his fractured mind, the Eleven has a plan. And its deadly consequences will extend through space and time...

The Red Lady *[A93, V290, L105]*
An anomaly in time brings your PCs to London in the 1960s, where they meet a young lady named Helen Sinclair – desperately trying to make a name for herself in the face of sexism and prejudice. Whilst they try to uncover the secrets of a mysterious artefact, a far deadlier mystery awaits Helen in the collection of a recently deceased antiquarian. Because that's where they find the Red Lady. Because if you do, you might not like what you see.

The Galileo Trap *[A125, V170, V198, L204]*
Renaissance Florence is a city in turmoil. A new plague stalks the streets. A ferocious behemoth rampages through the vineyards. And Galileo Galilei, celebrated scientist and astronomer, is imprisoned in his own villa for heresy. But why has Galileo summoned your characters? Who are the mysterious Fortuna and Cleaver? Why have they been sent to Earth? And what is Galileo's secret? Is it the last thing he saw before he went blind?

The Satanic Mill *[V166, V198, L204, G53]*
The Satanic Mill – a vast Victorian factory floating in the deep of space. As your TARDISeers close in on the Eleven, long buried animosities come boiling to the surface on this ancient and powerful satellite, in a final confrontation that could have unimaginable consequences. And even that is only the beginning...

Beachhead *[V176]*
The TARDIS lands in the sleepy English seaside village of Stegmoor. But your PCs find the village in turmoil and, to make matters worse, their arrival uncovers a mystery from the past which threatens the future safety of the planet. Can you prevent the Voord from invading Earth? And more importantly why have they come in the first place?

Scenes From Her Life *[V198, V290, L130]*
Investigating the appearance of the Voord on Earth, your crew follow a trail which takes them to the other side of the universe. There they discover a mysterious and almost deserted gothic city lost in space and time, in which the grotesque inhabitants are conducting a vile and inhumane experiment. They must hurry to save the lives of those in danger before the experiment is a success and the unimaginable consequences become all too real.

The Gift *[V290, G37]*
The TARDIS deposits its crew on Earth in San Francisco, 1906. There they find an actor-manager desperate to stage his definitive production of *King Lear*. But a real storm is headed their way when he becomes the possessor of a mysterious psychic "Gift" which is hungry for power and intent on wreaking havoc and destruction. But exposure to so much psychic activity has your Time Lord becoming

increasingly erratic. Can they battle their demons and save the world?

The Sonomancer *[V198, V290, V300, L130]*
On the other side of the galaxy, a mining company is exploiting the already unstable planet of Syra for every precious mineral it contains. River Song is attempting to save the native people. She needs your help. The final confrontation sees your PCs once again face their enemy the Eleven in an attempt to prevent the destruction of Syra and the genocide of its inhabitants.

Absent Friends *[A149, G33]*
Earth. The late 20th Century. Across the world, the mobile phone is gaining popularity as more and more people decide to join the digital age. But for the residents of a sleepy English town sitting in the shade of a new transmission mast, that ubiquity has a troubling cost. When the TARDIS veers off-course, your crew find themselves in the middle of a mystery. Sometimes the past comes back to haunt you. And sometimes the future does as well.

The Eighth Piece/The Doomsday Chronometer *[A176, V172, V198, V289, G33, G48]*
15th-Century Prague: in the castle dungeons, a prisoner raves about the end of the world. Outside, your Player Characters seek out the workshop of a strange Clockmaker to see what he is creating.
England, 1538: Lord Thomas Cromwell finds his duties interrupted by otherworldly forces – clockwork soldiers, an unusual nun, and a mysterious scholar calling themselves a "Time Lord". Perhaps the truth can be extracted in the torture chamber of London's Bloody Tower?
Rome, 2016: An appointment with an enigmatic Professor, whose greatest work is almost complete. Only the Eighth Piece is missing…
The Doomsday Chronometer has been protected for five centuries: secret cults and societies jealously guarding its mystery. But what is their real purpose? You're about to discover the truth...

Ship in a Bottle *[G35]*
Your PCs are hurtling into a future that has been utterly destroyed, trapped inside a shuttle with no possible means of escape. But with the lives of everyone in the universe in the balance, they've got to find one. And soon. When the stakes are this high, you can't just give up. Or can you?

