based on characters owned by the BBC

Using the game system created by the fine folks at CUBICLE 7 SEVEN

DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE





5TH DOCTOR 1981 - 1984

EXPANDED UNIVERSE SOURCEBOOK

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

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Full credits at the back

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





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WELCOME TO THE EXPANDED UNIVERSE

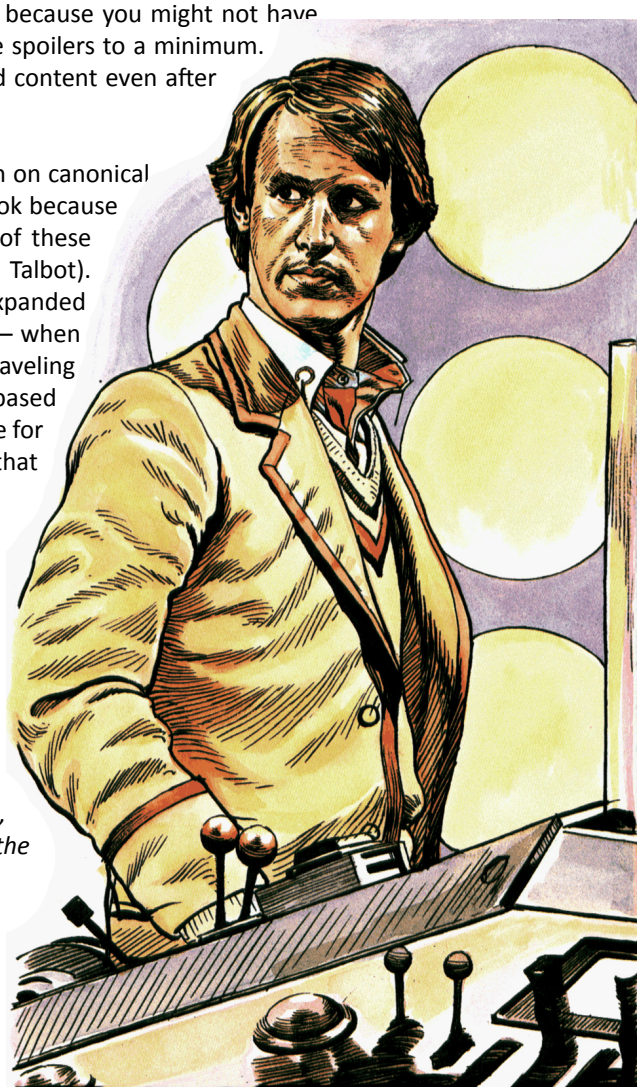
Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 50 years later, we've seen 26 seasons of the original series, eight and counting of the new series, and more than twelve Doctors.

That's if you were only watching television.

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

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

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



But wait, there's more. We've also included a section on canonical characters that were left out of the official sourcebook because of space considerations (and in some cases, some of these have lived on in the expanded universe, like Ann Talbot). Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when exactly did he meet the Toymaker again or start traveling with an older Nyssa? – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

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

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





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

***Bold** entries represent televised material.*

Castrovalva: The Master capitalizes on the Doctor's difficult regeneration to lure the TARDIS to an impossible place.

Psychodrome: The crew struggles to find their stolen TARDIS in a surreal, patchwork environment.

Cold Fusion: On a planet where ghost stories are forbidden, the Fifth Doctor stumbles onto the Seventh Doctor's well-laid plans.

Four to Doomsday: The TARDIS lands on an Urbankan ship returning to Earth with immortal android humans.

Kinda: The Doctor and his companions encounter the Mara for the first time.

The Visitation: The Doctor fights a Terrileptil invasion in 1666 and accidentally causes the Great London Fire.

The Star Men: The TARDIS enters another universe on the edge of the Milky Way to find a missing crew.

The Contingency Club: The TARDIS crew visits a gentlemen's club with strange, alien secrets.

Divided Loyalties: The Doctor confronts the Celestial Toymaker again, holding him responsible for the death of an old friend.

Zaltys: The TARDIS visits the planet Zaltys, where everyone seems to have disappeared.

Smoke and Mirrors: The Doctor is reunited with Harry Houdini.

Black Orchid: The Doctor plays a spot of cricket as a guest of an upper-class family with a dark secret.

Iterations of I: The Doctor and his companions find the castle home of a cult strangely empty.

The Darkening Eye: The TARDIS crew is captured by Dar Traders.

The Toy: Nyssa visits Gallifrey using a strange artifact.

Earthshock: Adric is killed after a clash with the Cybermen.

Time-Flight: The Doctor rescues a Concorde stranded in prehistory as part of the Master's machinations. Tegan is left in her own time.

Empire of Death: The TARDIS is contacted by a ghost as Queen Victoria holds a secret séance.

Tip of the Tongue: The Doctor and Nyssa investigate the Truth Teller craze in 1945.

Past Reckoning: A scientist's evil sister traps Nyssa inside a dangerous game.

The Land of the Dead: The TARDIS crew faces skeletal monsters in Alaska.

Winter for the Adept: In the Swiss Alps, in 1963, the Doctor and Nyssa explore what seems like a haunted school.

The Mutant Phase: The TARDIS visits an alternate timeline in which the Daleks mutate into wasp-like creatures.

Circular Time: Spring: The Doctor and Nyssa become embroiled in Time Lord politics on an alien world.

The Deep: When Nyssa attempts to fix the chameleon circuit, the TARDIS turns into a whale.

1963: Fanfare for the Common Men: The Doctor takes Nyssa to the 60s where, somehow, the Beatles have never existed.

Primeval: To save Nyssa, the Doctor returns to ancient Traken.

Spare Parts: The TARDIS lands on Mondas, just as the Cybermen are born.

Creatures of Beauty: The Doctor and Nyssa find their way to Veln, a world in trouble on several fronts.

Circular Time: Summer: The Doctor and Nyssa suffer the vengeful wrath of Isaac Newton.

The Game: The Doctor is forced to play an alien sport for the fate of a world.

Circular Time: Autumn: Nyssa spends a romantic golden autumn in an English village while the Doctor plays cricket.

The Tides of Time: The Doctor teams up with Sir Justin to fight a demon.

Stars Fell on Stockbridge: Stockbridge's Maxwell Edison joins the Doctor on a spaceship adventure.

The Stockbridge Horror: A millennia-old TARDIS is mysteriously found in a quarry.

Lunar Lagoon: The Doctor is captured by a Japanese soldier in the South Pacific.

Fallen Angels: The Doctor encounters the Weeping Angels in Renaissance Italy.

Cuddlesome: The Doctor tangles with killer toys.

Time Crash: The Fifth Doctor encountes the Tenth Doctor when the TARDIS crashes into itself.

Destiny of the Doctors: The Master captures 7 incarnations of the Doctor and holds them prisoner in a vast combat arena.

The Secret History: The Doctor is reunited with Vicki and Steven when he is mysteriously swapped for his first incarnation.

Empire of the Racnoss: The TARDIS lands the Doctor in the middle of a Racnoss war.

Renaissance of the Daleks: The Doctor puts a stop to the Daleks' plans of swarming across human consciousness throughout history.

Return to the Web Planet: The Doctor returns to Vortis hundreds of years after his first visit.

The Haunting of Thomas Brewster: The Doctor first encounters Thomas Brewster in Victorian London.

The Three Companions: Thomas Brewster joins Polly and the Brigadier to stop the coffin loader's rampage.

The Boy That Time Forgot: On primeval Earth, the Doctor and Nyssa find an an old friend they thought dead.

Time Reef: The TARDIS crew finds itself marooned on a time reef.

A Perfect World: Brewster's time meddling is exposed when he accidentally creates another timeline.

Castle of Fear: "Ghosts" from the past run rampant in Stockbridge Castle.



The Eternal Summer: Maxwell Edison seeks the Doctor and Nyssa when summer doesn't end in Stockbridge.

Plague of the Daleks: The Daleks come to 45th-Century Stockbridge.

Tweaker: The Doctor must stop a rare record from being played, at all costs!

The Demons of Red Lodge: The Doctor prevents an invasion from percentage-obsessed aliens.

The Entropy Composition: A lost prog rock symphony is unearthed from the vaults, with catastrophic consequences for the entire cosmos.

Doing Time: Justice catches up to the Doctor on the planet Folly.

Special Features: The Doctor participates in a DVD commentary.

My Brother's Keeper: The Doctor and Nyssa investigate an asteroid prison's strange warden.

The Interplanetarian: The power of words saves Nyssa from possession from a malevolent entity.

Smuggling Tales: The TARDIS visits a planet where the currency is tale-telling.

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

Moonflesh: The TARDIS crew meet a famous Victorian explorer with the power to call down spirits. Hannah Bartholomew stows away in the ship and starts adventuring with the Doctor.

Tomb Ship: The TARDIS visits a pyramid floating in space.

Masquerade: Guests of a Marquise, the Doctor and crew have a strange time in 1770 France.

Alien Heart: The Doctor and Nyssa are on the trail left by 10 destroyed worlds.

Dalek Soul: The Daleks' chief geneticist hopes to create the ultimate weapon.

The First Adventure: Trapped in a labyrinth, the Doctor fights Weevils, Terrodactyls and the invisible aliens that lurk within the Box of Tantalus.

Arc of Infinity: Omega tries to steal the Doctor's body, as Tegan rejoins the crew.

The Waters of Amsterdam: The Doctor discovers Rembrandt painted space ships and goes back in time to investigate.

Omega: Not having been destroyed, Omega reappears, struggling with the Doctor's essence he recently absorbed.

The Burning Prince: The TARDIS lands on a ship looking for a lost princess.

The Elite: The TARDIS crew finds the paradisiacal planet Florana barren and under the control of a secret enemy.

Fear of the Dark: An evil older than the universe is unleashed on Akoshemon's dark moon.

Hexagora: The Doctor finds a Tudor-era city on the planet Luparis.

The Children of Seth: The TARDIS stumbles on the Autarch's new crusade aganst Seth, Prince of the Dark.

The Sands of Time: The Doctor runs afoul of an Osirian in the '90s.

Zeta Major: The Doctor visits the Morestran Empire in the far future, and finds he has had an impact on their evolution.

Aquitaine: The TARDIS lands on a mysteriously empty ship.

Snakedance: The Mara returns to plague Tegan in the latter-day Manussan Empire.

Goth Opera: Descendants of the Great Vampires try to obtain Time Lord blood.

The Peterloo Massacre: The TARDISeers find themselves at a tragic workers' march in 19th-Century Manchester.

Mawdryn Undead: Turlough joins the crew in time to face a regeneration-stealing villain.

Gardens of the Dead: The TARDIS lands in a deadly garden where the Doctor comes under threat.

Terminus: At the dead center of the universe, Nyssa leaves the crew to work on curing Lazar's Disease.

Enlightenment: The battle between the White and Black Guardians comes to a head during an Eternal-run race.

Freakshow: Turlough almost becomes part of a freak show in 1905 Arizona.

Cobwebs: An older Nyssa is reunited with the TARDIS crew on Helheim, and strats traveling again.

The Whispering Forest: The TARDIS lands on planet Cherdor, where its crew is considered unclean.

The Cradle of the Snake: The Mara is unleashed on Manussan television.

Heroes of Sontar: The TARDIS crew gets caught in the crossfire when Sontarans re-invade planet Samur.

Kiss of Death: Turlough is offered a chance at treasure while his friends fight the Morass.

Rat Trap: The TARDISeers are trapped in an abandoned facility ruled by a king rat.

The Emerald Tiger: In 1920s India, the Doctor meets a were-tiger.

The Jupiter Conjunction: The TARDIS lands on an asteroid between Earth and Jupiter.

The Butcher of Brisbane: The Doctor meets Magnus Greel in his heyday.

Eldrad Must Die!: The Doctor meets Eldrad once more.

The Lady of Mercia: A makeshift time machine causes problem at a university.

Prisoners of Fate: Nyssa returns to her family, 25 years after her disappearance.

Mistfall: The Doctor returns to Alzarius in E-Space.

Equilibrium: Still trapped in E-Space, the TARDIS lands on the frozen world of Isenfel.

The Entropy Plague: To leave E-Space, the crew must face ruthless pirates and deadly Sandmen. Nyssa remains behind.

The King's Demons: The Doctor finds the Master posing as King John. Kamelion joins the crew, but mostly stays out of the way.

The Crystal Bucephalus: The TARDIS crew is accused of murder in a time-travelling restaurant.

The Five Doctors: Several incarnations of the Doctor are brought to Gallifrey to play Rassilon's Game.

The Five Companions: Meanwhile, old friends of the Doctor fight Sontarans and Daleks in the Death Zone.

The Eight Doctors: Also meanwhile, the Fifth Doctor is saved from the Raston Warrior Robot by his 8th incarnation.

The Sirens of Time: The Doctor is present at the sinking of the Lusitania, as part of a plan to kill the Doctor in various incarnations.

Ringpullworld: The TARDIS is pulled into the Ringpull universe.

Warriors of the Deep: The TARDIS lands in an underwater base about to be besieged by Silurians.

Deep Blue: The Doctor fights off an invasion of Earth by watery monsters.

The Awakening: An English Civil War reenactment awakens the evil Malus from across time.

And You Will Obey Me: Rival assassin groups hunt down the Master.

The Day of the Doctor: Like the other Doctors, the Fifth is part of the effort to push Gallifrey out of existence at the end of the Time War.

The Four Doctors: The Daleks unleash a temporal maelstrom that throws four incarnations of the Doctor together.

The King of Terror: UNIT asks the Doctor to investigate a communications company that may be a front for an alien invasion.

Frontios: The Doctor liberates Frontios colony from the Tractators.

Excellis Dawns: The Doctor meets up with Iris Wildthyme on medieval Excellis.

Resurrection of the Daleks: The Daleks free Davros from captivity and attempt to invade Earth via time corridors. Tegan leaves the crew.

Lords of the Storm: The Doctor and Turlough land on a planet stuck in the crossfire of the Sontaran-Rutan War.

Phantasmagoria: The Doctor faces an alien who uses cards to kidnap highly intelligent humans in 1702 England.

Imperial Moon: Turlough and the Doctor accompany a Victorian expedition to the Moon.

Loups-Garoux: The TARDIS lands in Brazil, where an ancient werewolf line stalks.

Singularity: A plan to evolve humanity to godhood in 21st-Century Russia threatens the very fabric of time.

The Memory Bank: The TARDIS lands on a world where monsters are hiding in its gaps.

The Last Fairy Tale: A storyteller involves the Doctor and Turlough in his story.

Repeat Offender: The Doctor tracks the deadly Bratanian Shroud to 22nd-Century Reykjavík.

The Becoming: The Doctor and Turlough save a woman from ravenous Hungerers.

Planet of Fire: The Master draws the Doctor to Sarn and its rejuvenation powers. Kamelion is destroyed, and Peri replaces Turlough aboard the TARDIS.

Hot Ice: The Doctor and his new friend get tangled up in a quest to find a dangerous gem.

The Ultimate Treasure: The TARDISeers search for the treasure of Rovan Cartovall.

Red Dawn: The TARDIS lands on Mars just as NASA is about to learn of the existence of the Ice Warriors.

Superior Beings: On a pleasure planet filled with super-advanced humans, the Doctor faces Valethske hunters.

Warmonger: Under the direction of the Time Lords, the Doctor builds an army to fight Morbius.

The Coming of the Queen: Two years before she meets the Doctor, Erimem navigates court intrigue.

The Eye of the Scorpion: The TARDIS visits Ancient Egypt. Erimem comes aboard as a Companion.

The Church and the Crown: The TARDISeers get involved in a French plot to kill Queen Anne.

No Place Like Home: The TARDIS becomes a maze for Erimem while the Doctor gives her a tour.

Nekromanteia: The TARDIS crew visits the Nekromanteia sector, a place of death and witchcraft.

Blood and Hope: The TARDIS lands in the American Civil War.

The Axis of Insanity: The Doctor and his friends find themselves in a nexus of apocalyptic time lines where reality is breaking down.

The Roof of the World: In Tibet, the Doctor encounters the evil of the Great Old Ones.

Three's a Crowd: The TARDIS visits a colony of agoraphobes.

The Council of Nicaea: The TARDISeers visit the dawn of the Christian Church.

The Kingmaker: The Doctor meets Richard the Third.

The Gathering: The Doctor visits Tegan during an attempted Cyberman invasion.

The Veiled Leopard: Meanwhile, Peri and Erimem have an adventure in Monte Carlo.

The 100 Days of the Doctor: The Doctor has a 100 days to find out who murdered him and prevent it.

Son of the Dragon: The Doctor meets the historical Dracula.

The Mind's Eye: The TARDIS crew's memories are tampered with while they deal with killer plants.

The Bride of Peladon: A hundred years since the Doctor's last visit to Peladon, a new evil stirs. Erimem makes her exit from the TARDIS.

The Judgement of Isskar: Amy the living tracer is introduced as a new quest for the Key to Time begins. First stop: Mars before the Martians became Ice Warriors.

The Destroyer of Delights: The Doctor and Amy face the Black Guardian in the Sudanese desert.

The Chaos Pool: The Doctor and Amy search for the last segment of the Key to Time on the world where it was forged.

Mission of the Viryans: The Doctor and Peri encounter the Viryans.

Exotron: The TARDIS visits a colony defended by robotic Exotrons.

Urban Myths: In an expensive restaurant, diners plan a menu that includes the Doctor.

Peri and the Piscon Paradox: The Doctor and Peri meet a future Peri while trying to stop an evil alien fish.

The Caves of Androzani: The Fifth Doctor regenerates after being poisoned on Androzani Minor.

Circular Time: Winter: During the regeneration, the Doctor meets Nyssa in a vision.

Turlough and the Earthlink Dilemma: Back on Trion, Turlough survives an assassination attempt from a political rival.





COMPANIONS

AMY *(1st in The Judgement of Isskar)*

When the 4th Doctor assembled the Key to Time using a substitute sixth segment, he unknowingly upset the balance among the other segments. This caused them to begin to decay and disrupt time and space around them after they were scattered and hidden again. When this decay was detected, the Grace (see *V40*) – the supremely powerful pan-dimensional beings who had created the Key to Time – created two tracers in the form of sentient beings. These living tracers, who both appear to be attractive young women, were each tasked to locate three of the segments for the Grace. One of them quickly allied herself with the 5th Doctor, as she believed that his previous experience and knowledge of the Key to Time would prove useful. Needing a name, this tracer chose Amy from a list of suggestions that the Doctor started to recite alphabetically. The other tracer named herself Zara (see *V124*), but allied herself with a ruthless criminal known as Harmonious 14 Zink (see *V43*).

Although she resembles an adult, Amy has no memories or experiences to draw on and was initially a blank slate in terms of personality and behaviour. This void in her character meant that Amy adopted some of the personality traits of the Doctor, resulting in her becoming more concerned about doing good. Amy considers the Doctor to be her companion, rather than



AMY



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

SKILLS
Convince 2, Knowledge 1, Subterfuge 2, Technology 1

TRAITS
Alien Senses – Can detect the segments of the Key to Time
Attractive
Eccentric - Very naïve, with very limited personal experience to draw on
Environmental (Major) - Able to survive unprotected in hostile environments, including in the vacuum of space and the Vortex itself
Hypnosis (Minor)
Immortal (Major)
Immunity (Major) - Immune to most forms of damage (but see Weakness below)
Networked (Major)
Psychic
Telekinesis
Telepathy
Weakness (Minor) - Amy unconsciously adopts the personality traits and morals of those around her
Weakness (Major) - EM-Sensitive (see sidebar)

EQUIPMENT
Transcendental satchel (it's bigger on the inside)

TECH LEVEL: 10

STORY POINTS: 12



the other way around, and Zara to be her sister.

Being creations of the Grace, both Amy and Zara have a number of unusual abilities. They are very resilient to injury, being immune to most physical damage and to harmful environments, though it's possible that they can be affected by extremely exotic energies or temporal effects. The sisters also have a range of psychic abilities and their noses tingle when a segment of the Key is nearby. They each have a satchel whose interior exists in a different dimension for storing the segments they recover. Although they are the products of Tech Level 12 entities, the tracers have no natural Tech Level of their own. Amy has spent most of her time with Tech Level 10 (in the TARDIS and then on Gallifrey) and so this is her default.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the conclusion of the quest for the segments of the Key to Time, Amy and Zara found themselves reunited. By now, their personalities had diverged away from each other. While Amy had been influenced by her association with the Doctor, Zara had been corrupted by her time with Zink. However, neither was strictly "good" or "evil". Having outlived their usefulness to the Grace, the tracers both decided that they wanted to remain in our universe to continue to live their lives. However, they chose to go their separate ways, and Amy spent some time at the Academy on Gallifrey.

Amy later renamed herself Abby when she went undercover in search of Zara, when she went missing, and the new name has stuck. Over time, each tracer has become a more complex, more complete personality. Abby is no longer the good sister and Zara the bad one, and both have been responsible (accidentally or otherwise) for the deaths of hundreds of people. But the accompanying stats represent Amy as she was when she travelled with the Doctor.

WEAKNESS (MAJOR) – EM-SENSITIVE

Certain environments (such as Faraday cages and some forcefields) will hamper the tracers' abilities, leaving them more vulnerable; similarly, energy from the extreme ends of the spectrum can harm them, as could sufficiently advanced technology (TL 9+), psychic attacks or, conceivably, supernatural effects.



ERIMEM *(1st in The Eye of the Scorpion)*

Erimem's full name is Erimemushinteperem, meaning "Daughter of Light". She was born in Ancient Egypt (see *L6*) in 1419 BC and is the daughter of the Pharaoh Amenhotep II and one of his concubines, Rubak. Erimem had three older half-brothers, all of whom died in suspicious circumstances when she was 16. On her father's death, Princess Erimem should have ascended the throne as Pharaoh in her own right, but the Doctor realised that history records the reign of Amenhotep II to have been followed by that of Thutmose IV and there is no trace of a Pharaoh Erimem. In order to save Erimem from possible death resulting from the controversy and intrigue surrounding a female becoming Pharaoh (and to preserve history), the Doctor and Peri invited her to join them in their travels.

Erimem remained aboard the TARDIS for some time and a close bond of friendship formed between her and Peri. When they first met her, Erimem's head was shaved and she wore a bowl-shaped wig, in the Egyptian tradition. But she soon dropped this custom and allowed her hair to grow naturally.

Erimem is trained in the use of a sword and is a capable combatant even without a weapon. She can also prepare healing salves from herbs and other natural ingredients. Since joining the TARDIS crew, Peri has taught her to read and write English. Erimem is strong-willed and is not afraid to make her views known. She is a natural leader and often finds causes to champion, even if this will put her in danger or at odds with the Doctor.

Although her understanding is limited by her background, Erimem is interested in learning of the universe and has adapted well to being exposed to wider horizons. She is friendly and outgoing, but her views are still influenced by her origins. Unlike many people of her time, Erimem is not fully convinced about the existence of the gods (though her superstitions about them occasionally resurface, so it is clear that her beliefs are not cemented either way).

When she joined the Doctor and Peri aboard the TARDIS, Erimem brought with her a stray cat from the tunnels beneath the Great Sphinx, which she named Antranak after a general in the palace guards (see *A20*). Although Peri is quite fond of Antranak, the Doctor is not so keen, particularly as it tends to sleep on the TARDIS console and refuses to use its litter tray. Antranak's mind has absorbed an alien intelligence, which is now trapped there by a telepathic inhibitor that the Doctor slipped onto the cat, rendering it powerless.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ultimately, Erimem's sense of duty meant that she accepted a proposal of marriage from King Pelleas of Peladon (see *A43*), and she remained with him. More recently, however, she found herself mysteriously snatched from Peladon and flung through time and space back to 21st-Century Earth where she has found a group of new friends while she tries to understand what has happened to her.

ERIMEM



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

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

TRAITS
Attractive
Brave
Code of Conduct (Minor) - Retains some of the beliefs and codes appropriate to her time and position, in particular a sense of duty and responsibility and an outdated view of justice and punishment
Noble
Outcast
Technically Inept
Voice of Authority

EQUIPMENT
Ring with emblem of Sekhmet (containing a dose of poison)

TECH LEVEL: 2

STORY POINTS: 12

ANTRANAK THE CAT

Attributes: Awareness 5, Coordination 5, Strength 1
Skills: Athletics 3, Fighting 4, Subterfuge 5, Survival 5
Traits: Alien Senses (various feline senses, including night vision, scent tracking and hearing beyond the normal human frequencies)
Story Points: 1

GUS GOODMAN *(1st in Lunar Lagoon)*

During his side-trips away from his longer term travelling companions – such as Nyssa, Tegan and Turlough – the 5th Doctor has picked up a few more transient friends and allies. One of these is Angus Goodman, more usually called Gus.

The Doctor first encountered Gus on a remote island in the Pacific in 1963. The Doctor had been captured by a Japanese soldier, seemingly a survivor from the Second World War. When they spotted an American pilot bailing out of his plane above the island, the soldier went to confront him, only to discover that the Doctor had removed the bullets from his rifle. The American pilot, Gus, shot the soldier dead and then took the Doctor prisoner.

The Doctor quickly realised that he had strayed into a parallel reality in which the Second World War was still underway in 1963. Gus agreed to accompany the Doctor in the TARDIS, partly to escape from being marooned on the island and partly because he admitted that he hasn't exactly been John Wayne in the War. Gus does however have a sense of duty and got the Doctor to promise to return him home so that he can continue his part in the fight. As is often the case with the Doctor, he didn't take the direct route. Initially, the Doctor found that the TARDIS was slipping across dimensions each time it materialised, making a swift return home impossible, and Gus has found himself propelled through a series of adventures in time and space.

Gus is from Akron, Ohio. He is tall, slim and in his 30s, with dark slicked-back hair and a pencil moustache similar to Clark Gable's. He dresses in his airman's uniform (though often reduced to shirt-sleeves) and carries his service pistol. Gus is impulsive in his actions and forthright in his opinions. He is a man of action rather than contemplation, an attitude which the Doctor finds refreshingly direct (though he doesn't always agree with his methods). Gus was drafted into the military and had been in the air force for three years before he met the Doctor, though he has only been on active service for a year. Gus has an adventurous streak and, even as a child, he used to hitch rides on the backs of trucks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tragically, after only a few adventures together, just as the Doctor had managed to return him to the correct version of Earth, Gus was shot, killed by the Moderator, a mercenary sent by the frog-like Josiah W. Dogbolter to murder the Doctor for his part in ruining his business interests on the planet Celeste.

GUS GOODMAN



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

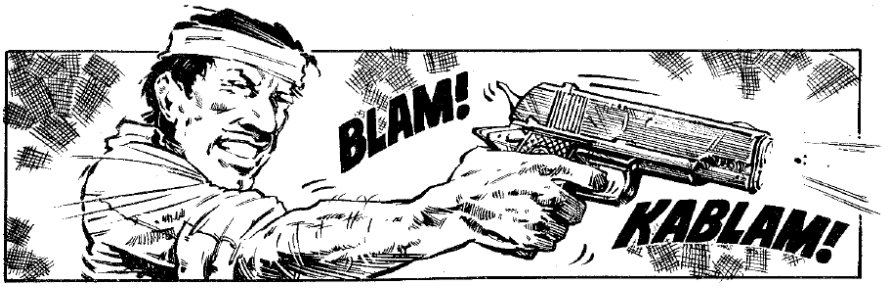
SKILLS
Athletics 3, Convince 1, Fighting 3, Knowledge 1, Marksman 4, Medicine 1, Subterfuge 2, Survival 2, Technology 2, Transport 4 (AoE: Fighter Planes)

TRAITS
Brave
Experienced
Impulsive
Obligation (Major) - USAF
Quick Reflexes
Sense of Direction
Tough
Unlucky

EQUIPMENT
Pistol 5(2/5/7)

TECH LEVEL: 5

STORY POINTS: 9



HANNAH BARTHOLOMEW *(1st in Moonflesh)*

Little is known about the early life of Ms Hannah Bartholomew, but her upbringing is a reflection of the time she lived in. While the Victorian and Edwardian era is known to have had high moral attitudes, the general culture leaned toward romanticism and mysticism with regard to religion, social values, and arts. There was a spirit of libertarianism as people felt they were free.

Hannah was governed in the studies of literature, music and the arts. This broad outlook enriched her mind and allowed her to stand on her own two feet, develop her own personality and question many of the basic things in Victorian family life. She is conscious of the differences between opportunities afforded to men and women. By 1911, she has questioned the need to have a man in her life and even wears gentlemen's clothing. In this age of enlightenment, Hannah is also able to question the place of religion in her life. She has become a member of the Order of the Crescent Moon, a sect with a more scientific look on reincarnation.

