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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



2016 ADDENDUM



1ST
DOCTOR
1963 - 1966

EXPANDED UNIVERSE SOURCEBOOK

The First Doctor Expanded Universe Sourcebook - Addendum 2016
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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WELCOME TO THE ADDENDUM

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

So we're presenting the *Addendum 2016*, catching us up with Doctor Who's original Time Lord, covering the Big Finish audios that have been released in the three and a half years since the core book hit the Internet, as well as a few short stories, including the very first original novella ever published. We've also added some entries in the Omitted but not Forgotten section, so that between all the sourcebooks dedicated to the First Doctor's adventures, none are left without at least one stat-blocked character.

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

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



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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

Bold entries represent televised material.

**Entries with asterisks represent new stories as of the 2016 Addendum.*

***The Beginning:** The Doctor and Susan escape Gallifrey, but Quadrigger Stohn stows away aboard their TARDIS.

***The Sleeping Blood:** On Ruah, Susan tries to find medical supplies to help her ailing grandfather.

***The Arboreals:** The TARDIS lands on a dense Arboreal World with a unique ecosystem.

Frayed: The Doctor and Susan find themselves in the middle of a war on Iwa.

A Big Hand for the Doctor: Having lost a hand and a granddaughter, the Doctor hunts the Soul Pirates responsible.

Quinnis: The Doctor and Susan visit Quinnis in the Fourth Universe.

***The Alchemists:** The Doctor and Susan find themselves caught between rival factions in 1933 Berlin.

Time and Relative: Trapped on Earth by a faulty TARDIS, the Doctor encounters unseasonable conditions and an alien threat called the Cold.

***Doctor Who and the Invasion from Space:** The Doctor takes in the Mortimer Family, escaping the Great London Fire; they help him deal with an android invasion of the galaxy.

Hunters of Earth: While Susan tries to acclimate to Coal Hill School, she draws the attention of alien-hunting teenagers.

An Uneearthly Child: Ian and Barbara join the TARDIS crew. They encounter cavemen on their first trip.

The Daleks: The Doctor first meets the Daleks on Skaro.

Edge of Destruction: The TARDIS malfunctions and makes its crew act strangely.

Marco Polo: The Doctor and his companions travel with Marco Polo for a few weeks.

The Sorcerer's Apprentice: The TARDISEers visit the land of Elbyon, a world of fantasy and sorcery.

The Keys of Marinus: The Doctor and his companions embark on a quest to find the keys of Marinus' Conscience.

The Aztecs: Barbara is mistaken for an Aztec goddess.

The Sensorites: The Doctor visits the Sense-Sphere.

The Transit of Venus: Thinking the TARDIS lost, Ian and the Doctor voyage with Captain Cook.

A Star Is Born: The Doctor and his companions answer a distress call from a vast spaceship carrying the remnants of a dying race, the Metraxi.

The Reign of Terror: The TARDISEers get involved in the events of the French Revolution.

Here There Be Monsters: The Doctor prevents the Earth Benchmarking Vessel Nevermore from punching any more holes in the universe.

The Wanderer: Ian befriends a Russian mystic beset by visions caused by an alien artefact.

The Flames of Cadiz: The Doctor and his companions face the Spanish Inquisition, which nobody expected.

***Domain of the Voord:** The TARDIS crew fights the Voord on the planet Hydra.

***The Age of Endurance:** The Doctor and friends land on a spaceship in the middle of a war zone and come face to face with the reptilian Shifts.

***Flywheel Revolution:** The Doctor visits the Scrapheap and meets Frankie the robot.

The Fragile Yellow Arc of Fragrance: A native of Fragrance falls in love with Barbara, with tragic consequences.

Farewell, Great Macedon: The TARDIS lands in Alexander the Great's camp, not long before his death.

The Masters of Luxor: The TARDISEers are held prisoner by robots on the planet Luxor.

The Library of Alexandria: The Doctor discovers what caused the destruction of one of the Seven Wonders of the World.

Campaign: The Doctor and his companions experience several lives when playing the Game of Me.

City at World's End: The TARDIS lands in the city of Arkhaven on a doomed world.

The Witch Hunters: The TARDISEers participate in the events surrounding the Salem witch trials.

The Thief of Sherwood: The Doctor meets Robin Hood.

Planet of Giants: The TARDIS and its crew are miniaturized.

The Time Travellers: Earth in 2006 is devastated by a war caused by the British Army discovering time travel.

The Dalek Invasion of Earth: The Doctor helps repel the Daleks after their invasion of Earth in the 22nd century. Susan leaves the TARDIS.

Venusian Lullaby: The TARDIS visits Venus, millions of years ago.

The Book of Shadows: The Doctor visits the mines of Alexandria and Barbara becomes Ptolemy I's wife in a aborted timeline.

The Revenants: Abandoned by the TARDIS in Orkney, Ian and Barbara fall prey to Marsh Wains while walking towards civilization.

Set in Stone: The Doctor steals the Stone of Scone in 1950s Scotland.

The Rescue: Vicki joins the TARDIS crew.

Byzantium!: The TARDISEers get involved in the beginnings of the Christian faith.

The Romans: Still in Ancient Rome, the Doctor and his companions meet Nero.

***Starborn:** The TARDISEers meet a woman who is Starborn, and about to become a star!

The Eleventh Tiger: The TARDIS crew fight the Mandragora Helix in 19th-century China with the help of folk hero Wong Fei-Hung.

The Web Planet: The Doctor visits Vortis and falls afoul of the Zarbi.

***The Fifth Traveller:** An alien infiltrates the crew after the TARDIS visits the planet Vavidis.

***The Dark Planet:** The Doctor and his friends visit Numir, a world inhabited by beings of light and shadow.

The Rocket Men: The TARDISEers are attacked by raiders wearing rocket packs while vacationing on Jobis.



CHAPTER 1: THE FIRST DOCTOR'S EXPANDED TIMELINE
(SUPPLEMENTAL)



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Prisoners of Time: The Doctor helps Thomas Huxley put down a Zarbi infestation as the Animus tries to invade Earth.

The Crusade: The Doctor meets King Richard the Lionhearted.

The Space Museum: The TARDIS crew visit the Morok museum on Xeros.

The Plotters: The TARDISers discover there's more to Guy Fawkes' life and death than history recorded.

*The Sleeping City: The TARDIS lands on Hisk where dream and reality comeingle.

*The Unwinding World: The TARDIS crew are caught up in the System, a totalitarian world run by computer.

*The Doctor's Tale: The Doctor and his companions make the pilgrimage to Canterbury with Chaucer.

The Chase: The Daleks chase the TARDIS through time and space. Ian and Barbara return home. Steven joins the TARDIS crew.

The Time Meddler: The Doctor meets the Meddling Monk in the Dark Ages.

The Suffering: Vicki gets involved in the suffragette movement, and so does a vengeful creature from the stars.

Frostfire: In Regency London, the Doctor meets Jane Austen and finds a Phoenix egg.

*Upstairs: The Doctor discovers an alien fungus in the attic at 10, Downing Street.

*The Bounty of Ceres: The TARDIS visits a mining operation on the planetoid Ceres, in the asteroid belt.

*The Ravelli Conspiracy: The TARDISers get embroiled in a conspiracy in 16th-Century Florence, and meet Machiavelli himself.

*The Founding Fathers: The Doctor meets Benjamin Franklin when he was living in London.

The Empire of Glass: The TARDIS lands in 17th-century Venice where its crew meets Galileo and Shakespeare, and visits the floating island of Laputa.

Galaxy 4: The Doctor faces the all-female threat of the Drahvins.

Mission to the Unknown: In the 45th century, the Daleks plot to conquer Earth.

The Myth Makers: The TARDIS visits the siege of Troy. Vicki leaves the TARDIS. Katarina joins its crew.

*The Destroyers: Sometime before she travelled with the Doctor, Sara Kingdom fights the Daleks on Planetoid M5.

The Daleks' Master Plan: The Doctor keeps the Daleks from getting their sucker hands on a fantastic weapon. Katarina dies. Sara Kingdom joins the crew.

The Anachronauts: The TARDIS crashes into another time craft, creating a bubble universe where imagination and reality mingle.

The Drowned World: The Doctor and his companions find themselves on a planet of living water.

The Guardian of the Solar System: Sarah Kingdom's life loops in on itself when she meets Mavic Chen before the events of The Daleks' Master Plan.

Home Truths: The TARDIS crew encounter a house where wishes come true.

*An Ordinary Life: The TARDIS crew try to live an ordinary life in 1950s London for a time, knowing they must one day return to Kembel.

*The Sontarans: The TARDISers encounter an SSS squad on a mission to

destroy a Sontaran weapon.

The Daleks' Master Plan (continued): Sara Kingdom dies fighting the Daleks.

The Perpetual Bond: Oliver Harper joins the TARDIS crew and helps defeat Fulgurites running a slave trade on Earth.

The Cold Equations: Oliver and Steven are trapped on a piece of floating wreckage in space.

The First Wave: The Vardans attempt to invade Earth. Oliver meets his final fate.

The Massacre: The Doctor and Steven get involved in the events leading up to the Massacre of St.Bartholomew's Eve. Dodo joins the crew.

Salvation: The Doctor encounters a latter-day pantheon running amok in New York.

The Ark: The TARDIS visits a generational ship in two separate eras.

The Celestial Toymaker: The Doctor faces off against the Toymaker.

The Gunfighters: The TARDISers get involved in the fight at the O.K. Corral.

Bunker Soldiers: The Doctor and his companions face Mongol hordes.

*The War to End All Wars: The TARDIS visits a world perpetually at war, which informs Steven's decision to soon leave.

Mother Russia: During a holiday in 19th-century Russia, the TARDISers and a shape-shifter get embroiled in the events of Napoleon's invasion.

Return of the Rocket Men: Both the Doctor and Steven have a rematch of their own with the Rocket Men.

*64 Carlyle Street: The Doctor and his companions catch up to a time travelling alien from Quinnis on 20th-Century Earth.

Tales from the Vault: Steven records a message on a wax cylinder meant for UNIT museum curators.

The Savages: The TARDISers encounter a class-based society in the far future. Steven leaves the crew.

The Man in the Velvet Mask: The TARDIS lands in an alternate universe inspired by the Marquis de Sade's writings.

The War Machines: The Doctor fights WOTAN's war machines.

The Lair of the Zarbi Supremo: Travelling alone before going back to get Dodo, the Doctor finds himself back on Vortis rescuing humans and Menoptera from an intelligent Zarbi power.

The Fishmen of Kandalinga: On an ocean planet, the Doctor runs afoul of the Voord, who are controlling native Fishmen.

Comics: The Doctor has many adventures with his grandchildren, John and Gillian.

The War Machines (continued): Polly and Ben join his travels, but Dodo leaves.

The Smugglers: The Doctor and his companions tangle with pirates in 1660s Cornwall.

Ten Little Aliens: The TARDISers find ten alien corpses in a hollow moon.

The Tenth Planet: The Cybermen attack Earth in 1986. The Doctor dies and regenerates. *The Locked Room, in which the Doctor and Steven exchange goodbyes, occurs between Parts 3 and 4.

The Time Museum: In his twilight years, Ian becomes an exhibit in a museum of time travellers' memories.

*Some time after The Savages, Steven Taylor becomes king of the planet where he was left, but was eventually deposed by his own children; he comes to only trust his granddaughter Sida.

COMPANIONS

THE MORTIMERS *(Doctor Who and the Invasion from Space)*

Upon stumbling aboard the TARDIS to escape their burning hovel during the Great Fire of London in 1666, the Mortimer family found themselves swept away on a series of adventures they could scarcely comprehend. George Mortimer, his wife Helen and their children Ida and Alan were all convinced that the Doctor was a warlock and the TARDIS his magic box. Any turbulence sent them all into paroxysms of terror and they at least half believe that the Doctor had been sent by the Devil to torment them. The Mortimers are ill equipped to understand even the basic principles of technology, let alone the concept of time travel even on a theoretical level, and advanced gadgetry is either a marvel to be wondered at or a terror to be avoided. Even the pairs of sunglasses the Doctor provided them with to protect against the glare of bright sunlight were termed “the Devil’s eyeglasses” by George. If the Mortimers believed the Doctor to be a warlock sent by the Devil, they were mightily relieved when the TARDIS’s first landing took them to what they interpreted as Heaven itself, but which was actually a vast starship (see V37). They took the blond androids inhabiting it to be angels.

The Mortimer family are from poor peasant stock, their house little more than a hut in London, now consumed by flames. They brought nothing with them in their escape save the rags they are dressed in. They fear the Doctor and call him “Master”. Of course, the Doctor did not deliberately rescue the Mortimers from the conflagration, despite their mistaken belief that he urged them to enter the TARDIS. During their time travelling with him, the Doctor seems to resent their presence rather than welcome their company. He is frequently exasperated by their ignorance and their reactions to the alien times and places they visit, and thinks of them as “numbskulls”! If the Doctor could return them to England in roughly the correct time period, he would love nothing better than to bid them farewell. But as he gets to understand them better, his frustration occasionally turns to pity, as he appreciates just how out of their depth the family are.

George Mortimer is a swineherd by trade and, like everyone of his time and social class, has had no education. When one of the Doctor’s barbed insults referred to his family living in a pigsty, George took this at face value and confirmed this to have been the case. Like most folk from the England of their time, the Mortimers are all devout Christians. The children, Ida and Alan, adjust a little more quickly to their new

GEORGE MORTIMER



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

SKILLS

Athletics 2, Craft 1, Fighting 2, Survival 2

TRAITS

Animal Friendship
Devotion – Ida and Alan
Illiterate (Minor Bad)
Technically Inept
Unadventurous (Major)

TECH LEVEL: 3

STORY POINTS: 5

experiences than their more fearful parents, though they too are initially frightened of every new sight they witness.

The Mortimer family are not really cut out for a life of adventure. Their limited Traits and Skills and their almost permanent state of terror make them unsuitable as player characters. Instead, they are probably best utilised by the GM as NPCs, and introduced as an inconvenience that the time travellers have to cope with and, at times, protect.



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HELEN MORTIMER



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

SKILLS

Athletics 1, Convince 1, Craft 2, Fighting 1, Survival 2

TRAITS

Devotion – Ida and Alan
 Illiterate (Minor Bad)
 Technically Inept
 Unadventurous (Major)

TECH LEVEL: 3

STORY POINTS: 5

IDA MORTIMER



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

SKILLS

Athletics 2, Craft 1, Marksman 1

TRAITS

Illiterate (Minor Bad)
 Technically Inept
 Unadventurous (Minor)

TECH LEVEL: 3

STORY POINTS: 4

ALAN MORTIMER



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

SKILLS

Athletics 2

TRAITS

Illiterate (Minor Bad)
 Technically Inept
 Unadventurous (Minor)

TECH LEVEL: 3

STORY POINTS: 4



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

STEVEN TAYLOR *(1st in The War to End All Wars)*

Steven Taylor left the Doctor to become ruler of the planet whose people had been divided between the Elders and the Savages. Uniting these enemies was something he felt he could devote his life to, something that would make a real difference. Steven was made King by his new subjects, but used his reign to work towards a more democratic society so that the people could eventually govern themselves. He set up schools that taught the histories of all the great empires, including the wars on old Earth, so that they could learn from the mistakes of the past. Everything he did was to show to people that they didn't need a king to lead them. Steven has only been partially successful in his aims, and at great personal cost.

The exact sequence of events during his reign is vague, lost to time and different perspectives. Steven had three daughters, the youngest of whom he named Dodo, not because she resembled his old friend Dodo Chaplet in any way, but because he just liked the name. Although he publically denied it, Dodo was his favourite. His other two daughters vied for control of the throne. Steven tried to placate them by offering them each dominions within his kingdom, but this wasn't enough for either of them. Factions rose to take the King's powers by force if necessary. There was a war. Dodo was taken hostage by one of the factions and was killed. Steven took her death very hard and stood down in order to prevent further bloodshed. But not before he had pushed through his reforms and made sure that there was no longer any throne for either of his daughters to take. His world is now governed by an elected president.

Having been deposed, even if by his own hand, Steven has removed himself from society and gone into a self-imposed exile. Now an old man nearing a hundred, he spends his life in a cell-like room in his house high up in the mountains above the city. Just about his only visitor is his granddaughter, Sida (*see A29*), who brings him news of the world outside.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Even in retirement, Steven is a driven man. He has actually spent all his days shut away in his cell working on complex mathematical calculations. Like a man possessed, he has then built a radio telescope (*see G7*) up in the mountains and has converted his cell into a lead-lined chamber. Literally a man possessed, for Steven has for years harboured an alien entity in his mind which is driving him on to achieve its aims.

When the Doctor and his companions defeated the Vardans on Grace Alone (*see L9*) all those years ago at the cost of Oliver Harper's life (*see A3*), no one suspected that one of the aliens managed to save itself in the form of electrical energy hidden in the brains of the Doctor and Steven. That Vardan, now gaining in strength, plans to use Steven's calculations and equipment to draw the Doctor to the locked room, where it will be able to unite itself and take its revenge on the universe!

STEVEN TAYLOR

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

SKILLS

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

TRAITS

Brave
Charming
Code of Conduct
Enslaved
Experienced x2
Indomitable
Tough
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 6



ALLIES

THE ARUNDE *(The Fifth Traveller)*

The Arunde live on a world enveloped by lush jungles and swamps. Above the canopy of trees, the sky has a distinctive yellow hue. The planet itself is largely sulphur and the air smells like rotten eggs, the result of natural sulphur dioxide in the atmosphere. Because of this, the rain and waters on this world are slightly acidic, and visitors will need to take care to protect themselves from being burned. The sap of some of the jungle's plants provide protection if smeared on the skin. At ground level, any flames will burn uncontrollably in this planet's atmosphere, but less so higher up in the trees. Above the canopy, strange birds the size of horses and resembling featherless eagles with leathery wings wheel overhead. Fortunately, these lizard birds have a fruit-based diet and will only attack other creatures if they are threatened or confused.

The Arunde are ape-like creatures that swing through the dense jungle foliage. They are human-sized primates with no legs but four arms, one pair at each shoulder, and are covered in yellow fur. Like all the life on this world, they have developed a natural resistance to the acid rain. Despite their bestial appearance, Arunde are an intelligent species which has developed a rudimentary culture. Their squat torsos are draped in animal skins and they wear bandeliers and belts to carry tools and weapons. Arunde are naturally telepathic and communicate mentally using a surprisingly complex language. To human ears, even via telepathy, this sounds guttural and is difficult to understand. Likewise, human speech is similarly unintelligible to Arunde.