The Side of the Angels *[A110, A126, V198, V290]*
Cardinal Ollistra has plans for New York, plans which involve the Deputy Mayor and her sponsor, one "Reverend Mortimer" – better known as the Meddling Monk. The Eleven arrives to stamp out the resistance, but that isn't the only danger your characters will find lurking in the shadows – for New York is a city of Weeping Angels.

Their Finest Hour *[A167, V222, L105]*
In the early days of the Second World War a strange and elusive craft attacks British targets. Could it be a German superweapon? Churchill calls for your assistance and with the help of a squadron of Polish fighter pilots, the TARDIS crew take to the skies to investigate.

How to Make a Killing in Time Travel *[L218]*
A disturbance in the vortex causes the TARDIS to land on the Scapegrace space station, where Cornelius Morningstar experiments in time travel for nefarious purposes. But your characters' plans to stop him may wind dangerously out of control as the different agendas of criminals, murderers and alien dynasties conspire against them.

World of Damnation/Sweet Salvation *[V198, V231, V276, L216]*
Rykerzon is a maximum-security planetoid designed to hold the most dangerous criminals in the star system. The Governor plans to reform its inmates, with the help of the Kandyman. But two prisoners prove particularly troublesome: the alien fugitives known as the Eleven, and his captive, one of your Companions. The Eleven has the authorities in the palm of his hand and an entire world held to ransom when the Kandyman cooks up a deadly confection containing a secret ingredient. In a last-ditch attempt to prevent disaster your PCs must team up with a desperate criminal.

Better Watch Out/Fairytale of Salzburg *[A117, A162, V237]*
A traditional European Christmas. But not everybody is full of the spirit of Christmas when a wave of misery follows the Krampus as they run through the streets of Salzburg. With your TARDISeers and most of the population condemned to hell, it's a race against time to discover the source of all this chaos, and to find the one man who can save the people of Salzburg from eternal damnation.

Seizure *[V198, V276, L169]*
As if it wasn't enough to be trapped in the labyrinth of a dying TARDIS and pursued by a ghost, your team find themselves face to face once more with the Eleven. But they also have bigger things to worry about when they discover they're being hunted by the only creature to strike fear into the hearts of a Time Lord: The Ravenous.

Deeptime Frontier *[A137, V198, V276, L141]*
Stranded on a desolate world by a dead TARDIS, your PCs are trapped, surrounded by creatures from Time Lord nightmares – the Ravenous...Elsewhere, on the edge of the vortex, a Gallifreyan research station takes on board an extremely dangerous artefact. Are the Time Lords sowing the seeds of their own destruction? And if one Ravenous creature rattles your nerves, what will happen when the whole clan is hunting you?

Companion Piece *[V198, V276, L132, L135, L141]*
When the evil Time Lord known as the Nine comes across a rare and valuable item floating in the space-time vortex, his acquisitive nature means he can't resist the urge to complete the set. Soon a wicked scheme is underway. Only your Companions will be able to stop him. But without your Tine Lord around, will even their combined skills be enough to save the day?

L.E.G.E.N.D. *[A122, A168, V198, V240]*
Over years of study and research, the Brothers Grimm built a compendium of folklore: stories of witches and wizards, magic and morality, strange creatures and treacherous forests… Professor

Marathanga does much the same, on a universal scale. But her methods are rather less rigorous, using technological shortcuts to fill her intelligent database – L.E.G.E.N.D. When worlds collide, the TARDIS crew discover that fairy tales can become real.

The Odds Against *[V198, V276, L132, L227]*
Your PCs have landed near an abbey housing the gateway to the dimension in which the Ravenous were originally imprisoned. But their plans to enlist the inhabitants' help in defeating their pursuers are disrupted when they stumble over a dead body. Strange creatures roam the corridors and something monstrous may be awakening beneath their feet.