Hannah is a member of the Royal Society, where she met Mr Nathaniel Whitlock and admired him for his adventures abroad. She undertook a visit to Whitlock's Estate (see *L94*), ostensibly for a spot of hunting. In truth, she came to acquire a sample of his unique gemstone, the Moonflesh (see *V110*), as she believed it may be sacred and give the ability to communicate with the Other Side. The weekend did not go according to plan. But her beliefs were vindicated when she witnessed creatures from beyond the stars. As a result, Hannah stowed away in the TARDIS.

Apparently from a privileged background, Hannah is a no-nonsense "huntin', shootin', fishin'" type who considers women to be equal to men and isn't afraid of saying this.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On one of Hannah's travels with the Doctor and Nyssa, they visited space outpost SORDIDE Delta (see *L78*) which had been infiltrated by a group of aliens who had released a virus to kill the humans who had settled their worlds. Hannah rescued the Doctor and Nyssa by activating a partial cure, the side effects of which caused the station's human survivors to live a life without emotions. Hannah, stripped of her vibrant personality by the virus, remained on the station rather than continue her adventures with the Doctor.

HANNAH BARTHOLOMEW



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

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

TRAITS
Brave
Distinctive
Eccentric (Minor)

EQUIPMENT
Pocket knife

TECH LEVEL: 4

STORY POINTS: 12

THE ORDER OF THE CRESCENT MOON

The Order of the Crescent Moon is a mystical religion, but one practiced in a more scientific way. The sect believes that all of Time is a never-ending circle, like the phases of the Moon, and that life as we know it is merely our moment in time's limelight, until we move beyond our mortal form. We then become spirits, moving through the shadows to guide those mortals in the light, just as we in turn hope to be guided when the circle turns and our time comes to live again. The belief system promotes reincarnation and life on the Other Side, as well as enlightenment of intellect.

The Gamemaster is free to interpret the beliefs of the Order of the Crescent Moon and the light/dark allegory as desired.

IRIS WILDTHYME, 7TH INCARNATION *(Excelis Dawns)*

The following information concerns Iris's seventh incarnation. For a summary of the changing face of Iris Wildthyme (and details of her fifth incarnation), see The Third Doctor Expanded Universe Sourcebook.

Miss Iris Wildthyme, trans-temporal adventuress extraordinaire, is one of the most flamboyant travellers in time and space, and her seventh incarnation is perhaps the most outrageous of them all. Iris cuts a startling figure, dressed as she usually is in leopard-print, shocking pink and gold lamé, often accessorised with a wide-brimmed floppy hat and capacious handbag. In this incarnation, Iris looks like what is often delicately termed "a woman of a certain age". To translate this to mean that she is past her prime would be accurate but unnecessarily cruel, and she certainly tries to live her life more in the style of a woman half her apparent years.

Of all her incarnations, this Iris is the one that really loves to party. In fact, her adventures usually take second place to her hunt for a good time. Bottles of Bombay Sapphire, Cinzano and bubbly all figure large in Iris's idea of what makes a party great. It could be said, not totally without truth, that this incarnation is a bit of a lush. But hidden beneath this veneer of alcohol-induced bonhomie and her loud, brash, northern exterior ("every planet has a North, chuck!") is the keen intelligence typical of her people.

None of Iris's incarnations are particularly reliable when it comes to accounts of her origin, and this one is perhaps even less so. Although she most often maintains that she comes from the Clockworks, a planet in the Obverse, she sometimes implies that she is from Gallifrey, and sometimes that she is merely human, without even the ability to regenerate. The reason for this inconsistency, other than Iris's general unreliability, is unknown.

Nevertheless, this Iris still travels through time and space in a TARDIS fixed in the shape of a London double-decker bus, the Number 22 for Putney Common, which is slightly smaller on the inside than the outside. By now, the bus's defences are shot and all it takes for an attacker to barge their way on board is to give the rackety doors a hearty shove. Iris now carries a sonic corkscrew capable of opening most locks and bottles, and for emergencies she keeps a bazooka in the luggage rack of the bus.

This Iris's travelling companions have included Tom (see *The Third Doctor Expanded Universe Sourcebook*), a 19th century army officer called Captain Turner (see *The Fourth Doctor Expanded Universe Sourcebook*) and Jo Jones (formerly known as Jo Grant, who now bears a remarkable resemblance to Iris herself).

But her most loyal friend is Panda, who seems to be nothing more than an animated and sentient cuddly toy about 10 inches tall and stuffed with sawdust. Panda shares Iris's love of parties and what he terms "splishy-sploshy". Panda's origins are obscure, but he used to belong to Tom. He claims to be an art critic and can be rather pompous and argumentative. In fact, he can fly into a temper if he feels insulted, which frequently happens if anybody

IRIS WILDTHYME



AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	2

SKILLS

Convince 4, Craft (Singing) 2, Fighting 2, Knowledge 5, Marksman 1, Medicine 1, Science 3, Subterfuge 3, Technology 3, Transport 3

TRAITS

Argumentative
Boffin
Clumsy
Distinctive
Eccentric
Feel the Turn of the Universe
Forgetful
Friends (Major) – MIAOW (Ministry of Alien Incursions and Ontological Wonders)
Impulsive
Obsession (Minor) – Iris loves the Doctor
Obsession (Minor) – Partying and drinking
Percussive Maintenance
Phobia - Vertigo
Psychic
Time Lord
Time Lord (Experienced) x6
Time Traveller - Tech Levels 3-8
Vortex

EQUIPMENT

Handbag (Traits: Resourceful Pockets. Story Points: 1. See *G9*)
Sonic Corkscrew (Traits: Open/Close, Scan. Story Points: 2.)

TECH LEVEL: 10

STORY POINTS: 5

refers to him as a bear rather than a panda! In such circumstances, Panda is ready to administer a "punch up the hooter" to whichever unfortunate made this error. Although the relationship between Iris and Panda is punctuated by frequent bickering and sulking, the two are firm friends beneath it all. Whether alien or construct, Panda believes he is the last surviving member of his kind and longs to find other Pandas.

Like several of her other incarnations, this version of Iris sometimes works for MIAOW, the Ministry for Alien Incursions and Ontological Wonders, a department of the British government with a remit similar to that of UNIT. In the 1960s one of Iris's former companions, Jenny Winterleaf, became head of MIAOW's Darlington branch, set up to deal with the bizarre occurrences resulting from a local time rift called the Dreadful Flap. Jenny occasionally calls on Iris for assistance.

This Iris still has a crush on the Doctor and even claims that he has asked for her hand in marriage at least three times. She also claims to have shared many of his adventures, including the time that Omega tried to escape from his anti-matter universe (or, as Iris remembers it, his room in a B&B in Bournemouth).

IRIS' TARDIS



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

SKILLS
Knowledge 6, Science (Temporal Physics) 6, Survival 2, Technology 4, Transport 3

TRAITS
Argumentative, Clairvoyance (Major), Impulsive, Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Smaller on the Inside, System Faults (Chameleon Circuit, Force Field), Telepathy, Vortex

GADGET TRAITS
Scan x3, Transmit

Equipment: Bazooka (9/18/27 damage)
Armour: 30
Speed: 12 (materialised)

STORY POINTS: 11

PANDA



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

SKILLS
Convince 3, Craft (Art Critique) 3, Fighting 3, Knowledge 2, Marksman 1, Science 1, Subterfuge 3, Survival 1, Technology 2, Transport 3

TRAITS
Alien
Alien Appearance
Argumentative
Eccentric (Minor) – Easily offended or angered ("Bear? BEAR!?")
Last of My Kind
Size - Tiny (Major)
Time Traveller – Tech Levels 6 and 7
Tough
Vortex – Panda has been known to operate Iris's TARDIS in emergencies

EQUIPMENT
Hip flask of whiskey

TECH LEVEL: 5

STORY POINTS: 12

NYSSA *(1st in Circular Time - Winter)*

Six years after leaving the Doctor on Terminus, Nyssa was briefly reunited with him in 13th Century Oxford, albeit in his fourth incarnation (see *The Fourth Doctor Expanded Universe Sourcebook*).

Several more years passed before hers and the Doctor's paths cross again. After the Corporation Wars, Nyssa had married a dream research scientist, Lasarti (see *A44*), and the couple had a baby daughter, Neeka. Nyssa's encounter with the Doctor was again brief and took place in a dream world created as part of the Master's plan to destroy his nemesis at the point of the 5th Doctor's regeneration.

Finally, a full fifty years after she had bid farewell to her friends on Terminus, Nyssa was again reunited with the Doctor, this time accompanied by Tegan and Turlough. Nyssa was now around seventy years old, but because of the slower rate of Trakenite ageing, she only appeared middle-aged. For the Doctor and his friends though, only two days had passed since they had left Terminus. The year was 3530 and Nyssa and her robot companion Loki (see *A45*) were on the planet Helheim (see *L42*), exploring an old genetic research base to try to find a cure for Richter's Syndrome (see *L43*), a deadly virus which had been ravaging the galaxy for the past ten years.

Still married to Lasarti, Nyssa now has a young son, Adric (see *A17*), and Neeka has grown up. Naturally, Nyssa is eager to return to her family, but the Doctor's continued inability to control the TARDIS means that this is taking longer than Nyssa hoped, and she finds herself again travelling with her old friends on a series of adventures. As she has done all her life, Nyssa always puts others above herself, and she is willing to sacrifice herself if it means saving others. At one point in her new travels, Nyssa is rejuvenated by a rare monomolecular element, homogenite (see *G6*), and regains the youthful appearance she had when she originally met the Doctor.

In her younger days, while she was still travelling with the Doctor for the first time, the ancient entity Kwundaar (see *V60*) unlocked Nyssa's psychic potential, allowing her to manifest a limited form of psychic awareness from time to time. Although this never developed into true telepathy, and actually remained dormant for much of her younger life, the older Nyssa occasionally demonstrates this psychic potential, being sensitive to any nearby psychic activity and resilient to attempts to mentally influence her thoughts and actions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Nyssa's hopes of eventually being reunited with her family are finally dashed when the TARDIS lands on Valderon (see *L90*). Although she meets her son Adric again, she is horrified to discover that 25 years have passed since her mission to Helheim. Her husband Lasarti went to his grave ten years previously believing that Nyssa had died on Helheim. Neeka is now a victim of Richter's Syndrome and is kept in suspended animation until a cure can be found. Although Nyssa promised to meet Adric again in one month's time on Maxis Realtor, he never saw his mother again.

Nyssa eventually remained in E-Space, sacrificing her own freedom to allow her friends to return to N-Space, and spent the rest of her life helping to rebuild the entropy-wracked planet Apollyon (see *L8*).

NYSSA



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

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

TRAITS
Alien Senses – Psychic Sensitivity
Biochemical Genius
Boffin
Brave
Caregiver
Charming
Code of Conduct (Major) – Dedicated to peace
Devotion – Lasarti and their children
Experienced x2
Indomitable
Last of My Kind
Noble
Silver Spoon
Technically Adept
Unadventurous (Major) – Wants to return home
*Nyssa regains the Attractive trait after she rejuvenates

TECH LEVEL: 7
STORY POINTS: 6

RED *(The Ultimate Treasure)*

The creature nicknamed "Red" by Peri when she encountered him on the planet Gelsandor (see *L40*) bears a general resemblance to the unicorns of the legends of Earth. Certainly the white sugar-barley-twisted horn that rises from Red's forehead and the long equine snout give this impression. But he is clearly not a herbivore, as long canine teeth protrude from his upper jaw. His eyes are deep, dark and intelligent, and look out from what at first appears to be a contoured metallic blue mask, except that there are no straps or other means of attachment. Its neck is similarly armoured with overlapping metal bands and is also equine in length, but more heavily muscled and covered with thick red fur.

If Red were a horse, he would be said to stand maybe twenty-six hands high at the shoulder. But his broad, webbed three-clawed paws on furry white-stocking-marked legs are not at all horse-like in articulation, nor is his long heavy tail, which ends in a cluster of wicked spikes. His body is covered in more of the red hair and armoured plates, but again there is no sign of any fastenings. Instead the plates are part of Red's body like a partial exoskeleton. But natural evolution surely cannot explain what can only be a saddle that grows out of Red's back, complete with integral side flaps and pocketed stirrups. Further, to help a rider mount a steed of such impressive size, Red can extend the appropriate stirrup flap down to a more convenient height when needed and even extrude a bar at shoulder level in order to steady the rider as they mount. Once in the saddle, a contoured plate rises to form a back rest.

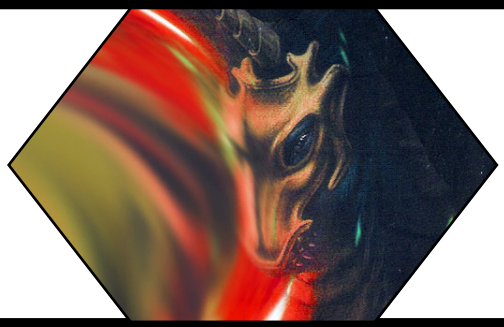
When Peri befriended Red, she found that he willingly ate the bars of synthetic meat produced by the TARDIS food machine, wrappers and all. Red quickly formed a close bond with Peri and acted as both her transport and her protector while on Gelsandor.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Red is actually the shapeshifting robot Kamelion, resurrected by the Seers of Gelsandor. Shortly before the Master had taken control of Kamelion, the robot had interfaced with the TARDIS. Because of this and his pseudo-metabolic extension into the fifth dimension (which he uses to store and draw on mass when shapeshifting), his mental pattern survived, trapped within the TARDIS's hyperdimensional fields. But he was confused and could not contact the Doctor or regenerate into a new form. When the TARDIS arrived on Gelsandor, the Seers created an amorphous plasmoidal body for him to inhabit.

Kamelion created the guise of Red for himself, based on Peri's thoughts of heroic dogs, knights in armour and America. He believed that he could best serve Peri in this form and did not speak, as he was reluctant to reveal his true identity following the events on Sarn (see *Planet of Fire*). In the form of Red, Kamelion finally died protecting Peri. Too many of his functions had been lost with his original body that they could never be regained, and his new body was unstable and just faded away into mist.

RED



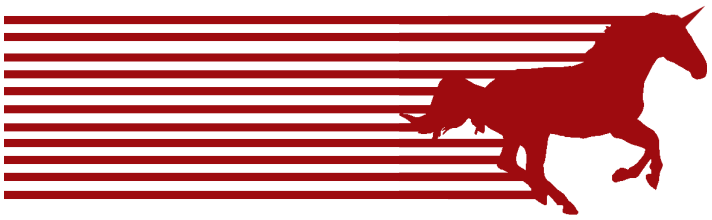
AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	9

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

TRAITS
Additional Limbs - Legs
Armour (5 points)
Environmental (Major) – Red can survive in virtually any environment
Natural Weapon (Minor) – Red's jaws and spiked tail each deliver Strength +2 damage
Psychic
Robot
Shapeshift (Special)
Telepathy
Trample – Red delivers Strength damage if he runs over an opponent (who can attempt to dodge using Coordination + Athletics)

TECH LEVEL: 7

STORY POINTS: 12



SHAYDE *(The Tides of Time)*

Created as a living weapon by the minds within the Matrix, Shayde operates as an agent of Rassilon (see *A39*). He has the appearance of a slim humanoid with a dark, globe-like head, dressed in skin-tight black and with a utility belt around his waist. Among his abilities, Shayde can teleport through space and time, travel unprotected through the Vortex itself, and fire self-generated "psychic bullets" focussed through a sleek handgun which is actually part of Shayde himself. Shayde has a number of senses which allow him to navigate and track people and objects through the Vortex.

In real space, as his name suggests, Shayde can become immaterial and phase through solid objects like a ghost. He is also fully undetectable by electronic surveillance systems and can become virtually invisible by blending into the shadows and becoming a shadow himself. In shadow form, observers have a -4 penalty to any rolls to spot Shayde, but he must remain in his phased state and unable to interact with the physical world around him. Even in his solid form, Shayde's non-organic body is resilient to injury, though he is not impervious to damage.

As an agent of Rassilon, Shayde is bound to obey his master's instructions. He was initially assigned to assist the 5th Doctor against the demon Melanicus (see *V69*), but following the success of this mission he has been given more free will and is able to operate on his own initiative.

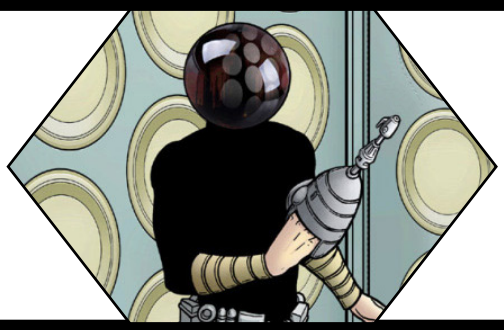
As an artificial construct, Shayde requires constant contact with the minds within the Matrix in order to maintain his existence. If this contact is broken, Shayde will cease to exist – though he can be recreated once contact is re-established. Although he is made of Matrix energy rather than being a machine, his personality is almost robotic, restrained and emotionless, and he speaks in a hollow, echoing voice.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although he is most associated with the 5th Doctor, Shayde later also encountered the 8th Doctor and in fact took his place when the Doctor's eighth incarnation apparently regenerated. In order to fool his foes, Shayde used a personal chameleon circuit programmed to make him appear to be a new incarnation of the Doctor to act as a diversion. Tragically, Shayde was mortally injured by another Matrix creation, the monstrous Pariah. In order to save Shayde's life, the 8th Doctor's companion Fey Truscott-Sade merged with him to become a composite being, Feyde, with both of their consciousnesses sharing the one body. Feyde returned to Fey's home time period of 1939, where she used her new powers to fight against Nazi Germany as a British agent. However, all this lies in the future, and the stats provided here are for Shayde as an agent of Rassilon. Detailed information and stats for both Fey and Feyde will be provided in a future sourcebook.

Because of his extraordinary powers, Shayde is probably best used by the GM as an NPC.

SHAYDE



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

SKILLS
Athletics 4, Fighting 2, Knowledge 1, Marksman 3, Science 2, Subterfuge 3, Technology 4 (AoE: Computer Systems)

TRAITS
Alien Organs (Major)
Alien Senses – Tracking senses
Dependency (Major) - Dependent on retaining contact with the Time Lord minds within the Matrix
Environmental (Major) – Can survive in the cold vacuum of space, the Vortex and other-dimensional environments
Friends (Major) - The High Evolutionaries
Immaterial (Special Good)
Invisible (Special Good)
Natural Weapon – Psychic Bullets (Major): L(4/L/L) damage
Networked (Major) – Linked to the Time Lord minds in the Matrix
Obligation (Major) – Rassilon
Psychic
Robot
Teleport
Tough
Vortex

EQUIPMENT
Personal Chameleon Circuit (Traits: Shapeshift (Minor). 1 Story Point.)

TECH LEVEL: 11

STORY POINTS: 4

SIR JUSTIN *(The Tides of Time)*

Sir Justin first encountered the Doctor when he was plucked from his proper place in time and space in the England of the Middle Ages, the result of the demon Melanicus (see *V69*) gaining control of the Event Synthesiser. Sir Justin had been about to cross lances with Sir Hector of Richmond and found himself instead colliding with the TARDIS somewhere on the outskirts of Stockbridge (see *L80*) in the 1980s. Thrown to the ground from his horse, Sir Justin was stunned and the Doctor took him aboard the ship to recover, realising that he could not leave a Medieval knight loose in 20th Century England.

Sir Justin is a knight without a fief, i.e. without a domain or estate to his name. Using his own words, he wanders freely in the world of men, doing that which he perceives to be the Lord's will. Typical of an English knight of his times, Sir Justin is a devout and pious Christian. When he recovered within the TARDIS, he initially took the Doctor to be an angel and the TARDIS interior part of Heaven. He subsequently came to believe that the mission given to them by the Higher Evolutionaries (see *A39*) against Melanicus to be a holy crusade.

Sir Justin is an intelligent man and the Doctor was impressed at how quickly he came to terms with the bizarre sights he witnessed while travelling with him, including visits to Gallifrey and the Althrace System. Sir Justin believes the passage of time to be all part of one great moment, so time travel as a concept is something that he is comfortable with.

As a knight, Sir Justin wears chainmail armour beneath his tabard and carries a longsword at his side. He is an expert rider, and on horseback he wears a crusader's great helmet covering his face and carries a large shield and lance. Against opponents he believes to be ungodly, Sir Justin will use the power of his faith, as for example when he drove off a vampire by brandishing the hilt of his sword as a cross. He also used holy water against Melanicus.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sir Justin's crusade came to an end when he sacrificed himself to kill Melanicus, leaping through the window of a church tower to stab the demon through the heart. The pair were both destroyed in the resulting energy release.

The church in Stockbridge is named St Justinian's in the knight's honour. When the Doctor returned there after Melanicus' death, he found a statue of Sir Justin of Wells in his memory inside the church. Although it appeared to be centuries old, it had not been there previously and was apparently left as a mark of respect and gratitude by Merlin the Wise. As Sir Justin had no fief during his lifetime, the epithet "of Wells" is a posthumous honour.

The plinth of the statue of Sir Justin is marked with the following inscription: *"The journey has not ended here. For his spirit, claimed by death-knell's chime, lies waiting still to cross once more a sea of stars, and sail the Tides of Time."*

SIR JUSTIN



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

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

TRAITS
Brave
Code of Conduct (Major) – Chivalric code
Quick Reflexes
Tough

EQUIPMENT
Sword: Strength +2 damage
Lance: Strength +4 damage
Chainmail Armour (3 points, increases to 5 with helmet and shield)

TECH LEVEL: 2

STORY POINTS: 2



TEGAN JOVANKA *(The Gathering)*

Tegan Jovanka left the Doctor and her adventures in the TARDIS behind in 1984, sickened of the deaths she has witnessed. She made her way home to Brisbane to resume her life and began working in her father's business, Varney Food Supplies, an animal feed company. But what she didn't know at the time was that she had somehow picked up an alien tumour which was slowly growing within her brain. By 2006, twenty-two years later, Tegan has inherited the company and is now the boss of a moderately successful business.

After travelling the universe, Tegan has found the mundane world is dull by comparison. She hasn't even taken a holiday in twenty years, as even the most exotic locations that the Earth has to offer pale in comparison to the sights she saw with the Doctor. Weirdly though, travelling through time and space has taught Tegan to appreciate normality and the humdrum, and conversely to enjoy the magic in the everyday world. So despite her unexciting life, Tegan has been happy. She has even found time for romance, acquiring a boyfriend in Michael Tanaka. But she doesn't really have a circle of friends. If pressed, she will say that the people who work for her are her friends and her family. But she's content with this.

By 2006, the tumour in Tegan's brain has grown and been diagnosed as terminal. She has been undergoing treatment at Chambers Pharmaceuticals, but her life expectancy in only a matter of months. Tegan hasn't told Michael about the tumour, as she doesn't want to be regarded as a victim. Instead, she has broken up with him, leaving Michael confused but still in love with her. Although Tegan is currently still able to live a normal life, she is increasingly suffering bouts of dizziness and nausea, and crippling headaches.

Tegan is still just as stubborn, abrasive and outspoken as she was twenty years ago, perhaps even more so. Although meeting the Doctor again after such a long time will be a shock to her, she has long ago got over the anger she felt about the deaths that seem to accompany him. However, she has no desire to take up travelling with him again, preferring to live out the rest of her life on Earth. And despite the terminal nature of her brain tumour, she is determined not to let anything else alien into her mind, not even if it would mean the chance of a cure. Perhaps she still harbours a fear of not being in control of her own body, something that harks back to her possession by the Mara.

TEGAN JOVANKA



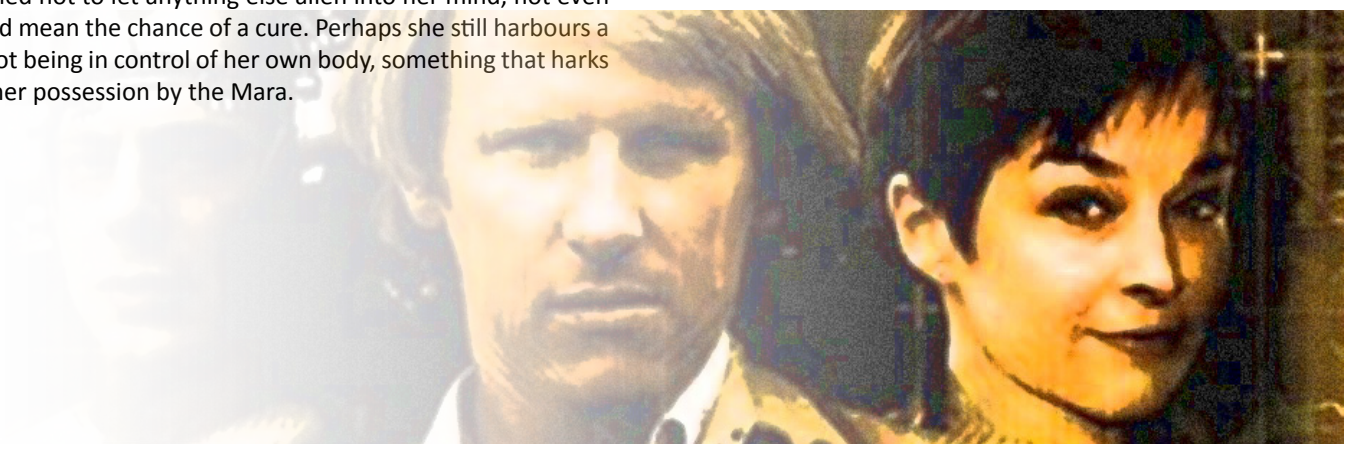
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

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

TRAITS
Argumentative
Brave
Face in the Crowd
Impulsive
Loud
Stubborn (+2 to resist Convince attempts)
Unadventurous (Major)
Weakness – Terminally ill with an alien brain tumour; see text for effects

TECH LEVEL: 5

STORY POINTS: 12



THOMAS BREWSTER *(1st in The Haunting of Thomas Brewster)*

Thomas Brewster was born in London around 1846. His mother drowned herself when he was around 5 years old and, as he had no father nor any friends or relatives willing or able to raise him, Brewster was brought up in the Workhouse. After 10 years he was released and worked as a mudlark for a few months, scavenging for valuables along the south bank of the Thames. But when the mudlarks' boss died, Brewster turned to crime, surviving as a pickpocket and petty thief.

From the age of about 10, Brewster began to see apparitions of his mother, who claimed to be trapped between life and death, and implored him to save her. After a few more years, this ghostly visitor started giving him instructions for the building of a machine to enable her to return to full life. Brewster's "mother" turned out to be smoke creatures (see *V99*) from a potential future timeline who wanted to create the circumstances for their future to exist and used Brewster to build a machine that punches holes in the Universe to create time corridors. The smoke creatures planned to use this to transform their possible future into a probable one and then into a definite timeline, negating the true 2008. In 1867, the 5th Doctor and Nyssa helped prevent this from happening, but Brewster promptly stole the TARDIS, leaving the pair trapped in the 19th Century. During his erratic travels through time and space, Brewster ran into a shady character going by the name of Gerard Lander (see Gerry Lendler in *The Third Doctor Expanded Universe Sourcebook*), who forced Brewster to work for him by holding the TARDIS hostage for a while.

After some months stranded in 19th Century London, the Doctor and Nyssa managed to recover the TARDIS – with Brewster still on board – and the Doctor reluctantly agreed to allow Brewster to travel with them. On a return visit to the real 2008, Brewster fell in love with Connie Winter (see *L21*) and decided to stay with her. After some time together, Connie was tragically killed in a road accident and Brewster decided to try to return to the 1860s. In order to do this, he rebuilt his time machine... only to attract the attention of the Sixth Doctor and Evelyn, and ended up travelling with them having first tried to hijack the TARDIS at gunpoint.

Brewster is an Artful Dodger type of character who, although his heart is usually in the right place, has little compunction about breaking the law to achieve the results he wants. The Doctor's influence has meant that he is usually on the side of good, but the Doctor despairs at the methods he employs. Brewster has a strong London accent and uses a lot of colourful words and phrases, particularly obsolete 19th Century colloquialisms and criminal slang.