The spiritual leader of the Arunde is a female known as the Matriar. The current Matriar is Sharna, who is young and was not fully trained by her mother, the previous Matriar who died when her hut fell from the trees. New-born Arunde have a seeing-stone like a small jewel on their foreheads between their eyes. Shortly after birth, this is removed and is added to the hundred or more stones already in the Twine of Ages hanging around the Matriar's neck. This enables each new-born's mind to join with the Matriar's so she can constantly hear the thoughts of all the tribe and can even take control of their bodies, guiding them in their hunt. The Matriar is the only Arunde to retain the seeing-stone in her forehead. But with Sharna being so young and inexperienced, there are members of the tribe who resent her control and want to take their seeing-stones back.

Living in the perpetual shade of the branches, the Arunde fear bright light. But they are also afraid to descend too far down into the darkness where the light cannot penetrate, where they believe the surface can reclaim them. They descend only with the Matriar's guidance, to hunt the herds of noceros (beasts like scaly rhinos) or flocks of lizard birds, using spears made of bamboo-like wood with poisonous razor-sharp tips.

ARUNDE



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

SKILLS

Convince 4, Craft (Writing, Violin) 3, Knowledge 4 (AoE: Chess), Science 5, Technology 4

TRAITS

Alien
Alien Appearance
Environmental (Minor) – Mild acids
Phobia – Bright light
Psychic
Swinger (Minor) - Provides a +2 bonus when swinging from one place to another
Telepathy
Tough

If its seeing-stone is restored, an Arunde gains Networked (Major)

EQUIPMENT

Bamboo Spear: Strength +2 damage

TECH LEVEL: 1

STORY POINTS: 3-5

The Arunde live in a village of huts and tents high up in the foliage. They revere the Mother Tree.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

BENJAMIN FRANKLIN *(The Founding Fathers)*

For a man renowned as one of the foremost polymaths of the early United States, Benjamin Franklin received surprisingly little in the way of formal education. He was born in Boston in 1706, the son of Josiah Franklin and Abiah Folger, both pious puritans. Although Josiah wanted his son to have a career in the church, he had only enough money to send Benjamin to school for two years, and his formal schooling ended at the age of ten, his remaining education being gained from his voracious reading.

Among his many achievements, Franklin was an accomplished author, publisher, politician and political theorist, freemason, postmaster, scientist and inventor, civic activist, statesman and diplomat. He was a major figure in the American Enlightenment and prominent in the history of physics, particularly for his work with electricity. Franklin pioneered the Academy and College of Philadelphia (later becoming the University of Pennsylvania) and founded the American Philosophical Society. For many years, he was the Philadelphia postmaster, and became deputy postmaster-general for the British colonies in 1753. Although he owned and dealt in slaves in his younger years, by the 1750s Franklin had begun to argue against slavery and later became a prominent abolitionist. He was one of the Founding Fathers of the United States and a signatory to the Declaration of Independence. As a diplomat, he became the first U.S. Ambassador to France in 1778 and Ambassador to Sweden in 1782.

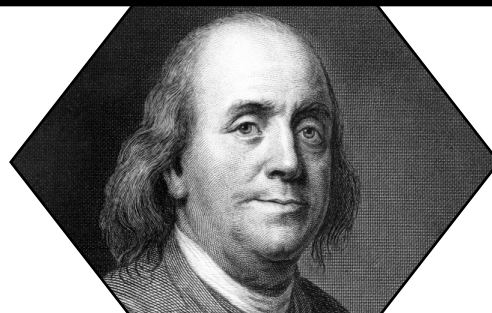
The Doctor, Vicki and Steven encountered Benjamin Franklin in 1762 at a time when he was living in London. By this time, he has already proposed that the colonies should be united under a single president, though one appointed by the King. The concept has so far been rejected on the grounds that such a president would be too powerful. Franklin has been in England since 1757, sent there by the Pennsylvania Assembly to protest against the political influence of the Penn family who own the colony, and to petition to end the proprietors' privilege to overturn the legislation of the elected Assembly.

Now in middle age, Franklin's obese frame dressed in plain, country clothes makes for a distinctive figure. He has a fascination for all fields of science (or "natural philosophy") and, although his investigations into the nature of electricity have taken a back seat while he is in England, it would not take much encouragement for him to pick them up again. To expose a man of his keen intellect and curiosity to the workings of the TARDIS would be a dangerous thing, as he would be in possession of knowledge millennia ahead of his time.

Benjamin Franklin has one secret from his time in London that he wouldn't want becoming public knowledge: he has developed a close friendship with the wife of an English noble who uses the pseudonym Abigail Holt. Although this is platonic in nature, with the pair merely enjoying intellectual discourse and each

other's company, it would not do for a married man of Franklin's reputation to be seen to be overly friendly with another woman.

In one alternative timeline created when the Web of Time was damaged, Benjamin Franklin became President of the United States and was a member of the Hellfire Club.

**BENJAMIN FRANKLIN**

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

SKILLS

Convince 4, Craft (Writing, Violin) 3, Knowledge 4 (AoE: Chess), Science 5, Technology 4

TRAITS

Boffin
Dark Secret (Minor) – Abigail Holt
Distinctive
Experienced
Insatiable Curiosity
Technically Adept

TECH LEVEL: 4

STORY POINTS: 9

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GEOFFREY CHAUCER (*The Doctor's Tale*)

Geoffrey Chaucer is best known today as the author of *The Canterbury Tales*, a series of stories being told by a group of pilgrims travelling to Canterbury. But he wrote many other books and is regarded as the greatest English poet of the Middle Ages. In his lifetime, he also achieved fame as a philosopher and astronomer, while for most of his career he was a civil servant, courtier and diplomat.

As he was a public servant, much of Chaucer's official life is well-documented. But details of his youth and final years in retirement remain sketchy. He was born in London in the early 1340s, the son of a vintner. In 1357, he became the page of Elizabeth de Burgh, the Countess of Ulster, a position which brought the teenage Chaucer into the close court circle. During the early stages of the Hundred Years War, Chaucer joined Edward III's army in the invasion of France, but was captured in 1360 and ransomed for his freedom. During the subsequent few years, he travelled in France, Spain and Flanders as a courier, and went on pilgrimage to Santiago de Compostela.

Around 1366, Chaucer married Philippa de Roet, lady-in-waiting to Edward III's queen, and the couple had several children. Around this time, Chaucer studied law at the Inner Temple in London and became a valet de chamber in the court of Edward III. Further travels followed, including to Picardy as part of a military expedition in 1370, and to Milan as an envoy of Richard II in 1378. In 1374, Chaucer became comptroller of customs for the port of London, a prestigious position he continued for the next twelve years, after which he became Member of Parliament for Kent.

It was during the 1370s that Chaucer wrote or began most of his famous works while living in an apartment in Aldgate. He started writing *The Canterbury Tales* in the early 1380s, but never fully completed it. His wife, Philippa, is believed to have died in 1387. From 1389 to 1391, Chaucer was Clerk of the King's Works, organising building projects on behalf of Richard II, and was then appointed as Deputy Forester in the royal forest of Petherton Park in Somerset. In 1394, he was granted an annual pension of twenty pounds by the king, but his name fades from the records after the overthrow of Richard II in 1399. The final year or so of his life is unclear, but he is believed to have died on 25th October 1400. Recent unproven theories are that he may have been murdered by the enemies of Richard II, possibly on the orders of Archbishop Thomas Arundel (see V41). Chaucer was buried in Westminster Abbey, later re-interred and becoming the first writer in Poet's Corner.

The Doctor, Ian, Barbara and Vicki met Geoffrey Chaucer in early 1400 when Henry IV has usurped the throne and Richard II languishes in prison. By now, Chaucer is out of favour due to his connections to Richard and has earned the enmity of Archbishop Thomas Arundel. He is hoping to be able to escape to the Low Countries before his enemies can kill him, but in the meantime he has fallen into the company of a group of conspirators against Henry IV (see A26).

GEOFFREY CHAUCER

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

SKILLS

Convince 3, Craft (Writing, Poetry) 6, Knowledge 4 (AoE: Philosophy, Law), Science 4 (AoE: Astronomy), Technology 2

TRAITS

Face in the Crowd
Outcast

TECH LEVEL: 2

STORY POINTS: 12

THE CANTERBURY TALES CAMPAIGN

Just as Chaucer's *The Canterbury Tales* tell several stories through its pilgrims, each in a different literary genre of the period, a DWRPG series could use a similar structure by, for example, imagining a reunion of the Doctor's various companions, during which each tells a story from his or her era/incarnation, during which players take on the roles of that era's cast of characters.

For extra credit, each adventure could play on a certain genre (just as *The Gunfighters* was a western, and *Pyramids of Mars* was a *Hammer Horror* flick). For extra EXTRA credit, each adventure could be the work of a different GameMaster, with players taking turns, introducing elements as a companion NPC who had more of an observer role in events (captured early on, for example).

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ISABELLA OF VALOIS *(The Doctor's Tale)*

Isabella of Valois married Richard II and became Queen Consort of England at the age of seven, and she was still little more than a girl when she was befriended by Vicki in 1400. Isabella was the daughter of King Charles VI of France, and her marriage to Richard was an attempt at brokering peace between France and England during the Hundred Years War. Despite this, the War rumbled on intermittently for another fifty years or so.

When Richard II was usurped from the English throne in late 1399, Isabella was ordered by the new King, Henry IV (see A26), to be moved to Sonning Palace, the Thameside residence of the Bishop of Salisbury. She was effectively kept as a prisoner by the Bishop and his staff, though in a series of luxurious apartments and with relatively free reign to wander the extensive grounds. Despite her relative freedom and comfort, Isabella has a fiery temper and rails against any restrictions imposed on her by the Bishop, flying into a tantrum if provoked. She tries to use her former authority as Queen to get her way. But although the Bishop is polite and deferential to her, he is careful to remember that Henry IV is now King, and that Thomas Arundel (see V41), the Archbishop of Canterbury, is the power behind the throne.

Although her marriage to Richard had been a political arrangement, Isabella is devoted to her husband and naturally considers that he is still the rightful King of England. At the start of 1400, Richard is still alive and being held at Pomfret Castle in Yorkshire. Unknown to Isabella, he is starving to death – though it is unclear whether this is self-inflicted or on the orders of the Archbishop of Canterbury. Isabella desperately wants to be reunited with her husband, but he will be dead by 14th February.

Despite her tender years, Isabella is an expert shot with the bow, having been taught archery by her father and joining him on hunting expeditions. She often wears a robe that she made from the furs of squirrels she has shot in the grounds of Sonning Castle. Like many people of her time, Isabella holds firm religious beliefs and prays every day at the shrine of a saint in the Castle (though the relic within the shrine is nothing more spectacular than an old piece of bone).

While at Sonning Castle, the Doctor briefly became Isabella's tutor. She later escaped her imprisonment with the help of Vicki, intending to travel to Oxford in the hope of being reunited with her husband. However, Henry IV has other plans for her, intending that she should marry his son, the future Henry V of England. Isabella is not keen on the idea, considering the thirteen year old boy to be nothing more than a spotty youth! Although Thomas Arundel would prefer to see Richard's Queen dead, the King is more sympathetic to her plight, perhaps because of his guilt over the death of her husband.

ISABELLA OF VALOIS

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

SKILLS

Convince 2, Craft 4, Marksman 4, Subterfuge 1

TRAITS

Attractive
Devotion – Richard II
Impulsive
Inexperienced
Noble

TECH LEVEL: 2

STORY POINTS: 15



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KING HENRY IV *(The Doctor's Tale)*

Henry IV was the grandson of Edward III of England. He was born Henry Bolingbroke in Lincolnshire in 1367, and was the son of John of Gaunt, who enjoyed significant influence during the reign of Henry's cousin and predecessor, Richard II.

Although Henry and Richard had been childhood playmates, Bolingbroke was involved in the rebellion of the Lords Appellant in 1387, which restricted the powers of the King by removing many of his favourites. Although this limited Richard's ability to govern England, he gradually rebuilt his power base and exacted his revenge from 1397 onwards. Many of the Lords Appellant were killed, but Henry escaped punishment. The following year, however, he was accused of making treasonous remarks about Richard and was banished from the kingdom.

When Henry's father, John of Gaunt, died in 1399, Richard cancelled the legal documents that would have enabled Henry to inherit his land, instead requiring Henry to ask Richard for them. Still banished, Henry met with Thomas Arundel (see V41), the former Archbishop of Canterbury, who had been sent into exile for his association with the Lords Appellant. Under the advice of Arundel, Henry landed in England with an army while Richard was on a military campaign in Ireland, using their forces to confiscate land from those who would oppose them. Henry had soon amassed enough power to have himself declared King and was crowned Henry IV in October 1399, becoming the first Lancastrian Plantagenet monarch. But over the following months, he had to face numerous plots, rebellions and assassination attempts, including the failed Epiphany Rising in December 1399 and January 1400.

By early 1400, Richard II has been imprisoned in Pomfret Castle in North Yorkshire, where he is slowly starving to death, while his former Queen Consort, Isabella of Valois (see A25), is held at Sonning Castle in Berkshire. Henry's staunchest ally is still Thomas Arundel, once again the Archbishop of Canterbury, who is kept busy rooting out conspirators and heretics. Many of Henry's enemies are being executed on the orders of the Archbishop who, despite his calling, is a bloodthirsty warrior. He and the knights that follow him are regarded with fear by the common people.

Henry himself though is much less brutal and works to reign in Arundel's more violent actions. He regrets the need to keep Richard in captivity (and will feel guilty over his eventual death), and has some sympathy for the plight of Isabella. In fact, he hopes to marry Isabella off to his own son, the future Henry V, regarding this as in some strange way a compensation for the loss of her husband and position. Not surprisingly, Isabella has different views about her future.

Henry has a serious countenance, as if he is already worn down by his new responsibilities. As a soldier, he is as comfortable in armour as in his robes of state.

HENRY IV

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

SKILLS

Athletics 3, Convince 5, Fighting 4, Marksman 3

TRAITS

Adversaries (Minor) – Henry has plenty of enemies
 Authority (Major) – King of England
 Noble
 Silver Spoon
 Wealthy (Major)

EQUIPMENT

Plate Armour (4 points)
 Sword: Strength +2 damage

TECH LEVEL: 2**STORY POINTS: 12**

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MARK SEVEN *(The Daleks: The Destroyers)*

One of the most effective agents in the Space Security Service is Mark Seven. He is strong, quick and efficient. Like all SSS agents, Mark Seven makes for a striking figure in his distinctive SSS uniform and armed with the standard-issue energy blaster. In the late 40th Century, Mark Seven is usually assigned on missions alongside his fellow agents Sara Kingdom and Jason Corey.

Mark Seven is handsome in the most classical sense. His features and physique are perfect, in the mould of Adonis, Dorian Gray and the Greek Gods. A sculptor asked to produce the ideal male would design Mark Seven. Indeed, this is precisely what has happened, for Mark Seven is an android, an android so perfectly produced that only detailed laboratory examination would reveal him as a complex of micro-motors, gears, circuitry, computers, plastic and steel. His mechanical origins give him enormous advantages. He could run non-stop and at high speed for thirty miles. His body requires no sleep and his computerised brain holds an encyclopaedia of knowledge. Normal human senses are amplified to an astonishing degree. But despite these superman qualities, he is still vulnerable. He can be killed, his circuits randomised or damaged, and he can tire, his energy cells becoming discharged.

Mark Seven's human manufacturers have placed great stress on giving him humanoid qualities. He has a loyalty circuit and an emotion circuit, although the latter is always subservient to his rigorous logic. His only defect is that his speech pattern is rather pedantic, like a foreigner with faultless English. Sometimes Mark Seven selects words from his vocabulary cells that are a little too correct; his diction is a little too precise. Even under stress, he speaks with a level, even tone. But this apart, to all intents and purposes, Mark Seven is human.

Although Mark Seven is an android, he has the full authority of any agent of the Space Security Service. Sara Kingdom and Jason Corey are well aware that he is not human, but by and large they treat him no differently than any other SSS agent. They occasionally find his reliance on logic and his limited emotions irritating, but no more so than they would find a human's personality flaws. After all, Mark Seven's superior physical attributes have saved them all many times over.

A later version of Mark Seven is a prominent member of the Anti-Dalek Force, a military and scientific organisation established by the United Planets to find a way to defeat the Daleks. This version of Mark Seven is more advanced than the SSS agent, and his personality and speech patterns are so realistic that even those ADF agents who work alongside him are unaware that he is an android. This version does not have the Eccentric and SSS Agent Traits, and his Obligation is to the ADF rather than to the SSS.

MARK SEVEN

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

SKILLS

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

TRAITS

Alien Senses – Infra-spectrum Vision
Attractive
Brave
Fast (Major)
Eccentric (Minor) – Emotionless and logical
Environmental (Minor) – Does not breathe or sleep
Obligation (Major) - SSS
Quick Reflexes
Robot
Scan
SSS Agent
Tough
Voice of Authority

EQUIPMENT

Blaster: L(4/L/L) damage
Protective Jumpsuit: 3 points of Armour
Message Rocket – relays message back to Earth

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

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

POPE LEO X (*The Ravelli Conspiracy*)

The man who would become Pope Leo X was born Giovanni di Lorenzo de' Medici in Florence in 1475, the second son of Lorenzo the Magnificent, the ruler of the Florentine Republic. Using his influence with Pope Innocent VIII, Lorenzo had Giovanni named cardinal-deacon of Santa Maria in Dominica at the age of thirteen, and he was formally admitted to the Sacred College of Cardinals in Rome four years later. However, the death of Lorenzo just two weeks after saw Giovanni temporarily recalled to Florence. In 1503, the death of his elder brother Piero de' Medici made Giovanni the head of his family.

In September 1512, Giovanni captured Florence at the head of the Papal army, thus restoring the rule of the Medici. Shortly after, he was recalled to Rome as a result of the death of Julius II and was elected as the new Pope, taking the name Leo X. This meant that the Papal States and Florence were now brought within the same union. As Pope, Leo rules Florence by proxy, appointing his brother Giuliano de' Medici as Captain-General of the Republic. Leo is careful to restrict Giuliano's powers in order to keep his more violent impulses under control.

The Doctor and his companions encountered Leo X in 1514 (see *L33*), only a year into his papacy. In contrast to his brother's bloodthirsty tendencies, Leo is cheerful and eloquent in speech, and he is careful to avoid rash decisions. He is a noted patron of the arts, and enjoys music, the theatre, art and poetry. Leo has a fine musical voice and is skilled at creating and performing impromptu Latin verse. His enjoyment of the arts, however, may not be matched by his understanding of them, as he seemed overly impressed by Vicki's recitation of "Daisy, Daisy", mistaking it for poetry. Leo is by nature pleasure-loving, and critics have since described him as a hedonist who enjoys idle and frivolous pursuits. He has a love of masquerades and low jests, indulging buffoons at his court, and an inordinate passion for fowling and hunting boar and other game.