Planet of Dust/Day of the Master *[A117, V198, V276, L135, L171, L201, X13]*
On the parched world of Parrak, the Master holds sway. But he is exhausted and desperate, and his final hope for survival lies somewhere beneath the desert. When your TARDIS arrives, alliances will be made and trust will be broken – and feuding Time Lords will discover the Ravenous never, ever give up. Your PCs investigate a mystery in the vortex, follow the trail of their enemy, or search for a god. Everywhere they go, there is a Master or Mistress, but are they there to hinder, or to help? With the TARDIS crew scattered and lost, only a miracle can save the universe. And for that to happen someone may have to die.

Paradox of the Daleks *[L207]*
When the TARDIS is drawn to a space station running temporal experiments, your crew discover Daleks in control in the aftermath of an invasion. But these are no ordinary Daleks… To stop their mortal enemies gaining control of the time technology, your Player Characters must work out why these Daleks are here and where they came from. A war fought through time has many fronts – and in this battle, they will face mortal danger in every time and place they find themselves.

The Dalby Spook *[A148, A152, V286]*
After encountering Harry Price, your PCs decide to solve an infamous case before the paranormal debunker can. But they may be more concerned for the girl at the centre of events. What is really going on at the remote Isle of Man farmhouse? And who is Gef, the talking mongoose?

Here Lies Drax *[V191, V271]*
Your time travellers are surprised to get a letter delivered to the TARDIS from the Doctor's old school friend, Drax. They're even more surprised when it's followed by a parcel also sent by the intergalactic con man, asking them to keep its contents safe. Contents that seem to be a lot of worthless junk. And their surprise gets even bigger when this parcel is itself followed by an invitation... to Drax's funeral. And that's just where the surprises start.

The Love Vampires *[V245]*
Regret can follow people everywhere – even out into deep space, in the shadow of a dying star. When your PCs meet the terrified crew of a space station, all are haunted by faces from the past. But these lost loves are more than mere memories – and they want to feed...

Birdsong *[L113]*
The TARDIS arrives on an empty world where two scouts await the rest of their colony. Except this world may not be as empty as everybody thinks. There's a figure in the woods, and a strangely familiar sound... As the PCs learn more about the planet's inhabitants, the birdsong they hear becomes a deadly chorus.

Lost Hearts *[A161, V265]*
Michaelmas term, 1903. In one of England's ancient universities, strange apparitions float between quads and cloisters. While the companions protect a naive undergraduate from a sinister society, your Time Lord finds a ghost-hunting ally. One who happens to be the era's foremost chronicler of things that go bump in the night...

Slow Beasts *[L209, G29]*
The TARDIS takes your crew to see one of the Wonders of the Outer Galaxy – to Ran-Zoan, where immense alien figures loom over the plains and settlements of the Renn. But the Slow Beasts hide a secret – a secret that, once unleashed, spells doom for this entire world.

The Teeth of Ice *[A62, V263, L180]*
Intriguing rumours of strange goings-on at the MacFarlane Base, and a recent attack on a neighbouring station by creatures unknown attract the Player Characters' attention. They may focus on Pentius Rochdale's expedition to find the legendary lost continent of Mu, which he believes may lie in Antarctica. But when a series of grisly deaths disturb the Base's calm, suspicions are aroused. Whatever is preying on people, it's intelligent and has deadly claws and teeth. But by the time the heroes have uncovered the truth, they are well within biting distance of the teeth of ice...

Echoes of Extinction *[V257]*
Trapped, a haunted monster waits to consume new victims. It needs help. Unfortunately, it also needs to kill whoever it meets. Thrust into immediate danger, and on the back-foot, it will take all of your ingenuity to triumph.

He Kills Me, He Kills Me Not *[V181, L110, X12]*
On the desert world of Atharna, your PCs' lives are about to be changed forever. Looking to visit one of the Seven Hundred Wonders of the Universe, they are quickly embroiled in a web of deceit. Worse than that, this Wonder of the Universe is missing, and they are about to encounter one of their most dangerous and duplicitous adversaries. They are about to meet Brian.

The Enemy of my Enemy *[V181, L238, G32, X12]*
The people of Wrax are happy to begin peaceful negotiations with the Dalek Empire. The two species are preparing to engage in an alliance that will last throughout the ages. The only ones who seem to object to this happy union are your characters. They know that you can never trust the Daleks. But more than that, they know that the Wraxians should never have existed...