By the time of his travels with the Doctor, he is around 20 or so years of age. Brewster is of slim build with short dark hair. From the information given to him by the smoke creatures to build their machine and the period he spent with the Doctor's stolen TARDIS, Brewster has gained the Vortex trait – though in practical terms, his success in applying this is pretty much random and its use is more likely to worsen any given situation than improve it!

THOMAS BREWSTER



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

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

TRAITS
Attractive
Charming
Eccentric (Minor) – Talks and behaves as if he's walked out of a Dickens novel
Face in the Crowd
Impulsive
Run for Your Life!
Selfish
Vortex

Brewster later gains Time Traveller (Tech Level 5) from his time spent in 2008.

TECH LEVEL: 4

STORY POINTS: 12



VAMPIRE NYSSA *(Goth Opera)*

As part of Ruath's (see *V91*) plans to create an undead army on Earth, she sent a vampire baby boy to drain the Doctor of his blood in order to feed Yarven, the Vampire Messiah. But the Child made a mistake and attacked Nyssa instead. Bitten by the Child, Nyssa has taken on a number of vampiric traits but is fighting to resist the urges to drink the blood of others.

Under the influence of her creator, the Child, and a psychic link to Ruath's other vampires, Nyssa is unable to tell her friends of what has happened to her. However, she retains enough of her free will to want to try to find a cure to her condition. She hopes to be able to make it to the TARDIS, either avoiding as much sunlight as is possible or waiting until nightfall, where she can work on creating a synthetic haemoglobin substitute that will at least ease her thirst for blood. However, Nyssa must make an Ingenuity + Resolve roll every three hours after she was bitten, starting at Difficulty 12 and increasing by 1 every three hours, to be able to resist attacking somebody and succumbing fully. A similar roll is also needed whenever Nyssa is in a situation which stirs up her bloodlust, such as if she is attacked or sees or smells blood.

As Nyssa's transformation is still not complete, she can survive in direct sunlight. However, it causes her irritation and an (as yet irrational) fear. In game terms, this is handled as a standard Phobia. But as her transformation progresses, Nyssa will instead gain a Weakness (Major) to sunlight, exposure to which will be capable of destroying her utterly.

Most vampires are also killed if the creature that sired them is destroyed. Until Nyssa's transformation is complete, the death of the Child will instead cause Nyssa to shake off the vampire curse and revert to normal.

THE CHILD

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Athletics 3, Fighting 3, Subterfuge 3
Traits: Flight (Major), Immunity (Traditional vampire, immunity to injury), Impaired (Minor: Mute), Infection, Shapeshift (Special) – Can transform into a gaseous cloud, gaining the Immaterial Trait, Vampire (see *The Fourth Doctor Sourcebook*), Weakness (Major: Destroyed by direct sunlight)
Tech Level: 5
Story Points: 4

VAMPIRE NYSSA



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

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

TRAITS
Attractive
Biochemical Genius
Boffin
Brave
Charming
Flight (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Infection – Nyssa can create new vampire slaves with her bite
Noble
Phobia (Minor) – Direct sunlight
Psychic
Shapeshift (Special) – Can transform into a death's-head moth, gaining Size – Tiny (Major), or a cloud, gaining Immaterial
Silver Spoon
Technically Adept
Vampire (see *The Fourth Doctor Sourcebook*)

TECH LEVEL: 7

STORY POINTS: 8

WILTON, MULBERRY, FLOYD AND ALICE *(Renaissance of the Daleks)*

During an adventure which eventually took them to the so-called Pan-Temporal Ambience (see *L63*), the Doctor and Nyssa acquired a number of temporary travelling companions in short succession. Each of these accompanied the time travellers in their struggle against the Daleks, acting as de facto companions.

The first of these was Wilton, a young American who the Doctor almost literally bumped into in London in the year 2158. Wilton is the nephew of General Tillington of Global Warning, an organisation that uses time sensitives to detect imminent threats to the Earth. The Doctor was concerned that the Earth of this time should be experiencing plagues and meteor showers as a prelude to the Dalek invasion, but none of this was in evidence. Wilton claimed to be a fan of the Doctor and barged his way aboard the TARDIS when they came under attack from Global Warning's troops. He is eager to help and stays close to the Doctor.

Meanwhile, Nyssa was in Rhodes in 1320, the time of the Crusades, where her pocket interocitor (see *G8*) attracted the attention of an English knight, Mulberry. The pair were whisked through a traversable topological anomaly in space-time and found themselves in the middle of the American Civil War (see *L5*) at a battle at Petersburg, Virginia in 1864, where they were rescued by the fortuitous arrival of the TARDIS. Although not capable of understand the technological marvels he comes into contact with, Mulberry tries to deal with them on his own terms. He is brave and chivalrous, as befitting a Medieval knight.

At Petersburg, Nyssa and Mulberry encountered Floyd, a black slave from Tennessee whose master, a Confederate general, had been killed in the fighting. Floyd himself had a badly injured leg which was becoming infected. But once aboard the TARDIS, he was quickly healed by the properties of a new Zero Room that the Doctor had added. Like Mulberry, Floyd doesn't really understand the wonders he sees around him, but he is enjoying his new-found freedom from slavery. Despite his lack of education, he displays a keen intelligence and is able to pick up on clues provided by the Doctor that his companions often overlook.

The final member of this group is Major Alice Hunniford, an American officer rescued from the Vietnam War when she was almost overcome by clouds of Agent Orange. Alice is loud and abrasive, not a person who is easy to get along with. Because of her rank, she sees herself as being in command of the others and expects her orders to be obeyed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite his claim to be a fan of the Doctor, Wilton is actually a spy for his uncle, General Tillington, who fears that the Doctor will try to return the timelines to their correct path, so that the Dalek invasion of Earth is successful. He has a pocket interocitor (see *G8*) similar to the one designed by Nyssa, with which he can communicate with Global Warning no matter where in time and space the Doctor takes him. When the timelines are eventually restored, Wilton vanishes, leading the Doctor to speculate that in the correct version of history, he never existed at all.

Although Mulberry sacrifices himself to defeat the Daleks' plans, both Floyd and Alice survive. The Doctor promises to return them both home – though not necessarily by the direct route, leading to the possibility of other adventures featuring this pair.

WILTON



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

SKILLS
Convince 1, Knowledge 2, Science 3 (AoE: Physics), Subterfuge 2, Technology 3

TRAITS
Dark Secret (Minor) – Spying for his uncle
Obligation (Major) – Global Warning
Technically Adept

EQUIPMENT
Pocket Interocitor

TECH LEVEL: 6

STORY POINTS: 4



MULBERRY



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

SKILLS
Athletics 2, Fighting 4, Marksman 2, Medicine 1, Survival 2

TRAITS
Authority (Minor) – Knight
Brave
Code of Conduct (Major) – Code of chivalry

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

TECH LEVEL: 2

STORY POINTS: 4

MAJOR ALICE HUNNIFORD



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

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

TRAITS
Argumentative
Loud
Military Rank – Major

TECH LEVEL: 5

STORY POINTS: 4

FLOYD

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

SKILLS
Athletics 2, Convince 1, Fighting 1, Subterfuge 2, Survival 1

TRAITS
Enslaved
Tough

TECH LEVEL: 4
STORY POINTS: 4



ALLIES

ADRIC TRAKEN *(Prisoners of Fate, The Entropy Plague)*

Adric Seronus Traken is the son of Nyssa of Traken (see *A8*) and her husband Lasarti (see *A44*), a dream analyst. In 3530, Adric was only fifteen years old when his mother disappeared on a mission to find a cure for Richter's Syndrome (see *L43*) on the planet Helheim. With Helheim having been under emergency quarantine for the past forty years, it was twelve months before his father was able to obtain the necessary permissions to investigate. Lasarti was unable to land on the planet, but a reconnaissance satellite located the remains of Nyssa's crashed ship and she was assumed to have died.

With Richter's Syndrome still ravaging the galaxy, both Adric and his older sister Neeka followed in their mother's footsteps and did what they could to help. While Neeka qualified as a medic and went to the pariah worlds to tend to the sick, Adric became a research scientist in order to try to find a cure. Initially working on Maxis Realtor, Adric later relocated to the colony world of Valderon (see *L90*), which was fortunate enough to have remained untouched by the plague. There, Prime Elector Sibor has ensured that he is provided with all the resources he needs to further his research. His mother would be horrified to learn that this includes access to the criminals imprisoned in the Alcazar, who are deliberately infected with Richter's Syndrome in order to test the experimental antiviruses being developed.

At the age of forty, fifteen years after Nyssa's presumed death, Adric was staggered to find his mother alive and well among the Doctor's companions who arrived on Valderon in the TARDIS. But this was not the mother he remembered from his youth, as Nyssa had been rejuvenated and now looked twenty years younger than Adric himself. Adric therefore assumed that this Nyssa must be from the time that she travelled with the Doctor before she had even met his father, let alone had children. He initially took pains to conceal his identity, as he believed that revealing himself to Nyssa would damage the web of time. But he soon learned the truth, that his mother had not died on Helheim and that this was indeed her, only a few months older than when she had disappeared.

At first, Adric was enraged with Nyssa, as he believed that she has abandoned Lasarti, Neeka and himself. He was even more appalled when he learned that Nyssa had actually discovered a cure for Richter's Syndrome on Helheim (see *L42*) all those years ago, a cure that could have saved billions of lives. However, Adric's obsession with curing the plague meant that he soon put these issues behind him, as he realised that between Nyssa's cure and his own data on the mutative pattern of Richter's Syndrome over the past twenty-five years, they could together develop an antivirus that could counter-mutate and eradicate the virus forever.

ADRIC TRAKEN



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

SKILLS
Convince 2, Craft 1, Knowledge 2, Medicine 5, Science 4, Subterfuge 1, Technology 2, Transport 1

TRAITS
Bio-Chemical Genius
Healer
Obsession (Major) – Cure Richter's Syndrome
Stubborn

TECH LEVEL: 7

STORY POINTS: 12

Although Adric has inherited his mother's drive to help the sick, this is tempered by an obsessive quality to pursue his goal no matter the cost to others. His overriding drive is to see his sister Neeka cured of the Richter's Syndrome that she contracted while aiding the sick on the pariah worlds.

Adventure Seed: Namesakes
For a group willing to take Adric Traken on board, perhaps even as a player character – temporarily, unless he's achieved his medical goal – the temptation is great to make him cross paths with the boy genius who inspired his name. If he wasn't too happy with his mother for abandoning him, imagine when he meets one of the most unlikable companions of her era!

ALINE VEHLMANN *(Superior Beings)*

A xenologist who suffers from xenophobia seems to be a contradiction in terms, but that is what Aline Vehlmann is. Up until she experienced her breakdown, Aline was a renowned and respected xenologist and bioastronomer, one of the best in her field and someone that the Doctor knew by her reputation. But when he actually met her, it was ten years after what Aline refers to only as "the Encounter".

Aline had headed up a contact mission to investigate a new life form which hadn't responded to any attempts to communicate with it. She already had a wide experience of all types of alien species, so she didn't expect any problems. The creature sensed that she was mentally receptive to it and tried to psychically bond with her. But it was too much for her mind to take – for any human mind to take – and Aline went insane for a while. Since then, she has been treated by a therapist and was on medication for a long while. She has now just started to revive her career, taking it a step at a time.

Since the Encounter, Aline has been able to sense things. The presence of someone behind a door, a friend's image popping into her mind a few minutes before they call, always knowing exactly what the time is, all sorts of seemingly commonplace coincidences. She has undergone psych-testing without ever thinking she'd rate above the norm, but she does. Far above. Her therapist has a theory that the Encounter has awakened Aline's latent psychic abilities. Aline has never tried to develop these powers and tries to suppress them most of the time, but sometimes she can't help it. Things pop into her head when she least expects, nagging intuitions and warnings of something bad about to happen.

So, Aline is trying to be a xenologist while avoiding anything too alien, at least for now. Her first assignment is to study the Eknuri, a highly advanced branch of humanity which has used genetics to become the perfect physical specimens. So they're basically human, not too scary. Meeting a real alien who looks human, like a Time Lord for example, might make Aline uneasy, perhaps unable to make eye contact. But she could probably handle it (with only a -2 penalty on social interactions). Aliens who look alien, but are humanoid or at least bipedal would be a larger step (-4 penalty), while something totally, well, alien is likely to revive her old fears and send her into shock.

Not that Aline is a coward. In fact, there are stories from prior to the Encounter which tell of her braving situations that would warp the mind of a less well-trained individual. These days, Aline is a little less robust, but she does her best to conquer her fears. Maybe next time, she'll be able to undertake an assignment that's more challenging.

ALINE VEHLMANN



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

SKILLS
Convince 2, Craft 2, Knowledge 3, Medicine 1, Science 4 (AoE: Xenology, Bioastronomy), Technology 2

TRAITS
Brave
Phobia – Xenophobia
Precognition
Psychic
Psychic Training

TECH LEVEL: 6

STORY POINTS: 8



THE ALLIANCE *(Warmonger)*

At the turn of the 32d Century, perhaps 20 years before the events of *The Brain of Morbius*, the renegade Time Lord Morbius launched a plan of galactic conquest using an army of mercenaries. To defeat him, the Fifth Doctor visited Gallifrey in his personal past (at a time when he was a fugitive First Doctor) to convince the Time Lords to defeat him through a military campaign and undermine his Cult's power. But be careful what you wish for. With his tactical and species experience, the Doctor was then selected as the most viable candidate to assemble and lead the Alliance that would be required to oppose Morbius' forces.

With the Time Lords funding his army, the Doctor recruited the Sontarans and Draconians first. These were more readily convinced by raids staged on their forces by Time Lords, framing Morbius for the attacks.

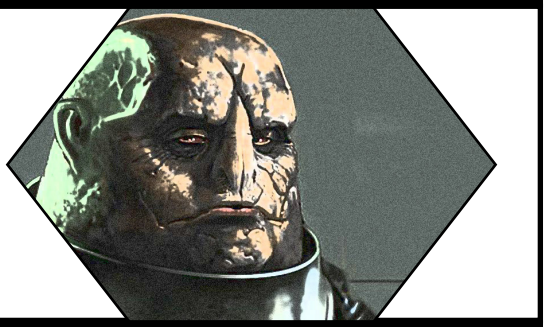
Lacking the sheer numbers required to attack Morbius directly, or even to stage diversionary tactics to keep the Time Lord tyrant occupied, the Alliance instead proceeded to retake those planets conquered by Morbius, adding their forces to its own while simultaneously weakening Morbius' position. During this campaign, the Alliance was joined by Ice Warriors, Cybermen, and even a squad of Ogrons, some of which acted as the Doctor's personal bodyguards. They called him "Supremo" as they couldn't pronounce his full title of Supreme Co-ordinator. The mixed nature of the Alliance forces against Morbius' purely humanoid army gave them a significant psychological advantage (using the Fear Factor Trait).

This plan continued until the Doctor's forces retook the planet Sylvana, a defeat that prompted Morbius to halt his expansion and entrench his position on Karn for the final battle so he could claim the Elixir of the Sisters of the Flame. Morbius tried to defeat the Alliance by recalling his dispersed forces to Karn for a final assault, while the Doctor summoned back-up from some of the planets he'd saved. The resulting battle ended in the destruction of Morbius' army and his own capture.

Some Time Lords suggested the Doctor use the Alliance to establish his own dominion over Gallifrey, but he refused. The Alliance disbanded after the Doctor's departure as each species returned to its own empire.

During this period, the Doctor worked with several alien leaders, including Draconian High Commander Aril; Sontaran Battle-Major Streg, who sacrificed himself to save the Supremo during the final battle and who the Doctor, in recognition of his bravery, insisted be given a full funeral with honours rather than the traditional Sontaran approach of discarding his remains in a common, anonymous burial pit; The Emperor of Draconia; Sontaran Battle-Marshal Skrug; Ogron chief Vogar, the Cyberleader; Ice Lord Azanyr; General Ryon, a rebel leader from Martak; and President Makir of Fangoria, a world liberated by the Alliance in its push against Morbius, and important provider of additional troops.

BATTLE-MAJOR STREG



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

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

TRAITS
Adversary – The Cult of Morbius
Alien
Alien Appearance
Arrogant
Brave
By the Book
Military Rank (Major) – Battle-Major
Tough
Voice of Authority
Weakness (Minor) – The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

EQUIPMENT
Sontatan body armour: 5 points
Sontaran rifle: L(4/L/L) damage
Wrist-com

TECH LEVEL: 7

STORY POINTS: 12

ANTRANAK *(The Coming of the Queen, The Eye of the Scorpion)*

Antranak was appointed Commander of the Palace Guard during the reign of Pharaoh Amenhotep II, the father of Erimem (see *A3*). As such, he has been responsible for the security of the Pharaoh, his family and the court. He took a particular interest in Erimem as she was growing up, to the extent that as a young adult she considers him to be her friend and mentor. Antranak trained Erimem in fighting with sword, spear and bow, and in unarmed combat.

Antranak is an experienced soldier and a trusted member of the Pharaoh's retinue. When Amenhotep was killed by bandits, Erimem was heir to the throne of Egypt (see *L6*), her brothers all having died unexpectedly. Although the prospect of a female Pharaoh was not universally popular, she retained the full support of Antranak. This and the Commander's close relationship with Erimem earned him the jealousy of those who opposed her becoming Pharaoh. A particular rival of Antranak is Horemshep (see *V45*), a priest of Horus and leader of the Council of Priests in Thebes.

As well as the Palace Guard, Antranak commands Pharaoh's army and also operates a network of spies and agents to keep track of the comings and goings in the Palace. One of the less pleasant of Antranak's responsibilities is over the House of Death, the Palace torture chamber. In order to keep Pharaoh secure, Antranak occasionally has to extract information from captured enemies and would-be assassins, and the torturers of the House of Death are experts at getting unwilling tongues to talk.

Naturally, Antranak is very protective of Erimem, both because of his duties and his personal fondness for her. He is very wary of any new faces at court until they have proved themselves to his satisfaction, and will place anyone he is suspicious of under surveillance. Antranak was particularly concerned over Erimem's quick friendship with the Doctor and Peri, even though they had saved her life when she was attacked by assassins in the desert. However, once he was sure that they were true friends, he became their staunch ally.

Although Antranak is no longer a young man in the prime of life, he has years of experience to draw upon and will join his soldiers in battle against the enemies of the Pharaoh without hesitation. He is particularly proud that Erimem is also willing to lead her armies personally, as her father would have done before her.

When Erimem decided to leave Egypt and join the Doctor and Peri in their travels, Antranak witnessed the TARDIS dematerialising. For him, this was confirmation that Erimem was indeed divine, as all pharaohs must be.

ANTRANAK



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

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

TRAITS
Brave
By the Book
Experienced x2
Friends (Major) – Pharaoh's Court
Military Rank (Special) – Commander of the Palace Guard
Obligation (Major) – Pharaoh
Tough
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 6



ARIUS *(The Council of Nicaea)*

Arius was a Christian priest who is chiefly remembered for his views on the relationship between Jesus and God, which were judged to be heretical at the First Council of Nicaea in 325 AD (see *L63*). Although little is known of his early life, Arius is believed to be of Berber descent, and his father studied at Antioch under Saint Lucien. Arius returned to Alexandria in Egypt, where he sided with Meletius of Lycopolis and opposed the readmission to the Church of those who had denied Christianity under fear of torture by the Romans. As a result, Arius was excommunicated in 311, but he was later readmitted and in 313 was made presbyter of the Baucalis district in Alexandria.

Arius is a tall, lean man of distinguished appearance and polished address. He is a man of personal ascetic achievement, pure morals and deep convictions. According to contemporary reports, women doted on him, charmed by his beautiful manners and touched by his appearance of asceticism, while men were impressed by his aura of intellectual superiority.

At the core of Arius's heretical beliefs is the nature of the substantial relationship between God the Father and Jesus Christ. The controversy was sparked when Arius condemned a sermon by Bishop Alexander of Alexandria, which stated the similarity of the Son to the Father. Arius argued that: "*If the Father begat the Son, he that was begotten had a beginning of existence: and from this it is evident, that there was a time when the Son was not. It therefore necessarily follows that he [the Son] had his substance from nothing.*" In essence, that the Son of God was created by the Father and was therefore neither coeternal nor consubstantial with the Father. Arius's beliefs were not original, but had been the subject of much debate for decades. Nevertheless, it was Arius who popularised them, leading to the term Arianism.

Bishop Alexander was slow to react, and by the time he excommunicated both Arius and his supporters, debate over the Arian doctrine had spread throughout the entire Church. In 325, Constantine I (see *A29*) has become sufficiently concerned that this might threaten the peace of his Empire that he has called a council to be held in Nicaea to resolve the issue. The council is to be composed of prelates from throughout the Empire and presided over by Constantine himself. Arius has arrived in Nicaea to attend but will not be permitted to speak in his defence, as he is not a bishop. Alexander has sent a deacon, Athanasius (see *V2*), to represent him.

Although Arius upholds the Christian values of peace, he considers his cause to be more important than the threat to the Empire that it presents, and many of his supporters are not so restrained as him. Mobs of citizens fervently supporting either sides of the debate clash in the streets of Nicaea and blood has been shed for both causes. History records that the First Council of Nicaea decides the issue in favour of Bishop Alexander and that Arius will be sent into exile as a heretic. However, a party of time travellers could easily interfere in this fixed point in history, intentionally or otherwise, to change the entire future of Western civilisation.

ARIUS



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

SKILLS
Convince 4 (AoE: Oratory), Knowledge 5 (AoE: Theology)

TRAITS
Charming
Code of Conduct (Major) – Asceticism and pure morals
Obsession (Major) – Arian beliefs

TECH LEVEL: 2

STORY POINTS: 12



THE ARIX *(A Life in the Day)*

There are some corners of the universe which have bred the tiniest things. Things which act at a far faster rate than we can perceive. They must be naught but microbes with mayfly lives. Except that some of these species are intelligent. One such are the Arix, a race of creatures which zip across the galaxy in ships shaped like red spheres. To the Arix, their ships are vast; to us, they are like cricket balls, but smaller.

Individual Arix are approximately one 30,000th the size of a human, being a little over a twentieth of a millimetre across and therefore far too small for the human eye to detect unaided. And they experience time at a different rate to humans. Each year for an Arix lasts only eight minutes for a human, and they are born, grow old and die all in the space of 24 hours, almost to the second. Arix experience time almost 66,000 times as fast as humans. As a result, contact between the Arix and most other races in the universe is fraught with problems and is consequently very rare. Indeed, the Doctor had never even heard of them before encountering an Arix ship that had inadvertently entered the TARDIS and become trapped in the laundry room for several of their generations.

Arix are telepathic, but their communications are so fast as to normally be undetectable to human perceptions. If they try very hard to slow their telepathy down, a human might "hear" a piercing sound sharp enough to make the senses reel, but with individual words still being undetectable. Only if special equipment is used as an intermediary can communications take place. Though from the Arix's point of view this will be at an excruciatingly slow pace, and a conversation of a few minutes for a human can last a year or more for them. They can send telepathic pictures, which are a much quicker method, but they cannot establish a mental link of such magnitude without the permission of the occupant of the brain (which therefore requires prior communication and agreement). By doing so, an Arix could transmit an image of itself, but they generally look like nothing more than pinpricks of purple and blue light, jigging around impossibly fast.

Naturally, a species capable of moving at thousands of times the rate of most other races in the universe could pose an almost unstoppable threat, even if they are microscopic. But fortunately, the Arix are not aggressive – though the frustrations of trying to hold even a simple conversation with members of other species do tend to make them tetchy. Instead of interplanetary conquest, their primary urge is to reproduce as much as possible. In ancient times – perhaps as recently as a few weeks ago – Arix could reproduce by dividing themselves. But in modern times, they require a mate. Arix are able to procreate from the age of 4 hours and continue to be able to do so until they die. It is the biological imperative of all their kind and, over their lifetime, each Arix can produce thousands of children.

ARIX



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

*Arix automatically win all contests involving Coordination, but lose all contests involving Strength

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

TRAITS
Alien
Alien Appearance
Argumentative
Fast (Special) – To human perceptions, Arix can move over vast distances almost instantaneously
Obsession (Major) – To reproduce
Psychic
Quick Reflexes
Size – Tiny (Special): Arix are too small for the human eye to see and are effectively invisible
Special – A Life in the Day: Arix exist at a far faster rate of time than most of the universe, experiencing a year in approximately 8 minutes
Telepathy

TECH LEVEL: 7

STORY POINTS: 2-4

AVIANS *(Circular Time - Spring)*

The Time Lords consider the planet of the Avians a dreadful place, but to most people it is in fact a near paradise. Its main feature is an extensive rainforest comprised of gigantic bushes and trees whose leaves are large enough to be used as sizeable boats. Within the rainforest live the Avians, a humanoid species descended from birds. Although the Avians have lost the power of flight, they still retain bird-like characteristics including feathers, beaks and claws. Like Earth birds, they possess a syrinx rather than a larynx, which makes their songs and speech richer in tone. In addition to this, their communication also relies on ritual displays, plumage and dance, which makes their language almost impossible for outsiders to learn.

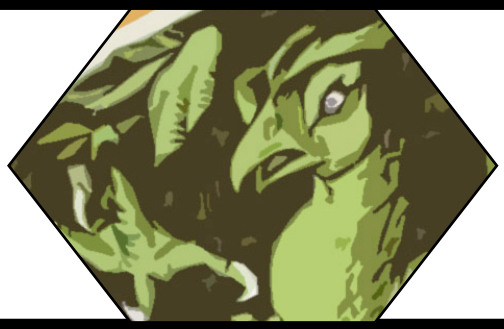
The Time Lords have taken an interest in the world of the Avians since Cardinal Zero (see *V6*) took himself into self-imposed exile there. Temporal projectionists predict that the Avians will jump from steam technology to orbital space flight within three generations, and only ten years ago their society was a series of feudal baronies whereas they are now a democracy. Such a rapid development has raised concerns within the High Council, and there are fears that it is Zero's interference that has triggered this.

Avians' names are often derived from their physical appearance, such as Hoodeye and Redklaw. The leader of the Avians in the Parliament of Birds is Lady Carrion, an elderly matriarch whose judgement is harsh but not without compassion. But they have appointed Cardinal Zero as their new ruler. He has taken the title of the Sarjer and acts as the ultimate arbiter of justice for serious crimes. Avian laws are prescribed in the Songs of the Avian People and the system of punishment is harsh. In accordance with their laws, punishment is meted out on the loved ones of the wrongdoers rather than the wrongdoers themselves. As the whole nest is responsible for the actions of its members, this form of retribution is intended to shame Avians into obeying the law and has served them well since the hatching of the world.

As the Avians have evolved from birds, so their dwellings have developed from nests. They are extremely intricate structures and are linked to each other by walkways to form a city in the trees. The Avians have remained an arboreal species and are adept at climbing through the treetops. However, their society longs for a return to flight, and their legends tell of a prophet who will one day lead them back to the sky.

The Avian hatcheries are a perfect example of symbiosis. The nests are held in the boughs of the trees and provide shelter for the trees' shoots. The trees grow creepers which protect the nests, while the droppings of the chicks combine with the juice of the trees' fruit to form a contact poison called the Yolk of Darts which, although harmless to the females and chicks, deters rival males from smashing the eggs. So the chicks are protected, the fruit goes uneaten and any males that are killed by the poison become compost to feed the trees.

AVIAN



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

SKILLS
Athletics 4, Convince 2, Craft (Singing) 4, Fighting 3, Marksman 3, Subterfuge 2, Survival 3

TRAITS
Alien
Alien Appearance
Climbing (Minor)
Code of Conduct (Major) – The Songs of the Avian People
Natural Weapons – Beak and claws: Strength +2 damage

EQUIPMENT
Avian guards use bows and arrows: 3(1/3/4) damage

TECH LEVEL: 3

STORY POINTS: 3-5

Adventure Seed: The Forest of Fear
Why DO the Time Lords hate the Avians' planet? Find out when your TARDIS lands near a gigantic egg, and the source of what can only be described as genetic terror. As the companions desperately try to calm the Time Lord down, the Avians show up to make a religious claim on something... something that eats TARDISes!

BELLDONIA *(The Bride of Peladon)*

At the time of the 5th Doctor's visit to Peladon, Belldonia is an old woman, though still a very formidable one. She is the widow of King Paladin the Great, and the grandmother of the current King, Pelleas (see *A43*). Belldonia still exerts a great deal of influence on Peladon and is not a woman to cross. She is hidebound to the old traditions and does not keep her opposition to any attempt to modernise Peladon quiet. Because of this, Belldonia did not have a close relationship with her daughter-in-law, Pelleas' late mother, Queen Elspera, a reforming ruler who dissolved the old religion and even had the throne room redecorated, making it lighter and airier – though perhaps losing its old character in the process.