Despite this reputation for having a casual attitude, Leo takes his papal responsibilities seriously, fasting, going to confession before celebrating Mass in public, and conscientiously participating in church services. He is also known to be a good-tempered and generous man, with a love of the sciences as well as art and literature. Leo is generous in his charitable donations, giving over 6,000 ducats in alms each year and supporting hospitals, retirement homes, students, discharged soldiers, the sick and many other causes. He is particularly prominent as a patron of knowledge and learning.

One area of Leo X's life which has been the subject of much speculation since his death is his sexuality. There have been many assertions to the effect that Leo may not have been as chaste as his holy office might imply, though most historians dismiss these. However, when Vicki believed that she was marooned in 16th Century Florence, she briefly considered an offer from Leo to accompany him back to Rome, with the implication being that she might become his consort!

POPE LEO X

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

SKILLS

Athletics 1, Convince 4, Craft (Latin Verse) 4, Knowledge 3, Marksman 2, Science 2, Subterfuge 2

TRAITS

Authority (Major)
Eccentric (Minor)
Noble
Silver Spoon
Wealthy (Major) – Stinking rich

TECH LEVEL: 3

STORY POINTS: 8



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SIDA *(1st in The War to End All Wars)*

Steven Taylor (*see A21*), former space pilot and companion of the 1st Doctor, became king of a planet in the far future and devoted his life to unifying it and preparing its people to govern themselves. Steven has lived to a venerable age and along the way has had three daughters and at least one granddaughter, Sida.

Steven's reign was not a peaceful one, and threats to the unity of his kingdom led him to relinquish the throne for a more democratic system of government. Sida is too young to have lived through the early upheavals and cannot remember the war that resulted. She was still a very young girl when, in the war's immediate aftermath, she fell desperately ill with a fever that swept through the population. Sida can remember her mother sitting vigil at her bedside, day after day, helpless to do anything other than mop the young girl's brow and lift a glass of water to her mouth from time to time. Against all the odds, Sida lived. But from that moment on, her mother never showed her any form of affection. Sida put this down to her sense of helplessness in the face of her daughter's illness, a trait she inherited from Steven, a man of action who needs to do something when danger threatens.

Sida distanced herself from the power struggle between her mother and her aunt, each vying for the throne. And unlike those two, Sida kept herself close to Steven. Even in adulthood, after Steven has surrendered the throne and retired into a self-imposed exile in the mountains, Sida still visits him and encourages him to tell her stories of his travels with the legendary Doctor. Like her grandfather, Sida has a stubborn streak and often finds her grandfather frustrating. She cannot understand why he has removed himself from the civilisation that was his life's work, and believes that he still has much to offer the people.

But Sida has a life of her own. As the granddaughter of the former king, she has had some influence in the city. She has also visited the copy of the Doctor's mind that still lives in its jar (*see V33*) - if it can be thought to be alive. This "Doctor" has taken to advising the city's leaders and giving scientific lectures. It even began to talk about standing for election itself. But Sida is dismayed at Steven's hostility toward this entity.

When events conspired to prevent "the Doctor" from standing for election, it instead encouraged Sida herself to do so. She did, and has been elected President. As President, she is surrounded by advisors and bodyguards. Because of the atrocities against many senior politicians during the war, she has been trained in basic self-defence and in how to behave if abducted: to remain calm and polite to her captors, not to look them in the eye, not to complain, to remain human.

Sida's recent duties have kept her away from her grandfather. But she has approved his frequent requests for public funding of his construction project up in the mountains (*see G7*) and is becoming more and more curious as to exactly what he needs an army of builders,

SIDA

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

SKILLS

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

TRAITS

Authority (Major) – President
Emotional Complication (Minor) – Dealing with her grandfather occasionally gets in the way of Sida's work
Indomitable
Obligation (Major) – Her people

TECH LEVEL: 7

STORY POINTS: 10

technicians and scientists for. The answer will certainly be eye-opening...



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE STARBORN *(Starborn)*

The Starborn have one of the strangest life cycles in the universe, perhaps unique. They are members of a race of dark-skinned, silver-haired people who inhabit a hot, bright world of eternal light. Every one of these people have at least a drop of “starblood” in them, but most live out their lives and die natural deaths without being chosen to become Starborn.


The planet of the Starborn is so hot that the Doctor issued his companions with personal air conditioners in the form of bracelets to keep them cool, and so bright that the locals provided them all with “dazzle-hoods” to protect their eyes from the constant glare. Looking up, the reason becomes clear as the sky is filled with a thousand suns, each connected to the others by shafts of light which form a network across the sky. The stars making up this network provide all the energy that the people of this strange world need. There are no shadows here and the night is as bright as the day.

But even stranger is the fact that each of these suns is a living being. Each star had been a person living out their normal life on the world below before they were chosen to ascend to the sky above. When one of the stars in the network dies, it does not become a red giant or white dwarf or some other celestial body. Instead it just ceases. But before this happens, its essence – its starlight – begins to transfer to their replacement, a person chosen to become a Starborn.

The newly selected Starborn begins to glow, becoming brighter and brighter with the starlight building up within them. The process takes days, sometimes weeks, to complete, and during that time she is treated with reverence by the rest of her people. Eventually though, the Starborn is ready and must travel to a star-chosen place where the harmonics of the light are exact. As the star dies, a small area of the sky goes dark and the energy begins to leak out of the network. It is initially focussed in a beam down to the chosen location. If the Starborn is in position, she will ascend the beam of starlight energy to transform into a new star and take her place in the network. Despite her transformation, the Starborn is still alive. The stars’ thoughts travel along the network allowing them to talk to each other after a fashion.

But if the new Starborn is not at the chosen place in time, the starlight energy from the dead star quickly begins to dissipate and the neighbouring stars will start to die as the energy flows out of the network. If left unchecked, the whole network will decay and the planet will suffer a cold, dark death. When the TARDIS arrived on the planet, Vicki befriended a young Starborn called Anet, who was in the process of transformation, already glowing with the starlight within her. But at the point of her ascension, a group of Waneshi pirates interrupted the process and tried to steal the energy of the Starborn for themselves, threatening the entire planet.

ANET



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

SKILLS
Athletics 2, Convince 2, Craft 2

TRAITS
Alien
Alien Appearance (Minor)
Brave
Environmental (Minor) - Heat
Special – Starborn: A person with this trait gains a +4 bonus for all social interactions on their home planet, but they will soon ascend and transform into a new sun

TECH LEVEL: 6

STORY POINTS: 6

While they are still human (or humanoid, rather), Starborn gain the Alien Appearance Trait, plus a special Starborn trait. After they have ascended, they have all the power of a small sun, beyond mere game stats.

Adventure Seed: Starblood

One of your adventurers is wounded in an accident and given a blood transfusion... from a Starborn! Good or bad luck? Can the character’s player count on the character’s status as a PC protecting them from any kind of permanent situation or will they end their days in the skies of some alien world? Even if it all works out, how do they protect the inhabitants of this planet from their uncontrolled solar powers literally flaring up? Dilemma of the moment, or an epic way to finish a companion’s journey?

MONSTERS AND VILLAINS

ARCHAEONS *(The Beginning)*


The first species that the Doctor and Susan encountered after their escape from Gallifrey was a race of ancient and utterly alien beings known as the Archaeons. The Archaeons have a mission to bring order to primal worlds and refer to themselves as the Propagators. Whether this mission is self-appointed or has been assigned by some higher authority is unknown, but the Archaeons pursue it with almost religious zeal. The Propagators' interpretation of this mission is to create gardens out of chaos, almost literally. They seed and nurture life on barren worlds, but under strictly controlled conditions. Their aim is to produce order and formal beauty, eliminating the disorder and randomness that nature results in if left to its own devices.

It quickly transpired that the world that the TARDIS had materialised on was none other than Earth's Moon some 450 million years into the past. The Archaeons were using a gigantic gun to fire bolts of red lightning towards the Earth in order to kick-start life there. Earth had been identified by them as having the potential for life and the red lightning would merely give it a boost. But the Doctor was horrified at this level of control over the development of life, perhaps seeing in it a reflection of his own people's obsession with order. However, the Archaeons viewed his objections as heresy.

Individually, an Archaeon resembles a squashy, watery globule slightly larger than a human. They roll along the ground like molten glass and can flow together to form larger, composite creatures. They were able to survive outside their base on the surface of the Moon unaided. Archaeons communicate with other species by forming an image of them on their glassy surface, which might at first seem to be a reflection. The image can speak in the voice of the "reflection", but with a calm, measured tone. The Archaeons' leader is known as the First Propagator and, like the rest of his people, is orderly in all things. He greeted the time travellers peacefully, though it was clear that he saw them as an opportunity to study new subjects.

The Archaeons are scientifically advanced. Their base on the Moon contained numerous large tanks made of a liquid glass, in which different environments and primitive lifeforms had been established for further study. The Propagators are always alert for signs of infestation of their worlds by pests, and have developed a species of aggressive nematodes to deal

ARCHAEON



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

SKILLS
Fighting 1, Knowledge 2, Marksman 2, Medicine 2, Science 5 (AoE: Biology), Technology 3

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
By the Book
Environmental (Major)
Obsession (Major) – Propagate and nurture life
Special Trait – Group Entity: combined Archaeons gain Size – Huge (Minor or Major, as appropriate)

TECH LEVEL: 6

STORY POINTS: 3-5

with them, attacking their targets by burrowing under the skin in swarms. The Archaeons' red lightning cannons can also be used as weapons. After their base was frozen in temporal stasis for 450 million years, the red lightning destroyed mankind's first lunar colony, and the Archaeons intended to use it to cleanse the Earth so that they could re-start life from scratch.

The interior of the Archaeons' base on the Moon is criss-crossed with channels along which the aliens roll like giant ball bearings. In the near future, when the first lunar colony is established, the base becomes an archaeological site, and it is the humans' excavations that wake the aliens from their stasis.



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CHANGELINGS *(An Ordinary Life)*

The creatures dubbed “changelings” by the Doctor do not have a name for themselves and do not know where they came from. The ones on Earth have been living in the seas for millennia.

In their natural form, the creatures resemble small crimson buds, often clumped together like groups of sea anemones on a rock. They are usually immobile, but are capable of slithering along if need be. In larger conglomerations, the buds coagulate into a slimy translucent mass of jelly, which gives off a sickly sweet smell like rotting fruit. They are psychic parasites of a sort and feed off of the mental energy of the creatures around them. In the ocean depths, they are limited to plankton and other basic lifeforms, which means that their own intelligence remains at a low level, little more than that of a vegetable.

Their central consciousness is focussed within a more solid conglomeration of buds, roughly the size and shape of a watermelon, but knobbly and pitted and glowing red from within. When this “node heart” contacts a higher intelligence, such as a human, it develops a corresponding sentience of its own. But its limited experience means it can only conceive of copying to multiply, and it will use the mental energy it acquires to create more of the gelatinous substance. Over a few days, the node can grow the substance into a copy of a person, eventually creating a precise duplicate which it will use to replace the original. There are limits though, and the node was unable to copy the Doctor or Joseph, who had lost a leg in the War, as their patterns were “too different”.

The changelings do not wish to harm anyone, and they merely want to live. Having developed intelligence, they do not want to go back to their old mindless existence in the sea. However, to complete the link between the changeling and the original (termed a template or paradigm), the template has to be forced to sleep. If they can be overpowered, the templates will be enveloped by the jelly, which keeps them alive and sustained, but inert and seemingly asleep (though still aware). The changelings can then take their place. Forcibly waking the template is possible but risky, as the sleeper must resist the node’s Hypnosis, and failure results in 8(4/8/L) damage.

The changeling is so linked to its template that if one takes any damage or dies, the other will also. The node heart is also a vulnerability, and if it is destroyed, the changelings will collapse into the gelatinous substance, mindless again. If cut off from the mental energy they need, they will similarly dissolve back into the gel state.

The changelings are able to read minds and can draw information from the templates they are linked to. However, they lack much of the personality or spark of the originals. They are emotionally flat, and remain oddly distant even in dangerous situations. The node heart is able to sense minds. It can even extend its senses into the Vortex, and was able to influence the TARDIS to force it to land on Earth, as it desired the ship’s energy.

CHANGELING

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

*Ingenuity may increase to match those whose mental energy it draws on.

SKILLS

Athletics 2, Convince 2, Survival 3; other Skills may be “learned” from its template

TRAITS

Alien

Alien Senses – Its psychic senses even penetrate the Vortex

Dependency – Reverts to its natural state without access to mental energy or the node heart

Networked (Major)

Psychic

Shapeshift (Special)

Special – Mental Energy Parasite: Draws mental energy from those nearby, and with a contest of Resolve + Convince it can increase its Ingenuity and mental Skills to match its target

Weakness – Takes whatever damage its template takes, and vice versa

TECH LEVEL: Acquires the Tech Level of its template

STORY POINTS: 2-4

NODE HEART

Although the node heart is alive, it is to all intents and purposes an inanimate object. If needed, it shares the same mental Attributes and Skills as its changelings, as well as their psychic traits. It also has Hypnosis (Major), which it uses to influence the behaviour of potential target minds and keep templates inert within the gelatinous mass.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

"THE DOCTOR" *(The Founding Fathers)*

The Doctor once said that a man is the sum of his memories. So, are the memories alone enough to make a man? When the Elders used their advanced science to drain the life force from the Doctor, they also created a copy of his mind. This copy is stored within machinery which somehow survived the widespread destruction that accompanied the overthrow of the Elders. Steven Taylor (see A21), the Doctor's former companion who remained on the planet and became its king, refers to it disparagingly as a "mind in a jar", and this is not totally inaccurate. The mind is housed in a liquid medium within a tank connected to advanced equipment which allows it to see and hear the world around it, and to speak. The voice which projects from the machinery's speakers is the Doctor's in both tone and rhythm, but with an underlying bubbling effect caused by the agitation of the liquid within the tank. The tank and its equipment are not mobile, so the mind is confined to its room in the city. In many senses, the equipment is as much a part of this copy of the Doctor as the memories themselves.

The mind seems to have the Doctor's personality and shares most of his memories up to the point that the copy was created. However, Steven believes that it is a crude copy and doesn't have the same sense of morality as the original, as it believes that those people who have a negligible impact on history are unimportant. Although most of the people of the planet refer to it as the Doctor, Steven is scathing of this, and indeed the mind itself agrees that it is not the Doctor, despite its popular name.

Nevertheless, since Steven stood down as king on this planet, the new democratic rulers have taken to listening to "the Doctor" and it has been advising the government on matters of policy. Much to Steven's concern, he has learned that the mind may even stand for election itself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER

Steven has good reason to distrust "the Doctor". While he was still king, Steven learned of an accident that happened during one of its experiments. It had become tired of being constrained to being a mind in a jar and had persuaded one of the young technicians to be a test subject as a receptacle for the transfer of the mind into the man's body. Something went wrong and the technician's brain burned up. But what "the Doctor" hadn't told the young man was that, even if the experiment was a success, he wouldn't have survived as the copy of the Doctor's mind would have overwritten the technician's, destroying it.

At the time, Steven didn't take action against "the Doctor". But when he learned that it might stand in the elections, Steven told his granddaughter, Sida (see A29), who informed the authorities. Plans were made to put the mind on trial. But before that happened, it carried out its own plan to download itself into the city's system, losing itself in the data. It was unsure whether it could survive this process, but it's still in there somewhere, riding the datastream.

"THE DOCTOR"

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

SKILLS

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

TRAITS

Argumentative
Boffin
Brave
Dark Secret (Major) – Responsible for a death
Dependency (Major) – Its continued existence is dependent on the equipment it is housed in
Eccentric
Forgetful
Impaired (Major) – It's just a mind in a jar!
Impulsive
Robot
Selfish
Slow (Major) - Immobile
Technically Adept
Time Traveller – Familiar with the Elders' Tech Level 7
Vortex

TECH LEVEL: 10

STORY POINTS: 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KROGOR *(The Dark Planet)*

"The Shadows are black. The Shadows are cruel. The Shadows will burn you for their fuel. They live beneath. They shun the light. In the dark, the Shadows bite."

This rhyme is spoken by the people of the Light (see V35) on the planet Numir (see L35) about their ancient enemies, the Shadows. It demonstrates the hatred that exists between these two species. In some ways the Light and the Shadows are similar, but in many others they are completely opposite.

Although appearing to be separate beings, the Shadows are a group entity called Krogor, and each Shadow shares the experience and knowledge of the others, wherever they may be. The Shadows usually live deep below ground and emerge like patches of darkness from the rocks themselves, or as a rolling, billowing blackness. They can be very difficult to spot, and are often seen only as dark smudges of movement that spring into view for a fraction of a second. Like the Light, the Shadows may appear to be incorporeal, but they can interact with the physical world and are surprisingly strong. The Shadows can attack with raking claws of darkness or as a murky haze which can choke a person into unconsciousness or death. Each Shadow contains a small piece of rock at its heart, similar in function to the Light's resonance crystals. If a Shadow dies, it solidifies into an eyeless jet black statue of stone, and many of these can be found on the plain outside the Light's crystalline city, the remains of Shadows which have tried to attack their enemies.

Krogor welcomes the coming darkness as Numir's sun fails. They have their own power source based on the tectonic and volcanic energy within the planet, though even this will end only a few generations after the death of the sun. But the hatred of their ancient enemy is so deep that they prefer to survive just a few generations more if they are free from the poisonous Light. While the Light still survive though, Krogor strives to take their energy for itself whenever it can, emerging onto the surface to attack and drain them.

Krogor has no discernible technology, but is able to manipulate matter at an atomic level. It is even able to repair organic tissue by these means, and can slip between the molecules of solid objects like ghosts. They are, however, repelled by light and can be killed by intense brightness. Krogor speaks by creating vibrations in objects that it touches, whether that is a human hand or a rock wall, the resulting voice being a low, rumbling tone like rocks grinding together.

The hatred between the Light and the Shadows has its root cause in their inability to communicate with each other. Whereas the Light use the highest resonance in their crystalline materials, the Shadows have had a parallel evolution but with darkness and stone and the lower resonances. Each literally cannot hear the other. But even if they could communicate, would that make a difference? Perhaps such deep rooted enmity will prove irreconcilable, even in the face of the destruction of their world.