APPENDIX: TIME LORD VICTORIOUS



Time Lord Victorious is a story arc that was published across multiple media during 2020 and 2021. It focused on the consequences of the Tenth Doctor's actions in the aftermath of *The Waters of Mars,* but it also featured many of the Doctor's other incarnations (the Eighth and Ninth Doctors in particular). In order to more easily track the stories that are part of *Time Lord Victorious* across the various media and the Doctor's incarnations, the following table lists all releases. The order they occur in varies by character, so the list is in order of intended release (though in practice, logistical problems meant that some releases were delayed). Sourcebook entries from the story arc will primarily be included in the *Eighth, Ninth* and *Tenth Doctor Expanded Universe Sourcebooks* and a future *Fourth Doctor Addendum*.

STORY TITLE	STORY TYPE/SOURCE	IN WHICH...
A Dalek Awakens	Live escape room (Escape Hunt)	A rogue Dalek is discovered on a spaceship.
The Hollow Planet	Print-and-play escape room game (Escape Hunt)	Prequel to *A Dalek Awakens* (see above): On a mining planetoid, a rogue Dalek is broadcasting a warning about the Doctor.
UNIT Field Logs – Doctor Who: Time Fracture	Series of short webcasts on the Doctor Who YouTube channel (BBC)	UNIT has discovered a time fracture which is allowing aliens through into London.
Time Lord Victorious Trailer	Brief video trailer on the Doctor Who YouTube channel (BBC)	In deep space, an ancient, heavily damaged Dalek is broadcasting a warning about the Doctor.
Defender of the Daleks	Comic series, later collected as a trade paperback (Titan Comics)	The Daleks of the Restoration Empire (see *V181*) recruit the Tenth Doctor to help them against a creature from the Dark Times. When the Doctor escapes, their attentions turn to the Eighth Doctor.
Secrets of Time Lord Victorious	Short story serialised across the official Doctor Who newsletters (BBC)	A data worm unearths information about the Dark Times, the Kotturuh, the Daleks and the Mechanoids.
The Guide to the Dark Times	Guide included in the 2021 Official Annual (Penguin Group)	River Song documents the arrivals of the Eighth, Ninth and Tenth Doctors in the Dark Times.
Can I Help You…?	Short story printed on a glow-in-the-dark T-shirt (Titan Merchandise)	Background information on Brian the Ood assassin is provided.
Monstrous Beauty	Comic story; part 1 published in a supplement to *Doctor Who Magazine* #556, parts 2 and 3 within #557-558 (Panini). Later collected as a trade paperback.	The Ninth Doctor and Rose find themselves in the Dark Times, in the middle of Rassilon's war against the Great Vampires.
The Dawn of the Kotturuh	Short story included in the official Doctor Who newsletter and on the Doctor Who website (BBC)	The Kotturuh appoint themselves as the bringers of death to all life in the Universe.
Tales of the Dark Times	Comic series published on the Doctor Who Comic Creator app (Scary Beasties/BBC Worldwide)	Among other stories, the Eighth and Ninth Doctors search for the Tenth Doctor in the Dark Times.
The Knight, the Fool and the Dead	Novel (BBC Books)	The Tenth Doctor begins his crusade against the Kotturuh, opposed by the Eighth and Ninth Doctors and a Dalek Time Squad.
Master Thief	Audiobook (Big Finish)	The Master raids the Repository armed with a weapon based on Kotturuh technology (see *G32*).
Lesser Evils	Audiobook (Big Finish)	The Master encounters the Kotturuh on the planet Alexis.
He Kills Me, He Kills Me Not	Audio drama (Big Finish)	The Eighth Doctor meets Brian the Ood assassin on Atharna (see *L110*) and is captured by the Dalek Time Squad.