Since the death of Queen Elspera in a hunting accident in the forests on the slopes of Mount Megeshra, Belldonia has been just as vocal in her criticisms of Pelleas' move to build closer relations with the Galactic Federation. Pelleas' betrothal to an Earth princess whom he has not even met is not something that Belldonia approves of, considering Princess Pandora to be from an upstart dynasty with more money than sense – and is quite capable of saying so to her face!

Despite her advancing years, Belldonia still ventures into the forests to hunt the wild beasts that roam there. She is usually accompanied by the King's Champion, Grok, a skilled warrior whom she trusts with some of her deepest secrets. Belldonia also continues with her devotions to the old Peladonian god Aggedor, not in itself an illegal act despite the dissolution of the priesthood.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Belldonia has two secrets, each of which she has shared only with the faithful Grok. The first of these is that the Aggedor beasts are not entirely extinct, as is generally believed. Although the last known Aggedor died nearly a century before, Belldonia and Grok have been caring for a surviving female Aggedor in secret, keeping it in the old kennels in the tunnels beneath the palace. But what even Belldonia and Grok don't know is that their Aggedor is pregnant, the gestation period of her species being an extremely long one.

The second secret known to (or at least suspected by) Belldonia is that Queen Elspera did not die in a hunting accident. According to Belldonia, Elspera simply disappeared, and her body has never been found. Although Belldonia does not know what really happened to Elspera, keeping this a secret may look suspicious to anyone else uncovering it. Belldonia's real reason for maintaining her silence is to protect the royal family and not encourage rumours of the Curse of Peladon.

BELLDONIA



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

SKILLS
Athletics 1, Convince 5, Craft 2, Knowledge 3, Subterfuge 2

TRAITS
Argumentative
Authority (Major) – Peladonian royalty
Dark Secret (Major) – Knows Queen Elspera's fate
Dark Secret (Minor) – Keeps an Aggedor in secret
Noble
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

GROK

Attributes: Awareness 4, Coordination 4, Ingenuity 3, Presence 2, Resolve 4, Strength 5
Skills: Athletics 4, Fighting 5, Marksman 5, Medicine 3, Subterfuge 1, Survival 2
Traits: Brave, Dark Secrets (as Belldonia's), Distinctive, Obligation (Major: Protect the King), Tough
Equipment: Spear – Strength +2 damage
Tech Level: 2
Story Points: 4

CARDINAL RICHELIEU *(The Church and the Crown)*

The boy who would grow up to become better known as Cardinal Richelieu was born as Armand du Plessis in 1585 in Paris (see *L64*), the youngest son of a family of prominent but minor nobility. His father, François du Plessis, seigneur de Richelieu, was a soldier and courtier who died when Armand was only five years old. In 1607, Armand was consecrated as Bishop of Luçon, a position which King Henry III had awarded to the du Plessis family for François' part in the French Wars of Religion.

In 1614, Richelieu became a representative of the clergymen of Poitou to the States-General, an advisory body to the King, in which capacity he was a vigorous advocate of the Church. Richelieu's connections with Concino Concini, a favourite politician of the Queen-Mother, aided his political advancement, and in 1616 Richelieu was made Secretary of State with responsibility for foreign affairs. But Richelieu was dismissed from the court after Concini fell from favour and was assassinated, and the Queen-Mother was sent into exile by her son, Louis XIII (see *A47*). Richelieu was recalled in 1619 and he successfully mediated between the King and the Queen-Mother.

After the death of the King's favourite, the duc de Luynes in 1621, Richelieu began a quick rise to power. He was appointed cardinal in 1622 and became an indispensable advisor to Louis XIII during various crises in France. In 1624, Richelieu was appointed as the King's principal minister. Louis charged Richelieu to unify France, and his policy had two primary goals: the centralisation of power and opposition to the Hapsburgs who ruled Austria and Spain. In his pursuit of the latter, Richelieu did not shy away from supporting Protestant causes against the Pope.

Richelieu's policy of suppressing the influence of the feudal nobility in France by ordering the razing of provincial fortified castles (which might be used in the event of a rebellion against the King) made him unpopular with the nobles. By 1626, there is a great deal of friction between Richelieu and Louis XIII, even though the King depends on his first minister to maintain order. Cardinal Richelieu sees himself as working for a higher authority and chafes against the King's commands, viewing Louis as childish and impetuous. Richelieu's private army of guards are constantly at odds with the King's elite musketeers to the extent that the rival forces can even be seen brawling in the streets of Paris.

Richelieu's enemies see him as devious and cunning, a viper in the robes of a holy man. But he is not the villain that Alexandre Dumas subsequently painted him. Cardinal Richelieu has the good of France at the core of his political machinations, even above the good of the King himself.

In 1695, long after Richelieu is recorded as having died, the 12th Doctor returned to Paris and encountered the Cardinal again, apparently possessed by a demonic entity and kept alive beyond his years. Could Richelieu really have abandoned his God in return for immortality?

CARDINAL RICHELIEU



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

SKILLS
Convince 5, Craft (Writing) 3, Knowledge 5 (AoE: Philosophy, Theology), Subterfuge 1

TRAITS
Authority (Major) – Chief Minister of France
Noble
Obligation (Major) – The Catholic Church
Voice of Authority
Wealthy (Major) – Stinking rich

TECH LEVEL: 3

STORY POINTS: 12

AUTHORITY – MINOR/MAJOR GOOD TRAIT

As a Minor Trait, a character with Authority is a police officer, important public official, corporate executive or has a similar position that allows them to order people around in limited circumstances.

As a Major Trait, a character has political influence in all sorts of areas. They can pick up the phone and be put through to the Prime Minister, for example, but they may need to spend a Story Point or two if they try to push the limits of their authority.

THE COMMON MEN *(Fanfare for the Common Men)*

Forget the Beatles. It's the Common Men who really made it big in the Swinging Sixties. Mark Carville, James O'Meara and Korky Goldsmith inspired hysterical crowds of young girls on their return from their tour of Sweden at London Airport on 31st October 1963, a phenomenon that became known as "Common Mania". They're the biggest band that Britain has ever produced. Nobody has even heard of the Beatles: they were just a small-time group who played the clubs but broke up when they were called up for National Service.

Like the Beatles, whose place in history they seem to have taken, Mark, James and Korky are Liverpudlians. Mark is the group's guitarist, James is the bassist, Korky is the drummer, and they all share the vocals. In this timeline, National Service didn't end in 1960, but the Common Men managed to get out of it: James because of his flat feet; Korky due to poor eyesight; and Mark because he was an art student and "vital to the running of the country" – at least according to him. In 1963, the Fab Three are affable young men enjoying their success. They all have a strong, cheeky humour, and don't seem to take anything seriously for long.

When the Common Men play, Common Mania becomes even more intense. The fans go wild, really wild. They can't think of anything else, just want to hear their heroes play and to know more about them. They will even kill to hear them or if anyone expresses any sort of criticism of the Common Men, as if something is controlling their thoughts.

In 1967, the three met Lenny Kruger (see *V63*), who became their new manager. People later blamed Lenny for breaking the band up when they split in 1970. According to Mark, they'd have broken up long before if it weren't for Lenny. But it was in 1967 that Mark seemed to change, to become more bitter and angry, and to distance himself from the others.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown even to themselves, the Common Men are aliens. The only external sign of this is that their skin has a strange texture, but this is only apparent by very close examination. It transpires that they are each wearing a flesh suit, an artificial skin that grows along with them and seems real, even to the Common Men. Their real memories have all been locked away, so they each believe that they are normal humans who were born and raised in Liverpool.

In reality, Mark's real name is Mayanas, James's is Jecomyn, and Korky's is Kapraban. They are all from the planet Bional. Mark is from the Court of Caldy. His mother is the Queen and his father is one of the miners from under the castle. James is from the Convent of Health, which is owned by his parents. Rich clients go there for treatment. Korky is from the Wheel of Contact, where his father is one of the ambassadors.

MARK CARVILLE



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

SKILLS
Convince 3, Craft 5, Fighting 1, Technology 1

TRAITS
Alien
Alien Appearance
Amnesia (Major)
Dark Secret (Major)
Fame (Major) – If recognised, +2 bonus on all social interactions and all successes upgraded by one level
Special – The Bional Inheritance (see text box)

EQUIPMENT
Flesh Suit [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 10

Mark, James and Korky were all brought to Earth at a very young age and slotted into the place in the timeline that should have been taken by the Beatles. And they are still being manipulated. Their manager, Lenny Kruger, is also an alien from Bional. He recognised the three youngsters as having the potential to become a new triumvirate, a group of three who, in the old days, formed a gestalt with immense powers and ruled over Bional. Individually, each member of a triumvirate is dangerous, but together they are almost unstoppable.

But the triumvirate's powers need a catalyst to cause their awakening; they need a critical mass of fame and adulation to

JAMES O'MEARA



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

SKILLS
Convince 2, Craft 5, Fighting 1, Technology 2

TRAITS
Alien
Alien Appearance
Amnesia (Major)
Dark Secret (Major)
Fame (Major) – as Mark Carville
Special – The Bional Inheritance (see text box)

EQUIPMENT
Flesh Suit [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 10

HORKY GOLDSMITH



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

SKILLS
Convince 1, Craft 4, Fighting 2, Technology 2

TRAITS
Alien
Alien Appearance
Amnesia (Major)
Dark Secret (Major)
Fame (Major) – as Mark Carville
Impaired Senses (Minor) - Vision
Special – The Bional Inheritance (see text box)

EQUIPMENT
Flesh Suit [Traits: Shapeshift (Minor). Story Points: 1.]

TECH LEVEL: 5

STORY POINTS: 10

feed off. So Lenny Kruger (real name Klyneln) has messed around with the timelines and enabled the Common Men to take the Beatles' place in history. He has manipulated and changed events from 1957 onwards so that the Common Men will awaken and become a new triumvirate by 1970, with himself controlling them from behind the scenes, setting him up to become Bional's emperor. Lenny's spaceship is stuffed full of all sorts of useful gadgets, including a device that enables him to exert a degree of subliminal suggestion over the Common Men.

At the moment though, the Common Men are just a bunch of cheeky Liverpudlians riding the wave of their success. They have no knowledge of their true heritage and no desire to rule the world, other than musically. In the main timeline in which the Beatles made it big and the Common Men remained just a mildly popular band, it was the Doctor who suggested theybecome the backing group of Chris Waites (the stage name of the Honourable Aubrey Waites), forming John Smith and the Common Men. Together they reached number 2 in the charts in November 1963 before sinking back into obscurity.

THE BIONAL INHERITANCE

If any member of the Common Men achieves the critical mass of fame and fan-worship, they risk their dormant powers awakening and being transformed into their true Bional state. Any stressful event at this time can trigger the transformation, requiring a Presence + Resolve to resist (with Difficulty determined according to the circumstances, but starting at 12). The transformation may also be triggered by exposure to massed evidence of their fame, such as prolonged exposure to collections of newspaper clippings, photos and film, and again a roll to resist is required.

Once their powers are activated, adjust the Common Men's stats according to the following:

- Remove Amnesia and Dark Secret
- Add Dependency (Minor) – Fame and adoration (see below)
- Add Natural Weapon – Electrical Strike: L(4/L/L) damage
- Add Size – Huge (Minor)
- Add Vortex (a member of the Bional triumvirate can travel through time at will)
- Tech Level is changed to 9 (though they retain their knowledge of Tech Level 5 as per the Time Traveller trait)

A transformation can be reversed if the source of their fame is removed or destroyed, or if a corresponding amount of negative publicity can be generated, in which case a similar resistance roll is made.

The above stat adjustments are if only one or two of the Common Men transform. If the powers of all three are awakened and they become the triumvirate of Bional legend, their abilities are much greater, literally world shattering. In this case, they are almost god-like in power, and the GM should increase their attributes and skills, and add new traits as desired.



CONSTANTINE I *(The Council of Nicaea)*

Constantine I, often referred to as Constantine the Great, was the first Roman emperor to claim conversion to Christianity. In 313 AD, whilst Western Roman Emperor, he was influential in the Edict of Milan, which gave Christianity legal status in the Empire, and in 325 AD, he called the First Council of Nicaea (see *L62*), at which the Nicene Creed was agreed and the beliefs of Arius were declared heretical.

Flavius Valerius Constantinus was born the son of an officer in the Roman army in what is now Serbia in around 272 AD. He was educated at the court of Emperor Diocletian and served in a variety of offices. He also fought in Asia, against the barbarians on the Danube in 296 AD, and against the Persians in Syria and Mesopotamia from 297 to 299. In 305, Constantine assisted his father in Britain, campaigning against the Picts north of Hadrian's Wall. When his father died in 306, Emperor Galerius was manipulated into granting Constantine the rank of Caesar, giving him control of Britain, Gaul and Spain and command of one of the largest Roman armies. Following an extended series of civil wars against Maxentius and Licinius (during which he assisted the 11th Doctor against the Cybermen), Constantine was victorious and became sole emperor of both the Eastern and Western Empires by 324 AD.

Constantine's reign is marked by a reorganisation of the Roman army and successful campaigns against many of the tribes on the frontiers of the Empire. He had a new Imperial residence built at Byzantium, which he renamed as Constantinople (see *L69*) after himself. His role in the protection and development of Christianity during his reign has led to him being venerated as a saint by Anglicans, Byzantine Catholics and the Eastern Orthodox Church. Throughout his reign, Constantine supported the Church financially, built basilicas, granted privileges to the clergy, promoted Christians to high office and returned property confiscated during the Christian persecutions by Diocletian.

Constantine believed that divisions within the Church threatened social stability and therefore the entire Empire. He established a precedent for emperors having influence over religious discussions involving the early Christian councils, including the First Council of Nicaea in 325, which he called in part to make judgement on the issue of Arianism. Although Constantine himself declared no preference as to whether the competing views of Arius (see *A21*) or Bishop Alexander of Alexandria should be upheld, he presided over the deliberations at the Council and encouraged the bishops to reach a swift resolution.

Outsiders might see Constantine as a tyrant who came to power through conflict and bloodshed, but this would be simplistic. Although a former soldier and man of action, he does not seek to use force where this is not necessary and will deploy his army only if needed to keep the peace. This does not however mean that Constantine is a weak ruler. Quite the opposite: Constantine will make sacrifices if they are needed in order to keep the Empire united.

CONSTANTINE I



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

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

TRAITS
Authority (Major) – Emperor
Voice of Authority
Wealthy (Major) – Stinking rich

TECH LEVEL: 2

STORY POINTS: 12

Constantine does not entirely trust his wife Fausta, who can be scheming and manipulative behind her husband's back. Having lost patience with her intrigues, Constantine eventually has her executed by suffocation in an overheated bath and she is virtually erased from the official records.



DEELA *(Kiss of Death)*

During the revolution that brought down the rule of the Clans on Trion (see *L88*), not all of the Clansfolk were united against the rebels. For a variety of reasons, some sided with the revolution, or at least they didn't side with the Clans. As in any civil war, former friends and even blood relatives found themselves on different sides. And so it was with Vislor Turlough and his childhood sweetheart Deela. Although their fathers had been friends and members of the same Clan, they found themselves on opposing sides when the war broke out, and Deela's father sequestered much of the property of Turlough's family, including the Winter Planet, a luxurious palace on a planetoid away from the Trion system. At the end of the war, Deela's father was on the winning side, while Turlough's family had to go into exile or face arrest

Quite by chance, Turlough ran into Deela again while he was travelling with the Doctor. From Deela's perspective, three years had passed, but it seemed that the old flames of their childhood romance might rekindle themselves. In their youth, the pair had discovered a secret, hidden vault within the corridors of the palace on the Winter Planet. This is an extradimensional void which, when they found it, could only be opened by somebody with the DNA of somebody descended from Turlough's great-grandfather. Turlough soon changed it to open in response to a random mix of his and Deela's DNA, triggered by them kissing while touching the wall where the entrance to the void appears. The young couple named the void their Bubble, and for them it was a haven away from the politics on Trion and the troubles building around the Clans.

When he acquired the Winter Planet (see *L96*), Deela's father discovered certain papers which claimed that an ancestor of Turlough, a Trion ambassador, had used the Bubble to hide the Trion Queen and her entourage during a time of invasion. More interesting still, the Queen's party had taken certain treasures in with them, treasures that the old ambassador agreed to store there in case of future incursions. Deela's father had a theory that the treasures might still be there, and Deela herself has learned of this. Does she really still hold affection for Turlough, or does she only need him in order to re-open the Bubble and search the vault for the priceless treasures rumoured to lie within?

Deela is young, bright and attractive, if somewhat brittle. She has researched the history of her Clan and by extension Turlough's family, though the two are not blood relations.



DEELA



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

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

TRAITS
Attractive
Dark Secret (Major)
Run for Your Life!
Selfish

TECH LEVEL: 7

STORY POINTS: 12

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sadly, love proves not to be eternal, and Deela's renewed friendship with Turlough does indeed have ulterior and baser motives than romance. In the three years since she last saw Turlough, Deela has found a new romantic interest in the form of Rennol. Rennol is intelligent, though perhaps not as much as he seems to think, but is actually no more than a common criminal. In fact, Rennol is only using Deela to get to the treasure hidden on the Winter Planet and will abandon her as soon as it suits him. He has hired a pair of thugs, Hoss and Kanch, to act as his muscle.

DJAHN *(The Emerald Tiger)*

It's not every day a boy in a loincloth rescues you from a giant elephant with living tree trunk tusks, but that's exactly the circumstances in which Tegan first encountered Djahn. With an origin similar to Mowgli or Tarzan, Djahn was born of human parents but was raised by the animals of the jungle. Born Jonathan Forster, Djahn was the son of Lord Edgar and Lady Adela Forster, a pair of English big-game hunters and explorers. In 1908, when their expedition discovered a hidden valley near the legendary Karabar Caves in India, they were attacked by the creatures of the Emerald Tiger (see *V28*). Lord Edgar was killed, and although Lady Adela survived, Jonathan was stolen away by the fabulous she-tiger Dawon.

Jonathan was only a toddler at the time, with a toddler's command of English and knowledge of the world. But with the protection of Dawon, he grew up among the wild animals of the jungles of the hidden valley. By 1926, he is now a young man, though still with the vocabulary of a child. With no clear memories of his real parents, Djahn loves Dawon as his mother. But she disappeared from the valley a decade ago after trying to break the iron rule of Shardul Khan, the Emerald Tiger. Since then, Djahn has been a thorn in the side of Khan, though he is virtually powerless against the might of the Tiger. Like all the inhabitants of the valley, Djahn is forbidden from leaving Khan's domain.

Djahn is a master of the jungle environment he has grown up in, climbing the trees and swinging from branch to branch with practiced ease. He has built a tree house high in the canopy, where he is safe from many of the predators of the jungle floor. Djahn has many friends among those animals who are not in service to Shardul Khan, such as Bhaalu the bear (whom he named from his memories of Lady Adela reading *The Jungle Book* to him). He has a particular bond with Haathi, an enormous elephant who has been mutated by the power of the Emerald Tiger so that his tusks are made of living tree trunks. When he's not leaping through the trees, Djahn rides on Haathi's huge back, the elephant crashing through the vegetation and only bothering to detour for the largest trees. Man and animal have an innate understanding of each other, and Haathi will follow Djahn's orders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Only a few months ago, Lady Adela bought the she-tiger Dawon from a man in Mandalay who had somehow obtained her ten years previously. Although Dawon has not revealed that she can speak, Lady Adela is returning to the valley with the captive tiger that, unknown to her, is lost son's adoptive mother.

DJAHN



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

SKILLS
Athletics 5 (AoE: Brachiation), Craft 1, Fighting 3, Subterfuge 2, Survival 5

TRAITS
Adversary (Major) – Shardul Khan
Animal Friendship
Animal Lover
Climbing (Minor)
Keen Senses (Major)
Pet (Major) - Haathi
Technically Inept

TECH LEVEL: 1

STORY POINTS: 12

HAATHI

Attributes: Strength 14, Coordination 2, Awareness 4
Skills: Fighting 2, Survival 4
Traits: Natural Weapon – Tusks (Strength +2 damage), Size – Huge (Major), Tough, Trample



DR PHILIPPA STONE *(The Lady of Mercia)*

Dr Philippa Stone is neither a mad inventor nor a criminal genius, but she has nevertheless been able to invent a working time machine in 1983. Dr Stone is a physicist working at the University of Frodsham, near Merseyside. Although the University has provided her with sufficient money to be able to carry out her work and build a prototype, this has been at the expense of the funding provided to other departments, in particular the humanities. Philippa is married to Professor John Bleak, head of the history department at the University. Although the funding issue does not seem to have caused any strain in their relationship, each has been carrying on affairs behind their partner's back.

To a Time Lord, Dr Stone's time machine is a primitive device comprised of a jumble of wires, cables and components. It works by analysing the time stream of an object placed within it and following it back through its history. The machine generates a field around itself, and anyone or anything within that field is sent back in time along with the machine itself, materialising somewhere along the object's history. A set of controls remains at the start point to enable an independent operator to be able to recall the machine, if necessary.

The time machine is, however, still experimental and Philippa hasn't yet mastered full control of it. In fact, the machine itself is still somewhat unreliable. The precise destination is a little vague; the machine sometimes diverts to follow the trail of another time machine if they cross paths; the machine may be inadvertently activated by even a slight jolt; and any journey can easily overload its circuits, requiring time-consuming repairs. The result of all these shortcomings is that any attempt to use the time machine has a -4 penalty applied to the usual rolls, with a Bad Failure resulting in damage requiring extensive repairs, and a Disastrous Failure meaning the machine explodes catastrophically (in each case, after the journey has taken place)!

Dr Stone is more of a theoretical physicist than a practical one. Although her husband is excited about the prospect of physics and history working hand-in-hand, she is more delighted about the achievement of time travel as an end in itself. Philippa has no desire to explore history herself and, should the time machine accidentally project her into the past, she will want nothing more than to return home as soon as possible!

Philippa Stone is a focussed, some would say obsessive, scientist. As a woman in 1983, she has had to work harder than many of her colleagues to get where she is. As a result, Philippa has a strong view on the independence of women.

DR PHILIPPA STONE



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

SKILLS
Convince 2, Craft 1, Knowledge 2, Science 5 (AoE: Physics), Technology 5, Transport 2

TRAITS
Attractive
Boffin
Dark Secret (Minor) – Secret affair
Obsession (Major) – Completing her time machine
Technically Adept
Unadventurous (Major)

EQUIPMENT
Time Machine

TECH LEVEL: 5

STORY POINTS: 6

DR STONE'S TIME MACHINE [Special Gadget]
Traits: Vortex, Restrictions (Must follow time path; temperamental – see text)
Cost: 5 points



EXOTRONS *(Exotron)*

The Exotrons are a new design of robot that has been developed and built on a remote human colony by Major Hector Taylor, commander of the military base which has been established to protect the settlers from the hyena-like Farakosh (see *A34*). Exotrons are impressive constructs, standing over ten feet tall and armed with in-built machine guns. What makes these robots unusual is that they are controlled by a telepathic field, with Major Taylor literally plugged in at its centre in the military base, hanging like an emaciated spider in a web of wiring. A series of pylons has been built around the base and the colony, gradually spreading further into the desert to expand the reach of the field.

If he needs to, Major Taylor can take direct control of individual Exotrons. But otherwise they act strictly in accordance with their orders, showing no initiative or flexibility. They have a speaker grille on the front of their heads, but cannot speak unless Taylor projects his voice through them. Exotrons are easily strong enough to carry two human beings, one in each robotic hand.

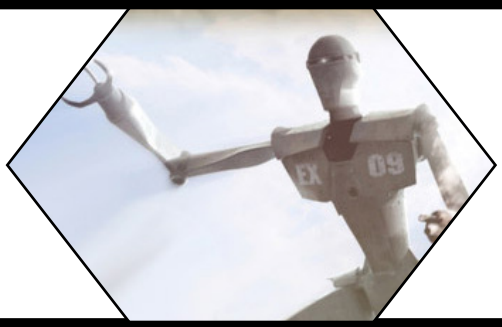
Obsessed with his Exotrons, Major Taylor is intent on killing the Farakosh, not realising they are a sentient species. But the strain of maintaining control over his robots is taking its toll. Having been plugged into the net for weeks now, he is exhausted and frail, his body becoming emaciated.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Major Taylor reports to the Earth Authority, he has developed the Exotrons for more personal gain. Secretly funded by Secretary of the Interior Ballentyne back on Earth, he intends to perfect his invention and sell it to the highest bidder, splitting the proceeds with his backer. Ballentyne though has other plans and intends to double-cross Taylor, keeping the money for himself.

But the darkest secret of all lies within the Exotrons' shells. If their torsos are opened up, each will be found to contain a human corpse. These are the remains of soldiers and colonists who were fatally injured. Although their bodies are dead and rotting away, their minds have been kept alive by the Exotrons and are within the telepathic net, creating a gestalt. These poor souls are aware of their predicament and are in constant agony. Although they are under the control of Major Taylor, the minds in the gestalt are getting stronger. It is only a matter of time before they are ready to resist Taylor's influence and control both the telepathic network and the Exotrons for themselves.

EXOTRON



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

*Alternatively, it uses its controller's if they assume direct control.

SKILLS
Athletics 2, Fighting 2, Marksman 3

TRAITS
Armour (8 points)
Dark Secret (Major)
Dependency (Major) – The Exotron network and a controller
Enslaved
Natural Weapon – Machine Gun: 7(3/7/10) damage
Networked (Major)
Robot
Size – Huge (Minor)
Transmit

TECH LEVEL: As its controller

STORY POINTS: As its controller

MAJOR HECTOR TAYLOR

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 3, Resolve 4, Strength 1
Skills: Convince 2, Craft 2, Fighting 1, Marksman 3, Science 2, Technology 4, Transport 3
Traits: Dark Secret (Major), Military Rank (Major), Obsession (Major: Exotrons), Psychic Training, Technically Adept
Tech Level: 6
Story Points: 6

THE FARAKOSH *(Exotron)*

To the untrained eye, the planet of the Farakosh is a desert world. But to a botanist, it is more strictly speaking classified as shrubland, characterised by its profusion of succulents and other plants adapted to survive in the dry landscape. The Farakosh themselves resemble giant hyenas, standing perhaps six feet at the shoulder, and are top of the food chain on this remote world. Although they appear to be animals, they are actually a sentient species, but not one that has developed anything in the way of technology. The Farakosh are in fact a highly telepathic species and, although they do not have the physical capability to generate speech, they converse with their minds. But they are not able to extend this telepathic ability to be able to communicate with other species.

When humans from the Earth Authority first landed on their world and began to establish a permanent colony, the Farakosh did not interfere or try to make contact. However, the humans saw what they considered to be giant predators as a threat and took measures to drive them away from the newly settled area. The commander of the military team sent to protect the colonists, Major Hector Taylor, received funding to develop a weapon for use against the Farakosh and designed and built a model of gigantic robot which he has termed the Exotrons (see *A34*).

The Exotrons are heavily armed and armoured, and tower even over the Farakosh. The Farakosh are no match for these machines, and they have a further disadvantage against them, one that is not immediately obvious. The Exotrons are controlled by a telepathic field, with Major Taylor at its heart safely back at the military base. The field is boosted and maintained by a series of pylons being built around the base in an ever increasing network. But the field that this network generates causes telepathic white noise which sears across the Farakosh's senses, a source of constant pain to them. Although the Farakosh have so far been peaceful towards the humans, they have now begun to attack the pylons and the Exotrons. Although they do not deliberately target the humans, it is unavoidable that some are being hurt or killed by being caught in the middle.



FARAKOSH



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

SKILLS
Athletics 3, Convince 1, Fighting 3, Survival 4

TRAITS
Alien
Alien Appearance
Keen Senses (Minor) – Smell
Natural Weapons – Claws and Fangs: Strength +2 damage
Networked (Major)
Psychic
Size – Huge (Minor)
Weakness (Minor) – Incompatible telepathic fields cause the Farakosh pain (and a -2 penalty on all actions)

TECH LEVEL: N/A

STORY POINTS: 1-3

FIRST DECIDER LANA MERRION *(Mistfall)*

When the Terradon Starliner finally left Alzarius (see *The Fourth Doctor Sourcebook*), it travelled through E-Space for a long time in search of a suitable new home. The crew eventually located a planet where they could settle and rebuild their civilisation. But it was one which already had a people of its own, the Haragi (see *V26*), a people who lived a simple life without technology. Under the leadership of First Decider Login, the colonists from the Starliner established themselves on their new world. They built and cultivated, they expanded and populated large areas, and they introduced technology on a grand scale. They named their adopted home New Alzarius, and within a hundred years the New Alzarians were trading with other worlds. The Haragi live peacefully alongside the people of the Starliner, though often in their own towns and villages, and they have their own High Council which operates under Haragi law. But, the Haragi are sometimes treated as second-class citizens on their own planet.