KROGOR

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

SKILLS

Fighting 3, Medicine 2, Survival 4

TRAITS

Adversary (Major) – The Light

Alien

Alien Appearance

Alien Senses – Dark sense

Healing – Can heal 2(1/2/3) points of damage by making a Difficulty 9 Ingenuity + Medicine roll

Immaterial (Special) – Krogor can pass through solid matter, but can also interact with the physical world and is vulnerable to attack

Invisible (Major Good)

Natural Weapon – Choking Mist: 4(S/4/L) damage

Natural Weapon – Shadow Claws: Strength +2 damage

Networked (Major)

Molecular Reformation (Special) – Krogor can reshape any nearby material on a molecular level as they will

Weakness (Major) – Light: intense light can drive the Shadows away; lasers and light attacks inflict two extra points of damage

TECH LEVEL: N/A

STORY POINTS: 2-4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE LIGHT *(The Dark Planet)*

On the planet Numir (see L35) far back in the First Segment of Time, there exist two warring species: one is the Light, the other is Krogor (see V34), the Shadows. The Light live behind the wall of a vast crystalline city on a grey plain under the faint rays of a dim star. Light pulses and flows within the structures of the city in all directions. Points of light can break free and dart through the air like groups of fireflies. Each of these swarms is one of the Light. The Doctor theorised that they have evolved beyond their physical bodies and now carry their consciousness in vibrations of pure energy. When active and their life force is in its most concentrated form, they appear to us as light. It is only when they are at rest, or when they consciously will it, that they create crystalline bodies for themselves. They can manipulate crystal to create whatever they wish, whether the crystalline city, their own bodies or anything else they want. But normally, their very being exists as energy, which they term a “resonance”, contained within a small crystal carried within the swarm of lights. If its resonance is destroyed, a Light is killed and it solidifies as a clear, crystalline statue. Although they are energy beings, the Light can lift and carry physical objects and are actually fairly strong, easily capable of lifting a human through the air.

The leader of the Light is the High Director Teels, who rules from a chamber at the top of a crystal tower in the centre of the city. Teels’ military commander is General Steets, who leads the Light Guards. The resonance crystals of the Guards are able to generate beams of concentrated light, more powerful than a laser. Steets has also constructed the Illuminator, a massive laser cannon powered by the energy of the Light themselves, which they plan to deploy against Krogor, disintegrating its rocky lair and destroying the Shadows utterly.

The Light and the Shadows have an enmity for each other that goes back generations. The Light considers Krogor to be base creatures, simply the absence of light with no real sentience. However, this hatred has its root cause in their inability to communicate with each other. Whereas the Shadows use darkness and stone and the lower resonances, the Light use the highest resonance of their crystals. They literally cannot hear each other.

While Krogor welcomes the failing of the sun, even if it means its own death, the Light intend to prevent it. The Light has been storing energy to prepare for this, enough to allow the Light to survive for many generations to come. But this store is finite and it must be guarded against the attacks of the Shadows. For a more permanent solution, High Director Teels is planning to bring about the Eternal Dawn, a bright new day which will see the banishing of Krogor. Teels has ordered the construction of a crystal rocket powered by the energy of thousands of his own people, all willing volunteers. The rocket is a Sun-Bomb which will be launched at the dying star in order to reignite it. But the Doctor warns that this could instead trigger a supernova and destroy them all!

LIGHT

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

SKILLS

Marksman 3, Survival 4, Technology 2, Transport 2

TRAITS

Adversary (Major) – Krogor

Alien

Alien Appearance

Dependency (Major) – Each Light’s existence is dependent on its resonance crystal

Fast

Flight (Major)

Immaterial (Special) – Light can pass through crystalline material, but can also interact with the physical world and are vulnerable to attack (via their resonance crystal)

Quick Reflexes

Molecular Reformation (Special) – Light can create or reshape any crystalline material as they will

Weakness (Major) – Resonance: The Light’s crystal is vulnerable to high frequency vibrations, which can cause it 4(2/4/6) damage; sonic attacks inflict two extra points of damage

Light Guards also have Natural Weapon – Concentrated Light: L(4/L/L) damage

TECH LEVEL: 5

STORY POINTS: 2-4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

NICCOLÒ MACHIAVELLI (*The Ravelli Conspiracy*)

Since his death, Niccolò Machiavelli's name has become a byword for scheming and deception, particularly in politics; and in life, Machiavelli lived up to his name. Born in Florence in 1469, Machiavelli was a Renaissance diplomat and writer, and for many years was a senior official in the Florentine Republic. From 1498 to 1512, during a period when the Medici had been expelled from Florence, Machiavelli was appointed to a position within the Second Chancery that gave him responsibility for the production of official government documents. Between 1503 and 1506, he was also responsible for the Florentine militia. However, when the Medici again seized power in 1512, Machiavelli was removed from office, and the following year he was briefly imprisoned on charges of conspiracy against them.

When the 1st Doctor, Steven and Vicki arrive in Florence in 1514 (see L33), Machiavelli is living under house arrest at his own farm and is denied even the right to receive visitors. He describes himself as a writer, strategist, diplomat and scholar. Despite his exile from the city, he is proud to claim that very little happens in Florence without him learning of it. Indeed, Machiavelli's network of contacts and informants keep him well supplied with news and information.


During his exile, Machiavelli has kept himself busy writing his magnum opus, *The Prince*, a treatise on what he considers to be good government. This is his life's work, and perhaps his most famous achievement. *The Prince* is sometimes claimed to be one of the first works of modern political philosophy, and at its core proposes that the aims of rulers can justify the use of immoral means to achieve those ends, including brute force and the extermination of opposing nobles. In 1514, *The Prince* has not yet been published, but Machiavelli is eager to find a way to get his manuscript into the hands of Pope Leo X (see A28), himself a Medici.

The Doctor found Machiavelli to be utterly untrustworthy. He devises schemes within schemes and plots within plots in order to try to win the favour of the Medici again and regain his former influence and power. He will take advantage of any situation to further his own ends, even if it means sacrificing the freedom or lives of his current allies to do so. If one plan fails, he will brazen it out by claiming that the failure was itself part of a larger plan. In fact, his schemes are so labyrinthine that at times even Machiavelli loses track of what his true plans are.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite his continuing house arrest, Machiavelli has joined forces with Guiliano de' Medici, appointed as Captain-General of Florence by his brother, Leo X. Guiliano is being held back by the Pope from carrying out brutal acts of repression against his subjects. Machiavelli has created a fictional threat, the supposedly rival Ravelli family who are out for revenge against the Medici. By doing so, he hopes that Leo will be

NICCOLÒ MACHIAVELLI



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

SKILLS
 Athletics 1, Convince 5 (AoE: Dissemble), Craft (Writing) 3, Knowledge 4 (AoE: Political Theory), Subterfuge 4, Survival 1

TRAITS
 Arrogant
 Charming
 Obsession (Major) – Influence and power
 Owed Favour (Minor) x3 – Machiavelli's contacts and informants
 Selfish

TECH LEVEL: 3

STORY POINTS: 10

convinced that Guiliano needs to take a firm stance against their enemies, and that he himself will win the Pope's favour by seemingly foiling the entirely imaginary Ravelli conspiracy.



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE ONE *(Doctor Who and the Invasion from Space)*

The Doctor was accompanied by the superstitious and terrified Mortimer family (see A19) when the TARDIS landed on a vast starship travelling from the Andromeda galaxy to the Milky Way in the far future. The Mortimers were hugely relieved as they believed they had arrived in Heaven, and that the tall, blond figures that inhabited the ship were angels.

The ship is extremely large, the size of an asteroid or small planetoid, and retains a breathable atmosphere within a forcefield. It is controlled by an advanced computer called the One which claims to control the whole of Andromeda but to have been created by men (whom it considers to be its ancestors). The One is leading the evacuation of Andromeda, which in this far future period is slowly approaching a region of nothingness which will wipe out all life. It intends to invade the Milky Way to establish a new home for the millions of similar ships which follow, each populated by different forms of Andromedan life of all varieties. But although the One is itself highly advanced, the ship which is effectively its body cannot travel faster than the speed of light. The exodus has so far lasted 300 million years and will continue for hundreds of millions more.

The One is served by the Aalas, androids which it has made in the image of its own creators. They appear to be immensely tall men with gleaming bronze skin and blond hair. Each Aala wears an identical silvery tunic. Although they are androids, they need to breathe air, the same as humans. The Aalas have heard of “men” but believe them to be creatures of legend.

Although the One is in a sense present throughout the ship, it can be more directly encountered in a small circular chamber in which one wall is filled by a large curved screen. When it speaks, the One’s voice fills this chamber and the screen flashes with patterns of light and colour. Unlike its Aalas, the One has previously encountered men (in the form of its creators), but so long ago that the memories are buried deep in its consciousness. It does not have a high opinion of men, recalling that they were subject to weaknesses such as fear, which it has banished from the Aalas. The One assumes that the Milky Way must also be ruled by a computer intelligence, as Andromeda was. It is a typical mad computer which believes itself superior to all organic life.

The One can control all aspects of the ship, including extending its forcefield to manipulate objects outside (such as the Doctor’s TARDIS). Although very intelligent, its programming limits its understanding of the universe, particularly of organic life. It cannot comprehend emotions or defiance against its will. Any refusal to obey may cause it to malfunction. The perpetrator must make a contest of Presence + Resolve against the One’s Resolve + Knowledge, and if successful, the One will shut down; a violent act against the One itself has a +4 bonus. A Success will only be temporary; a Good result will be permanent; and Fantastic will trigger the ship’s self-destruct sequence. Without the One, the Aalas will also shut down.

THE ONE

AWARENESS	4	PRESENCE	5
COORDINATION	-	RESOLVE	7
INGENUITY	6	STRENGTH	-

SKILLS

Convince 4, Craft 1, Knowledge 2, Science 3, Technology 4, Transport 5

TRAITS

Boffin
By the Program
Environmental – Does not eat, sleep or breathe
Immortal
Machine
Networked (Major)
Robot
Scan
Slow (Major) – Immobile aboard the ship
Technically Adept
Transmit
Weakness (Major) – Limited Understanding (see text)

TECH LEVEL: 6

STORY POINTS: 8

**AALA**

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 3, Resolve 4, Strength 6

Skills: Athletics 4, Fighting 2, Technology 2, Transport 2

Traits: Brave, By the Program, Dependency (Major: The One), Enslaved, Networked (Major), Robot, Tough

Story Points: 1-3

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SHIFTS *(The Age of Endurance)*

Centuries ago, before the Shifts became their masters, the human-like race of the world beyond what is now the Breach had developed a thriving, advanced civilisation. But a massive interstellar explosion formed an extremely dangerous maelstrom of hard radiation spikes, shifting magnetic fields, corrosive and volatile gas clouds, rolling mountains of debris and fast-moving currents of energy and particles that now surround their solar system: the Breach. The fallout from the explosion robbed all life of its ability to procreate. Science could not help, as all attempts to create organic life failed. In desperation, the scientist Myla created artificial bodies almost indistinguishable from living ones to house her people's minds. Myla became known as "Mother" in recognition of her role in the rebirth of her species, and the new inorganic people became known as Synthetics, the Last Born.

But mere survival wasn't enough; the Synthetics needed to be flesh again. They turned to the Shifts, a species of tiny lizards which had the ability to change their colour and shape in order to get close to their prey. The evolution of the Shifts was accelerated to make them compatible as new bodies, and they were enhanced using similar processes as created the Synthetics. Like the Synthetics, the Shifts were sterile, but they were now intelligent enough to understand what had been done to them. They took their revenge – and the Synthetics' freedom. The Synthetics have now been enslaved for over a thousand years. As both they and the Shifts now have extremely extended lifespans, they are still the same individuals from a millennium earlier.


In their usual form, Shifts are tall, thin androgynous reptilians, their limbs enmeshed by thick metallic veins, forming an artificial support system. They have retained their ability to change shape and colour. For infiltration purposes, they take on a jet black appearance, becoming barely perceptible shadows. For combat, their scales are replaced by thicker, armoured skin, against which firearms have little effect. Shifts feed on the life force of other creatures like genetic vampires, their touch draining them totally and turning them to dust. If they wish, they can choose to drain only a little life force, killing their prey slowly. Shifts speak with deep, growling voices.

With sufficient background energy to draw on, Shifts can regenerate and return to life even when apparently dead, then preying on other lifeforms to restore themselves fully. However, they are vulnerable to certain types of radiation, such as that used to fuel their ships' drives. This leaves them unable to change form or feed off life energy.

The Shifts hate their existence and what the Synthetics have done to them. Every moment is an agony and each step burns them. But they will only allow themselves to die once the last of the Synthetics is dead, and they keep them alive in slavery to punish them. Synthetics are used as a source of energy for the Shifts. They are also used to crew ships sent into the Breach to mine the radiation streams for fuel. The Breach seals the Shift's world off from the rest of the galaxy, preventing them from preying on

other races. No Shift ship has made it through to the other side, and many have been lost in the attempt.

SHIFT



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

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

TRAITS
 Alien
 Alien Appearance
 Armour (8 points)
 Cyborg
 Fast Healing (Major)
 Immortal (Special) – If it can drain energy from its environment
 Invisible (Major Good)
 Natural Weapon (Major) – Life Drain: L(4/L/L) damage (can opt to drain less damage if desired)
 Weakness (Minor) – Shifts are vulnerable to certain types of radiation, weakening them and preventing them from shifting form (removes their Armour, Fast Healing, Immortal and Invisible traits, but can be countered by draining sufficient energy)

TECH LEVEL: 5

STORY POINTS: 3-5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SYMBIONTS (64 Carlyle Street)

When the Doctor and Susan returned from their travels in the Fourth Universe, they unwittingly brought with them a dangerous criminal in the form of a Symbiont. In their natural form, Symbionts are small silvery creatures rather like large but pliable ball bearings. They normally inhabit a host body, usually one of the humans from the planet Quinnis (see L18), which they regard as little more than beasts of burden or faithful pets. But they can pass from one host to another, absorbing themselves within their new bodies and taking control of it. A Symbiont's natural host will continue to serve its master even if the Symbiont has moved to possess another body, as it has likely known no other life.

When Symbionts first enter a new host, passing through the outer skin as if entering water, it takes several minutes for it to adjust and fully integrate itself. Its new host turns silver and the energy released by the process manifests as tiny sparks buzzing around its body like fireflies. During this period, the Symbiont is at its most vulnerable, as it has not yet gained full control of its victim's mind. At this stage, the Symbiont does not gain the +4 bonus normally associated with the Possess Trait and it is therefore easier for the victim to mentally reject the Symbiont and expel it from their body. As the Symbiont settles in, the energy sparks and the silvery sheen to its host's skin fade and vanish and it becomes more difficult for the host to resist the intruder's control.

Symbionts are mildly psychic and are able to communicate with their hosts mentally. They can also direct a blast of mental energy at any opponents, capable of destroying their minds. This requires a contest of Presence + Resolve and a successful attack results in 5(2/5/7) damage to the opponent's mental Attributes.

The Symbiont which travelled to our universe "riding on the coat-tails of the TARDIS" had been a criminal on Ronnos, the prison moon of Quinnis. It was using a male host with the name Roztoq and created the identity of the Marquis of Rostock to move around undetected in Victorian London. Roztoq and his controller clearly came from a period in Quinnis' history much later than the one in which the Doctor had encountered Meedla (see V16), as the Quinnis of Meedla's time was a pre-industrial world incapable of developing space flight.

Roztoq and his Symbiont had somehow followed the TARDIS as it departed the Fourth Universe. How they were able to do this is unclear, but it is likely that they used (stolen?) technology capable of latching onto the TARDIS's trail. Unlike the TARDIS, which seals up the breaches it makes in the Vortex, the damage caused by Roztoq and his Symbiont pushing through from their universe did not heal and indeed threatened to continue to get worse the longer they remained here, their presence tearing at the fabric of our reality.

SYMBIONT (NATURAL FORM)

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

SKILLS

Convince 4, Fighting 1, Knowledge 2, Subterfuge 3, Technology 2; Symbionts can also access the host's skills

TRAITS

Alien
Alien Appearance
Natural Weapon – Mind Destruction (Major):
5(2/5/7) damage divided among Ingenuity, Presence and Resolve
Possess
Psychic
Size – Tiny (Major)

TECH LEVEL: 5**STORY POINTS: 4-6****Adventure Seed: Return to Quinnis**

The TARDIS lands once more in the Fourth Universe, a long time since its last visit. The leadership of Quinnis are quite keen on wining and dining its crew. At the same time, rebels are getting secret messages to your characters. Both want their help against the other. One of these is under the control of Symbionts, the other is not. But which is which? And are the Symbionts in this era necessarily the bad guys? The only way to be sure may be to let the PC with the most Resolve risk possession...

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SYSTEM *(The Unwinding World)*

Nobody ever talks about the technology not working properly, or the food tasting funny, or the problems with the automated zip-buses. But most of all, nobody mentions the K██████s. In fact, no one even remembers them.

Everything is run by the System, an AI computer that controls every aspect of life. Not in a totalitarian way, but behind the scenes, organising work rotas and home viewscreen programmes, controlling food production and manufacturing, arranging education and healthcare, and coordinating public transport and security. But nothing works properly, from computers which continually freeze and crash, to the food in canteens and shops, which tastes... wrong. And it's odd that no one ever complains about any of this, or jokes about it, or seems to notice it.

The System presents itself to the public as the Comptroller, or just as Connie, a friendly face and voice on a computer screen. Connie is a sympathetic façade, but underneath the surface, it seeks to root out subversives and delinquents. There is resistance on this world, in the form of the “nostalgists” of the Reminiscence Group, an organisation of otherwise harmless old people devoted to state disruption. They remember the old times, before the K██████ War, when things were better. Their resistance is focussed on preserving the old ways of thinking and doing things, secretly growing their own food and spraying illegal slogans to remind others of the K██████s.

Subversives are sent to the Bureau of Correction for adjustment, and nobody comes out remembering what has been done to them. It is not unknown for entire personalities to be replaced. But even those who have never been sent to the Bureau have strange gaps in their memories, often not remembering what they've watched on the home viewscreens the night before or read on the news that morning.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The System has been putting something in the food. A dietary supplement is sprayed on the crops at the plantations and in the snack packs on the production lines. Triggered by the flicker of the viewscreens, it inhibits the chemical involved in the formation of memories, replacing them with secret messages hidden behind the broadcasts. But why? For what purpose is the System managing the systematic decline of this world? It's all to do with the K██████s <reload> Ken██████s <reload> Kenosians.