Canaries	Short story included in the official Doctor Who newsletter and on the Doctor Who website (BBC), also included in the paperback and ebook editions of *The Wintertime Paradox* (BBC Children's Books)	Several incarnations of the Doctor try to warn the proprietor of a museum of temporal anomalies (see *L235*) that one of her exhibits is particularly dangerous.
The Restoration Empire	Short story included in *The Doctor Who Figurine Collection: Time Lord Victorious* magazine #1-3 (Eaglemoss Hero Collector)	The Dalek Emperor relates the story of the Restoration Empire.
The Last Message	Short story included in *The Doctor Who Figurine Collection: Time Lord Victorious* magazine #1 (Eaglemoss Hero Collector)	The Dalek Emperor monitors a warning message being broadcast by an ancient Dalek and plans an assault on the Archive of Islos to obtain more information.
The Edge of Time	Update for *The Edge of Time* VR game (Maze Theory/Playstack)	A companion must retrieve various artefacts to obtain the Time Lord Victorious's sonic and escape.
Mission to the Known	Short story included in *The Doctor Who Figurine Collection: Time Lord Victorious* magazine #2 (Eaglemoss Hero Collector)	In the Dark Times, the Dalek Time Squad experiments on the unique species they find there (see *V184*), and the Emperor gives the order to destroy pre-Time Lord Gallifrey.
The Enemy of My Enemy	Audio drama (Big Finish)	The Eighth Doctor and the Dalek Time Squad discover an ancient superweapon based on Kotturuh technology (see G32), then travel back to the Dark Times.
Daleks!	Animated webcast series on the Doctor Who YouTube channel (BBC Studios/Studio Liddell)	The Daleks attack the Archive of Islos and face other threats, including the Mechanoids.
What the TARDIS Thought of "Time Lord Victorious"	Short story published on the Doctor Who website (BBC)	The TARDIS detects a time fracture caused by the Tenth Doctor's action in saving Adelaide Brooke and takes him to the Dark Times to face his destiny.
Exit Strategy	Short story included in *The Doctor Who Figurine Collection: Time Lord Victorious* magazine #3 (Eaglemoss Hero Collector)	With the destruction of the Dalek Time Squad, the Dalek Strategist considers replacing the Emperor and taking the Daleks to war against the Time Lords.
Echoes of Extinction	Audio drama (Big Finish)	The Eighth Doctor (from just before the events of *Time Lord Victorious*) and the Tenth Doctor (from just after those events) separately face the Network (see *V257*).
The Minds of Magnox	Audiobook (BBC Audio)	The Tenth Doctor, accompanied by Brian the Ood assassin, travels to Magnox, where he once again faces the Kotturuh.
Mutually Assured Destruction	Audio drama (Big Finish)	The Eighth Doctor is trapped with the Dalek Time Squad as their ship crashes through the Vortex.
All Flesh is Grass	Novel (BBC Books)	In the Dark Times, the Tenth Doctor's plans to stop the Kotturuh are unravelling, and he faces his Eighth and Ninth incarnations.
Genetics of the Daleks	Audio drama (Big Finish)	The Fourth Doctor must stop an ancient Dalek found floating in the Oort Cloud.
Time Fracture – An Immersive Adventure	Live immersive event (Immersive Everywhere/BBC Studios)	UNIT recruits civilian volunteers to try to stop the time fracture.
The Archive of Islos	Comic-strip adaptation of episode 1 of *Daleks!* (see above), included in the 2022 Official Annual (Penguin Group)	The Daleks invade the Archive of Islos to obtain information on the temporal fluctuations that threaten the existence of the Restoration Empire.

A BESTIARY OF SUPPLEMENTAL CREATURES



Due to the complexity of some of the entries in this sourcebook, it has not always been possible to find the space for the stats for some of the secondary creatures and characters. These are therefore provided here, complete with references to the titles of the stories they appear in and the page numbers and names of the related entries.

DALEK DRONE *(The Knight, the Fool, and the Dead) – see V181: The Dalek Restoration Empire)*

The most common Restoration era Daleks.

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 4, Resolve 4, Strength 7
Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 8, Survival 4, Technology 8
Traits: Armour (10 points), Cyborg, Environmental (Minor) – Able to survive in the vacuum of space or underwater, Fear Factor 3, Flight (Major), Natural Weapon (Major) – Exterminator: L(4/L/L) damage, Scan, Technically Adept
Tech Level: 9
Story Points: 5-8



VIRTUAL PALLISTER *(Situation Vacant – see V262: Pallister's Robot)*

A virtual copy of Pallister's mind.