The New Alzarians know themselves to be descended from the Marshmen of Alzarius (see *L4*), not from the Terradonians of the Starliner, who had all been killed centuries earlier. Perhaps naturally, the New Alzarians want to understand their heritage better. As a result, a number of expeditions have been sent back to Alzarius to study the Marshmen and learn more about them. Three hundred years after the Terradon Starliner left Alzarius, the fourth such expedition has arrived, led by First Decider Lana Merrion.

Decider Merrion is the leader of the triumvirate of Deciders on New Alzarius. She has a calm dignity and tries to deal with her people fairly. Merrion has a strong sense of responsibility and a belief in serving the greater good. However, one of her decisions still haunts her. A few years before the expedition, earthquakes in the Northern Zone on New Alzarius caused a tidal wave which threatened to wipe out one of the major cities. Merrion invoked Decider Decree 1831, an emergency decree under which the votes of the other two Deciders are not needed. She ordered that an estuary north of the city was to be blocked, to divert the tidal wave. Tragically, it was diverted towards Haragi lands. Merrion had miscalculated how difficult it would be to communicate an effective evacuation warning to the Haragi, and hundreds died that day. She immediately met with the Haragi High Council and offered herself up to Haragi justice. They declined and proposed that the facts be withheld from the public record, because what was done could not be undone, and because the people would not understand. Nevertheless, a heavy burden still hangs over Merrion.

Decider Merrion is accompanied by Fem, a female Marsh-child taken back to New Alzarius by one of the previous expeditions. From her time among the New Alzarians, Fem has evolved further and is now a hybrid between Marshman and New Alzarian, but retaining a bald pate, prominent veins and pale skin. Fem acts as Decider Merrion's aide. She is dutiful and subservient, but she retains a mental link to her Marshmen ancestors.

DECIDER MERRION



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

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

TRAITS
Authority (Major) – First Decider
By the Book
Dark Secret (Major) – Decider Decree 1831
Fast Healing (Major)
Obligation (Major) – Her people (and the greater good)

TECH LEVEL: 6

STORY POINTS: 12

FEM

Attributes: Awareness: 3, Coordination: 2, Ingenuity 2, Presence 2, Resolve 3, Strength 2
Skills: Athletics 1, Convince 1, Fighting 1, Science 1, Subterfuge 3, Survival 1, Technology 2
Traits: Alien, Alien Appearance, Environmental (Minor: Amphibious; also can adapt to any new environment given time), Fast Healing (Major), Networked (Minor: Other Marshmen), Slow Reflexes, Weakness (Major: Concentrated oxygen inflicts 4 points of damage on Fem)
Tech Level: 6
Story Points: 2

FLAVIUS BELISARIUS *(The Secret History)*

In the years leading up to 540 AD, Justinian I, Emperor of the Eastern Roman Empire, was determined to reconquer the territories of the Western Empire which had been lost less than a century before. In 535, he commissioned General Flavius Belisarius to attack the Ostrogoth Kingdom in Italy. After swiftly securing Sicily to use as a base against mainland Italy, Belisarius's forces had captured Naples in and Rome by the end of 536.

In 540, Belisarius moved on to Ravenna (see *L69*) in northern Italy, the capital of the Western Roman Empire, which is where the Doctor first encountered him. The Ostrogoths had offered to make Belisarius their emperor, and he had accepted as a ruse to enter the city without bloodshed. Once there, he declared that he had conquered Ravenna (see *L69*), believing the Ostrogoths would have no choice but to accede. His plan worked, though unsurprisingly there was some unrest among the citizens of the city.

Shortly after this success, Belisarius received orders from Justinian recalling him to Constantinople (see *L69*) to deal with the Persian invasion of Syria. In truth, Justinian was untrusting of Belisarius and viewed the Ostrogoths' offer to make him their emperor with suspicion. Despite suspecting this, Belisarius was loyal to Justinian and obeyed his orders, content to have returned the city of Ravenna to its rightful place as part of what he considered to be the true Roman Empire.

Belisarius is a career officer, having become a Roman soldier as a young man and serving as bodyguard to Justinian's uncle, Emperor Justin I. During his service, he has achieved notable victories against the forces of the Sassanid Empire in the east and the Vandals in North Africa, also in putting down riots in Constantinople itself. Despite this, Belisarius's relationship with Justinian is variable, with the Emperor both recognising the General's military abilities and harbouring suspicions about his intents.

Flavius Belisarius is a practical man and a capable soldier, both on foot and on horseback. He is not given to flights of fancy and will not be easily convinced by reports of "otherworldly" activity (in this time period, most likely attributed to demons or sorcery) unless he sees it with his own eyes. Belisarius will carry out the orders of Justinian even if he does not consider them to be sensible, but he is not above playing politics and using psychology in order to get the decisions he wants from the Emperor.

Many of Belisarius's campaigns were chronicled by his secretary Procopius, an unassuming and long-suffering scholar who accompanied the General on many of his campaigns, including the retaking of Ravenna. His most famous work, *Secret History* was only discovered centuries later in the Vatican Library, and indicates a writer who in later years had become disillusioned with both Belisarius and Justinian, with anecdotes revealing embarrassing aspects of their private lives, including Belisarius's alleged domination by his wife.

FLAVIUS BELISARIUS



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

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 3, Fighting 4, Knowledge 4 (AoE: Military Tactics) Marksman 4, Survival 2

TRAITS
Brave
Military Rank (Special) – General
Obligation (Major) – Emperor Justinian
Voice of Authority

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

TECH LEVEL: 2

STORY POINTS: 10



GEVAUDAN *(Zaltys)*

Gevaudan (pronounced "DZJAY-vo-don") is a Vulpine, a member of a race of humanoids with wolf-like features from a planet on the fringes of the Zaltys system (see *L98*). As the people of Zaltys are generally xenophobic and isolationist, there is minimal contact between the two worlds, despite their proximity.

Although Gevaudan's fur and fangs might make him seem superficially savage, he is cultured and gentle. In fact, good manners are highly regarded by his people. Like all Vulpines, Gevaudan has psychic abilities and can read the minds of others. Even when not actively attempting to do so, he can often sense the surface thoughts and feelings of those around him. But his psychic abilities are limited in range. He could if he wished read minds from a few rooms away, but no Vulpine is able to manage it over a greater distance.

Some years ago, the spaceship that Gevaudan and his pack were travelling in came under attack from raiders. And these were not normal raiders, but vampires commanded by Clarimonde (see *V11*). The Vulpines were slaughtered as the undead creatures sated their thirst for blood on them, and only Gevaudan managed to escape in an emergency capsule. Even Gevaudan's mate was killed, and Gevaudan himself was mortally wounded. He was very fortunate to be rescued by a Zaltan, Perrault, and even more fortunate that Perrault is about the only person from his world not to hate aliens.

Perrault brought Gevaudan back to Zaltys, despite the hostility he knew the Vulpine's arrival would stir up. With Perrault's aid, Gevaudan recovered from his wounds. In return, and to try to allay the Zaltans' fear of him, the wolf-man renounced his own homeworld and pledged his undying allegiance to Zaltys. After all, with his beloved mate gone, Gevaudan has nothing to go back for. He has also vowed not to use his psychic abilities on Zaltys unless absolutely unavoidable. After all, it would be rude to do otherwise.

Although almost all Zaltans view Gevaudan with distrust, fear and even hatred, their culture also values good manners and they are too polite to voice their views to him. But Gevaudan's telepathic abilities mean that he often senses the underlying hostility around him. Only Perrault is truly his friend on Zaltys.

Gevaudan is brave and loyal to Zaltys despite his adopted homeworld's attitude towards aliens. With Perrault's detection of a massive meteorite on a collision course with Zaltys, the Vulpine has volunteered to be one of the three people to remain awake while the rest of the population enter hibernation in underground cryogenic chambers. Gevaudan and his fellow custodians, Perrault and Talia, will act as the failsafe to awaken the sleepers if the automatic systems don't work – assuming they survive the meteorite's impact!

GEVAUDAN



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

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

TRAITS
Alien
Alien Appearance
Brave
Code of Conduct (Minor) – Oath to Zaltys
Empathic
Hypnosis (Major)
Psychic
Telepathy
Well Mannered

TECH LEVEL: 6

STORY POINTS: 6

Adventure Seed: Universal Monsters
It is quite obvious that *Zaltys* matched alien races that looked and felt like classic Gothic monsters – vampires vs. werewolves, essentially. Gevaudan and the Vulpine could meet others on their trek through the stars, for example: Cybermen (Frankenstein's Monster), Osirian Mummies, Gelth (ghosts), Spiridons (the Invisible Man), and so on. For extra fun, throw in a patented Bob Holmes double act.

HARRY HOUDINI *(Smoke and Mirrors)*

Harry Houdini, born Eric Weisz in Budapest in 1874, is one of the most famous stage illusionists and escapologists of all time. After the family moved to America, he made his public debut at the age of nine as a trapeze artist, and in 1891 he began his career in magic, working in sideshows and circuses under the name Harry Houdini (after the French magician Jean Eugène Robert-Houdin). But it was with his escapology act that Harry found both fame and fortune.

As well as his stage career, Harry Houdini used his skills to expose fraudulent spiritualists and was a member of a committee which offered a cash prize to any medium who could successfully demonstrate genuine supernatural abilities. The prize was never paid and Houdini's fame as a "ghostbuster" grew as he was able to debunk those who put themselves forward for testing. He later began to attend séances in disguise in order to expose them. Harry's obsession with debunking frauds was part of a deep-seated desire to find a genuine medium and contact the afterlife, particularly after the death of his mother in 1913.

Harry Houdini is one of those historical celebrities, like Winston Churchill and William Shakespeare, who has met the Doctor at various points in his life. In New York in the 1890s, Harry helped the 1st Doctor, Ben and Polly free a group of Ovids, creatures of pure mental energy who travel the cosmos in crystalline spheres. In 1920, the 11th Doctor recruited Harry as he needed the escapologist's skills to help defeat the alien Cuculus. Houdini has also met the 8th Doctor and Lucie Miller, and travelled into the future with the 3rd Doctor and Jo Grant. Harry again encountered the Doctor, this time in his fifth incarnation and accompanied by Nyssa, Tegan and Adric, in the early 1920s. By 1925, a later incarnation of the Doctor had given Houdini a pocket watch capable of signalling to him anywhere in time and space, which he used on one occasion to summon the 12th Doctor and Clara for help. Several incarnations of the Doctor have mentioned that they have been taught escapology by Houdini, and the 12th Doctor even claims that he taught Harry some of his tricks.

Contemporary reports describe Houdini as small (around 5' 5" in height) with a high forehead, angular features, bright blue eyes and thick black hair. He had a natural, charismatic stage presence, an easy confidence and a pleasant smile. Harry Houdini died in 1926 from peritonitis following a blow to the stomach.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was during Harry's encounter with the 5th Doctor in the early 1920s that a darker side of Houdini was revealed. Harry already resented the Doctor keeping details about his personal future from him and not helping him contact his late mother. The Master used this and Harry's ego to persuade him that the Doctor was also a fake and to test his powers by chaining him in a chest and throwing him into the sea. Fortunately the Doctor survived and Harry saw the error of his ways.

HARRY HOUDINI



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

SKILLS
Athletics 4, Convince 4, Craft (Stage Magic) 5, Fighting 3, Knowledge 3 (AoE: Paranormal), Marksman 2, Subterfuge 6 (AoE: Escapology), Survival 2, Transport 3 (AoE: Airplanes)

TRAITS
Charming
Experienced x2
Fame (Major): If recognised, +2 bonus on all social interactions and all successes upgraded by one level
Obsession (Major) – Pursuit of fame
Obsession (Major) – Seeking genuine paranormal phenomena and exposing frauds
Tough
Weakness (Minor) – Houdini's ego and vanity sometimes lead him to make wrong decisions

While he under the influence of the Master, Houdini also had Dark Secret (Major).

EQUIPMENT
Lockpicks – provide a +2 bonus to pick locks
Harry later also carries a pocket watch to enable him to contact the Doctor [Traits: Transmit. Story Points: 1.]

TECH LEVEL: 4

STORY POINTS: 6

HIGHER EVOLUTIONARIES *(The Tides of Time)*

Across the expanse of time and space, there exist a select number of entities, both individuals and entire races, who are counted among the Higher Evolutionaries of the universe. They are those whose intellect, mental powers, scientific achievement or spiritual enlightenment have raised them above other living beings. Paramount among them are the minds of Rassilon and his fellow Time Lords within the Matrix Data Bank, Merlin the Wise of Earth, the Lords of the Althrace System and, later, the Order of the Black Sun who had once waged a time war against Gallifrey itself. The Higher Evolutionaries possess the most powerful minds in all of creation and commune with each other on matters of supreme importance to the universe.

Rassilon needs little introduction, being one of the trio of Gallifreyans who developed time travel and became the first of the true Time Lords. He is also rumoured to have created the regeneration process and indeed to have discovered the secret of immortality. Now dead, or at least departed from the physical realm, his mind still exists within the mental landscape of the Matrix, along with the multitude of other Time Lord minds that reside there. The form that Rassilon chooses to take in the Matrix is that of a man with a full beard, robed and hooded like a Medieval monk. Rassilon has used the energy of the Matrix itself to create Shayde (see *A10*), a construct which can pass through the dimensions like a ghost and acts as his agent in the physical world.

Merlin the Wise is one of the most powerful psychics that the planet Earth has ever produced. He is able to produce feats that seem to be sorcery. Merlin is able to draw a TARDIS through time and space with the power of his mind, and is able to enter the Matrix without the support of sophisticated machinery, which even the Time Lords need. Merlin's origins are unclear, but the 4th Doctor first met him on Earth in the distant future, where he was aiding a version of King Arthur in a battle against the demon Melanicus (see *V69*) and the tyrant Catavolcus. But that far future was not Merlin's home time, as he had been summoned there to assist in the final battle.

The Lords of Althrace are represented in the persons of Dakon Theka and the Thane of Kordar. They are examples of only one of the many different races that have lived in the Althrace System since the dawn of time. The System is a magnificent feat of planetary engineering, with the planets having been bolted together by connecting arms, like a vast model of an atom, and set spinning in a white hole. The project was intended to symbolise unity, a thanksgiving for the final lasting peace between the worlds of the Althrace System. The many races and their home worlds have all become part of a single, vast, thinking, feeling, intelligent being. The white hole has always been their home, and contains many creative forces that the Lords of Althrace have sought to control. The Lords no longer concern themselves with building machines, but prefer to grow bio-mechanical technology such as organic computers and crystalline ships which respond to thought.

RASSILON



AWARENESS	6	PRESENCE	6
COORDINATION	3	RESOLVE	7
INGENUITY	11	STRENGTH	3

SKILLS
Convince 4, Knowledge 6, Science 6 (AoE: Temporal Physics), Subterfuge 4, Technology 5, Transport 4

TRAITS
Block Transfer Specialist
Boffin
Clairvoyance
Distinctive
Feel the Turn of the Universe
Friends (Major) – other Higher Evolutionaries
High Office (Special)
Hypnosis (Major)
Indomitable
Matrix Lord
Mind Lord
Precognition
Psychic
Technically Adept
Telepathy
Time Lord
Time Lord – Experienced
Time Lord Engineer
Time Traveller (all)
Voice of Authority
Vortex
Vortex Born
Weakness – Only exists as a consciousness within the Matrix and cannot interact with the physical universe

TECH LEVEL: 11

STORY POINTS: 6

When the Higher Evolutionaries need to commune with each other, they send their minds across space and time. The Matrix or the white hole of the Lords of Althrace are prime locations for such a meeting of minds, but there are alternative possibilities provided by other Higher Evolutionaries. These councils of the Higher Evolutionaries are rare, usually limited to whenever disaster threatens the whole of reality, when they act as the Celestial Intervention Agency. The name may be mere coincidence, but it is possible that the Higher Evolutionaries are the true masters of the Time Lords' CIA on the physical plane.

One particular cosmic crisis that required the attentions of the Higher Evolutionaries was when the demon Melanicus escaped from his thousand year banishment and wrested control of the Event Synthesiser from the Prime Mover. With the entirety of time, past and future, at Melanicus' mercy, the Higher Evolutionaries pressed the 5th Doctor into their service.

LORD OF ALTHRACE



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	8	STRENGTH	3

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

TRAITS
Alien
Alien Appearance
Bio-Chemical Genius
Clairvoyance
Friends (Major) – other Higher Evolutionaries
Indomitable
Psychic
Technically Adept
Telepathy

TECH LEVEL: 9

STORY POINTS: 8

MERLIN THE WISE



AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	8
INGENUITY	7	STRENGTH	3

SKILLS
Convince 5, Knowledge 4, Science 2, Subterfuge 4, Survival 2, Technology 2

TRAITS
Adversary (Major) – The Demon Pantheon
Clairvoyance
Distinctive
Friends (Major) – other Higher Evolutionaries
Indomitable
Menacing
Natural Weapon – Sorcerous Energy: 7(3/7/10) damage
Precognition
Psychic
Telekinesis
Telepathy
Time Traveller (all)
Voice of Authority
Vortex

TECH LEVEL: 8

STORY POINTS: 10



HUBERT, EARL OF MUMMERSET *(Castle of Fear)*

Hubert, after years away fighting in the Crusades, returns home in 1199 to claim his ancestral estate as the new Earl of Mummerset. The death of the old Earl has left the family castle empty and the peasants of the nearby village of Stockbridge (see *L80*) without a lord of the manor. But the return of Hubert, the old Earl's only son, will change all that. Though he will need to rid Stockbridge Castle of its demons first!

Hubert appears to be a typical Norman noble, treating the peasants like… well, peasants. He is however a bit wet, particularly for a knight. Uninspiring is another word that springs to mind. He's not very bright, he's not very brave and he doesn't display much in the way of the knightly code of chivalry. He has however returned from the Levant with a bondsman in the person of a young Turkish warrior called Yavuz.

Hubert is armoured in chainmail and carries a broadsword, which he names Volund's Spear.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Far from being descended from Norman nobility, Hubert is actually an apprentice apothecary, a herbalist's boy from St Albans whose real name is George. George did indeed join the Crusades to the Holy Land with Richard the Lionheart and even met the real Hubert.

When the real Hubert suffered a grievous injury to the head, Richard's men told George to cure him. He was given until the end of the week or else they would clip off his nose. But when George saw Hubert, he realised that his wounds were fatal. George decided that his only option was deceit and to make it look as if Hubert was still alive, at least for another day or so. So he took Hubert's helmet and sword and wandered around the Crusaders' camp for a couple of days, planning to then 'disappear' George into the desert. That's when things took a turn for the worse again, and George found himself captured by the Saracens and flung into prison for seven years, where he shared a cell with Yavuz.

By now, George had decided to continue to use the identity of Hubert, considering that the Saracens were more likely to keep an English knight alive than an obscure apothecary's boy. Eventually, his captors gave him the news that the old Earl of Mummerset had died and that he was the heir to the estate. Hearing this, Yavuz pledged himself to "Hubert". He promised to break them both out of prison if Hubert would only make him his bondsman on return to England. One day, Yavuz succeeded and the two finally made their way back to Stockbridge so that Hubert can claim his inheritance. George is frightened to reveal to Yavuz the truth and plans to keep up the pretence, hoping that the passage of time since the real Hubert departed on the Crusades will prevent the locals from realising the deception.

HUBERT



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

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

TRAITS
Authority (Major) – Norman Earl (apparently)
Cowardly
Dark Secret (Major)
Run for Your Life!

EQUIPMENT
Broadsword (Volund's Spear): Strength +2 damage
Chainmail Armour (3 points)

TECH LEVEL: 2

STORY POINTS: 6

YAVUZ

Attributes: Awareness 3, Coordination 4, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Athletics 4, Fighting 3, Marksman 1, Subterfuge 3, Survival 2
Traits: Distinctive, Enslaved (Hubert's bondsman)
Equipment: Scimitar (Strength +2 damage)
Tech Level: 2
Story Points: 2

IMPERIAL BRITISH SPACE FLEET *(Imperial Moon)*

Glen Marg in the Highlands of Scotland, about twenty miles from Braemar, was for a brief time the secret base of Britain's first space exploration programme. As incredible as it may seem, the Imperial British Space Fleet launched a mission to the Moon from this remote location as early as 1878.

Time travellers arriving here at the height of its activities will find wooden buildings topped with shingled roofs and sided with lapped boards. These provide somewhat Spartan living quarters, mess halls and workshops. The only brick and tile buildings are those that house the boilers and generators that supply the base with electrical power. Only the final stages of assembly take place on the base. The numerous sections of the ships' hulls, internal frames and working components are built to precise specifications by many firms across the country, which have no conception of to what use they are to be put. These items are brought in by sea and rail and finally cart, to be checked over and then assembled with the aid of a mobile gantry running on rails, and a steam winch.

Three so-called "astral ships" have been assembled at Glen Marg: the Lynx, the Draco and the Cygnus. They resemble gigantic artillery shells dotted with shuttered portholes and standing over a hundred feet high and perhaps fifty feet wide. Each vessel rests on four sturdy latticework legs extending from a conical structure, tapering downwards from the base of their main hulls, which houses a double airtight hatch assembly.

The base is manned by three hundred or so persons: from the contingent of marine guards that patrols the surrounding hills, to the officers and ratings who serve as the ships' crews, to the riveters, instrument men and hauliers, all under the command of Commodore Bristow. All of this has only been possible by the invention of the impeller engine by the elderly Professor Boyes-Dennison FRS, who is assisted by his daughter, Emily.

Despite the marvels they have achieved, the Imperial British Space Fleet is destined to make only one expedition to the Moon before the entire enterprise is shut down by order of Queen Victoria herself. But it remains a fantastic – some would say fantastical – achievement in an age when steam power still dominates. Just what is Professor Boyes-Dennison's secret? Even the Professor himself seems to find himself at a loss for words when asked to explain the principles behind his impeller engines, as though the concepts are clear in his own mind but science has not yet provided him with adequate terms for their communication to others.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The knowledge of space flight technology has been imparted to Professor Boyes-Dennison by the Vrall (see *V116*) who are trapped on the far side of the Moon (see *L33*). Desperate to escape, they constructed a makeshift vacuum gun capable of firing small rocket projectiles containing viral spores which encapsulate the knowledge and carry it to Earth. The Professor possesses a suitably intelligent and enquiring mind, plus the necessary technical resources, so that when he was unknowingly infected by the spores, he had the capability to develop the impeller engine. With the backing of the government, his astral ships will allow the British Empire to claim the Moon – where the waiting Vrall intend to use them to escape to the Earth and begin feeding anew…

PROFESSOR BOYES-DENNISON



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

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

TRAITS
Boffin
Dependent (Major) - Emily
Insatiable Curiosity
Technically Adept
Weakness (Major) – Boyes-Dennison has a weak heart and must make a Difficulty 9 Resolve + Strength roll during times of shock or exertion or take 8(4/8/L) damage from a heart attack

TECH LEVEL: 4

STORY POINTS: 5

ASTRAL SHIP
Armour: 5 **Hit Capacity:** 20 **Speed:** 2

Traits: Travel
Story Points: 1

KING PELLEAS *(The Bride of Peladon)*

Nearly a century after the events of *The Monster of Peladon* (see *The Third Doctor Sourcebook*), the planet Peladon is ruled by King Pelleas, who has some very illustrious ancestry, being the grandson of King Paladin the Great. Pelleas is young and inexperienced, but his heart is in the right place. He has ascended to the throne prematurely, following the death of his mother, Queen Elspera, in a hunting accident.

Although Paladin is long gone, a constant reminder of his glorious reign remains in the person of his widow, Pelleas' grandmother, the formidable Belldonia. Pelleas is trapped between the immediate legacy of his mother Elspera, a moderniser who dissolved the old religion of Peladon and tried to bring her people into the 41st Century, and the influence of Belldonia (see *A24*), who harkens back to the old traditions and still practices her devotions to Aggedor.

Pelleas is keen to strengthen Peladon's relationship with the Galactic Federation, and with Earth in particular. As part of a diplomatic arrangement, he is betrothed to Princess Pandora, a girl he has yet to meet. She is from one of the new, elected royal dynasties of Earth. In return for improving Peladon's position in the Federation, the marriage will provide Earth with improved discounts on imports of trisilicate, the valuable mineral which is abundant on Peladon. For her part, Pandora is not overly keen on the idea of an arranged marriage, but she recognises its importance to Earth and has, with some reluctance, agreed to go through with it.

Although Pelleas is a rational man, fighting against the old Peladonian superstitions, he has a suspicion that his mother's death was not the result of an accident, but that she was murdered. After all, nobody saw her body. Could the stories of the Curse of Peladon having returned actually be true?

KING PELLEAS



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

SKILLS
Athletics 3, Convince 3, Craft 2, Fighting 2, Knowledge 2, Marksman 2

TRAITS
Attractive
Authority (Major) – King of Peladon
Code of Conduct (Minor)
Friends (Minor) – Peladon Royal Court
Noble
Obligation (Major) – To Peladon

TECH LEVEL: 2

STORY POINTS: 8

PRINCESS PANDORA OF EARTH

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

SKILLS
Athletics 1, Convince 3, Knowledge 1, Subterfuge 2, Technology 2

TRAITS
Attractive
Authority (Major) – Princess
Charming
Noble
Obligation (Major) – Marry Pelleas

TECH LEVEL: 6

STORY POINTS: 6



LASARTI *(Circular Time, Prisoners of Fate)*

Several years after Nyssa (see *A8*) remained on Terminus, after she had discovered the cure to Lazar's Disease and after the Corporate Wars, she fell in love with Lasarti and the couple married. Lasarti is a dream research scientist and dream analyst. Nyssa has made it very clear to him that he must never analyse her dreams! To help his research, Lasarti has developed a machine that allows him to consciously explore another person's dreams, entering and interacting with them in a manner similar to experiencing a virtual reality environment. This is a bulky device which both the dreamer and the researcher must be connected up to. It is located at the hospital on Zarat at which Lasarti carries out his research.

Nyssa and Lasarti have a daughter, Neeka, who was still a young baby at the time that Nyssa was drawn into a dream world created by the Doctor's mind at the point of his regeneration. This was part of a plan by the Master to destroy his old foe, but it was foiled with the help of Nyssa and Lasarti, who were able to use the dream machine to assist the Doctor in his hour of need. Subsequent to this encounter with the Doctor, the couple had a second child, a son who they named Adric (see *A17*).

Lasarti is not particularly brave, but he is deeply in love with his wife and children, and would do anything to protect them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Decades later, in the early 36th Century, a new strain of a deadly virus called Richter's Syndrome (see *L43*) swept across the galaxy, killing billions. Ten years later, by 3530, no cure had been found and Nyssa decided to mount a mission to the planet Helheim. Forty years before, a cure for the previous strain of Richter's Syndrome had been discovered on Helheim (see *L42*). But an unknown disaster had meant that the planet was placed under an emergency quarantine which was still in place. Nyssa's departure for Helheim, taking only her robot servant Loki (see *A45*) with her, was the last time that Lasarti ever saw his wife. Whatever happened to her on Helheim remained unexplained, as the decades-old quarantine prevented any rescue attempt.

Lasarti however initially refused to believe that Nyssa was dead. But a year later, a reconnaissance satellite detected only the remains of her wrecked shuttle craft on Helheim and, although no body was ever found, Nyssa was finally presumed to have perished. Lasarti died heartbroken and alone fifteen years later, never learning that his wife was indeed still alive.

By the time that Nyssa again met her son Adric, it was 3556, ten years after Lasarti's death. Adric was himself now researching a cure for Richter's Syndrome on the planet Valderon, and his older sister Neeka had become infected with the virus while treating the sick and was now held in suspended animation on Maxis Realtor until a cure was found.