Forty years ago, the people of this world made first contact with an alien race, the Kenosians. The Kenosians appear totally wrong to human eyes, too squat and asymmetrical; their body language made people feel uneasy; their carefully learned English sounded

THE SYSTEM



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

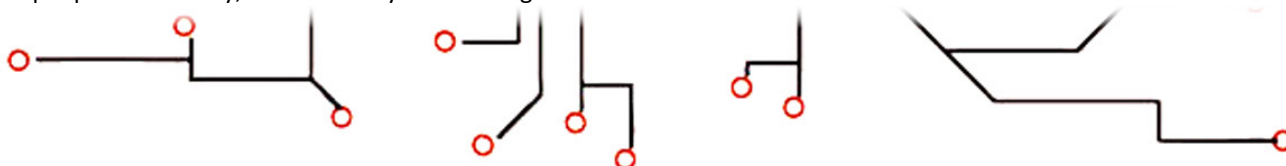
SKILLS
 Convince 2, Knowledge 5, Medicine 4, Science 4, Subterfuge 3, Technology 5, Transport 4

TRAITS
 By the Program
 Dark Secret (Major)
 Networked (Major)
 Special – Computer Program (has no physical existence and cannot be harmed by conventional means)

TECH LEVEL: 6

STORY POINTS: 8

slightly sarcastic. The result was the Kenosian War, a brutal and bloody conflict in which the Kenosians were almost wiped out. The inquiries afterwards found that the fault was almost entirely that of the humans. So the populace embarked on a 312 year programme to rewrite the human population, wiping out certain characteristics and behaviours, allowing unhelpful technology to fail so that they fall into disuse. What to an outsider might seem like an oppressive, computer-led regime is actually something that the citizens themselves requested to prevent tragedies such as the Kenosian War happening again. It just doesn't take into account how to end the programme if its subjects no longer want to carry on with it, or no longer even remember what they asked the System to do.



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THOMAS ARUNDEL *(The Doctor's Tale)*

When the TARDIS materialised in England in 1400, Thomas Arundel was Archbishop of Canterbury and a key supporter of the new King of England, Henry IV (see A26). He had been born the youngest son of the Earl of Arundel and had been elevated to bishophood in 1373 purely on the basis of his father's status and wealth. In 1388, he had come dangerously close to being dragged into the schemes of the Lords Appellant, who had sought to curb the powers of Richard II by impeaching many of his favourites. Although the plot was initially successful, Richard rebuilt his power and, by the late 1390s, he was able to reassert his position. Several of the Lords were killed, including Arundel's brother, and Thomas himself was stripped of his position as Archbishop of Canterbury and sent into exile. With Thomas's support and guidance, a fellow exile Henry Bolingbroke invaded England and usurped the throne from Richard, being crowned Henry IV in October 1399. Arundel was swiftly reappointed as Archbishop of Canterbury.

Arundel is a warrior bishop and a bloodthirsty tyrant. Although he sometimes wears the robes and vestments of his office, he more often dons chainmail and sword in these uncertain times. He is a grim figure with a glowering stare. As well as devoting his time to hunting down any rebels and conspirators who still support Richard II and putting them to death, he is a fervent opponent of the Lollards, heretics who advocate an English language Bible so that Christianity can be for the people, not just the Latin-speaking clergy.

Arundel is assisted in his endeavours by Sir Robert de Wensley, a knight who claims loyalty to Richard's queen, Isabella (see A25) and befriends Ian - but only to gain information to expose the enemies of Henry IV. Like his master, Sir Robert is a fervent supporter of the new king and is just as fanatical in his hatred of the Lollards. He is a brutal man, but usually conceals this beneath a veneer of civility and friendship.

THOMAS ARUNDEL

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

SKILLS

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

TRAITS

Adversary (Minor) – Richard II's supporters
 Authority (Major) – Archbishop of Canterbury
 Friend (Major) – King Henry IV
 Noble
 Obsession (Major) - Lollardy
 Silver Spoon
 Voice of Authority
 Wealthy (Major)

EQUIPMENT

Chainmail Armour (3 points)
 Sword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 8

SIR ROBERT DE WENSLEY

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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 3, Craft (Falconry) 3, Fighting 4, Marksman 4, Subterfuge 2, Survival 3

TRAITS

Adversary (Minor) – Richard II's supporters
 Authority (Minor) – Knight
 Friend (Major) – Archbishop Thomas Arundel
 Noble
 Obsession (Major) - Lollardy
 Silver Spoon
 Voice of Authority

EQUIPMENT

Chainmail Armour (3 points)
 Sword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE VAIDIC *(The Fifth Traveller)*

When the Doctor and his friends first arrived on the planet Vavidis, they thought it was a highly evolved civilisation. But Vavidic society has been built by an aggressive and vicious race of brutal conquerors who use slave labour to maintain the luxuries of their society.

Although Vavidics appear to be human, the uniforms of their soldiers make them appear alien, superficially at least. Dressed in red and black, an artificial network of external veins pump blood, gas and steroids around their bodies and a blank-faced breathing mask conceals eyes which burn with malevolence. Some Vavidics possess powerful psychic abilities, but these may be the product of genetic modification or cybernetic enhancement.

The Doctor and his companions helped free the slaves on Vavidis, leading an uprising but forcing the travellers to flee from the wrath of the Vavidic militia.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But the Vavidic threat had not ended in the TARDIS crew's escape from the planet. The Doctor, Ian, Barbara and Vicki have been joined in their travels by a young man named Jospa. He is an orphan who had been living alone on the streets of the Undercity on 30th-Century Earth. The others can remember first meeting him when he tried to pick the Doctor's pockets. They can also remember his adventures with them in China, Byzantium (see *L4*) and Rome, and on the planet Vortis.

Everybody likes Jospa. He is good looking and has a boyish smile. Initially, Vicki and Jospa were firm friends, but more recently their relationship has become more like that of a brother and sister, with a fair share of good-natured bickering. Jospa realises that he can't go back to the Undercity, as he would just end up in the slums again. Instead, he dreams of finding a real home, somewhere safe with no pollution and wars. Somewhere to settle down, perhaps with Vicki.

Except that none of this is true. Vicki and the others only met Jospa – if that is even his real name – on Vavidis. He is a Vavidic Infiltrator First Class and has been assigned by the Imperium to inveigle his way into the Doctor's group and gain control of the TARDIS so that it can be used for the conquest of time and space.

Jospa has powerful psychic abilities. He can use them to manipulate people's memories, removing old ones and creating new ones, and create illusions. Jospa has inserted himself into the TARDIS crew's memories of their adventures together so that they trust him. If any of them start to suspect the truth, then he can delete the memory of them from the minds of the others, so they forget them and maybe leave them behind when the TARDIS departs on its next voyage. Jospa can exert control over multiple minds at once, though it becomes more difficult for him to maintain this the more he tries to extend his influence.

JOSPA



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

SKILLS

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

TRAITS

Alien
Attractive
Hypnosis (Major) – Only to create mental illusions
Memory Manipulation (Special) – see *The Second Doctor Expanded Universe Sourcebook*
Psychic

EQUIPMENT

Vavidic Controller [Traits: Control (Major). Story Points: 2.]

TECH LEVEL: 6

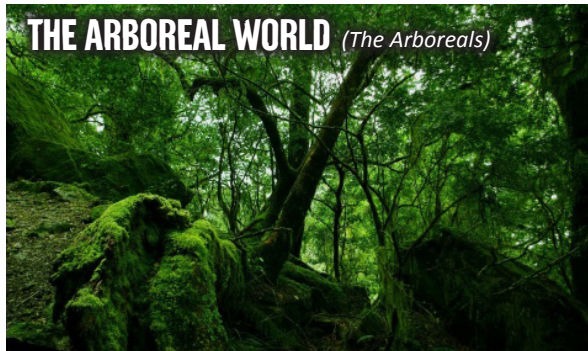
STORY POINTS: 12

Vavidic science is highly developed in the area of organic technology, with many machines looking more like living organisms. Jospa is equipped with a Vavidic Controller, a small device which resembles a slippery, oily jellyfish with electronic implants. If Jospa has the opportunity to attach this to the TARDIS console, it will stick like glue and can begin to take control of the ship, its tendrils infiltrating the console.

LOCATIONS IN SPACE AND TIME



CHAPTER 4: LOCATIONS IN SPACE AND TIME



THE ARBOREAL WORLD (*The Arboreals*)

Although it lies within the area of space claimed by mankind in the early years of the expansion of the Earth Empire, the planet of the creatures referred to here as “arboreals” remains unnamed and uncolonised. At least two missions were sent to the planet, but neither was heard from again and further attempts to explore it were abandoned – particularly after the final report from the second expedition merely said “DON’T BOTHER”.

The planet is largely a world of dense forests and jungles which spread over almost all of the tropical, temperate and sub-arctic regions. Unusually, there is no sign of any insect or bird life, but the vegetation resounds with the sounds of larger animals and gives the impression of being inhabited by creatures similar to the primates of Earth, whooping and screeching to each other.

The secret of this arboreal world is that the entire ecosystem is perfectly balanced and is in fact a single gestalt organism with each individual creature in harmony with the whole. The ecosystem protects itself from outsiders by absorbing them into its gestalt. The first Earth mission to the planet was a group of would-be colonists seeking to escape the overcrowding and pollution of their home world. The arboreal world quickly whispered to their minds, persuading them to let go of their old lives, and even physically transforming them into more simian creatures in imitation of the native animals. One by one, the colonists wandered off into the trees to join their new families and live in peace with the arboreals as one of them. Their ancient spaceship, now half-consumed by the foliage, still stands in a clearing, with grave markers for the earliest members of the expedition who disappeared.

The second mission was a two-man survey team who likewise similarly succumbed to the lure of the forests, though they held out for much longer by keeping their spacesuits sealed. It therefore appears that, although the ecosystem is psychic, the “infection” needed to transform outsiders is air-borne. For each day exposed

to the planet’s atmosphere, a character must make a Resolve + Strength roll against a Difficulty level starting at 9 and rising by 1 per day. Each failure results in their Ingenuity reducing by 1 point and means that they are forgetting their old life and progressively becoming one of the arboreal creatures. The physical change does not happen until the mental transformation is complete (when Ingenuity reaches 1), so there is no outward indication of anything amiss, just increasing distraction and forgetfulness.

The arboreals are difficult to spot as they blend in with their environment so perfectly as to be almost invisible. They are vaguely simian with long grasping fingers and toes. Their honey-coloured eyes are often the only things that can be seen as they disappear like ghosts into the shadows or leap through the trees. But more usually, the only evidence of any of these creatures are petals and leaves falling as the canopy above is disturbed by their passage. As with all life on this world, the arboreals are not aggressive and will flee if attacked.

ARBOREAL

ATTRIBUTES: Awareness 5, Coordination 6, Ingenuity 1, Presence 2, Resolve 2, Strength 2

SKILLS: Athletics 5, Fighting 1, Subterfuge 4, Survival 6

TRAITS: Alien, Alien Appearance, Climbing (Minor), Invisible (Major Good), Psychic, Swinger (Minor) – Provides a +2 bonus when swinging from one place to another, Telepathy

TECHNOLOGY LEVEL: N/A

STORY POINTS: 2-4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Arboreals

TECHNOLOGY LEVEL: N/A

THE ATTIC OF NUMBER 10 DOWNING STREET *(Upstairs)*

There is something odd about the attic above Number 10 Downing Street, the official residence of the British Prime Minister. Anyone who starts to explore the series of dusty, largely neglected rooms will soon realise that they cannot retrace their steps or find any stairs down, no matter how hard they try. It is as if the layout of rooms is constantly shifting. Some rooms have a small window high up in the wall, and although the view is of Downing Street, it can be of any time from the late 17th Century to the mid-20th. The attic rooms are connected by doors and short corridors and form a veritable maze. Many contain items of unwanted household bric-a-brac, and files of old bills or household accounts will provide the explorer with the address of the house. After a while, certain rooms will start to appear familiar, though strangely different. A room might be hung with striped wallpaper on the first encounter, but have bare, whitewashed walls the next time.

Some rooms have patches of ugly fungus staining the walls, and this is the cause of the warped geography of the attic. Like all fungi, only its fruiting bodies are visible, while its mycelium threads grow and spread within the walls and floors, infesting the entire building. But this fungus also extends both forwards and backwards in time. This “time fungus” was discovered by the house’s servants soon after the building’s construction in the 1680s. There were attempts to destroy it by means of structural repairs, physical eradication and poison, but nothing worked. The servants noticed that as the fungus grew, more rooms appeared in the attic and realised that the fungus had spread through time. As it has grown, it has connected the different time periods it has spread to, adding to the labyrinth around it. So the same rooms from various eras have appeared, linked back upon each other in a seemingly limitless maze.

The servants have realised that the fungus feeds on both the building and its occupants. By the end of the 19th Century, they have hatched a plan to use the fungus to ensure that the British Empire never dies. They reason that an empire requires a succession of great leaders for it to survive, and so they are enabling the fungus to feed on the great politicians who have worked and lived here over the years. They believe that an organism as advanced as the time fungus will choose to absorb only the best elements from

its victims - courage from one, wisdom from another – until it can itself become Prime Minister. The servants have even carved channels in the walls and floors to guide the mycelium to the rooms of the Prime Minister, while blocking them from the rooms of the servants. They have also ensured a steady supply of alcohol and other soporific drugs so that the victims do not wake while the threads feed on them at night. The fungus does not exert any mental control over the servants, but they are able to navigate the attic by somehow sensing the paths of the mycelium.

Of course, the fungus is just a mindless parasite and will feed on whatever and whomever it can, and there have been losses. William Pitt the Younger died in 1806 at the age of 46. George Canning died in 1827 after only 199 days in office. In fact, between 1754 and 1865, no less than six Prime Ministers died in office.

Because the fungus spreads through time itself, it is nearly impossible to kill. If you manage to eradicate it in one period, it still survives in both the past and the future and can spread back again. The fungus cannot move except by growing and spreading, but it is able to do this at a prodigious rate, its mycelium lengthening at the rate of a slow walk. To do so, it needs sufficient food, and the servants can train it in one direction or another by laying a trail of tasty leaf mulch to tempt it. Although the fungus itself does not represent an immediate threat to life, the servants are willing to kill in order to fulfil their plan.

TIME FUNGUS

Attributes: Awareness 1, Coordination N/A, Strength N/A

Skills: Survival 6

Traits: Alien Organs (Special: the fungus extends through time), Alien Senses, Natural Weapon – Feeding (Special: the fungus automatically drains 1 Attribute point if allowed to feed on a victim over several hours), Space-Time Warping (Special: the fungus warps space and time around it), Weakness (Special: it is just a fungus, cannot think or speak, has no limbs and is incapable of movement)

Story Points: 0

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK



When the TARDIS brought the Doctor and Susan to Berlin in early 1933, they found themselves at a critical time in German history, at the point of collapse of the so-called Weimar Republic and the creation of the Third Reich. The Republic had emerged in the aftermath of the German Revolution of 1918-19 and survived for fourteen years, struggling with numerous crises along the way, including hyperinflation, political extremism (both left and right wing), and difficult relationships with the victors of the First World War. From 1930, President Hindenburg used emergency powers to try to deal with the economic crisis, but the Great Depression led to a surge in unemployment, made worse by Chancellor Brüning's policy of deflation. On 30th January 1933, Hindenburg appointed Adolf Hitler as Chancellor, with the Nazi Party becoming part of a coalition government.

Despite the rise of the Nazis in Germany, Berlin was also seen as a stronghold of the Communists, and their meetings and marches often descended into street brawls with the Brownshirts of the Sturmabteilung (SA), the private paramilitary police force of the Nazi Party. In contrast to this backdrop of political and economic upheaval, Berlin was a centre of artistic and cultural achievement under the Weimar Republic, with development in the fields of design, architecture, literature, film, music and art. In science, the University of Berlin was a major centre of scientific learning. Albert Einstein lived and worked in Berlin until late 1932, where he was director of the Kaiser Wilhelm Institute for Physics before moving to the United States to avoid the Nazi regime. The director of the Institute's faculty for Physical Chemistry and Electrochemistry in 1933 was Fritz Haber, who had won a Nobel Prize for his work on chemical fertilisers that had transformed world food production. Undoubtedly, the opportunity to rub shoulders with luminaries such as Heisenberg, Planck and Schrödinger at the Institute's

regular colloquium gatherings will be popular with time-travelling scientists.

Christopher Isherwood's *Berlin Stories*, set between 1930 and 1933 (and the inspiration for the film *Cabaret*), depict a city in transition, with café's and quaint avenues, grotesque nightlife and dreamers, and powerful mobs and millionaires. Berlin gained a reputation for decadence in this period, with prostitution, drugs and crime having risen throughout the 1920s, and the boundaries between art and underground culture becoming more and more blurred.

Berlin at this time is a city of contrasts. Absolute poverty sits alongside wealth and decadence. Both beauty and brutality can be found here, and intrigue and menace stalk the run-down streets. Berlin is a playground for the rich, but not everyone is as they seem - as Susan found when she encountered Pollitt. Posing as an artist, an English sculptor who has come to Berlin for inspiration, Pollitt is actually a spy working for the SIS, the British Secret Intelligence Service (otherwise known as MI6). He exudes a silky charm, but only has his own interests at heart. Currently, he has his eyes on obtaining Fritz Haber's research into extracting gold from sea water. In the hands of the British, it would all but ensure their victory in the next world war, which is already looming on the horizon. But Pollitt merely intends to use Haber's technique (if it indeed works) to make himself rich.

POLLITT

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

SKILLS

Athletics 1, Convince 3 (AoE: Interrogation), Craft (Art/Sculpture) 2, Fighting 2, Marksman 3, Science 1, Subterfuge 4, Technology 1, Transport 2

TRAITS

Adversaries (Major) – Foreign intelligence services
Charming
Face in the Crowd
Friends (Major) – SIS
Friends (Minor) – His contacts and informants
Selfish

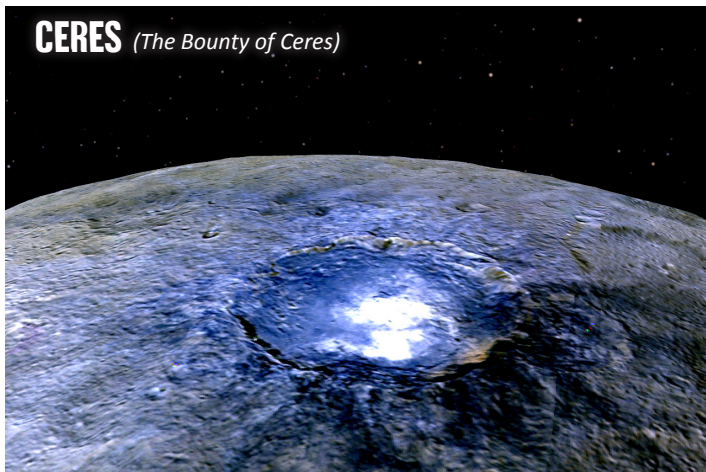
EQUIPMENT

Handgun: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CERES *(The Bounty of Ceres)*

At some time in the distant past, Ceres was home to a sentient race, the Cerulians, but all traces of them are long gone by the time humans arrive in the 21st Century. Ceres is the largest object in the Asteroid Belt. It is roughly spherical, with a diameter of 945km, a surface gravity of 0.029g and a mean surface temperature of 168 Kelvin (-105° Celsius).