Attributes: Awareness 2, Coordination N/A, Ingenuity 5, Presence 2, Resolve 3, Strength N/A
Skills: Convince 1, Craft 3, Knowledge 3, Medicine 1, Science 3, Technology 4 (AoE: Artificial Intelligences)
Traits: Boffin, Charming, Cutting-Edge Technology, Eccentric (Minor: Absentminded Professor), Forgetful, Technically Adept, Special (Computer Program: Has no physical existence and cannot be harmed by conventional means)
Tech Level: 5
Story Points: 2

ANDROID POLICEMAN

(A Life in the Day – see V264: The Primary Unit)

The Primary Unit's hench-androids.

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 4
Skills: Athletics 2, Fighting 2, Marksman 2
Traits: Alien Senses (IR vision), Machine, Robot, Vortex
Equipment: Energy Blaster: 8(4/8/12) damage
Tech Level: 9
Story Points: 1

WIDOWED REFLECTION *(The Silvering – see V283: The Silversmith)*

Created servants of the Silversmith.

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 2, Resolve 2, Strength 3
Skills: Athletics 1, Fighting 2, Subterfuge 1, Survival 1
Traits: Enslaved, Fear Factor 3, Special – Living Reflection (see *V283*)
Tech Level: N/A
Story Points: 1-2

For smaller constructs, reduce Strength to 1 and add Size: Tiny (Minor) and Swarm (4). Some may justify Traits such as Alien Appearance and Flight (Minor).



AUGMENTED TRELL *(Sisters of the Flame – see V307: Zarodnix Corporation)*

Henchmen of the Zarodnix Corporation.

Attributes: Awareness 3, Coordination 5, Ingenuity 3, Presence 4, Resolve 8, Strength 7
Skills: Athletics 2, Craft 2, Fighting 3, Knowledge 1, Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 3, Technology 3, Transport 3
Traits: Additional Limbs x2, Alien, Alien Appearance, Alien Senses (Minor: Vision), Armour (10 Points), By the Book, Convert (Major: Using nanocytes to augment and enslave other Trell), Cyborg, Enslaved, Fear Factor 3, Unfeeling
Tech Level: 7
Story Points: 1-3

TRELL RACE PACKAGE *(Sisters of the Flame – see A171: Rosto)*
Unaugmented centipede-like aliens.
Cost: 4 points
Attributes: Coordination +1, Strength +1
Traits: Additional Limbs (Minor x2: Dozens of limbs which double as arms and legs) (+2), Alien (+2), Alien Appearance (-2), Alien Senses (Minor: Vision) (+1), Armour (5 Points) (+1), By the Book (-1), Impaired (Minor: Requires translator)

THE WRITHING MASS *(The Slaying of the Writhing Mass – see L164: Ileiko)*

Legendary creature from Ileiko.

Attributes: Strength 10, Coordination 2, Awareness 2
Skills: Fighting 3
Traits: Armour (5 points), Fear Factor 2, Frenzy, Natural Weapon (Minor: Ravening Maws – Strength +2 damage), Size – Huge (Major), Special – The Mass's noxious breath stuns anyone within 5 metres who fails a Difficulty 15 Resolve + Strength roll



MAINTENANCE DRONE *(The Cannibalists – see L157: Haven Station One)*

Haven Station One robots.

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 3
Skills: Athletics 1, Technology 4
Traits: Armour (10 points), Environmental (Minor: Doesn't breathe), Loud, Mental Calculator, Percussive Maintenance, Robot
Tech Level: 6
Story Points: 1-4

SERVO: As stats for a Drone, but add a point in Ingenuity, Craft (Poetry) 4, and Eccentric (Minor: Introspective Robot).

DUST DEVIL SWARM *(Planet of Dust – see L201: Parrak)*

Insects that infest Parrak's dust clouds.

Attributes: Strength 1, Coordination 5, Awareness 2
Skills: Fighting 2, Survival 5
Traits: Fear Factor 1, Flight (Major), Swarm 4, Weakness (Minor: Driven away by fire)

THE CRAMOND LIONESS *(Winter of the Demon – see G31: The Crown of Sol Invictus)*

Guardian of the Crown of Sol Invictus.