LASARTI



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

SKILLS
Athletics 1, Convince 1, Craft 2, Knowledge 4 (AoE: Dreams), Medicine 3 (AoE: Psychology), Science 3, Technology 2, Transport 2

TRAITS
Devotion – Nyssa and their children
Empathic

EQUIPMENT
Dream Machine [Traits: Clairvoyance, Psychic. Story Points: 3.]

TECH LEVEL: 7

STORY POINTS: 12



LOKI *(Cobwebs)*

Nyssa's (see *A8*) robot companion, Loki, has what it refers to as a healthy sense of self-preservation. Nyssa though believes its threat-mode may be on too high a setting and that perhaps she ought to reduce it. Apparently, on one occasion Loki even corrupted its back-up server at the sight of its own shadow, and Nyssa had to wipe its hard drive clean!

In the year 3530, Loki is Nyssa's bodyguard when she is out on missions, and also acts as her personal databank for storing information for her research. It is because of the former of these roles that Loki is highly sensitive to danger, always looking for threats. At times, this comes across as cowardice. But this is just its programming, and it will always act to protect its mistress, even in the face of danger.

Loki is humanoid in form, but it is not exactly a top of the range model. Its joints make a continual robotic whirring noise whenever it moves and by its own admission it wasn't built for speed. Its personality comes across as nervous, prim and pedantic, with perhaps a touch of paranoia as a result of its threat-mode setting, and it speaks with a light tone as if afraid of causing offence. Nevertheless, Nyssa has found Loki to be a useful tool.

Loki is always at pains to point out to any would-be aggressors that it is equipped with numerous defence mechanisms. In fact, these seem to boil down to its ability to fire low-voltage electrical bolts, which usually result in an unpleasant stinging sensation and only mild injury. Loki's sensors can detect and analyse heat emissions and lifeforms down to a bacterial level. It can also interface with other computerised systems, for example in order to access their data or override electronic locks. It also performs various other tasks for his mistress. Its primary function though, and the one that Nyssa has found to be most useful, is its role as personal organiser and data store. Loki's memory contains extensive files of information relating to Nyssa's medical research that she has deposited there and which can be retrieved for her at a moment's notice. Accessing this data store provides Nyssa with a +4 bonus on relevant rolls.

Unfortunately, although Loki's outer shell is metal and provides some superficial protection, it is not particularly robust. A decent shot from a blaster is likely to cause Loki extensive damage.

LOKI



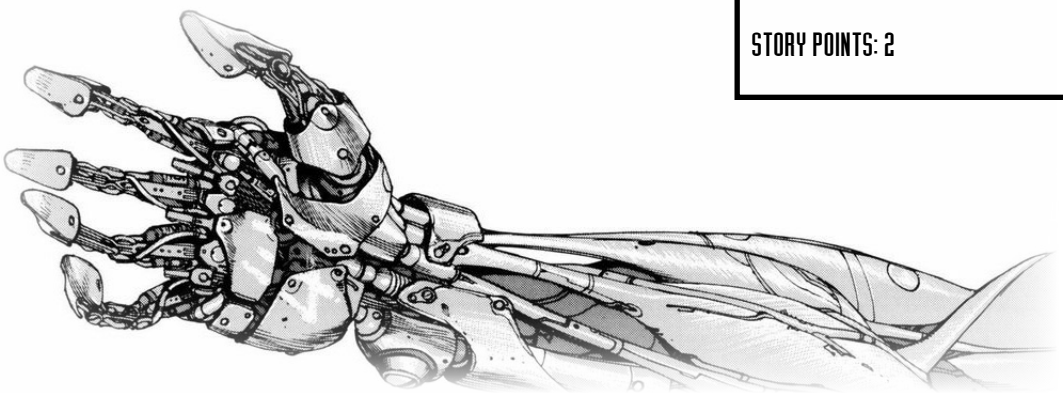
AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	3	STRENGTH	4

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

TRAITS
Code of Conduct (Major) – To protect Nyssa
Cowardly
Data Storage – Nyssa's files
Eccentric (Major) – Prim, pedantic and slightly paranoid
Enslaved
Environmental (Minor) – Doesn't eat, sleep or breathe
Machine
Natural Weapon – Electrical Bolt: 3(1/3/4) damage
Open/Close
Photographic Memory
Robot
Scan x2
Slow (Minor)

TECH LEVEL: 7

STORY POINTS: 2



LORD DARZIL CARLISLE *(The Game)*

Lord Darzil Carlisle was born outside Olympus Mons on Mars in the year 2414. His parents, who were from Earth, died in a freak airlock accident when Carlisle was only three years old. After their death, he was relocated to Earth and grew up in an orphanage in Finchley, North London. At 17, he earned a scholarship to the Phobos Academy of Music, where he spent three years before, as he puts it, "stumbling into a glorious career as a peace negotiator". Of course, this abrupt change in his life was brought about by an incident involving the Doctor, as a result of which the young Darzil Carlisle was credited with the success of some very prominent peace talks. After this, he gained a reputation as an expert negotiator and peacemaker, and felt obliged to continue, abandoning his old studies. Since then, Lord Carlisle has been credited with having saved billions of lives across the galaxy by bringing a halt to 37 conflicts.

Fifty years later, Carlisle is now an old man. Those who meet him find him surprisingly underwhelming. They describe him as "friendly" and "nice", but his personality doesn't proclaim him to be an influential negotiator. In fact, he seems to be vague, easily distracted and obsessed with the minutiae of life, in particular his next meal. Quite how somebody who has so little presence or focus has built up such a reputation and achieved so much is a mystery.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, Lord Darzil Carlisle owes all his achievements and success to the Doctor. The Doctor has been the power behind the throne, so to speak, turning up out of the blue and leading all the negotiations that are credited to Carlisle, while Carlisle himself has taken a back seat. At one negotiation, Carlisle was only present for five minutes! The Doctor is of course happy for his old friend to take the credit, while he himself shuns the limelight. There is only one negotiation where the success is due to Darzil himself, on Zarak 4, but Darzil considers this one to be unimportant.

In a quirk of fate familiar to time travellers, the Doctor's first meeting with Lord Carlisle was also Carlisle's final meeting with the Doctor. The Doctor had long been an admirer of Carlisle and finally decided to meet his hero as an enthusiastic fan, arriving on Cray (see *L24*) just prior to what history records as his 38th and final negotiation before retiring. By now, Carlisle knew the Doctor well and considered him to be an old friend. But on their previous parting, the Doctor he knew had bade him a very sad farewell, so Carlisle quickly realised that this must be his final meeting with the Doctor – and the Doctor's first with Darzil. When he finally worked this out, the Doctor knew that he has an obligation to history to achieve dozens of peace settlements on Carlisle's behalf, but promised to Nyssa that he would only carry this out after she had left him.

LORD DARZIL CARLISLE



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

SKILLS
Convince 1, Craft (Musician) 3, Knowledge 2, Technology 1

TRAITS
Dark Secret (Minor)
Eccentric (Minor)
Friends (Major) – Earth Government

TECH LEVEL: 6

STORY POINTS: 8

THE TIME LORD POWER BEHIND THE THRONE

What if the Doctor, or your Time Lord and his ragtag crew were behind some of the great men and women of history? That could be the focus of an episode, arc or series for historically-minded players.

Essentially, history goes wrong and to reshape it in the form the characters remember, they must ensure their historical heroes' place in it. Whether that's by posing as them, whispering ideas in their ears, or manipulating events from behind the scenes is up to individual talents and preferences. Such an adventure might start with meeting such a hero and discovering he or she isn't as brave, clever, or charismatic as believed.

In any case, how will the characters know they weren't responsible for the legend in the first place?

LOUIS XIII *(The Church and the Crown)*

Louis XIII was born in 1601, the eldest child of Henry IV of France, the first French king of the House of Bourbon. Louis became King of France shortly before his ninth birthday following the assassination of Henry, with his mother, Marie de' Medici, acting as Regent. Louis took control in 1617 when he exiled Marie and executed many of her followers, who had been responsible for mismanagement of the kingdom and endless political intrigues.

As a young monarch without much in the way of political experience, Louis relied heavily on his chief ministers, firstly the duc de Luynes, and then Cardinal Richelieu. Under Richelieu, Louis XIII became an absolute monarch. He successfully intervened in the Thirty Years' War against the Habsburgs, managed to keep the French nobility in line, and retracted the political and military privileges granted to the Huguenots by Henry IV. Louis also successfully led the Siege of La Rochelle, modernised the port of Le Havre and built a powerful navy.

In 1615, Louis married Anne of Austria, daughter of Philip III of Spain. The marriage was only briefly happy and the King's duties often kept them apart. Anne's affairs brought shame on Louis' court, and in private the Queen despised her husband. When the Doctor and his companions find themselves in Paris in 1626 (see *L64*), they are startled to discover that Anne is almost identical to Peri (though Peri doesn't think so, commenting on the Queen's crooked nose), leading to confusion and intrigue.

Louis XIII has a great vision for his country, to unite it under his rule. But by 1626, he is still immature. Cardinal Richelieu (see *A25*) sees the King as frivolous and childish, often putting his own pleasure above his responsibilities. Richelieu believes this to be a result of Louis having been kept in his mother's shadow as a child when she ruled as Regent. Because of their opposing personalities, there is friction between the King and his chief minister which often spills onto the streets with the King's musketeers fighting Richelieu's own guards.

Louis is a keen huntsman and hawker. He is also a proficient musician, both as a composer and a lute player, and was taught to dance, including ballet. The historical King Louis XIII suffered from a congenital speech impediment that manifested as a pronounced stutter so that he was taciturn by nature. Contemporary reports also record that he had a double row of teeth. However, in the universe of Doctor Who, neither of these afflictions is apparent.



LOUIS XIII



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

SKILLS
Athletics 2, Convince 4, Craft (Music, Dance) 4, Marksman 3, Knowledge 2

TRAITS
Authority (Major) – King of France
Distinctive
Eccentric (Minor) – Childish arrogance and pride
Epicurean Tastes
Impulsive
Noble
Silver Spoon
Wealthy (Major)

TECH LEVEL: 3

STORY POINTS: 12

WEALTHY – MINOR/MAJOR GOOD TRAIT

The Minor version means a character is comfortably wealthy. They have a nice house, expensive car and so on, and the usual day-to-day living expenses aren't a problem.

A character with the Major version is stinking rich. They don't have to worry about money and can buy rare and valuable items without denting the bank account. They can spend Story Points to throw huge bribes around.

THE MAGICIAN *(Turlough and the Earthlink Dilemma)*

Some call him Pagad, some Magus. But mostly, he is known as the Magician, and he is a Time Lord. The Magician assisted Turlough when, after his return from exile to Trion (see *L88*), he became embroiled in a plot to bring back the dictator, Rehctaht. This incarnation has a whimsical nature. He remains calm in the face of danger, perhaps overly so. He also tends to talk in a long-winded manner, using a dozen words when only two or three would suffice, and he cultivates an aura of omniscience verging on smugness.

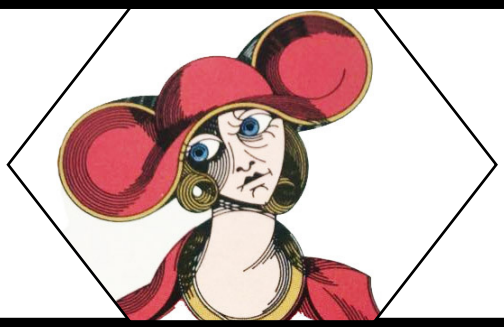
The Magician appears to be a young man only a little older than Turlough (who he tends to address as "dear boy"). He has a slightly pointed chin, a refined nose, piercing blue eyes, flashing white teeth and long slender fingers. A little under two metres tall, he typically dresses in a white robe with a blue sash and a red cloak, all topped by a large brimmed hat shaped like a figure-of-eight. He often carries a short white stick (of unknown function, if any) and wears lilies and roses in his buttonhole. His appearance is mysteriously accompanied by cut flowers at his feet.

The Magician's status is a matter of conjecture. Although he claims not to interfere in the affairs of others, his actions in helping Turlough resulted in the creation of alternate timelines. Most likely, he is an out-and-out renegade, albeit one who travels through time and space doing good. But it is just possible that he may be an agent of the Celestial Intervention Agency, acting without the official sanction of the High Council of Time Lords. Though as the Magician encouraged Turlough to develop time travel technology for Trion, this seems unlikely.

The Magician has a fully-functioning TARDIS. Inside, it is very similar to the Doctor's, but the control room is more crowded, being used as a repository for a variety of chairs of all shapes and sizes. The Magician also uses a device in the shape of a small musical keyboard, usually carried out of sight beneath his cloak. Various effects are achieved by pressing the keys in the appropriate sequences, although no notes are produced within the human audible range. It seems to be used primarily to manipulate other devices. For example, by playing his keyboard, the Magician has been able to cause total power failure in a ship's systems and then rectify it, and to create images and messages on a viewscreen. Occasionally, the Magician will operate the keyboard without even touching it.

The Magician is aware of the Doctor, but is clearly unimpressed by him. When Turlough had the temerity to suggest that he might be one of the Doctor's more eccentric incarnations, the Magician flew into a rage!

THE MAGICIAN



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

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

TRAITS
Boffin
Charming
Distinctive
Eccentric
Feel the Turn of the Universe
Gadget – Keyboard (see below)
Psychic
Time Lord
Time Lord (Experienced)
Time Traveller – Tech Level 7
Technically Adept
Vortex

EQUIPMENT
White stick
TARDIS
Keyboard (Traits: Control (Major), Transmit, Restriction – Tricky controls. Story Points: 2.)

TECH LEVEL: 10

STORY POINTS: 8

MAXWELL EDISON *(Stars Fell on Stockbridge , The Eternal Summer)*

Among the more prominent residents of the village of Stockbridge (see *L80*) is one Maxwell Edison, Max to his admittedly few friends, and Mad Max to many of the locals. Max has a reputation for eccentricity and is generally considered in Stockbridge to be "a bit of a nut". He is by turns an astrologer, medium, water-diviner, soothsayer and part-time UFO spotter, but usually describes himself simply as a psychic investigator.

Max runs the Stockbridge division of the Bureau for Interplanetary Liaison (BIL), a loose network of fellow UFO enthusiasts whose aim is to offer a welcoming hand to any visiting aliens. Although Stockbridge is a sleepy little village in rural England, it does seem to attract odd occurrences, and Max is actually one of the few members of BIL to have actually encountered any extra-terrestrial visitors. In fact, he has met the Doctor several times (in several of his incarnations), has seen inside the TARDIS and even been on board an abandoned alien spaceship orbiting the Earth.

In appearance, Max is in his forties and is slightly chubby. He is often unshaven and a bit scruffy-looking. He usually wears his trademark beret. Max is very earnest in manner, tinged with nervous excitement in the face of evidence of alien presence. He speaks with a West Country accent. Although he's not a coward, he hasn't been brave enough to take up the Doctor's offer to travel with him in the TARDIS.

Max has been shown to have minor psychic talents, including a slight precognitive ability, and was bullied for this as a child. Max can't read minds, though he is sensitive to the presence of unusual phenomena. Although Max seems to have little control over these abilities, he often carries a divining rod with him, which he uses as an all-purpose scanner to channel his psychic powers (though in practice, it doesn't provide any bonuses). He has also built what he calls a "bio-kinetic energiser ray" which he believes focusses his telepathic abilities to enable him to detect aliens. As this is just a box containing a few loose wires with an aerial sticking out of the top, it has no real practical function other than to give Max something to focus on. Max usually also carries a number of more mundane but useful items with him, such as a torch and pair of binoculars for night-time UFO spotting. He can often be found cruising around the country lanes near Stockbridge on his trusty old motorbike.

Max is a Terry Pratchett devotee and a fan of *Groundhog Day*, which he has watched dozens of times (something he realises is rather ironic). One of his few friends is fellow Stockbridge resident and BIL member Izzy Sinclair. In fact, it was through Max that Izzy met the 8th Doctor and ended up becoming one of his companions.

MAXWELL EDISON



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

SKILLS
Convince 2, Craft 2, Knowledge 3 (AoE: UFOlogy, Paranormal phenomena), Marksman 1, Medicine 1, Science 2, Subterfuge 3 (AoE: Surveillance), Survival 1, Technology 2, Transport 3 (AoE: Motorbikes)

TRAITS
Distinctive
Eccentric (Minor)
Empathic
Friends (Minor) - The Bureau for Interplanetary Liaison
Insatiable Curiosity
Obsession (Major) - UFOs
Precognition
Psychic
Unadventurous (Minor)

EQUIPMENT
Motorbike [Armour: 0. Hit Capacity: 6. Speed: 7.]
Binoculars
Torch
Divining rod
"Bio-kinetic energising ray"

TECH LEVEL: 5

STORY POINTS: 12

MICHELANGELO *(Fallen Angels)*

Usually just referred to as Michelangelo or Michelangelo Buonarroti, Michelangelo di Lodovico Buonarroti Simoni was one of the most significant figures of the High Renaissance. A rival of Leonardo da Vinci, he was considered the greatest living artist during his lifetime, and is often cited as the greatest artist of all time. Michelangelo excelled at painting, sculpture, architecture and poetry, though he held a low opinion of the first of these. His output was prodigious, and several of his works rank among the most famous in existence, including the sculptures of *David* and *The Pietà*, the painting of the ceiling of the Sistine Chapel, and the fresco *The Last Judgment* on the Chapel's altar wall.

Michelangelo was born in 1475 in Caprese in Tuscany, the son of the town's judicial administrator. After his mother died in 1481, Michelangelo lived with a nanny and her husband in Settignano. He was sent to Florence to study grammar, but preferred to spend his time in the company of painters. During his teens, Michelangelo was apprenticed to Domenico Ghirlandaio, a master artist in various fields, who sent him to the court of the Medici in 1489, when Lorenzo de' Medici asked Ghirlandaio for his two best pupils. In 1496, Michelangelo was invited to Rome, where he was commissioned by the French ambassador to the Holy See to carve a Pietà, a sculpture of the Virgin Mary grieving over the body of Christ. Soon after its completion, it was considered to be one of the world's greatest masterpieces of sculpture.

In 1504, having returned to Florence, Michelangelo completed perhaps his most famous work, the statue of *David*, cementing his reputation as a pre-eminent sculptor. The following year, he was invited back to Rome by the newly-elected Julius II, who commissioned him to build the Pope's tomb, a project which took Michelangelo forty years but which was scaled down considerably over time and was never finished to his satisfaction.

In 1508, Michelangelo began work on the painting of the ceiling of the Sistine Chapel, which he would not complete until 1512. The Doctor encountered him in 1511 while the ceiling is only half-completed. During an 18-month lull in work on the Chapel, Michelangelo has accepted a commission from the priests of the secretive Order of the Three Angels. A devout Catholic, Michelangelo considers that every block of stone has a sculpture placed within it by God, and that his work is to release it. In the case of the Order's commission, this may be a little more true than usual. The Order has acquired several blocks of marble, each of which seemingly has the figure of an angel embedded within it. Michelangelo's task is to free them…

Like many of the foremost artists throughout history, the Doctor found Michelangelo to have a typical artistic sentiment. He is bad-tempered and easily takes offence at any slight, real or imagined. At this point in his life, Michelangelo is both successful and famous, and is driven to achieve greater feats of creativity. Despite his success, he lives an abstemious live, eating frugally and employing only a single servant. Michelangelo is easily recognisable by his disfigured nose, broken in 1492 by a fellow pupil.

MICHELANGELO



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

SKILLS
Athletics 2, Convince 3, Craft (Painting, Sculpture, Architecture, Poetry) 7, Knowledge 2

TRAITS
Argumentative
Distinctive
Keen Senses (Minor) – Vision
Loud
Voice of Authority

TECH LEVEL: 3

STORY POINTS: 12



PRINCE KYLO *(The Burning Prince)*

The Drashani Empire is a galaxy-spanning civilisation to rival that of the Earth. The Drashani have a feudal space-faring society, whose soldiers are armed with energy weapons that are still recognisable as having their origins in the longbow. But two rival Houses with competing claims to the throne, House Sorsha and House Gadarel, have been at war since the mad Emperor Luko was deposed decades ago. The forces of Valdarn Gadarel seemed to be gaining the upper hand, but Valdarn was killed in battle and his sole heir, Princess Aliona, has a far less warlike temperament and far less design for power. She has agreed to marry Prince Kylo, heir to the Royal House of Sorsha, in order to reunite the Empire and bring peace.

Prince Kylo is the son of King Aldron of the House of Sorsha. By his own admission, he is the fall-back heir, his two older brothers having both died in the war against the Gadarel. Although in his twenties, Kylo is emotionally immature and unstable, very excitable and prone to fits of anger if things don't go his way. He is besotted with his fiancée.

Kylo's instability would not be so much of a problem if it weren't for one thing, something his family has kept secret from the general populace. There is a recurrent genetic abnormality in the Royal House of Sorsha. It is random and doesn't affect everyone. It manifests as a mutation in the brain, and it was this that drove Emperor Luko, Kylo's great-grandfather, insane. In Kylo, the mutation has made him a pyrokinetic, and he is able to use the power of his mind to make things burn. But he cannot always control this power. If he is angry or loses control, things spontaneously burst into flame around him, even people. Whenever he is in a situation which may excite or agitate him, Kylo must make a Difficulty 15 Ingenuity + Resolve roll to stay calm and maintain control.

Because of this, Kylo takes medication to suppress his pyrokinesis. This gives him a +4 bonus on the rolls to resist losing control. Conversely, if he deliberately tries to use his powers, his medication means that he must make the same roll but with a -4 penalty instead of the bonus. The effects of the medication will wear off over a period of several hours if Kylo doesn't take his regular doses.

Perhaps because of the mutation in his brain, Kylo has discovered that he has an affinity with the Igris, genetically created monsters designed to be a slave labour force. Igris will not attack him without provocation and may even view him as their leader.



PRINCE KYLO



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

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

TRAITS
Animal Friendship
Authority (Major) – Prince of Sorsha
Dark Secret (Major) - Pyrokinetic
Devotion – Princess Aliona
Eccentric (Major) – Emotionally unstable
Psychic
Pyrokinesis

EQUIPMENT
Usually carries his medication

TECH LEVEL: 6

STORY POINTS: 12

PYROKINESIS – SPECIAL TRAIT

Pyrokinesis is a variant of Telekinesis. A character with the Pyrokinesis Trait is able to agitate matter at a molecular level to generate sufficient heat to ignite objects or even people. As with Telekinesis, this power is usually limited to line of sight. Pyrokinesis causes 5(2/5/7) points of damage as a ranged attack. A Good or Fantastic result means that the object continues to burn, causing an additional 5 or 7 points of damage on each subsequent round until extinguished.

Pyrokinesis costs 3 points and requires Psychic as a prerequisite.

PROFESSOR RINXO JABBERY *(Plague of the Daleks)*

Professor Rinxo Jabbery is an academic from the Lucerian Unity in the 45th Century. Like all his kind, Jabbery is a non-humanoid alien with tentacles and purple flesh. He speaks in a high, warbling tone. Lucerians are a very scholarly race, though not a particularly likeable one. Not that they are evil. No, but they are pompous, literal, pedantic, blunt and lacking in anything resembling a sense of humour. Jabbery is a typical Lucerian in that he applies cold logic to any given situation and states his opinions as if they were proven facts, no matter who his audience might be and whether his statements might be taken as offensive or downright rude. Despite all this, the Doctor considers the Lucerians to be decent sorts and essentially non-aggressive.

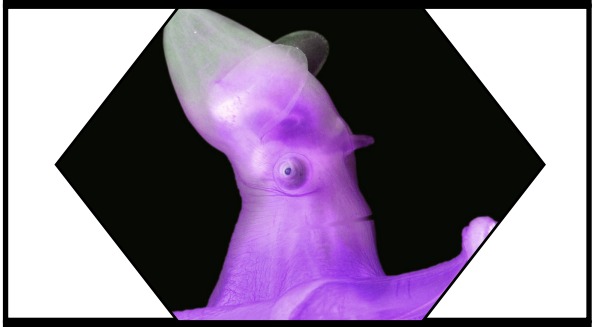
Professor Jabbery has an interest in studying human culture and history. But he is very disdainful of mankind and does not shrink from telling them so if he is presented with further evidence to reinforce his views. Jabbery considers humans to be foolish and that they constantly fail to learn the lessons of the past. To his mind, they have lurched from one environmental crisis to the next with little change in their behaviour. He also considers that the inhabitants of the Stellian Galaxy (otherwise known as Mutter's Spiral or the Milky Way) have a predilection for unproductive activity and pointless discourse. Lucerians do not respond to coercion, and this can superficially seem like bravery. However, this means that Professor Jabbery's inflexibility in the face of threats can blind him to danger.

Jabbery believes that members of his own species are of course superior to humans in every respect. Lucerians' adherence to applying logic ensures that they make rational decisions at all times. On Luceria, they re-absorb their dead, who provide the living with welcome sustenance. Jabbery finds the human customs such as burial or cremation to be wasteful, but does not appreciate that Lucerian habits might be distasteful to other species.

Apart from the obvious physical differences, Professor Jabbery has a couple of abilities which are not shared with humans. Firstly, his Lucerian visual capabilities are superior to the average human's. But secondly, his more exotic ability is that his body contains a bioluminescent protein. Lucerians normally deploy this in their mating rituals, but it can be activated at will to provide light if needed.

As part of his researches, Professor Jabbery visited the Stockbridge (see *L80*) Heritage Experience on Earth. However, this interest in what the Experience has to offer did not diminish the flow of criticism for Earth and its denizens. In fact, it seemed to provide him with more evidence to support his disdain.

PROFESSOR JABBERY



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

SKILLS
Convince 1, Knowledge 4, Technology 2, Transport 1

TRAITS
Alien
Alien Appearance
Brave
Eccentric (Major) – Pompous, literal and humourless
Keen Senses (Minor) - Vision
Special - Bioluminescence

TECH LEVEL: 7

STORY POINTS: 6

Adventure Seed: This Is My Flesh
The TARDIS lands on Luceria and discovers a dreadful secret about why Lucecians eat ther dead. Unbeknownst to the population, primitive Lucerians evolved the ability to gain the intellectual capacity of the brain matter they ingest and adapt it genetically. Over the millennia, it has made their race sentient, and then highly advanced. But will Professor Jabbery believe it? Or the player characters' claims that a secret Lucerian sect is trying to catch and eat their Time Lord to boost their children's mental abilities a hundred-fold? Can Lucerian society even handle this knowledge?!

REMBRANDT VAN RIJN *(The Waters of Amsterdam)*

Born in Leiden in 1606, Rembrandt was one of the greatest European painters and the most important Dutch artist. He is famed for his progressive use of chiaroscuro, developing a strong three-dimensional aspect to his works. But when the Doctor meets him in Amsterdam in 1658, Rembrandt is revealed to be a difficult and prickly character, unwelcoming to visitors and generally rather grumpy.

At this point in his life, Rembrandt lives alone, his wife Saskia having died of tuberculosis in 1642 and his son Titus away studying in Leiden. Rembrandt himself is on the verge of bankruptcy. He blames his ill fortunes on those speculators and investors who commissioned him to paint portraits of their wives and mistresses, but who when the time came could not pay him for his work as they had lost all their money on the stock market. He points at tulip mania as being the cause of their losses, though as this occurred twenty years ago, it is more likely that Rembrandt just has a long memory for wrongs done against him. In truth, the painter has always lived beyond his means, buying art, prints and rarities for an ever growing collection which he is now having to auction off to pay his debts.

When told by Nyssa that his work would in the future be highly valued and remembered, Rembrandt's response is that it is little comfort for him to know that he will be highly regarded after his death. He would prefer his rewards now, not while he was lying in the grave! Even his reputation is in tatters, ruined by the slanders spread by Geertje Dircx, the woman hired to be his son's nurse. She became Rembrandt's lover, but successfully sued the artist for breach of promise to marry her. Rembrandt believes himself to be beyond redemption.

In order to make ends meet, Rembrandt is willing to paint almost anything: portraits, landscapes, biblical scenes. But he draws the line at "fancy women and dogs". His latest commission is from Countess Mach-Teldak (see *V15*), though he has never met her in person. He has been hired to draw "vessels of the stars", and so the greatest painter of his age is effectively working as a draughtsman.

Even after the passage of sixteen years, Rembrandt still feels the loss of his wife deeply. At night, he sits alone in the darkness because it is then that he feels close to Saskia. It's as if she's still there beside him in the shadows and shapes that form in the flicker of the candlelight. To Rembrandt, it often feels as if she's always in the next room, just out of sight. Saskia was his life, and without her he has little reason to go on. But he does, though it never gets any easier.