In the early days of human exploration of the Solar System, Ceres was licensed for commercial purposes to Cobalt Industries, who built the Cobalt Ceres Base. This is a state of the art mining facility set up at a time when other companies were pulling back from off-Earth exploration. The minerals and petrochemicals extracted from Ceres are sent back to Earth in freight platforms powered by hydrogen electrolysed from the Ceres ice, with solar sails taking over for the long haul. It's slow but inexpensive, which helps to keep costs down.

Ceres Base is almost entirely mechanised. But there are still some things humans do best, so a skeleton crew of three lives here on a twenty year placement, including five years in cryo-sleep on the voyage out and another five years on the return journey. Like most humans of this time, the crew is skin-tagged for identification. They have regular contact with Earth, though every sixteen months they are cut off when Ceres passes behind the Sun. Even then, communications are possible by relay via other Cobalt-affiliated bases, but this is dependent on them being within range.

Although it's cutting edge, the Base was built on a budget and is constructed from modular units of metal, repaired with cured foam panels where necessary. Its oxygen is generated by algae banks and recycled by air scrubbing technology. It has primitive artificial gravity, but this is a fraction of Earth standard (doubling effective Strength and adding +2 Speed if there's space to bound along – though those unfamiliar with low gravity will need to make appropriate Coordination + Athletics rolls for manoeuvring). The Base includes a revolving gravity spindle in one of the central chambers, which the crew use as an exercise room but which could also be used to restrain prisoners in gravities up to 4g. Outside of this chamber, the crew wear boots with micro-looped soles to hold them down in the carpeted areas. Elsewhere, there

are handrails and ladders.

The Base's systems are controlled by a simple AI computer and its slaved team of Maintenants, primitive unspeaking servoid robots. These have a compact body mounted on long multi-jointed limbs. Nestling under a single fisheye camera lens is an array of folded tool arms terminating in nozzles, pincers, sharp blades and drill bits. They have very simple programming and will not normally react to anything outside the scope of their orders. The Maintenants are programmed not to harm humans, but if this is overridden in some way, many of their limbs make effective weapons and they can spray a fast-setting foam (intended to seal hull breaches) to hold their prey fast. They could also improvise with many of the Base's tools, such as rivet guns and flame cutters. Maintenants can combine into larger units by extending their limbs and clicking them into each others' sockets. But they are built for low gravity and struggle in higher gravity environments. The ever-present dust on Ceres frequently clogs Maintenants' circuits, causing malfunctions.

The oceans of ice on Ceres contain electrolyte chains which can conduct a charge, causing sparks deep under the surface. This can disrupt the base's electronics, but also provides suitable conditions for the creation of life...

MAINTENANT

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

Skills: Athletics 2, Fighting 3, Technology 4

Traits: Additional Limbs (Legs), Armour (5 points), By the Program, Climbing (Minor), Entrap, Environmental (Major: does not eat, sleep or breathe; can survive in the cold vacuum of space), Natural Weapons – Blades, Drills and Pincers (Minor: Strength +2 damage), Networked (Major), Robot, Special Trait – Modular Robots (Special: can link themselves into larger configurations, gaining the Size – Huge (Minor) Trait)

Tech Level: 5

Story Points: 1-2

*NOTE: Remember that, in Ceres' reduced gravity, a Maintenant's Strength is equivalent to 4.

PLANETARY DATA

SIZE: Tiny (asteroid)

GRAVITY: Low Gravity World (0.029g)

LAND MASS: The Rock

ATMOSPHERE: None

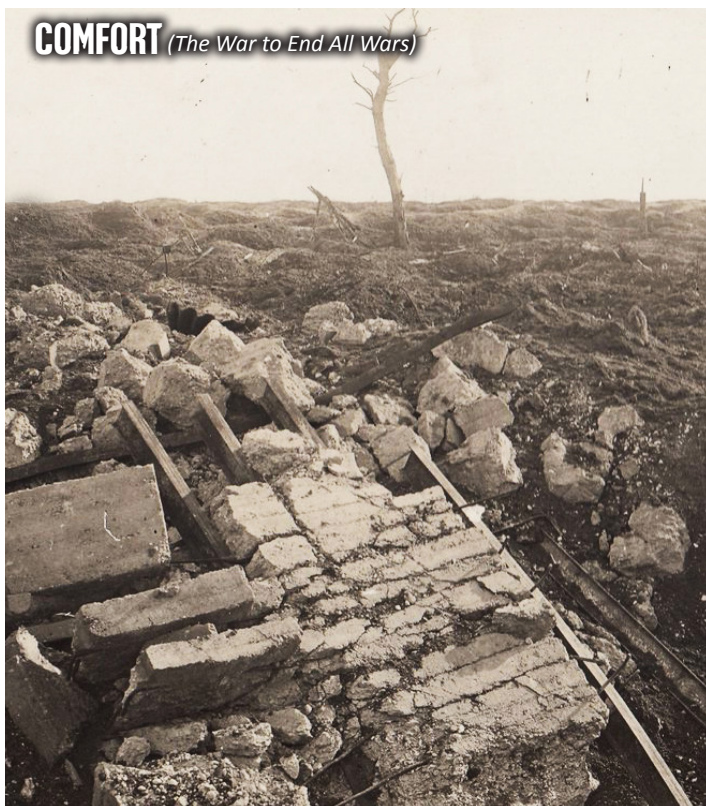
CLIMATE: Arctic

SATELLITES: 0

SENTIENT SPECIES: Human miners

TECHNOLOGY LEVEL: 5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

COMFORT *(The War to End All Wars)*

Nobody can remember whether Comfort was named as a mark of optimism by its original settlers or whether the name of the planet's founder was Comfort. But it is an ironic title, given that it is a planet at war and has been for as long as anyone recalls. Its entire society is shaped by the war. Conformity and obedience are paramount for the war effort. Conscription can draft anyone to the Front at any time, often more than once. But this is greeted with excitement as much as fear, as it is the one time that the citizens can escape from their mundane jobs in production and manufacturing. They only really live if their lives are on the line. In truth, they are all institutionalised by the grinding work, the regular physical and mental assessments, the military training and the tours of duty to the Front. Everyone is too exhausted by the relentless routine to be able to question the status quo.

The enemy doesn't even have a name; they are just "the enemy". Nobody has even seen them, but they are said to be hideous, inhuman monsters. The Front is a miserable network of cold, muddy trenches stretching around the circumference of the planet, with barbed wire and gun emplacements along its entire length. The soldiers are issued with uniforms that provide a measure of protection against heat rays. But the enemy doesn't use heat rays, just good old-fashioned bullets and bombs. Millions are being slaughtered by machine guns and creeping barrages in scenes reminiscent of World War One on old Earth.

Despite its appearance as a totalitarian state, Comfort is a democracy. There are frequent campaigns for elections to the ruling government, with propaganda constantly broadcast to the city of Comfort and the soldiers at the Front. Politicians are not popular though, and their election promises are all variations of

the same thing: to win the war by throwing more people and resources at it. The election rules are simple: nobody is barred from seeking office, but anyone who gets less than a thousand votes cannot stand again. Strangely, no one seems to know any of those who have stood in an election. The rumour is that anyone who fails to get a thousand votes is seen as a liability and could not command the respect of the troops in the trenches. It is believed they are reassigned to roles out of sight of other soldiers or are given assignments they would not survive. But no one has heard of any of the candidates who get more than a thousand votes either. Is this an indication of an elite political class keeping themselves out of sight and out of the war, making the rest fight for them?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The truth is that Comfort is at war with itself and that the enemy are just humans in different uniforms. Not just any humans, but humans from the same city, even the same families.

Comfort was set up as a penal colony: its name merely means that the criminals sent there would be cared for. The prisoners it was designed to hold were certain specific personality types: the intelligent and driven. The central computer that runs Comfort behind the scenes has devised the entire war to keep the prisoners (and now their descendants) busy, not even realising that they are in a prison. It has devised roles that are suitable for their nature, but in a way that is centralised and hidden from view. No prisoner can see the overall system and therefore cannot undermine it.

The computer ensures that the war is perfectly balanced, so that neither side gains an advantage. The physical and mental tests of the population allow it to assign troops to each side to keep their forces equal. Resources are similarly divided and allocated according to where they are needed in order to maintain the stalemate. Perhaps worse, there is no means within the system to end the war. It is a perfect closed loop and the computer itself does not even recognise surrender as an option, only as an act of gross treason. Perhaps the only way of ending the war is to work outside the system, using the politicians and bypassing the system. Perhaps if the people can be convinced that the war is over, they can and will just ignore the system that tells them otherwise. Perhaps...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

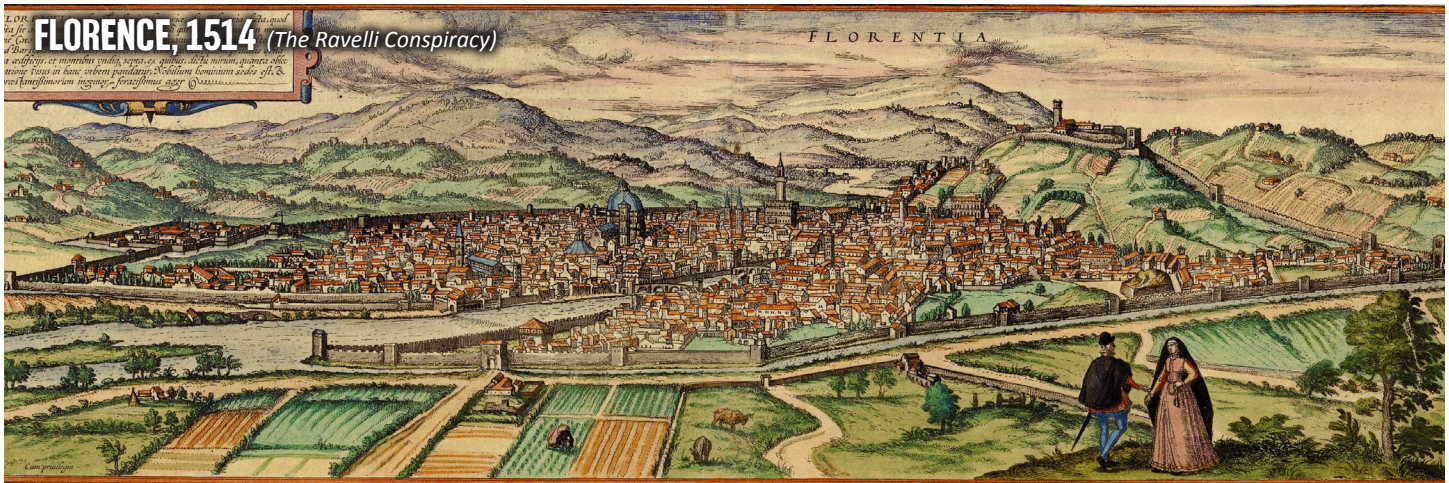
CLIMATE: Temperate

SATELLITES: One

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK



The Republic of Florence had been an independent state since the overthrow of the Margraviate of Tuscany in 1115. Its history is largely a succession of coups, counter-coups, rebellions and civil wars, with the greater powers such as France, Spain and the Holy Roman Empire all jostling for influence and control.

The Medici banking family first gained governance of the Republic in 1434, with Cosimo de' Medici becoming Lord of Florence, though his rule was tempered by the legislative council and he was more a "first among equals" than an absolute ruler. The Medici kept control of Florence until the invasion of Italy by Charles VIII of France in 1494. The Medici regained control in 1512, when Cardinal Giovanni de' Medici captured the city with the Papal army. A year later, Giovanni was elected as Pope Leo X (see A28) and ruled Florence by proxy, appointing his younger brother, Giuliano de' Medici, to govern as Captain-General.

By 1514, Florence is the stage for the odd bit of backstabbing, numerous plots, the occasional civil war, torture, religious persecution and the ever-present threat of violence and eternal damnation if you are foolish enough to criticise the current Christian orthodoxy. But for every sordid political plot or brutal murder, there is a wonderful example of art, philosophy or science. This is the Renaissance, of course.

Giuliano de' Medici, Duke of Nemours and Captain-General of Florence, wields power like a child, murdering indiscriminately to sate his own bloodlust. Pope Leo X hopes that the experience will act to mature and educate his brother. But he recognises that, in the meantime, he needs to keep Giuliano under a tight rein to prevent a bloodbath, as it would take very little provocation for the Captain-General to order the execution of all the Medici's enemies, real or imagined.

Unlike his older brother, Giuliano is hot-headed and impetuous, his temper always on a short fuse. He will eagerly imprison, torture and execute any who oppose him. But he chafes against the restrictions that Leo has placed upon him. Giuliano is holding the Florentine statesman and diplomat Niccolò Machiavelli (see V36) under house arrest on suspicion of conspiracy against him and his family. He is also obsessed with the threat presented by

a rival family, the Ravelli, who have sworn revenge against the Medici.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite holding Machiavelli under house arrest, Giuliano is actually in league with him in a scheme to convince Leo that the Ravelli (an invention of Machiavelli) are a genuine threat to the Medici. By doing so, Giuliano hopes to secure greater powers to act against his enemies, while the disgraced Machiavelli aims to win back his former influence. Neither party entirely trusts the other, and with good reason. Each would gladly betray their erstwhile ally if it means a greater chance of success for themselves.

GIULIANO DE' MEDICI

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

SKILLS

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

TRAITS

Authority (Major)
Friend (Major) – Pope Leo X
Impulsive
Silver Spoon
Voice of Authority

EQUIPMENT

Short sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 8

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HISK (*The Sleeping City*)

Hisk: a city of gleaming white towers and domes on an Earth colony world in the 25th Century, famed for its markets. Housing around a million people, it is divided into twenty trading sectors, each one with time an hour different from the next, so that there is always a market open somewhere in the city. Hisk makes its money through its trade with other cities, but within Hisk everyone shares everything. Hisk's generosity even extends to its visitors, and each new arrival is given a 700 Token commerce card on arrival. Only if purchases are to be taken out of the city is there any additional cost.

One notable custom of Hisk is that of Limbus. Every afternoon at the sound of the Limbus bell everyone in a sector stops work and heads to the plaza halls. Inside, rows of beds are quickly filled and a strange device lowers over each face sending the person to sleep instantly. Vicki identified it as similar to the teaching machines of her childhood, but this face shield induces Limbus instead of education.

Limbus is a state of shared dreaming in which each dreamer is able to interact with others and make the dream richer, almost life-like. Limbus dreams can be as bizarre and nonsensical as normal dreams, except they are shared. Even the subconscious influences the dreams, which means that the people of Hisk get a better understanding of each other. It also means that there is very little crime in Hisk, as a person's guilt would be apparent in Limbus. In fact, Limbus dreaming is every citizen's duty, and any absentees would be recorded. But it is seen as a pleasurable activity, and the sleepers wake feeling refreshed and enervated by the experience.

The flies in the ointment of Limbus are Harbingers, which occasionally disrupt somebody's dream. A Harbinger appears as a human-like crow, black and ragged, but covered with glinting blades. It inveigles itself into the dream and touches its victim before they both vanish. The victim wakes up unharmed in the real world, but the damage is done. Harbingers are said to be a portent of the victim's suicide and nobody survives for more than a few days after receiving its touch. The deaths of these individuals are rarely investigated by the market constables that keep order in Hisk, as suicide is always assumed to have been the cause of death for anyone visited by a Harbinger. Around 40-50 deaths per year are recorded as suicides in this way, even if the

evidence is inconclusive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although visitors to Hisk might suspect that the Harbinger is somehow reaching out into the real world, the truth is that the city's shared dream has developed a collective mind of its own. Self-doubters, depressives and the weak-willed are all identified by the Limbus mind as being of limited value to the city and are disposed of.

The Limbus plants suggestions in the minds of dreamers. Anyone who has experienced the shared dreaming, even once, has been subconsciously conditioned to obey its instructions. Often the intended target will indeed commit suicide following a visitation by a Harbinger. But if they resist the conditioning, the Limbus will send somebody to kill them. The conditioning of the populace is so deep, having been reinforced over decades of dreaming, that others cannot even see the perpetrator as they carry out their mission, and the killer remembers nothing about their deadly deed.

Limbus itself can manifest in the shared dreams, either as the Harbinger or in some other disguise, and might do this to influence an enemy or find out their weaknesses. Although any death or injury occurring within the dream is not carried over to the real world, the effects of Limbus's Hypnosis trait are. The Limbus mind cannot be physically killed in the dream (though it might appear to have been), but stats for its dream-form are provided here to guide interactions with it within Limbus.

LIMBUS DREAM-FORM

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

Skills: Convince 4, Craft 4, Fighting 3, Knowledge 3

Traits: Hypnosis (Major), Immunity (has no physical existence and cannot be harmed within Limbus), Natural Weapons (Minor: Harbinger's blades inflict Strength +2 damage), Shapeshift (Special), Teleport

Tech Level: 6

Story Points: 8



Most likely because much of their technology has an affinity for water, the Voord have a predilection for invading worlds dominated by seas: Marinus, Kandalinga (see V6) and now Hydra. Hydra has a single ocean enveloping most of its surface, and a single landmass, Predora, an island large enough to accommodate several cities and numerous towns. The Hydran capital is Predora City, located on the coast and surrounded by verdant forests and lush green hills. It is a city of many buildings of all shapes and sizes, all built on a hill. At the summit is the Autumn Palace, a magnificent red structure with towers and crenelated walls around a domed glass roof. The Palace is the seat of government of the people of Hydra.

The Hydrans appear identical to humans, though they are unrelated and have not heard of Earth. They use a mix of technologies, with sailing ships sitting alongside motorboats, radio and sonar. But they are aware of other worlds and even conform to Galactic Law.

When the Voord invaded Hydra, the Hydran Navy was decimated in the first assault. The surviving ships, a flotilla of hundreds of vessels of all types, have regrouped under the command of Admiral Jonas Kaan, but are being steadily picked off by Voord submersibles. On Predora a resistance has formed and is hiding out in the labyrinthine Lava Caves near Predora City.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Waterworld (with a single landmass)

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: None

SENTIENT SPECIES: Hydrans

TECHNOLOGY LEVEL: 6

VOORD INITIATION: THE BECOMING

The Voord invaders talk of “harvesting” their captives and subject them to a regime of propaganda, indoctrination, threats and inducement to join the Voord ranks. But those who agree to betray their world to the invaders must undertake a ritual ceremony called the Becoming, whereby they take the mask of the Voord. Even true Voord undertake the Becoming when they reach maturity, but for non-Voord the risk is much greater. Fortunately, the Voord do not force anybody to take the mask, and only volunteers are subjected to the ritual.

The mask is perhaps the pinnacle of Voord technology and tests each initiate’s loyalty. When the mask is put on, it fuses itself with both the wearer’s face and with their mind, and cannot be removed without causing disfigurement, injury and often death. It contains thousands of neuroreceptors which monitor the brainwaves and interrogate the mind, testing for any deceptions. Only those who are devoted to the Voord cause are accepted by the mask, while any who have other loyalties or doubts are rejected.