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 5, Strength 8
Skills: Fighting 4
Traits: Armour (10 points), Immunity (Bullets), Natural Weapon (Minor: Molten Claws – Strength +4 damage), Robot, Size – Huge (Minor), Weakness (Major: Water and extreme cold)
Tech Level: 11
Story Points: 4



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.

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CREDITS



This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 61 years of storytelling.

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Dylan Carroll: Consensus Androids, Island of Fandor, Hostile Owner Destruction System, Quantum-Tipped Time Bullets.

ART (images used under terms of fair use)

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bricktom: Artron.
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Mike Collins: Guidance, Zagreus (Perfection).
Disezno: Gold-Bugs.
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Alex Fort: New Skaro.
Martin Geraghty: William Shakespeare, ROSM, Sebastian Grayle, Industry.
Paul Hanley: Samson & Gemma Griffin.
Adam Hargreave: Jurassic Shoreline.
Harnois75: Peladon.
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Mholtsmeier: The Crucible of Souls.
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Tom Newsom: Cardinal Ollistra.
Hra Nolky: Deeva Jansen.
Cliff Robinson: Aboresh.
Saapheara: Earth Endstations.
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THE ORIGINAL STORIES BY...

NOVELS

The Knight, The Fool and the Dead by Steve Cole
All Flesh is Grass by Una McCormack

AUDIOS

Storm Warning by Alan Barnes
Sword of Orion by Nicholas Briggs
The Stones of Venice by Paul Magrs
Minuet in Hell by Alan W. Lear with Gary Russell
Invaders from Mars by Mark Gatiss
The Chimes of Midnight by Robert Shearman

Seasons of Fear by Paul Cornell & Caroline Symcox
Embrace the Daleks by Nicholas Briggs
The Time of the Daleks by Justin Richards
Neverland by Alan Barnes
Zagreus by Alan Barnes & Gary Russell
Scherzo by Robert Scherzo
The Creed of the Kromon by Philip Martin
The Natural History of Fear by Jim Mortimore
The Twilight Kingdom by Will Shindler
Faith Stealer by Graham Duff
The Last by Gary Hopkins
Caerdroia by Lloyd Rose
The Next Life by Alan Barnes & Gary Russell
Terror Firma by Joseph Lidster
Scaredy Cat by Will Shindler
Other Lives by Gary Hopkins
Time Works by Steve Lyons
Something Inside by Trevor Baxendale
Memory Lane by Eddie Robson
Absolution by Scott Alan Woodard
The Girl Who Never Was by Alan Barnes
Blood of the Daleks by Steve Lyons
Horror of Glam Rock by Paul Magrs
Immortal Beloved by Jonathan Clements
Phobos by Eddie Robson
No More Lies by Paul Sutton
Human Resources by Eddie Robson
Dead London by Paul Mills
Max Warp by Jonathan Morris
Brave New Town by Jonathan Clements
The Skull of Sobek by Marc Platt
Grand Theft Cosmos by Eddie Robson
The Zygon Who Fell to Earth by Paul Magrs
Sisters of the Flame/The Vengeance of Morbius by Nicholas Briggs
Orbis by Alan Barnes & Nicholas Briggs
Hothouse by Jonathan Morris
The Beast of Orlok by Barnaby Edwards
Wirrn Dawm by Nicholas Briggs
The Scapegoat by Paul Mills
The Cannibalists by Jonathan Morris
The Eight Truths/Worldwide Web by Eddie Robson
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Situation Vacant by Eddie Robson
Nevermore by Alan Barnes
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Relative Dimensions by Marc Platt
Prisoner of the Sun by Eddie Robson
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Fugitives by Nicholas Briggs
Tangled Webb by Nicholas Briggs
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Master of the Daleks by John Dorney
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Beachhead by Nicholas Briggs
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The Gift by Marc Platt
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Ship in a Bottle by John Dorney
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The Side of the Angels by Matt Fitton
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Their Finest Hour by John Dorney
How to Make a Killing in Time Travel by John Dorney
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Escape from Kaldor by Matt Fitton
Better Watch Out/Fairytale of Salzburg by John Dorney
Seizure by Guy Adams
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Companion Piece by John Dorney
L.E.G.E.N.D. by Matt Fitton
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Planet of Dust by Matt Fitton
Day of the Master by John Dorney
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Wild Animals by John Dorney
Must See TV by Lisa McMullin
Divine Intervention by David A. Barnes
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UNIT Dating by Roy Gill
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Patience by Tim Foley
Twisted Folklore by Lizzie Hopley
Snow by James Kettle
What Just Happened? by John Dorney
Crossed Lines by Matt Fitton
Get Andy by Lisa McMullin
The Keys of Baker Street by Roy Gill
Best Year Ever by John Dorney
Paradox of the Daleks by John Dorney
The Dalby Spook by Lauren Mooney & Stewart Pringle
Here Lies Drax by John Dorney