At the end of his life, Rembrandt outlived both his son and his common-law-wife, Hendrickje Stoffels, and died alone as a pauper in 1669. He was buried in an unmarked grave in the Westerkerk in Amsterdam, but his remains were removed and destroyed twenty years later, as was the practice for dealing with the graves of the poor at that time.

REMBRANDT



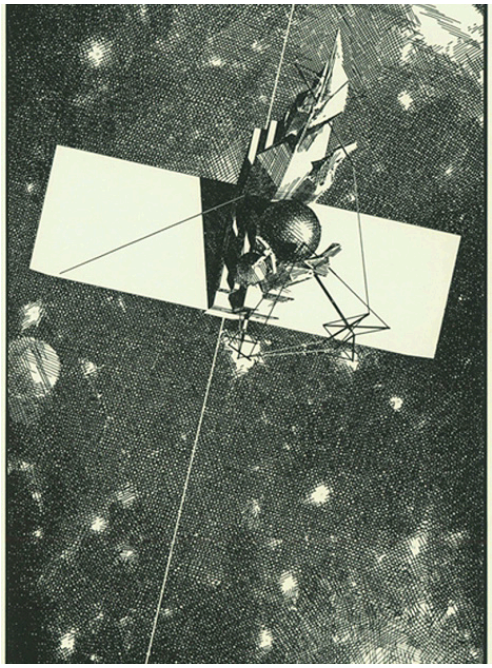
AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Craft (Painting) 6, Knowledge 3

TRAITS
Argumentative
Impoverished
Keen Senses (Minor) - Vision

TECH LEVEL: 3

STORY POINTS: 12



RICHARD III *(The Kingmaker)*

Shakespeare's (see *V118*) depiction of Richard III as a villainous murderer with a hunchback and withered arm is generally considered by modern scholars to be Tudor propaganda written in order to please Elizabeth I and draws heavily from Thomas More's *History of King Richard III*, which portrays Richard as an archetypal tyrant with physical defects reflecting his villainous character.

When the Doctor travelled back to 1483 to investigate the fates of the Princes in the Tower (possible victims of Richard), he discovered that Richard did not covet the throne of England, initially at least, but he does indeed have both a hunchback and a withered arm. In fact, he is rather sensitive to any perceived jokes made at the expense of these infirmities, and any mention of "having a hunch" about something or referring to weapons as "small arms", for example, will earn at best a sarcastic comment from Richard and at worst his enmity.

Richard was born in 1452, the youngest son of Richard Plantagenet, the 3rd Duke of York, and was named Duke of Gloucester in 1461. When his older brother, Edward IV, died in April 1483, Richard was made Lord Protector of the realm for Edward's son and heir, the 12-year old Edward V. However, before the young prince could be crowned, his parents' marriage was ruled to be invalid, making Edward illegitimate and ineligible for the throne. Richard was declared king within a matter of days.

Despite this turn of events, Richard loved his brother and places great value in loyalty and duty to others. But he is a pragmatic man. He won't take precipitate action unnecessarily, but he's not afraid to make difficult decisions when the need arises. As a notorious historical celebrity, Richard has been visited by all manner of time-travelling rubberneckers since he was just a boy, so he is well aware of his destiny to become a despised villain in the eyes of history.

Intriguingly, Richard III appears to be vocally identical to the 9th Doctor, right down to his northern accent. He is even known to have declared "Fantastic!" from time to time. But he doesn't do jokes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As Duke of Gloucester, Richard initially has no real designs on the throne of England. However, he is visited by a certain Mr Seyton, who claims to be a wise and benevolent sorcerer from the future. Seyton foretells that if Richard allows Prince Edward to ascend to the throne, Richard would be imprisoned, tortured and killed, and England would fall to a French invasion. Seyton is none other than William Shakespeare who, having stowed away aboard the TARDIS, seeks to protect the reputation of the Tudors at the expense of Richard.

History records that Richard III died in 1485 at the Battle of Bosworth Field. The secret truth is that it was William Shakespeare who died that day, and the Doctor took Richard to 1597 where he was happy to assume Shakespeare's identity, perhaps with a little help in the writing department from Francis Bacon.

RICHARD III



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

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

TRAITS
Adversary (Major) – House of Lancaster
Authority (Major) – King of England
Brave
Distinctive
Friends (Major) – House of York
Impaired (Minor) – Withered arm (-2 penalty on actions normally requiring two arms)
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage
Armour: 4 points

TECH LEVEL: 3

STORY POINTS: 8

ROBERT MCINTOSH *(The Haunting of Thomas Brewster)*

When the smoke phantoms (see *V99*) of an alternative 2008 sent psychic projections back into the 19th Century to secure their own existence, the TARDIS was caught in the resulting time breach. With the ship on the verge of breaking up, it was forced into an emergency materialisation in London in 1866 with only the Doctor on board. Nyssa was flung out and found herself in 1867. In the intervening year, while the Doctor was waiting for her, he amused himself by becoming a member of the Royal Society and holding lectures and demonstrations – though careful never to impart anachronistic knowledge to his fellow members.

During this year, the Doctor adopted the name "Dr. Walters". He grew a beard to make himself appear older and provide some gravitas so that he would be taken more seriously by the Society. He also took on an assistant-cum-protégé in the form of Robert McIntosh, a young medical student from Edinburgh. Robert knows nothing of the Doctor being an alien and a time traveller. He also knows nothing of Nyssa. And despite having an enquiring mind, Robert has never raised the question of the nature and function of the blue box in the Doctor's study. The Doctor believes that he is being discreet and hasn't encouraged him to ask.

As well as their scientific experiments, the pair also conduct other pursuits fitting for gentlemen of the 19th Century. In particular, the Doctor is interested in the so-called Bayswater House Mystery and apparently related crimes, a series of burglaries involving the theft of scientific paraphernalia. The real mystery for the pair is what do the criminals behind the burglaries intend to do with all the equipment they have acquired? The answer, naturally, involves the smoke phantoms.

Robert enjoys the intellectual pursuits that the Doctor has encouraged in him. However, he admits that he was not built for strenuous physical exertion. He is unfailingly polite and conducts himself in a manner befitting a Victorian gentleman.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Robert finally discovers the truth about the Doctor, he unsurprisingly feels betrayed and deceived by his mentor. He has been lied to for a year, which to him is a wasted time as the Doctor will depart with Nyssa and leave him behind. His immediate reaction is that he is determined to return to the Edinburgh Medical School and continue his studies to become a doctor. However, although he remains angry with the Doctor, he recognises that they should not part on bad terms.

Tragically, Robert was killed by the smoke phantoms before he had an opportunity to travel in the TARDIS, sacrificing himself to save his friends. But what if he had survived and fully forgiven the Doctor for his deception? Surely he would have leapt at the chance to become the Doctor's companion alongside Nyssa. What would Robert McIntosh, 19th Century scientist's assistant and medical student, make of the sights he would see in other times and places?

ROBERT MCINTOSH



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

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

TRAITS
Brave
Insatiable Curiosity
Well-Mannered

TECH LEVEL: 4

STORY POINTS: 12



ROLAND OF BRITTANY *(Castle of Fear)*

A French knight called Roland of Brittany, together with his comrades, Samson, Engelier and Ganelon. To anyone familiar with the epic poem, *The Song of Roland*, encountering such a group is as ludicrous as coming across a wandering party comprising King Arthur, Lancelot, Galahad and Gawain. It's not only staggeringly unlikely, but historically questionable. Nevertheless, in 1199 Roland and his fellows have returned from the Crusades in search of a quest to fulfil.

Judging by his outrageous French accent, Roland is certainly a Norman. He claims to be direct in line of descent from the Roland who, according to the tales, made his final stand against heathen forces at the Battle of Roncevaux Pass in the 8th Century. He and his compatriots are true and noble knights, paladins and successors to the peers of the Emperor Charlemagne himself. Roland has been on Crusade in Palestine with Richard the Lionheart, and claims to have fought alongside Sir Justin (see *A11*).

Roland is seeking an heroic quest for he and his men to undertake – but in return for their expenses (saddlery, armoury, weaponry and general administrative costs). Something in the region of 4,000 gold pieces would do nicely. If truth be told, Roland's real quest is for money. As he says, there are no noble quests, not any more. In Palestine, the finest families of Europe gather to butcher the heathens, and be butchered by them in turn. Where is the honour in a Crusade overseas, when the Western lands are left unguarded from the dragons of want and disease? Not that Roland really wants to do anything to ease the suffering of those labouring under the curse of those dragons. He just wants to line his own pocket.

Basically, Roland is a mercenary knight with seven thousand heads to his name. He does though have the bearing of a knight and deals with the peasantry harshly and without mercy. Finding the Earl of Mummerset's (see *A41*) castle to be invaded by demons, and its heir, Hubert, to be offering a reward of land to any who can deal with them, rather than deal with them himself, Roland deems Hubert to be as corrupt and ungodly as the demons. Is Mummerset such a place of bribery and corruption that demonic infestation may only be rooted out by auction?

Rather than get others – and peasants at that – to do the work, Roland fully believes that a knight should deal with these problems themselves. He may be an overbearing Norman bully, but he is at least brave, if impetuous. Clad in full plate armour and armed with sword, mace and lance, Roland and his comrades are certain that they can deal with anything from this world or the next!

Finally, whether Roland's outlandish French accent is genuine or not is perhaps a question best left for another day.

ROLAND OF BRITTANY



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

SKILLS
Athletics 3, Convince 2, Fighting 5, Marksman 2, Medicine 1, Survival 3

TRAITS
Brave
Code of Conduct (Minor) – Chivalric code (only when it suits him)
Impulsive
Loud
Noble
Quick Reflexes
Ruthless
Selfish
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage
Flanged Mace: Strength +4 damage
Lance: Strength +4 damage
Plate Armour (5 points)

TECH LEVEL: 2

STORY POINTS: 8

SAMSON, ENGELIER AND GANELON

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 3, Resolve 3, Strength 4
Skills: Athletics 3, Fighting 4, Marksman 1, Survival 2
Traits: Brave, Code of Conduct (as Roland), Noble, Selfish
Equipment: Sword (Strength +2 damage), plate armour, helmet and shield (5 points of damage reduction)
Story Points: 1 each

ROSA CAIMAN *(Loup-Garoux)*

By 2080, the Amazon rainforest has disappeared. Burning the trees to make space for cattle resulted in clearances on a massive scale in the early 21st Century, with the smoke causing widespread air pollution peaking in the 2020s. Eventually, a tipping point was reached and the entire ecosystem collapsed. The remaining stretches of jungle died and many of the Amazon River's tributaries dried up, leaving only the vast Amazon Desert behind, a dustbowl stretching from the Brazilian coast to the Andes.

The indigenous tribes of the region were left with little choice but to end their traditional way of life and migrate to the big cities in search of work. Some people held out longer than others, but eventually almost all succumbed. One of the last remaining tribes was that of the Miranha, but by 2080 they were reduced to just two survivors: Rosa Caiman and her grandpa. And when her grandpa died, Rosa was left as the sole representative and, by default, the tribal headman, despite being a girl of only around twenty. Although the rest of her people have been sent to Rio by the well-meaning men from the Mission, Rosa is determined to carry on with the old customs.

Having buried her grandpa in the dusty bed of the dried creek near her village, where he will have to wait for the rains to return and take him to his afterlife, Rosa is trekking through the Amazon Desert as part of her initiation rites. Quite what she needs to do to complete the initiation, she doesn't know. But she's sure she'll realise it when the time arises. Perhaps it will have something to do with the huge grey lobo she has encountered. Rosa knows all about the Loups-Garoux (see *V65*) and knows one when she sees it, so she keeps her silver blade to hand, just in case it's waiting for her round the next bend.

As the last of her tribe, Rosa is the spirit of the jaguar, and keeps the lost forest and her ancestors within her. She can summon them within her mind by means of the ancient chants handed down from one generation to the next. When needed, Rosa can call on her ancestors for wisdom and guidance. Not that they speak to her with clear messages, but their presence within her offers clarity and strength of purpose. While the forest remains within her, it can never truly die.

Rosa Caiman is capable of surviving in the wilderness of the Amazon Desert, using the skills she was taught by her grandpa to hunt armadillos for food. She doesn't carry much with her: her sacred jaguar pelt, the silver knife made by her grandpa, some rope to make 'dillo traps, a few cans of cola and her precious handheld computer (a "pers-com"). The latter she uses to record messages for her grandpa, keeping him up to date on her initiation. Rosa is confident and sassy, and perhaps a little too fond of the sat-vid shows, from which she has picked up her American accent and much of the slang she uses. She is generally tolerant of strangers she meets, though she's disdainful of "Eurpies", the young rich Europeans who come to Amazonia in search of adventure in between their studies and work.

ROSA CAIMAN



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

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

TRAITS
Brave
Code of Conduct (Major) – Tribal customs
Quick Reflexes
Sense of Direction
Special – Ancient Spirits: Rosa can spend a Story Point to gain the support of her ancestors in the form of +1 Ingenuity, +1 Resolve, +2 Knowledge, Psychic Training and Tough, lasting for one scene only

EQUIPMENT
Jaguar pelt
Silver knife (Strength +2 damage)
Handheld computer

TECH LEVEL: 5

STORY POINTS: 6

SIR ISAAC NEWTON *(Circular Time - Summer)*

Sir Isaac Newton: President of the Royal Society, Member of Parliament, Master of the Royal Mint, inventor of the cat flap and one of the greatest scientists who has ever lived. Newton's work on mathematics and gravity set out in his *Philosophiæ Naturalis Principia Mathematica* pushed forward the boundaries of our understanding of the cosmos immeasurably. But his belief in a rational universe was tempered by his religious views and his study of alchemy. Newton was a devout Christian, but one whose faith was at odds with the Anglican principles that dominated England at the time. Although not generally known during his lifetime, Newton was an Arian, which meant that he did not believe in the Holy Trinity. In particular, he considered that Christ was not equal to God, but was created by Him and therefore subordinate.

The Doctor and Nyssa crossed paths with Sir Isaac in his role as Master of the Royal Mint. He had become the Warden of the Mint in 1696 and was appointed its Master in 1699, remaining in the post until his death in 1727. Newton was particularly concerned to stamp out the counterfeiting of coins, which was rife at the time. He used his powers to reform the currency and punish coin clippers and counterfeiters, considered high treason and punishable by being hanged, drawn and quartered. Newton pursued such criminals with zeal, even going so far as to disguise himself to personally gather evidence in bars and taverns. As the Doctor found when he inadvertently tried to pay for drinks using coins from a variety of future times and places, those arrested would be taken to the Tower of London for questioning by Newton himself under pain of torture.

Sir Isaac Newton was not an easy man to get on with. In dealing with suspected criminals, he was little short of homicidal. In his relationships with fellow scientists, he had several fallings out, including with Robert Hooke, Nicolas Fatio de Duillier and Gottfried Leibniz, the latter a dispute over which of them had developed calculus first. Newton's temperament was not aided by the migraines his suffered from and which could be triggered by excitement or stress. His servants referred to these as Sir Isaac "having one of his turns", and in extreme cases they resulted in a seizure.

But whatever his flaws, Newton possessed a supreme intellect and a keen perception. Once grasped by a train of thought that intrigued him, he was able to give his mind over to it totally, to the extent that he became oblivious to those around him. Using the coins confiscated from the Doctor, Sir Isaac was able to deduce the broad strokes of the future history of the Earth over the coming centuries with a remarkable degree of accuracy (though some of the details may have been a little wide of the mark).

Sometime after this encounter, Sir Isaac journeyed in the TARDIS to the planet Practas Seven. But according to the 10th Doctor, the experience reduced him to whimpering in a corner!

SIR ISAAC NEWTON



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

SKILLS
Convince 3, Craft (Writing) 3, Knowledge 4 (AoE: Alchemy), Science 6 (AoE: Mathematics, Physics), Subterfuge 1, Technology 3

TRAITS
Argumentative
Authority (Minor) – Master of the Royal Mint
Dark Secret (Minor) – Heretical religious views
Friends (Minor) – The Royal Society
Experienced x2
Indomitable
Voice of Authority
Weakness – During his migraines, Newton has a -4 penalty to perform any actions

TECH LEVEL: 4

STORY POINTS: 6



THE STORYTELLER *(The Last Fairy Tale)*

Once upon a time, there was a race of creatures from another dimension who fell into our world. This happened a very long time ago and we do not know the name they used for themselves. Let's just call them the Storytellers. The Storytellers thrived on the power of belief. They needed to tell stories and they needed the people who heard them to believe that they were true. Or at least not to believe that they were untrue, which is not quite the same thing.

This was all well and good, and for many centuries the Storytellers lived long and happy lives, travelling the ancient Earth, gathering knowledge and experiences, and spinning yarns about them. But as the long centuries drew on, humankind grew ever more cynical and disbelieving and the Storytellers began to die out, starved of the belief that they needed. The Storytellers became fewer and fewer until, sometime around the Middle Ages, there was only one of their kind left.

This last Storyteller went by the unlikely name of Grayling Frimlish. Grayling continued to roam far and wide in his search for new sights and happenings which he could use as the raw material of his trade. Villages all across Medieval Europe looked forward to the return of the Storyteller and festivals were arranged to celebrate his arrival. But with only one Storyteller left, many years could pass from one visit to the next, and the exact appearance of Grayling Frimlish was forgotten by the villagers over the intervening time. As a result, any wandering stranger might easily be mistaken for the real Storyteller. Especially those wearing strange-looking clothes or claiming to have had unusual adventures.

In contrast to some of those strangers, the real Grayling Frimlish is a rather nondescript and unassuming man of indeterminate years. His easy-going manner fits in wherever he appears, and his cheerful humour means that he makes friends easily without ever standing out in the crowd. Grayling's plain cloak is worn and dirty from his travels, and some might say that his personal hygiene leaves a little to be desired – but in the Middle Ages, this is not noteworthy. Beneath his cloak though are his magical Storyteller's robes, which are only revealed when he is ready to start telling his stories. He has a special hat too, which is only donned when his identity is known.

Grayling Frimlish's powers of storytelling are such that observers believe they witness all sorts of strange things as his tales unfold. Colourful vapours might be seen wafting out of his robes, and he might even appear to float in mid-air! Some might hear a magical fluting pulse which has a hypnotic tone about it, perhaps indicating alien mind control technology. But the Doctor insists that it is all down to Grayling Frimlish himself, just the power of his words to influence the imaginations of those around him.

By the Middle Ages, the Storyteller is very old, possibly one of the oldest people on the planet. He is famous all over the world for his talents. He has travelled for many years and has seen just about everything there is to see. But Grayling Frimlish knows that he is nearing the end of his travels at last, and maybe his own story too.

GRAYLING FRIMLISH



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

SKILLS
Convince 5, Craft (Storytelling) 6, Knowledge 5, Survival 3

TRAITS
Charming
Dependency (Major) – Requires the belief of others
Face in the Crowd
Hypnosis (Minor)
Insatiable Curiosity
Last of My Kind

TECH LEVEL: 2

STORY POINTS: 12

Adventure Seed: Characters in the Story
An encounter with the Storyteller could be an amusing diversion for a TARDIS crew. Instead of fighting the effects of his hypnotic story, they might simply go with it, take on the roles he offers in the grand illusion. Suddenly, *they* are telling the story as much as the GameMaster is and aren't relegated to the audience. And perhaps the story told is as much about themselves as it is the Storyteller's fantasy. Maybe they've just foreshadowed what is about to happen to them...



MONSTERS AND VILLAINS

ALPHA *(The Ultimate Treasure)*

Except for a suggestion of a purplish tint in his skin tone and a certain peculiarity about his eyes, Mr. Alpha seems outwardly human. He has a hairless dome of a head, powerful square shoulders and carefully manicured ham-like hands. Few people know where Alpha actually came from, and those who know him realise that it would be unwise to enquire. But wherever that was, Alpha is now a criminal boss operating out of Astroville Seven, a 31st Century space-born trading post many light years away from Earth and used by a multitude of alien races. He is a powerful and ruthless figure and has set his sights on locating the legendary Rovan's hoard, a priceless treasure trove which has been lost for millennia.

Many years ago, Mr. Alpha acquired an experimental device that purported to transfer a copy of a person's mentality into a cybernetic brain. Having no natural offspring, Alpha considered it to be an interesting opportunity to ensure the continuance of his line, in a manner of speaking. So he has regularly copied his brain patterns into the memory bank of the device to ensure it was up to date, while still keeping it dormant. A timing circuit is set to power up its systems automatically after a certain interval if left unattended. The device has been installed within a robotic body and kept secure within a large strongbox which Alpha routinely takes with him. If the device is activated, the robot will awaken and the strongbox will open. The strongbox is actually a disguised emergency capsule, and if it is activated in space or a hostile environment, it will first sprout aerials and sensors, hyperdrive emitter nodes for jumping through space, and rocket thrusters for conventional flight to get it to a more suitable location. Alpha's new robot body is a glittering machine in the shape of a large humanoid torso supported by a blocky tracked base, with red photosensor eyes set in an expressionless silver face. In a very literal sense, Mr. Alpha is far more dangerous dead than alive.

ALPHA ROBOT

AWARENESS	4	PRESENCE	5
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	8

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

TRAITS
Armour (8 points)
Environmental (Major)
Flight (Major)
Friends (Major) – His criminal network
Indomitable
Natural Weapon (Minor) – Concealed blades: Strength +2 damage
Owed Favour (Major)
Owed Favour (Minor) x2
Robot
Vortex
Wealthy (Major) – Stinking rich

EQUIPMENT
Energy rifle: 7(3/7/10)

TECH LEVEL: 7
STORY POINTS: 6

MR. ALPHA



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

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

TRAITS
Distinctive
Friends (Major) – His criminal network
Owed Favour (Major)
Owed Favour (Minor) x2
Wealthy (Major) – Stinking rich

TECH LEVEL: 7
STORY POINTS: 6



ATHANASIUS OF ALEXANDRIA *(The Council of Nicaea)*

Athanasius is regarded as one of the four great Eastern Doctors of the Church in the Roman Catholic Church and is remembered for his staunch defence of Trinitarianism (which holds that God the Father, Jesus Christ and the Holy Spirit are of one nature) against Arianism (which holds that Jesus was created by God and therefore is not coexistent with God the Father).

Athanasius's mentor, Alexander, had been appointed Bishop of Alexandria in 312 and had invited Athanasius to be his secretary. Athanasius was an educated man, having learned grammar and rhetoric, and was able to read and write both Greek and Coptic. He was already well-regarded and considered by his peers to have wisdom and acumen beyond his years. In 325 AD, Athanasius was appointed by Bishop Alexander of Alexandria to be his representative at the First Council of Nicaea (see *L62*), called by Emperor Constantine I (see *A29*) to decide on the matter of Arianism. At this point in his life, Athanasius is still a young man and has been a deacon since 319.

By 325, Athanasius is a recognised theologian and ascetic. He has come to Nicaea to ensure that Arius (see *A21*) and his views are declared heretical by the Council called by Constantine. As a Christian, he will not dirty his own hands with violence, but he is willing to turn a blind eye to the actions of his followers. Athanasius has been accompanied to Nicaea by a number of what can only be described as thugs, and he may give them orders to ensure that any obstacles are removed from his path without wanting to know the means of achieving this. In this regard, Athanasius is ruthless without staining his own reputation.

Shortly after the conclusion of the Council of Nicaea, Athanasius is declared Alexander's successor as Bishop of Alexandria, when his elderly mentor dies. Athanasius did not at first consent to this appointment, perhaps foreseeing the difficulties which would come with it. However, he was unanimously elected and eventually conceded. During his forty-five year period as Bishop and Archbishop, he continued to denounce heresies and schisms. But he had problems with various Roman Emperors, having to spend seventeen years in five separate exiles (for mistreatment of Arians, among other charges). There were also at least six other incidents in which Athanasius had to flee Alexandria for his life. This gave rise to the expression "Athanasius contra mundum" ("Athanasius against the world"). Much of the remainder of Athanasius's life would be taken up by theological disputes against the Arians.

Athanasius is venerated as a Christian saint in the Catholic Church, the Anglican Communion and many other branches of Christianity which recognise saints. For his stance against heretics, he has been called the Pillar of the Church and the Father of Orthodoxy.

ATHANASIUS



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

SKILLS
Athletics 1, Convince 4, Craft (Writing) 3, Knowledge 4 (AoE: Philosophy, Theology), Subterfuge 2

TRAITS
Adversary (Minor) – Arians and other heretics
Authority (Minor) – Bishop Alexander's representative
Obsession (Major) – Crush Arianism

TECH LEVEL: 2

STORY POINTS: 12



THE BLOODHUNTER *(Fear of the Dark)*

When the ashes of the Dark (see *V21*), the sentient evil from before the Big Bang, were scattered at the bottom of a pit in a cavern beneath the surface of Akoshemon's moon (see *L1*), the creatures who had defeated it must have believed that it was dead forever. But the Dark is incapable of true and irreversible death, and its psyche lived on within the ashes, physically powerless but already preparing for its resurrection.

The Dark reached out with its mind to draw other beings to it, not in an obvious way but in a subtle one. Eventually, in the year 2319, a scientific expedition from the Earth Empire arrived and set up a base on the moon. They had recovered genetic material from the planet below. Believing that the dead race which had inhabited Akoshemon had possessed a lifespan much longer than that of humans, they attempted to create a hybrid creature. They succeeded, but the results were monstrous.

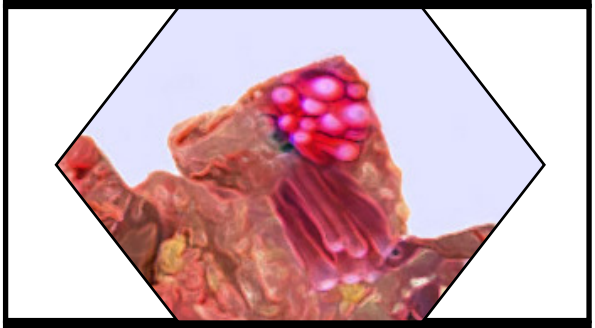
The result of the expedition's researches was a creature which would later be known as the Bloodhunter. It is totally inhuman, squat, dwarf-like and the colour of an earthworm. A cluster of blood-red eyes stare out from the centre of its fleshy stump of a head, just above a nest of glistening, writhing tubes. It has long, powerful arms ending in big, clawed hands. If injured, its wounds weep a thick, clear jelly. The creature moves surprisingly swiftly, with an oddly ape-like motion. As its name suggests, the creature feeds on blood, its tangle of tubes connecting to its victim and sucking the blood out with terrifying speed, leaving only a withered, shrunken corpse behind.

Unknown to the scientists, the Bloodhunter has been created to serve the Dark, its master psychically influencing the team in their researches. The lead scientist was corrupted enough to want to test the creature's abilities out on his colleagues, with tragic consequences. After the Bloodhunter had finished with them, only one was left alive, and he only survived by shutting himself inside one of the lab's suspended animation tanks.

The Bloodhunter does not need the blood for itself, even though it appears to drink it. After each feast, it retreats down into the depths of the moon to the pit in which the Dark's ashes lie. Once there, it regurgitates all that it has devoured into the pit to mix with the ashes. Eventually, the Dark will have enough organic matter to be able to combine its ashes and create a new body for itself.

In the meantime, with no other prey on the moon of Akoshemon, the Bloodhunter waits silently in self-induced stasis until its master can draw its next victims to them. It is infinitely patient and, as a direct descendant of the mutant abominations that had bred themselves to extinction on Akoshemon, it can survive for hundreds of years without feeding or even ageing. Even if it is apparently killed, it can recover, its injuries healing over several hours while it remains in a coma so deep as to appear like death.

THE BLOODHUNTER



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 3, Fighting 4

TRAITS
Alien
Alien Appearance
Enslaved
Environmental (Minor) – Can enter stasis to avoid needing to feed
Fast Healing (Major)
Fear Factor 2
Immortal (Special)
Natural Weapon (Minor) – Claws: Strength +2 damage
Natural Weapon (Special) – Blood Drain: If the Bloodhunter can hold a victim fast (a contest of Strength + Athletics), it uses its tendrils to drain blood at a rate of 3 points of damage per Round
Tough

TECH LEVEL: N/A

STORY POINTS: 4



THE BRATANIAN SHROUD *(Repeat Offender)*

Very occasionally, creatures from other dimensions arrive in our world via rifts in space-time. Such rifts open spontaneously from time to time, but it's rare that whatever comes through survives the journey due to the differing physical laws from one dimension to another. One such creature which was able to survive intact was the Bratanian Shroud that the Doctor and Turlough encountered in Reykjavik in the year 2144.