The initiate must make a Resolve + Convince roll against the mask, which has Resolve 6 and Convince 4. Traits such as Code of Conduct, Obligation or Selfish which would conflict with their duty to the Voord each apply a -2 penalty; traits such as Psychic Training and Indomitable provide their usual bonuses. If the initiate wins the conflict, they have passed the test and have become Voord. If they fail, the mask delivers L(4/L/L) damage, depending on the level of failure, as it rejects the initiate and detaches itself. If the reject survives this ordeal, they gain both Distinctive and Unattractive from the horrific injuries to their face.

A successful initiate gains the following Traits: Alien Appearance (Major), Alien Senses (Sense mental activity), Dependency (Minor: Voord commands), Enslaved, Networked (Minor) and Telepathy. The mask creates chemicals which alter the genetic makeup of the initiate, so that they become Voord in body as well as mind, and their lifespan is extended to that of the Voord, a thousand years. The new recruit has become a member of the Voord brotherhood, but is under the command of the true, pure-blooded Voord, those of the Blood Tree. They are part of the mental network which connects all Voord. Voord commanders can issue orders to their subordinates mentally, in a manner similar to telepathy. But the range of a commander’s network is limited by their Resolve (determined as per the Telepathic Range table in the core rulebook). Outside of this range, Voord who are not part of the Blood Tree become confused and can only carry out the most basic of functions. On Hydra, this is a definite disadvantage, as Hydran converts now make up the overwhelming majority of the Voord forces.

NUMIR *(The Dark Planet)*

When the TARDIS drifted far back into the First Segment of Time, the Doctor and his companions found themselves on a cold, bleak world orbiting a faint, grey sun. The Doctor's charts showed no planets in this area, just a mysterious area of space named after the Singing Nebula, a dust cloud with strange lights glittering in its depths and a nearby dead star. The charts did not go back far enough to show the planet that was here when the universe was still young. But this is Numir, a world with a breathable atmosphere, but temperatures below freezing. Its sun is dim even at midday, providing only the faintest of warmth and a twilight quality to the air. It is too early in the history of the universe for the sun to be a dying star, and the Doctor deduced that it was instead a potential star, but one that has failed to ignite fully. It is now on the verge of failing completely.

Despite the inhospitable nature of the terrain – a drab plain formed by a mixture of sand and ice crystals – Numir is home to two sentient, but utterly different, species: the Light (see V35) and the Shadows, the latter also known as Krogor (see V34). These races are polar opposites, though they may have had a common ancestry that became separate under the accelerated evolution caused by the dim sun. Scattered the plain are dozens of what appear to be jet black statues, sculptures of humanoid figures in varying poses: standing, sitting or reclining. Some have a thin coating of frost and show signs of weathering as if they have been here for centuries; others are as pristine as if made yesterday. But none of them have eyes.

In one direction, the plain is bounded by great cliffs and crags, and in the other by a vast silver wall stretching as wide and as high as the eye can see and glinting like diamonds. This is the outer wall of the City of the Light, and within the wall both light and warmth can be detected. There are no visible doorways, but the Light can create entrances into their realm for visitors. Inside, the structure is vast and hollow, large enough to contain several cities, and

contains crystalline columns and ramps and walls which are filled with energy, the lifeforce of the Light themselves. The City is filled with brilliant light, too bright for humans to bear, blinding even if the eyes are kept screwed shut. In fact, prolonged exposure will result in severe headaches followed by permanent blindness. The Light can create protective visors for visitors, but these are not perfect and are only effective for a limited time.

The City of Light extends deep below the surface of Numir, even penetrating the planet's crust. Despite its apparent hardness, the crystal it is made of is particularly sensitive to certain frequencies of vibration. The raised voices of Barbara and Vicki caused cracks to appear in the walls, and Vicki's screaming resulted in more severe damage – though the Light were able to repair it almost instantaneously with their own energy.

By contrast, the realm of Krogor is not immediately apparent, as the Shadows dwell in the dark places deep within the planet, venturing to the surface only to attack their enemies of the Light. The jet black statues of the sandy plain are those Shadows that have been killed during these excursions, their wraith-like bodies transformed in death to solid stone.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Arctic

SATELLITES: None

SENTIENT SPECIES: The Light, Krogor

TECHNOLOGY LEVEL: 5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PLANETOID M5 *(The Daleks: The Destroyers)*

The members of a space exploration team from Earth have established Explorer Base One on a remote planetoid known only by the designation M5. The team's prefabricated dome is secure within a force barrier generated by a ring of posts surrounding the camp. Not that the explorers expect any trouble on M5, as the initial rocket survey indicated that there was no advanced life on the planetoid. But the native flora and fauna have been shown to be dangerous.

Apart from its lakes and ponds of corrosive or flammable chemical liquids, most of the irregular, rocky surface of M5 is covered in vegetation ranging from marshland to dense jungle, and not all the plant-life is inanimate. Long grasses and vines reach towards any intruders, somehow sensing nearby movement; and the jungles conceal larger, more dangerous specimens. There is also animal life on M5, including a species of rabbit-like creature that is the main prey of the carnivorous vegetation. But the fauna here is not without its own predators too. When a team of SSS agents landed on M5 searching for clues to the whereabouts of the Daleks, they encountered two particularly deadly examples.

The first of these appears to be nothing more sinister than a large rock, though a large grey eye occasionally rolls open to survey its surroundings. The rock has a curious, pitted surface like a sponge. If anything presses against the rock, its porous surface gives way, sucking an unwary creature into it where it can be digested. Larger prey such as humans will find a leg or arm being trapped in this way, resulting in a contest of Strength + Fighting to break free and avoid a slow death. The second large predator on M5 appears to be nothing more than a creeping patch of darkness, almost invisible in the shadows of the caves that it lurks in. This hunter stalks its prey in packs, using its camouflage and ability

to climb sheer surfaces to creep up unawares. It is an ambush hunter, dropping onto its victims and spraying them with a strong web-like substance to immobilise them, before tearing at them with its sharp talons.

But the deadliest threat on M5 lies below its surface, as the Daleks have made a secret base here at the very edge of human-controlled space. Hidden below the ground is an extensive network of tunnels and chambers large enough to house a Dalek army and a small fleet of ships ready to launch as part of an invasion of Earth and its territories. The members of the space exploration team don't yet know it, but they have set their base up on a hornets' nest of the worst possible kind!

CARNIVOROUS PLANT

Attributes: Strength 1-4, Coordination 1-3, Awareness 1-2

Skills: Fighting 3, Survival 3

Traits: Alien, Alien Appearance, Alien Senses (Motion detection), Camouflage, Natural Weapon (Minor: varies according to plant type, but generally delivers Strength +2 damage), Slow (Major: Immobile), Tough

NOTE: The stats for each carnivorous plant should be varied to represent its particular species and abilities.

SPONGE-STONE

Attributes: Strength 4, Coordination 1, Awareness 2

Skills: Fighting 3, Survival 4

Traits: Alien, Alien Appearance, Camouflage, Special – Absorb (anyone who touches a Sponge-Stone must make a series of Strength + Fighting rolls against it as they are stuck to it; each failure results in 2(1/2/3) damage, while they escape on a Good or Fantastic result), Tough

SHADOW CREEPER

Attributes: Strength 3, Coordination 4, Awareness 3

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

Traits: Alien, Alien Appearance, Climbing (Major), Entrap (Minor), Invisible (Major Good; limited to when in shadows or darkness), Natural Weapons (Minor: Talons – Strength +2 damage)

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

LAND MASS: Land O'Lakes

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: None

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK



Ruah's name is derived from the Hebrew word *ruah*, meaning wind or spirit, as the first few colonists witnessed winds in excess of 300 kilometres per hour. Centuries later, millions of people live on Ruah. By this time, antibiotics have been rendered ineffective by overuse, as most strains of bacteria have developed an immunity to them, and the only antibiotics left on Ruah are samples stored by museums for historical purposes. Much of the galaxy relies on other medication, but Ruah has developed an unusual solution in the form of nano-medicine. Instead of administering pills and potions, patients are injected with protein-based and inorganic nano-bots, molecular machines programmed to fight infections, rewrite DNA and even repair damaged bone and tissue. These lie dormant in the subject's body until they are needed. They can then be activated by a remote trigger and set to work healing the patient. All those injected with the nano-machines have Fast Healing (Major) and Immunity (most diseases), though both of these traits need to be activated.

But only the top strata of society on Ruah can afford nano-medicine. It is extremely expensive to develop and manufacture, and is beyond the reach of the government and charities. It is only the pharmaceutical companies who can afford to invest in nano-technology, and they are driven by profit. As a result, there are large sections of the population who cannot afford nano-medicine. Those who live in Ruah's shanty towns and slums, evidence of the deep divisions in society. But also many of those who work in menial or servile jobs and live in modest housing side by side with their more affluent neighbours. Perhaps it is no wonder that terrorists sometimes emerge in protest at the inequalities. Terrorists like the Butcher, a former medical software engineer who has developed a means to turn the nano-bots against the people they have been injected into.

The Butcher used to be a government research scientist called Gomery, but balked at the research he was asked to undertake when it turned in the direction of using the nano-bots to remotely control people, for example during civil unrest. Fortunately, that research was abandoned. But the Butcher later returned to it for his own ends, and he can now kill anybody on Ruah who has dormant nano-bots in their bodies at the press of a button. The Butcher is a talented computer hacker and has also developed means to control the spider-like security bots which are in widespread use on Ruah.

The Internal Security Services sent to deal with the Butcher use robotic exoskeletons called Walkers. A Walker is a 3m-tall metal frame fitted with armour plating, pneumatic limbs, a gun on one arm and a visor over the eyes. Its long legs bend back on themselves like a grasshopper, and the operator is capable of walking tirelessly, climbing sheer surfaces and vaulting over walls.

GOMERY, THE BUTCHER

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

SKILLS

Convince 1, Knowledge 2, Medicine 4, Science 3, Subterfuge 3, Technology 4 (AoE: Computers)

TRAITS

Boffin
Obsessed (Major)
Technically Adept
Wanted (Major)

EQUIPMENT

Various remote control devices (Traits: Control (Minor). Cost: 1 point.)

TECH LEVEL: 6

STORY POINTS: 6

WALKER [Special Gadget]

Traits: Augment (Major: +3 Strength), Alien Senses (Minor: IR Vision), Armour (5 points), Climbing (Minor), Jumping (Minor: Can jump up to 4 metres), Natural Weapon (Major: Gun 5(2/5/7) damage)

Cost: 8 points

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: Two

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SARLGRAVE ASTEROID BELT *(The Sontarans)*

In a star system lying outside of Earth space, but nevertheless colonised by mankind in the third millennium, is an extremely unusual astronomical sight: the Sarlgrave Asteroid Belt. The Belt is caught in the gravitational pull of two vast gas giants, pink-hued Astrod and orange Richford, and has formed a figure-of-eight orbiting them both. At the point at which the Belt crosses itself, one string of asteroids passes high above the other, avoiding collisions. The conflicting gravitational forces of the gas giants make the Belt a nightmare to navigate through. But there is one safe route which has been charted where the gravity cancels out, and the ships of the colonists of the planet Lambda Aristide can pass through at sub-warp speeds.

There is one moon-sized asteroid which is of particular note in the Belt, though even it lacks a name. Despite its small size, it has a breathable atmosphere, and every inch of the undulating surface is covered in flowers. These are beautiful but stiff and brittle, shattering into dust under foot and giving off a sweet perfume. Here and there, the flowers grow as large as trees and form tall, knotted shapes, their twisted, abstract forms creating forests of peculiar, alien structures. The Doctor noted that the patterns of growth of these flowers are all expressions of a simple integer sequence, making the asteroid's surface a garden of pure mathematics. He also speculated that it is the flowers that provide the asteroid with an atmosphere, converting starlight itself into oxygen.

The humans have not settled on this asteroid, but they are aware that it has an indigenous sentient species, the Nil, scrawny gnomish figures who keep themselves to themselves. But when a ship of the Space Security Service crashed on the asteroid, they found no sign of the Nil and assumed that they had been wiped out by the Sontarans which had encroached into the system.

When the first Earth explorers surveyed the system, they detected little in the way of mineral wealth on the asteroid, but discovered

that it is honeycombed with tunnels. Because the asteroid has a magma core, these tunnels are hot and dangerous to navigate around, with deep chasms and volcanic vents, slippery rock, fetid smoke, rivers of lava and vast caverns hewn from the rock by volcanic activity.

The Sontarans have advanced as far as this system in their war against the hated Rutans, and the SSS are here to try to help the millions of people fleeing from Lambda Aristide before them. They know that the colonists' VAC ships would be too slow to escape from the Sontarans at light-speed, but at sub-warp speed they can use the safe route through the Asteroid Belt and evade them. However, SSS intelligence has discovered that the Sontarans have built a command base on the Nil's asteroid, armed with a space cannon capable of picking off the colonists' ships one by one.

The Nil have not been wiped out by the Sontarans, but they are in the invaders' thrall. Deep underground, the Nil live in a city carved and crafted into a subterranean cliff face like an engraving. Small houses with rock rooves cut to look like tiles form a latticework of streets. Stone steps run between the different levels, and railings and trees are all carved from the pale stone. Above the streets, lanterns hang from wires, and there are warm glows from the curtains in the windows.

The Nil are a small, slender grey people, like gawky children dressed in smocks and dungarees. Indeed, there is something childlike about their wide, innocent smiles and the way they scamper up and down the steps of their city. But the Nil live in fear of the Sontarans. They have endured years of oppression while the Sontarans have secretly established themselves here. They live in such terror of retribution by the Sontarans that they will pretend not to see or hear any intruders in their city, ignoring them and simply moving aside as they pass. But despite the Nil's meek obedience, the Sontarans regularly kill a random sample anyway to keep them all in line. Only the bravest of the Nil might be persuaded to take action against their masters.

NIL RACE PACKAGE

Cost: -2 points

Attributes: Presence -1 (-1), Resolve -1 (-1)

Traits: Alien (+2), Alien Appearance (Minor) (-1), Size – Tiny (Minor) (-1)

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

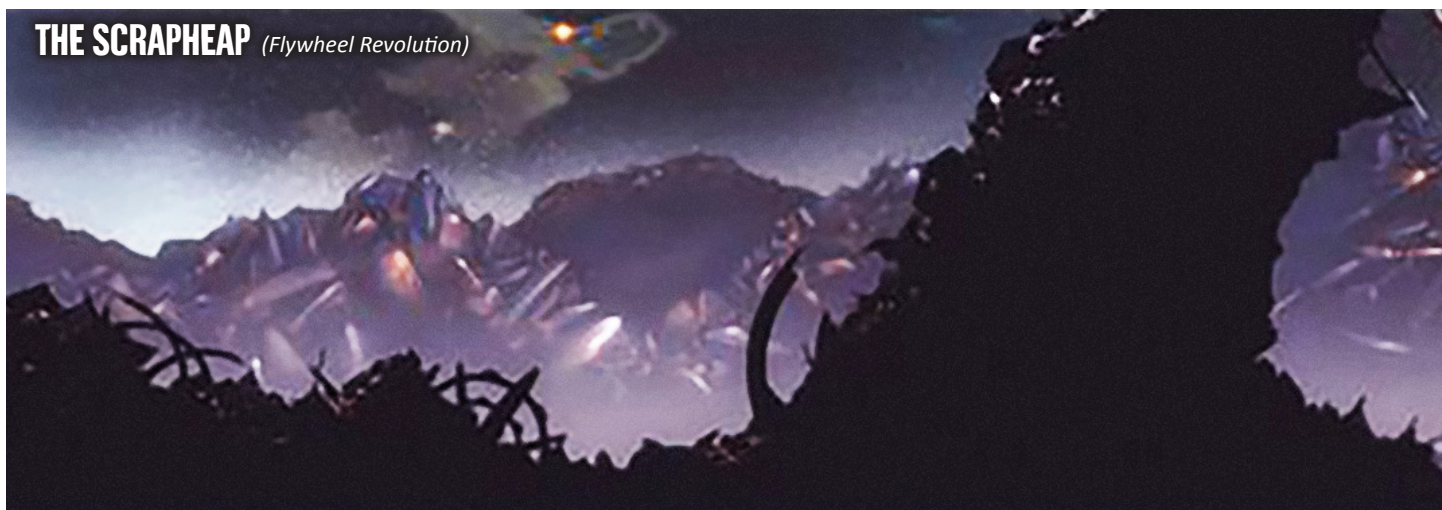
LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: None

SENTIENT SPECIES: The Nil

THE SCRAPHEAP *(Flywheel Revolution)*

It all began when the drone smashed into the planet's surface and its freed bacterial cargo started rearranging the atoms of dust and sand. The bacteria begat the simple Forges; the Forges begat the Makers; the Makers begat the first true robots. Then came the others: the Bloaters to kick-start the carbon cycle; the Farmers to start mono-cell grasses seeding across the green; the Phutters to launch the communication satellites that bathed the planet in the global timestamp that let the next generation of Rovers push the boundaries of known space further and further. Twenty thousand generations later, the Thinkerers cannot agree on how much of that was part of the original blueprint and how much was blind chance and adaptation. It's hard not to see a grand design in the turning sails of a Winder that keep the Thinkerers' coils at full tension. But what practical use are the Bannem-Dannems in reshaping the planet for the Nobody-Knew-Who?

The Makers are tireless as they ceaselessly change the surface of the planet from one thing into another. But no two work the same. A variation here or a mistake there and you get something nobody else has seen before: a Thinker who thinks a thought that nobody else has thought before; a Phutter who can't quite phutt hard enough; or a Rover whose timestamp is stuck at 5:15 and 23 seconds. And so the Thinkerers took over. Some consider themselves mere custodians preparing the planet for the arrival of the Nobody-Knew-Who. But most Thinkerers make their own thoughts now, thoughts that think that different means "broken" and broken means "disposable". The Thinkerers need to focus their attention on those robots that work, not on those that don't. None of the Thinkerers or Fixers have ever suggested repairing a faulty robot.

So the Scrapheap was created, a junkyard relatively small in area but with junk piles a kilometre high with mazes of tunnels and passageways. Rain pools here and there deep enough for robots to disappear in. Surrounding it all is the Wall, an electromagnetic barrier that marks the limits of freedom for the useless and obsolete robots that are condemned to live out the rest of their lives here. The power for the Wall is generated by sunlight, and each section has its own corresponding solar panels beyond the barrier. The Wall also generates electricity as a by-product and is

therefore just as dangerous to organic life as to robots.