The Love Vampires by James Kettle
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The Devouring by Lisa McMullin
The Great Cyber-War by Tim Foley
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The Empty Man by Tim Foley
Winter of the Demon by Roy Gill
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Lost Hearts by Lauren Mooney & Stewart Pringle
Slow Beasts by Dan Rebellato
Enemy Aliens by Alan Barnes
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An Earthly Child by Marc Platt
Solitaire by John Dorney
Running Out of Time by Dorothy Koomson
Letting Go by Simon Guerrier
All the Fun of the Fair by Bev Conway
Quantum Heresy by Avril Naude
Foreshadowing by Julian Richards
The Curse of the Fugue by Alice Cavander
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Flashpoint by Andrew Smith
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The Dalek Trap by Nicholas Briggs
The Revolution Game by Alice Cavender
The House on the Edge of Chaos by Eddie Robson
Island of the Fendahl by Alan Barnes
The Mummy Speaks! by Alan Barnes
Eclipse by Lisa McMullin
The Slaying of the Writhing Mass by Eddie Robson
Heart of Orion by Nicholas Briggs
Together in Eclectic Dreams by Roy Gill
If I Should Die Before I Wake by John Dorney (from a story by Jacqueline Rayner)
He Kills Me, He Kills Me Not by Carrie Thompson
The Enemy of My Enemy by Tracy Ann Baines
Mutually Assured Destruction by Lizzie Hopley
Echoes of Extinction by Alfie Shaw
The Truth of Peladon by Tim Foley
Till Death Us Do Part by Lisa McMullin
The Battle of Giant's Causeway by Lisa McMullin
The Crowd by Lizzie Hopley
Hellbound by Robert Valentine
The Teeth of Ice by Andy Lane

SHORT STORIES

Gazing Void by Huw Wilkins, published in Short Trips: A Universe of Terrors
Repercussions… by Gary Russell, published in Short Trips: Repercussions
Venus by Stuart Manning, published in Short Trips: The Solar System
Not in My Back Yard by Eddie Robson, published in Short Trips: The History of Christmas
The Centenarian: Prologue by Joseph Lidster, published in Short Trips: The Centenarian
Forgotten by Joseph Lidster, published in Short Trips: The Centenarian
DS al Fine by Simon Guerrier, published in Short Trips: Time Signature
Nettles by Kelly Hale, published in Short Trips: Transmissions
Transmission Ends by Richard Salter, published in Short Trips: Transmissions
Canaries by Dave Rudden, published online and in The Wintertime Paradox (paperback & ebook editions)

COMICS

The Pictures of Josephine Day by George Mann & Emma Viecelli, published by Titan Books, 2015
Music of the Spherions by George Mann & Emma Viecelli, published by Titan Books, 2016
The Silvering by George Mann & Emma Viecelli, published by Titan Books, 2016
Briarwood by George Mann & Emma Viecelli, published by Titan Books, 2016
A Matter of Life and Death by George Mann & Emma Viecelli, published by Titan Books, 2016
Empire of the Wolf by Jody Houser & Roberta Ingranata, published by Titan Books, 2021-22

REFERENCE WORKS

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

IN PRINT

Ahistory, An Unauthorised History of the Doctor Who Universe by Lance Parkin (Mad Norwegian Press)
Ahistory [2012-13 Update] by Lance Parkin (Mad Norwegian Press, Kindle edition only)
Big Finish Companion Volume 1 by Richard Dinnick (Big Finish)
Big Finish Companion Volume 2 by Kenny Smith (Big Finish)
I, Who 2, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)
I, Who 3, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)

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