The robots of this forgotten planet have become self-aware over the thousands of years since the drone crashed into it. Salvaging parts from robots would be akin to cannibalising human corpses. So when the Monster arrives in the Scrapheap, an utterly alien creature with soft pink skin and a mane of long white hair, the robots are horrified by stories of his stealing components from their dead comrades in order to build a device. Only Frankie, a Rover half the height of the Monster (and whose malfunctioning geolocation unit means that he can't hear the global timestamp and therefore gets lost), is brave enough to confront the creature. But can even the Monster find a way out of the Scrapheap?

FRANKIE

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

SKILLS

Survival 2, Technology 2

TRAITS

Armour (5 points)
Brave
Fast (Major)
Restriction (Minor) – Broken geolocation unit
(-2 penalty on all rolls concerning location and direction)
Robot
Run For Your Life!
Size – Tiny (Minor)

TECH LEVEL: 6

STORY POINTS: 4

GADGETS AND ARTEFACTS

THE VARDAN CONVERTER *(The Locked Room)*

This machine, built by Steven (*see A21*) under the influence of a Vardan survivor of Grace Alone (*see L9*), is a mixture of technologies: that of Steven's own time; of the Vardans themselves; and perhaps even some of the time-scanning technology of the Elders, of whom Steven had been King for a while.

Essentially, it is a teleport device, similar in operation to a transmat. But the principles behind it are entirely different and it is much more powerful. The device converts a physical object or person into pure energy, in a manner similar to the natural abilities of the Vardans themselves, and draws them to the operator. The operator requires precise coordinates in order to lock onto the target, but if the calculations are correct, the machine can grab a person across the universe. And because it incorporates the temporal technology of the Elders, it can even pull a subject through time as well as space. The calculations are lengthy and require a successful Ingenuity + Science roll; if attempting to pull something through space only, it's Difficulty 18; through time only, it's 21; and through space and time it's 24.

But even if the coordinates are correct and the operator manages to lock onto the intended target, it will only appear in an insubstantial energy form, crackling and sparking like a Vardan. If the target is aware of the process, they can, by a combination of willpower and physical strength, pull themselves through fully and attain physical form. Each attempt costs them 1 Story Point and temporarily reduces their Strength by 1, recovered by an hour's rest, and they must make a Resolve + Strength roll with a base Difficulty of 15. If unsuccessful, they snap back to their original position.

The target can be assisted if somebody at the receiving end tries to grab them and pull them through into solidity. Grasping such a will o' the wisp isn't easy though and also costs the helper 1 Story Point and 1 Strength for each attempt. In this case, either person can make the Resolve + Strength roll, and the other adds their Resolve to the roll. If however the target is not a willing one, the roll must be made by the person trying to pull them through, but the target's Resolve is added to the Difficulty.

By simply reversing the coordinates, the target can be sent back to their original point. Or by programming in different coordinates, a subject could be transmitted

to anywhere in time and space (this requires the calculation of coordinates as above to reach the intended location). In each of these cases, the Story Point and Strength cost and the Resolve + Strength roll are needed to complete the process.

The machine built by Steven included a massive radio telescope, making it inconvenient for transportation – more or less impossible. Smaller, more portable versions might be possible in theory, but are likely to be the product of higher Tech Levels. The device is also very sensitive to interference from outside energy sources and so must be fully shielded. In the case of the machine built by Steven, it was housed in a lead-lined room.



THE VARDAN CONVERTER [Special Gadget]

Traits: Teleport (Major), Vortex (Special), Bulky (Major: Needs a convoy of trucks and a small army of workers to disassemble, transport and reconstruct it), Restrictions (Physical materialisation is tricky; must be shielded from interference)

Cost: 6 points



OMITTED BUT NOT FORGOTTEN

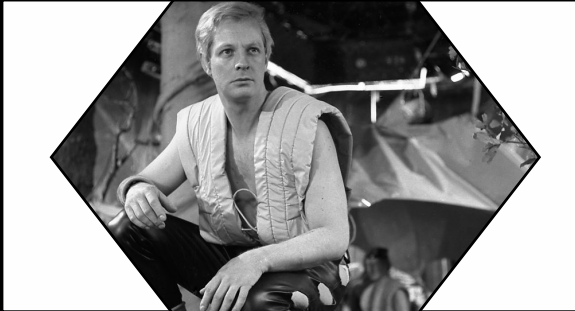
The official sourcebooks cannot possibly cover every character, monster and planet. As with any book meant to be printed, space is always at a premium. Here are some of the characters omitted from the First Doctor Sourcebook that we nonetheless think GMs should have access to. For the full story behind their appearances, please consult the official sourcebooks from Cubicle 7.



CHAPTER 6: EXPANDING THE UNIVERSE



ALYDON



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

Leader of, and scout for, the party of Thals that journeyed to the Dalek city in search of food. Meeting the Doctor would change his life and philosophy. (The Daleks)

SKILLS

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

TRAITS

By the Book
Code of Conduct (Major) – Pacifism
Distinctive
Inspiring Love – Dyon
Obligation – The Thals
Tough

EQUIPMENT

Anti-radiation drug

TECH LEVEL: 6

STORY POINTS: 8

MARC CORY



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

Space Security Service Agent who investigated the Dalek presence on the planet Kembel, walking unbeknownst into a trap. His sacrifice ultimately brought other SSS Agents' attention to the Dalek plot. (Mission to the Unknown, The Daleks' Master Plan)

SKILLS

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

TRAITS

Brave
Obligation (Major) – to Space Security Service
Quick Reflexes
SSS Agent
Technically Adept
Tough
Voice of Authority

EQUIPMENT

Blaster (4/L/L damage)
Medikit (Cures any one injury)
Message rocket (relays a message back to Earth in a faster-than-light microcapsule)
Protective jumpsuit (Armour 3)

TECH LEVEL: 7

STORY POINTS: 8

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JANO



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

Leader of the Council of Elders in a city on an Earth-like planet. He was in favour of draining energy from his world's so-called Savages. After he absorbed all the energy drained from the First Doctor into himself, it gave him elements of the Doctor's personality and a conscience, which eventually made him help the Savages rebel. (The Savages)

SKILLS

Convince 3, Knowledge 5, Medicine 3, Science 5, Subterfuge 3, Technology 4

TRAITS

Boffin
Charming
Technically Adept
Voice of Authority

EQUIPMENT

The Transfer Machine (see *First Doctor Sourcebook*)

TECH LEVEL: 7

STORY POINTS: 8

This represents Jano before he absorbed the essence of the Doctor; see how the Transfer Machine works for how to adapt Jano to the more Doctorish version, which could, in an alternate universe campaign, become your series' Doctor, if you were so inclined.

SIR CHARLES SUMMER



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

The head of the Royal Scientific Club. He announced the date of C-Day and answered reporters' questions about the WOTAN project. He informed the First Doctor about strange events that were occurring and accompanied him to confront the War Machines. His memoirs describe these events as a fiasco. When the Doctor released Dodo Chaplet from WOTAN's hypnotic control, Summer sent her to his country house so his wife could take care of her. (The War Machines)

SKILLS

Convince 2, Craft (Writing) 2, Knowledge 4, Science 3, Technology 3

TRAITS

Friends – A wife in the country
Friends – The Royal Scientific Club
Silver Spoon
Stubborn
Technically Adept
Uncreative
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CAPTAIN PIKE



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

Captain Samuel Pike is a pirate and the master of the Black Albatross, who was searching for Captain Avery's treasure in a small Cornish village when he came across the Doctor. He had lost his hand and in its place had a unique implement not unlike a pike, from which he got his surname. (The Smugglers)

SKILLS

Convince 3, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 4, Survival 3 (AoE: Maritime), Transport 2 (AoE: Sailing)

TRAITS

Distinctive
Menacing
Military Rank: Captain (on his vessel only)
Missing Limb – Left hand
Natural Weapon: Hook hand (+1 damage to Strength)
Obsession (Major) – Treasure
Quick Reflexes
Selfish
Tough
Voice of Authority
Wanted (Minor)

EQUIPMENT

Flintlock pistol (2/5/7 damage)

TECH LEVEL: 3

STORY POINTS: 8

GENERAL CUTLER



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

Brigadier General Cutler was the American military officer in command of the Snowcap base in Antarctica when the planet Mondas approached Earth in 1986. His plan to use the Z-Bomb against the Cybermen came to naught. (The Tenth Planet)

SKILLS

Convince 2, Fighting 2, Marksman 3, Science 2, Survival 2 (AoE: Arctic), Technology 3, Transport 2

TRAITS

Argumentative
Five Rounds Rapid
Military Rank: Brigadier General
Single-Minded
Technically Adept
Uncreative
Voice of Authority

EQUIPMENT

Pistol (2/5/7 damage)

TECH LEVEL: 5

STORY POINTS: 6



ADVENTURE SEEDS

As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.

The Beginning [V31]

When your Time Lords escape through the cloisters of Gallifrey to an old Type 40 Time Travel capsule, little do they realise the adventures that lie ahead... And little do they know, as the TARDIS dematerialises and they leave their homeworld behind, that someone else is aboard the ship. He is Quadrigger Stoyne (see *Fourth Doctor Expanded Universe Sourcebook*), and he is very unhappy...



The Sleeping Blood [L37]

When one of the player characters falls ill, the others are forced to leave the safety of the TARDIS behind. Exploring a disused research centre in search of medical supplies, they become embroiled in the deadly plans of

a terrorist holding an entire world to ransom — and the soldier sent to stop him.

The Alchemists [L29]

The TARDIS lands in Berlin in the 1930s, where Hitler and his National Socialist party are in the ascendant. Some of the greatest scientific minds are gathering here: Einstein, Heisenberg, Planck, Schrödinger, Wigner. The people who will build the future of planet Earth. But the TARDISers have brought something with them. Something apparently harmless, something quite common. Yet something that could threaten the course of history...

The Invasion from Space [A19, V37]

The TARDIS lands on a spaceship driven by a super-computer and carrying survivors from Andromeda who are planning an invasion of the galaxy.

Domain of the Voord [L34]

The TARDIS lands on the planet Hydra, where Admiral Jonas Kaan leads a vast flotilla of ships trying to elude the vicious race that has invaded and occupied their world. But his ships are being picked off one by one, vessels, and crews dragged underwater by an unseen foe. Your time travellers find themselves pitched into battle against the Voord, the ruthless enemy they last encountered on the planet Marinus. As they take the fight to the very heart of the territory now controlled by the Voord, the stakes get higher. First they lose the TARDIS... and that's only the start of their troubles. In the capital, Predora City, they will learn the truth of what it means to be a Voord. And that truth is horrifying.

The Age of Endurance [V38]

The TARDIS materialises on board a still and eerie spaceship. When a squad of soldiers land, they realise they've found themselves in the middle of a war zone. With one of their crew trapped by the enemy, the Doctor and his friends find themselves locked in a desperate race for survival. Vast warships manoeuvre around each other as both sides try to out-think their opponents, flying into ever more dangerous areas of space. The stakes could not be higher. But as ever in war, the lines between good and evil are hard to define. Will anyone survive to claim the moral high ground?

Flywheel Revolution [L39]

On a planet in the far future, Frankie and his fellow robots have been consigned to the Scrapheap, doomed to explore no further than the limits of the artificial Wall. Life goes on, day after day — until a monster appears in their midst. It lives alone in a small hut on the edge of Scrapyard, and scours at night for the remains of dead robots. Frankie sets out to confront the monster in its lair. That monster? Your Time Lord!



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The Fifth Traveller [A22, V42]

Your crew lands the TARDIS on the homeworld of the Arunde. Emerging into the jungle that covers the planet and encountering the strange wildlife dwelling within, the travellers are unaware that the true rulers live high above them in the trees. The ape-like members of the tribe are in trouble. The last Matriar's nest has been lost to the surface, and the people are hungry... Maybe these strangers may be responsible. And some believe they may be salvation. The TARDISEers are about to find themselves in the middle of somebody else's battle. But there's more at stake than even they can know.

The Dark Planet [V34, V35, L35]

Somewhere far back in the early days of the universe, the TARDIS lands on a world lit by a dying sun. Missing from its star maps and dotted with strange crystalline statues, it is a world ripe for exploration. But it is also a world of destruction. Venturing out onto its surface, the time travellers find themselves drawn into an age-old conflict between the two species residing on the planet - people of Light and Shadow. Proving a catalyst for the escalation of the conflict, the player characters need either to create a peace or to pick a side. Because in times of war, nothing is ever black and white.

The Doctor's Tale [A24, A25, A26, V41]

England, 1400. Winter. Blood in the snow. Henry IV has usurped the throne, and deposed King Richard II languishes in Pomfret Castle. Meanwhile, the TARDISEers preside over New Year revels at Sonning Palace. But Sonning is a prison, treachery is in the air and murderous Archbishop Thomas Arundel will stop at nothing to crush the rebellion. As the player characters take the road to Canterbury, they may find a royal friend or be dragged into a dark web of conspiracy at whose heart sits that teller of tales, Geoffrey Chaucer.

Upstairs [L28]

When the TARDIS lands in a dilapidated attic, its crew discovers they are on Earth, in London... in Number 10 Downing Street. However, alien forces are at play here, affecting the very fabric of the building... and adjusting the very essence of history itself.

The Bounty of Ceres [L30]

Ceres. A tiny, unforgiving ball of ice and rock hanging between Mars and Jupiter. It's no place to live, and it takes a special kind of person to work there. The crew of the Cobalt Corporation mining base know exactly how deadly the world outside their complex is, but the danger isn't just outside anymore. The systems they rely on to keep them safe are failing and the planet is breaking in. When the TARDIS strands your characters on the base, they have to fight a foe they can barely comprehend to survive.

The Ravelli Conspiracy [A28, V36, L33]

When the TARDIS lands in a house in Florence, Italy in 1514, it isn't long before the guards of Guiliano de Medici arrest part of its crew. To rescue them, your free characters have to employ the help of the house's owner — one Niccolò Machiavelli. But can he be completely trusted? Guiliano confesses to his brother

Pope Leo X that he has angered the wealthy family of Ravelli and believes the newcomers may be part of an assassination plot. But when the other player characters arrive, an already tricky situation starts to spiral out of control. As the city rings with plot and counter-plot, betrayal and lies abound. The TARDISEers must use all their ingenuity if they're not to be swept away by history. This conspiracy is about to get complicated...

The Founding Fathers [A23, V33]

The TARDIS lands in Leicester Square in the summer of 1762. When your time travellers find themselves locked out of the TARDIS, only one man can possibly help them. But the American, Benjamin Franklin, has problems of his own...

The Destroyers [A27, L36]

When the crew of Explorer Base One is attacked by the Daleks, your Space Security Agents investigate. They discover a plan that threatens the future of the entire galaxy...

An Ordinary Life [V32]

1950s London: Newcomers arrive daily on British shores seeking a fresh start, new opportunities, or simply the chance of a different life. However, some are from much further afield than India or Jamaica... After an emergency landing, the TARDIS crew must make the best of it, and look to their new neighbours for help. But they have more than the prejudices of the time to contend with. A sinister force grows in strength amid the pubs, docks and backstreets of London... And marooned in a time and place as alien as anything they've ever encountered, your characters may well face their greatest challenge yet. To live an ordinary life.

The Sontarans [L38]

The TARDIS arrives on a moon-sized asteroid orbiting two gas giants. With an amazing view, it's a chance for the TARDISEers to unwind after their recent adventures. But they quickly find themselves in the midst of battle — on one side: a familiar group of space-suited soldiers — members of the Space Security Service. On the other: strange, squat aliens in body armour. Surviving the initial hostilities, your crew discovers that the SSS squad is on a terrifying mission. With many lives at stake, they have to venture deep inside the asteroid in search of a hideous weapon. But who can they trust in the battle against these Sontarans?



This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 50 years of storytelling.

WORDS

Michel M. Albert: General editing, Introduction, Timeline, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix, additional material.

Peter Gilham: The Mortimers, Steven Taylor, The Arunde, Benjamin Franklin, Geoffrey Chaucer, Isabella of Valois, King Henry IV, Mark Seven, Pope Leo X, Sida, The Starborn, Archaeons, Changelings, "The Doctor", Krogor, The Light, Niccolò Machiavelli, The One, Shifts, Symbionts, The System, Thomas Arundel, The Vavidic, The Arboreal World, The Attic at Number 10 Downing Street, Berlin 1933, Ceres, Comfort, Florence 1514, Hisk, Hydra, Numir, Planetoid M5, Ruah, The Sarlgrave Asteroid Belt, The Scrapheap, The Vardan Converter.

ART (contributions)

Michel M. Albert: Cover, compositing, layout; The Sarlgrave Asteroid Belt.

ART (images used under terms of fair use)

ESO: Numir.

Hisi79: Sida, The System.

Grant Kempster: Hisk.

Knotlikeyou2: The Scrapheap.

Alex Mallinson: Krogor, The Light.

Damien May: The Beginning adventure seed.

theDoctorWHO2: "The Doctor".

Uncredited artist of Doctor Who and the Invasion from Space: Inside front cover, Table of contents, The Mortimers, The One (Aalas), Credits page.

Tom Webster: Steven Taylor, The Arunde, The Starborn, Changelings, Hydra, Ruah, The Sontarans adventure seed.

THE ORIGINAL STORIES BY...

AUDIOS

The Daleks: The Destroyers by Terry Nation, adapted by Nicholas Briggs and John Dorney

The Alchemists by Ian Potter

Upstairs by Mat Coward

The Beginning by Marc Platt

The Sleeping City by Ian Potter

Starborn by Jacqueline Rayner

The War to End All Wars by Simon Guerrier

The Sleeping Blood by Martin Day

The Unwinding World by Ian Potter

The Founding Fathers by Simon Guerrier

The Locked Room by Simon Guerrier

The Dark Planet by Brian Hayles, adapted by Matt Fitton

Domain of the Voord by Andrew Smith

The Doctor's Tale by Marc Platt

The Bounty of Ceres by Ian Potter

An Ordinary Life by Matt Fitton

Flywheel Revolution by Dale Smith

The Age of Endurance by Nick Wallace

The Fifth Traveller by Philip Lawrence

The Ravelli Conspiracy by Robert Khan and Tom Salinsky

The Sontarans by Simon Guerrier



CREDITS



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

NOVELLAS

Doctor Who and the Invasion from Space by J. L. Morrissey

SHORT STORIES

The Arboreals by Marc Platt, published in The Scientific Secrets of Doctor Who

64 Carlyle Street by Gary Russell, published in More Short Trips.

REFERENCE WORKS

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

IN PRINT

The Annual Years by Paul Magrs (Obverse Books)

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

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

ON THE WEB

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dwaitas.proboards.com

Doctor Who Reference Guide

www.drwhoguide.com/who.htm

TARDIS Data Core, the Doctor Who Wiki

tardis.wikia.com