The Shroud has no physical body, which is perhaps why it was able to survive its passage through the rift. It is a creature that lives inside the electrical impulses of the mind, a parasite which takes control of the bodies of others. In our dimension at least, it cannot survive for long outside a host without being dissipated, so it spends its time moving from one body to the next, discarding each when it has outlived its usefulness.

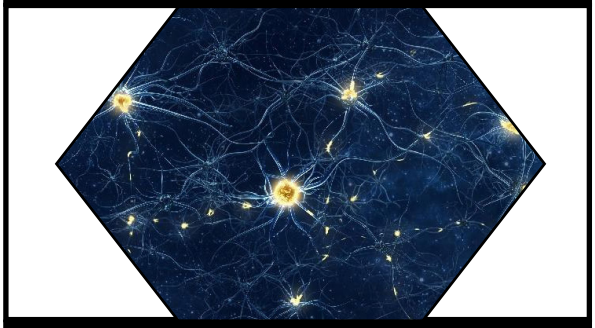
Creatures like the Bratanian Shroud normally live in the information flows of a living brain, and it can usually only move to another host in the near vicinity. But by 2144 the wireless data transfer of a city to size of Reykjavik acts like a vast gestalt brain. The city is an enormous sea of data and the Shroud can use it to get anywhere it wants, hopping from body to body throughout Reykjavik. It hasn't yet attempted to move beyond the city, but that may only be a matter of time.

As a creature that survives within electrical impulses, the Shroud is vulnerable to interference. The Doctor adapted standard 22nd Century hand-held mediascreens to act as wave disrupters, forcing the Shroud out of its hosts if they entered a disrupter's field, an area of a few metres across. But within the city's wireless data flow, this isn't fatal for the Shroud, as it can just jump to another mind well outside the area of disruption. Only by shutting down the data flow and then using a disruptor field to force the Shroud out of its host can it be rendered helpless, surviving for only a few minutes without a body. The Doctor suggested leaving the data flow off for around half an hour, just to be on the safe side.

And as a creature from another dimension, the Bratanian Shroud's motives are hard to fathom. But it is clearly a murderous creature, seemingly wanting nothing more than to survive by killing anyone who threatens it. Although it could easily use its body-hopping powers to frame each of its hosts for its killings, it instead attempted to cover up its crimes, apparently in order to spread mistrust and paranoia.

At one point, the Shroud managed to take control of the Doctor and, learning that he is a time traveller, schemed to take control of the TARDIS in order to manipulate the past and change history for its own amusement.

THE BRATANIAN SHROUD



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

*As its host's body

SKILLS
Convince 5; the Shroud gains other skills from its host (including mental skills such as Knowledge or Science as it reads its host's mind)

TRAITS
Alien
Dependency (Major) – Can only survive for a few minutes outside a host body
Immaterial
Immunity – Immune to all physical damage
Invisible (Special Bad)
Possess
Psychic
Weakness (Minor) – Electrical disruption fields force the Shroud to abandon its host

TECH LEVEL: 6

STORY POINTS: 8



CANAVITCHI *(The King of Terror)*

The Canavitchi controlled a galactic empire for a dozen millennia. In their time, they conquered hundreds of worlds and were feared in a manner similar to the Daleks. But, like all powerful dictatorships based on military strength and megalomania, they became decadent and lazy. The Canavitchi stopped scaring people as much as they once had.

A rival race of galactic conquerors, the Jex, came along at just the right time. The Jex began by picking off a few outlying colonies, and when the Canavitchi didn't respond, they went straight to the homeworld. Within thirty years, they had conquered it from within with hardly a shot fired. By the time the Canavitchi tried to organise themselves into a resistance movement, it was too late. The Canavitchi were enslaved for centuries and were subjected to brutal treatment. But the Jex (see *V51*) also did to the Canavitchi what the Romans did to the French and the Germans: they organised them. The Canavitchi grew powerful enough to overthrow the occupying force and since then they have made it their business to undo everything the Jex get their hands on. They have pursued the Jex across the galaxy for two thousand years and have destroyed their empire. The Canavitchi don't just conquer worlds where there are traces of the Jex; they destroy them.

The Canavitchi are green and beautiful, slender and frail-looking, with faces that seem benign. Apart from the claws and fangs, they look as unwarrior-like a race as could be imagined. Many, many galactic would-be conquerors over the millennia made the mistake of thinking the Canavitchi were weak and flaccid, and most came to regret the error of their beliefs. The Canavitchi have a group mind and share each other's thoughts. They also possess an empathic ability which provides them with low-level telepathic powers. The Canavitchi have a life-span measured in centuries, and they do not fear death, considering it to be merely a gateway to a better state of existence. Their home world is called Fen'vetch Suxa Canavitch, which literally means "the beautiful world of blue and gold". It loses a lot in translation.

As on many primitive worlds, the Canavitchi have infiltrated the Earth to lie in wait for the Jex. In fact, they have been here for nearly a thousand years and have held back human development during that time. The Canavitchi faked the Turin Shroud in order to maintain belief in religion over science. They watched the Crusades and set up the Knights Templar. They gave the Spanish Inquisition all sorts of strange ideas. They fomented the War of Independence and caused the Wall Street Crash. They put all sorts of obstacles in the way of Charles Babbage so that his difference engine was never built. Without the Canavitchi, mankind would have achieved interstellar travel by the 1850s.

Like their foes the Jex, the Canavitchi are adept at using disguise to infiltrate other cultures. They use an artificial skin suit which is sophisticated enough to appear like living flesh, even under close examination.

CANAVITCHI



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

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

TRAITS
Adversary (Major) – The Jex
Alien
Alien Appearance
Attractive
Brave
Empathic
Natural Weapon (Minor) – Claws: Strength +2 damage
Networked (Major)
Psychic
Telepathy

EQUIPMENT
Artificial Skin Suit [Traits: Shapeshift (Minor). 1 Story Point.]

TECH LEVEL: 7

STORY POINTS: 3-5

CARDINAL ZERO *(Circular Time - Spring)*

When Cardinal Zero disappeared from Gallifrey, the Time Lords were concerned; and when they learned that he had established himself on the planet of the Avians and was living within their society, the High Council dispatched the Doctor to try to talk him into returning. Avian society (see *A23*) is developing at a very rapid rate, and the High Council believes that the interference of Zero is the cause.

Zero is a cardinal from the Prydonian Chapter who was well on his way to getting a seat on the High Council before he absconded. He also belonged to the Council of the Great Mother, which specialises in the politics of regeneration (including class, gender and species politics). The Doctor considers that if he were an Arcalian, Zero would most likely stay in his TARDIS; and if he were a Patrex, he'd start cataloguing droppings. But like most Prydonians, he is extremely cunning, and (according to the Doctor, himself a Prydonian) you can't take your eyes of them for a second! Zero is indeed very devious, though he is charming and urbane on the surface. He has managed to ingratiate himself into Avian society to the extent that he has become their ruler, the Sarjer, and acts as judge, jury and executioner for the most serious crimes. Zero has taken to adorning his clothing with Avian feathers as a mark of politeness to his people.

The Doctor is concerned that Zero might be intending to grant the Avians the gift of flight, which they have long ago evolved away from but now wish to rediscover. However, as Zero points out, if that were the case, he would merely have to emerge from his TARDIS wearing anti-gravity boots and fly around telling them to follow him.

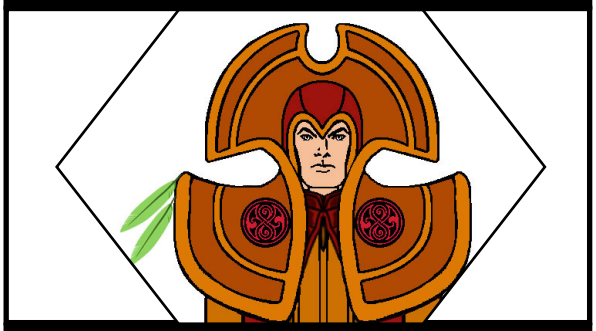
Shortly after he first arrived on their world, Zero asked the Avians to float his TARDIS out to the middle of the great lake near their city and sink it to the bottom. Unknown to the Avians, the TARDIS has become the lake itself, as Zero needs it to be able to communicate with the Avians, the intricacies of their language being too complicated for aliens to master.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cardinal Zero's scheme is indeed complicated. His interest in regeneration has led him to want to become a hybrid creature, half Time Lord and half Avian. He has identified a naturally-occurring contact poison, created by a mixture of the droppings of Avian chicks and fruit juice, as having the right chemical properties for his purposes. Fatal to males but harmless to females and the young, in Time Lords it induces regeneration and allows them to absorb enough Avian genetic material to become the hybrid creature that Zero desires to be.

After his regeneration, Cardinal Zero gains the Alien Appearance and Flight (Major) Traits, having grown feathers and fully functioning wings. In this form, he intends to lead the Avians into a new cultural and industrial revolution, becoming the prophet that their legends foretell will grant them the power of flight once again.

CARDINAL ZERO



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

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

TRAITS
Artron Battery
Authority (Minor) – Avian magistrate
Charming
Dark Secret (Major) – Has killed the Avian leader
Distinctive
Eccentric (Minor)
Feel the Turn of the Universe
High Office (Special) - Cardinal
Hypnosis
Indomitable
Obsession (Major) – Become an Avian
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced x2
Time Traveller – Tech Levels 3 and 4
Voice of Authority
Vortex

EQUIPMENT
TARDIS (use Advanced TARDIS stats from *The Time Traveller's Companion*)

TECH LEVEL: 10
STORY POINTS: 4

CELL-SPIDERS *(Alien Heart)*

Although the planet Traxana lies a few million miles beyond the frontier of the Earth Empire, the Empire has set up an unmanned monitoring station on its moon to give advance warning of a potential threat to its borders. The people of Traxana have an industrial technology but have not yet developed space flight, leaving the moonbase undetected. And yet, something has discovered it - and infiltrated it…

In Traxana's constellation, something catastrophic has happened to ten otherwise unrelated worlds. All that is left of them is a scattering of anomalous particles, evidence that they have all been eradicated from the temporal fabric of the universe as though they never existed. The trail left by these anomalous particles ends – or begins – at Traxana's moon. Anyone coming here to investigate will find the moonbase overrun with swarms of something akin to giant green arachnoids. Their bodies are almost like cells, magnified and misshapen, leading Nyssa to dub them "Cell-Spiders".

These glutinous green multipeds are coated in a jelly-like substance that forms a powerful adhesive. Anyone brushing against a Cell-Spider as a swarm rushes past will find themselves inadvertently attached and is at risk of being carried along in the green tide unless they can pull free. The passage of a swarm of Cell-Spiders leaves a sticky (and smelly) green trail behind it. The Cell-Spiders also generate time spillage, though this might not be immediately apparent. Structures in the areas they have passed through are sometimes found to have aged by millennia or to have regressed back to an earlier state. This effect is usually incidental to the proximity of the Cell-Spiders, but it is clear that they can control it if they wish.

Although they appear to be animals, Cell-Spiders are not naturally occurring creatures, and their creators can program them with the knowledge to operate equipment. On Traxana's moonbase, each new brood heads straight to a transmat and teleports itself down to strategic points on the equator of the planet below, where they quickly burrow underground. With scores of broods each containing hundreds of Cell-Spiders, they have been able to excavate a gigantic passageway encircling the equator.

Each brood is led by a Scion Prime, a creature twice the size of the foot soldiers. Like a hive queen, it is set apart from the others and has a greater intelligence. It controls the drones by means of pheromones.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cell-Spiders are creations of the Daleks, made from their own DNA. There is a small Dalek enclave on the moonbase, hidden in deep cover and unaware of their defeat by the Movellans a century before. They have been developing a devastating new weapon and the Cell-Spiders are a living part of it. Traxana is the latest test planet for this weapon, the previous ones being the worlds that have disappeared from the universe.

Once the Cell-Spiders are all in position in the tunnels beneath Traxana, the Scion Primes will also assume their places in the pattern around the equator. At the Scions' pheromone signal, they will all generate enough time spillage to freeze time around the planet's core, stopping its spin and destroying all life on the surface. Traxana will be cleansed ready to become a new Dalek world!

CELL-SPIDER



AWARENESS	2	PRESENCE	1
COORDINATION	4	RESOLVE	4
INGENUITY	1/2*	STRENGTH	4/6*

**Adjustements for Scion Prime.*

SKILLS

Athletics 2, Fighting 2, Subterfuge 2, Survival 3, Technology 2

TRAITS

Additional Limbs x2: Legs
Alien
Alien Appearance
Alien Organs (Minor)
Alien Senses – Pheromone detection
Burrowing
Climbing (Major)
Networked (Major)
*Size – Huge (Minor)
Special – Sticky: Anyone or thing touching a cell-spider must make a Coordination + Strength roll against the creature's Strength + Strength to break free
Special – Time Phasing (see *The Fourth Doctor Expanded Universe Sourcebook*)
Tough/Armour (4 points)*

TECH LEVEL: 9

STORY POINTS: 1-2/3*

CHAMBERS PHARMACEUTICALS *(The Gathering)*

Katherine Chambers was born in 1966 in Baltimore and was raised in Fell's Point, where she was a classmate and friend of Peri Brown. Kathy first met the Doctor (in his sixth incarnation) when he turned up in Fell's Point in 1984 with Peri, who had been travelling with him for several years from her point of view (but only four months had lapsed in Kathy's timeline). At this time, Kathy's father Anthony fell under the control of the Cybermen and subsequently died, while her older brother Nate was left paralysed when Anthony attacked him.

Kathy went on to study medicine, qualifying as a doctor. While at university, she was befriended by James Clarke, an Australian studying in America. James became very interested when he learned of some examples of cyber-technology that had been left behind in Fell's Point, including a cyber-conversion unit. When Kathy had activated part of the device, it had self-destructed, killing Peri's mother and a family friend. Kathy blamed herself for their deaths and agreed to James getting her and Nate out of America with the remaining half of the conversion unit. At some point, they used the unit on Nate to try to cure his paralysis, but the process was incomplete. Nate is now a partial Cyberman He is able to move and walk again, but has minimal intelligence and is unable to communicate. He is kept alive by his cyber-enhancements, but he is barely aware, struggling even to breathe. He can follow Kathy's instructions, but shows no initiative of his own.

With funding from James, Kathy founded Chambers Pharmaceuticals in Clarke's native city of Brisbane. By 2006, when the 5th Doctor arrived in Brisbane, it is a thriving company with an impressive, state-of-the-art headquarters in the city. Publically, the company undertakes medical research and treatment using cutting edge techniques to develop cures for cancer and similar conditions. Behind the scenes, James and Kathy are using it to work on the cyber-conversion unit. Kathy's aim is to use it to fully restore Nate. James though sees the device as the future of medicine, able to heal and cure anything. But he has realised that it requires an organic component and has identified Kathy's PA, Eve, as the ideal candidate due to her IQ of 145. James has been dating Eve in order to get close to her, and when the time is right, he will place her within the conversion unit so that she becomes integrated with it, killing her but creating System Version 1.0, an AI medical diagnostic and treatment machine, the equivalent of an all-purpose, fully staffed hospital. Who knows, it might even be able to bring the dead back to life.

James has used his computer skills to build a systems room within the Chambers Pharmaceuticals offices that is capable of controlling everything within the building. In fact, as a computer consultant, he has worked on servers all across Brisbane. On each occasion, he has installed a software patch that allows him to send a signal down the line to shut down systems throughout the city: power, lighting, radio and TV stations, the phone system, even the mobile network. Unknown even to Kathy, James secretly works for the Forge, a reclusive organisation reporting to the British Government that recovers xeno-technology and makes use of it. The Forge is similar to Torchwood in its aims, but is much more ruthless in its methods; it will be covered in more detail in a later sourcebook.

DR KATHERINE CHAMBERS



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

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

TRAITS
Dark Secret (Major) – Nate
Obsession (Major) – Nate

TECH LEVEL: 5

STORY POINTS: 8

Kathy lives in an apartment in the Chambers Pharmaceuticals building. Nate also lives in the building, but he is kept out of sight of the company's employees. They sometimes hear Kathy talking to him in her office, but they believe that she is speaking to herself. Although she hasn't seen the Doctor since the incident in 1984, she blames him for the deaths that resulted when he visited Fell's Point and the condition that Nate has been left in. She is obsessed with restoring Nate to the extent that she has gone along with James's plans, even if that means Eve and other people being sacrificed along the way.

JAMES CLARKE



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

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

TRAITS
Dark Secret (Major) – The Forge
Friends (Major) – The Forge
Technically Adept

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

TECH LEVEL: 5

STORY POINTS: 8

NATE CHAMBERS



AWARENESS	1	PRESENCE	1
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS
Fighting 2

TRAITS
Armour (5 points)
Cyborg
Fear Factor 1
Slow (Minor)

TECH LEVEL: 5

STORY POINTS: 1

THE CHRONOSCOPE *(Prisoners of Fate)*

In the year 3556 on Valderon (see *L90*), the Chronoscope provides Prime Elector Sibor with predictions of the future with one hundred per cent accuracy and it has brought peace and prosperity to the planet. The appearance of the Chronoscope is unknown to the general populace and its location is secret, with only Sibor having access to this wondrous machine. But the Chronoscope is somehow connected to the so-called Day of the Miracle nearly twenty years ago, when everybody on the planet woke up and found they could suddenly speak every language in the known universe. It was shortly after this that the existence of the Chronoscope was made public.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

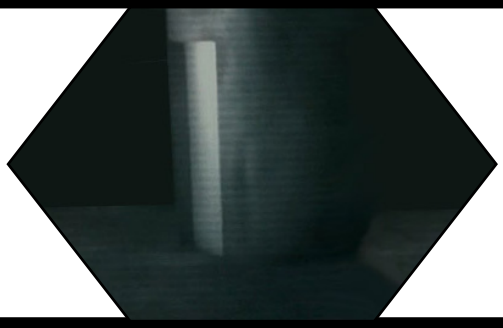
The Chronoscope is no mere machine, but a TARDIS. And not just any TARDIS, but the Doctor's own first TARDIS, the Type 50 that he had piloted in his youth. When the 1st Doctor and Susan slipped away from Gallifrey, they were about to take the Type 50 TARDIS, until Clara Oswald nudged the Doctor into stealing a Type 40 instead (see *The Name of the Doctor*). From the Type 50's point of view, the Doctor had spurned her, taking an interloper in her place.

The Type 50 decided to go after the Doctor. She broke free of her dimensional stabilisers, burned away her recall circuits, jettisoned nine-tenths of her internal architecture and ripped through the transduction barrier around Gallifrey. The quantum forcefield scorched at her skin, her components warped and fused, but she was free! She tried to follow the Doctor, but in the heat of her escape, her navigational circuits had been vaporised. All she could do was materialise at random, and she crash landed on Valderon.

The Type 50's telepathic circuits remained intact, but she was crippled and unable to dematerialise. Needing power to restore herself, she reached out to the inhabitants of this world and gave them all the gift of tongues. She was found by Sibor and showed her the future. Realising what a TARDIS could do, Sibor decided to use the Type 50 for her own political ends. For twenty years, the TARDIS has been provided only with enough power to keep her alive, nothing else.

The Type 50 became the Chronoscope, showing Sibor selective glimpses of possible futures. She has been gathering her strength, waiting until she can call out across the void to the Doctor's TARDIS in order to draw it to Valderon. The Type 50 is obsessed with regaining the Doctor, but she needs power to restore her functions. If only she can convince the primitives of this world to hook her up to a sufficient power supply. She can reach out and touch their minds, so maybe she can find somebody weak enough to bend to her will. If she can and she gains enough power, she can use her chameleon circuits to take on the appearance of whoever she desires in order to trick her foes. She will become a walking, talking, humanoid TARDIS and have her revenge of all those who have crossed her! Her first priority will be to obtain a new dematerialisation circuit, and her next to create a source of unlimited power, perhaps by forcing a temporal paradox and feeding off the Blinovitch energy.

THE TYPE 50 TARDIS



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

SKILLS
Knowledge 8, Science 6 (AoE: Temporal Science), Technology 4, Transport 3

TRAITS
Clairvoyance, Face in the Crowd, Feel the Turn of the Universe, Hypnosis (Major), Psychic, Resourceful Pockets, Shapeshift (Special), Telepathy, Vortex, *Dependency (Major: Without an external power source, the Type 50 is almost powerless), Obsession (Major: The Doctor), System Fault (Major: Dematerialisation Circuit; Relative Dimensional Stabilizers; Unsteerable), Restriction (Tricky Controls, 6 Pilots)*

GADGET TRAITS
Forcefield (Minor), Scan x3, Transmit

ARMOUR: 30
SPEED: 12 (materialised)
STORY POINTS: 17

CLARIMONDE *(Zaltys)*

The Doctor first encountered the Necrobiologicals ("vampires" in common parlance) under the command of their mistress Clarimonde on the planet Sekhmet while he was still in his third incarnation. The Doctor (assisted by Jo Grant) managed to defeat them, but before they could be destroyed, Clarimonde and her army fled on a vast ship called *Exemplar*. The ship was fitted with a wormhole generator and used it to vanish with hundreds of vampires on board. That's when the Doctor lost track of them. He scoured half the galaxy looking for any trace of the *Exemplar*, but they had eluded him.

Clarimonde and her minions had taken refuge on the planet Occhinos. It's the last place anyone would think to look for vampires. Its twin suns are positioned in such a way that the entire planet is in permanent daylight, making it somewhere that any light-sensitive race would avoid. But Clarimonde and her crew used sunlight-resistant spacesuits with tinted visors to protect themselves. The *Exemplar* itself had been modified so that its external windows are covered, protecting its crew from sunlight.

The Necrobiologicals remained on Occhinos for seven hundred years. Clarimonde made sure that the vampires were very frugal with their supplies, and every so often she would send out raiding parties in scout ships to attack any other vessels they could, feeding on some of the crew and taking the rest back to Occhinos to restock their larders.

Clarimonde herself is very cool and collected. Like most vampires, she can be highly persuasive, her powers being akin to hypnosis. But she is not above resorting to threats; indeed, causing fear in her prey is something she savours. Clarimonde has formidable strength, even for a vampire. She was able to fling Tegan across the bridge of her ship with just the merest jab of a finger, and she boasted that with her whole hand she could squeeze a human's skull to powder.

During her seven hundred years on Occhinos, Clarimonde has dreamed of establishing a permanent power base. But Occhinos is unsuitable, limiting the vampires to their protective suits whenever they venture outside. During one raiding party off-planet, the vampires made contact with a powerful psychic mutant from the planet Zaltys (see *L98*). The population of Zaltys live in underground cities, ideal for the vampires, and so they made a deal. The Zaltan agreed to return home and convince his people that their world was about to be struck by a gigantic meteorite. To save themselves, the Zaltans would retreat into hibernation, in a similar manner as the Silurians had done on prehistoric Earth. But the so-called meteorite would be nothing more than the vampires' ship *Exemplar*, and when it arrived Clarimonde would take control, using the sleeping Zaltans as her army's foodstock. From there, she would forge a new empire across the stars!

CLARIMONDE



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

SKILLS

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

TRAITS

Alien Senses – UV vision
Dependency (Major) – Suffers a -4 penalty to all rolls if denied blood for an extended period
Distinctive
Fast Healing (Special)
Fear Factor 1
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity – Vampiric immunities, including to normal damage, firearms and electricity
Indomitable
Obsession (Minor) - Blood
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Major) – Exposure to sunlight will destroy Clarimonde almost instantly

TECH LEVEL: 6

STORY POINTS: 6

COLONEL JUBAL EUSTACE *(Blood and Hope)*

"Crazy evil" is an apt description which has been applied to Colonel Jubal Eustace. In the early 1860s, during the American Civil War (see *L5*), Eustace is a Confederate Army officer charged with recapturing runaway slaves. He has a reputation as a harsh man, but he has a fine military record. Behind this reputation though, the reality is that Eustace is dangerously, psychotically unstable.

Colonel Eustace has very little self-restraint under normal circumstances. Just below the surface, he constantly seethes with anger and hatred, and he flies into a violent rage at the slightest of provocations. Eustace is brutal in his treatment of the men under his command, frequently beating his own adjutant for the slightest perceived failing. Colonel Eustace does not fight in the Civil War because he believes in the Confederate cause. He fights because it provides him with the opportunity to hurt and kill as much as he wants.

Eustace hates non-whites. In fact, he hates everyone. But he views slaves as nothing more than property, no better than a plough or an ox. He cannot understand anyone who would befriend a slave or treat them as in any way human. Such behaviour is likely to drive Eustace into a rage.

When Peri first met Colonel Eustace, he was haggard and dirty, as though he had been in the saddle for months. Later, after he had had the opportunity to tidy himself up, he was clean (well, clean-ish), with washed hair and trimmed beard. In front of Peri, he tried to take on the manners of an officer, but he merely looked and acted like a crazy guy making an effort to look sane. His attempts at Southern charm were forced, bordering on the comical if it weren't for the insanity glinting in his eyes. The fact that he can switch from raging psychopath to would-be gentleman in a heartbeat merely underlies how dangerous a man he is.

As well as crazy, Colonel Eustace is also greedy. At the prospect of money or gold, he will scheme to acquire it for himself. If he can keep his violent urges in check, Eustace is capable of more subtle planning – well, subtle by his standards. But if his plans are opposed or thwarted, he will revert to his usual, brutal methods.

Colonel Jubal Eustace is a very dangerous man. During the American Civil War, he can exercise his murderous instincts under cover of carrying out his duties as an army officer hunting down slaves. He will casually gun down slaves or Unionist prisoners for the slightest reason. He is only slightly more restrained when dealing with free men or women, even those who support the Confederate cause, murdering those who oppose or anger him if the circumstances allow him to do so, killing witnesses to his crimes and beating the men under his command.

COLONEL JUBAL EUSTACE



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

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 3, Fighting 2, Marksman 3, Transport 2

TRAITS
Bigot (Major) – Eustace has a -2 penalty on social interactions with those he is prejudiced against
Brave
Eccentric (Major) – Psychotically violent
Military Rank (Special) – Colonel
Voice of Authority

EQUIPMENT
Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6



COMMANDER HARLON *(Nekromanteia)*

Commander Harlon is an officer in the space fleet of the Imperial Solar Corporation, one of the mega-corporations of the Earth Empire of the third millennium. The Corporation uses its fleet to police its assets, secure new planets and counter the machinations of local governments and rival companies. Harlon is a grizzled old soldier, a veteran of many campaigns. But he has been shaped by his upbringing and experiences. As a result, Harlon is a hands-on officer who deals with his enemies and prisoners alike in a brutal manner. Although he is protective of the men under his command, he will desert them if it means the successful completion of his orders or his own survival, but he will then try to avenge their deaths. Harlon has a repressive view of women, believing that there are only officers of the line and women, never both – much to the dismay of his first officer, Lieutenant Cochrane. Despite this, Cochrane is loyal to Harlon. Her field uniform includes technology which, in the event of her injury, can administer endorphins to fight pain and increase the rate of healing.

Harlon reports directly to Wendle Marr, the CEO of the Corporation. Marr governs the Corporation with ruthless efficiency, but has been using his position of authority to line his own pockets for years. The CEO has been personally championing the Alpha Energy Project, and has financed the construction of an energy converter on Challis Prime. However, his people have detected an existing converter with energy readings off the scale on the planet Talderun (see *L81*) in the Nekromanteia system. Marr has therefore ordered Harlon to take the fleet to Talderun and secure the converter for the Corporation, or the secrets of its technology at least.

Although Harlon has been a loyal employee of the Corporation, Marr continues to exert control over him by threatening to have his family arrested, tortured and killed. As a result, Harlon hates Marr and will seek to betray him if he can.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to Commander Harlon, Wendle Marr is a traitor to the Corporation. He is secretly a follower of Shara (see *V96*), an entity worshipped by the Witches of Talderun. Marr sent the Corporation fleet to Talderun before it could be outfitted with the latest weaponry and warned the Witches' leader, Jal Dor Kal, of its approach so that her ships could destroy it. Marr's true aim is to complete the energy converter on Challis Prime in order that he can ensure his own immortality in a manner similar to that achieved by Shara. Harlon knows nothing of this, but would not be surprised to discover Marr's duplicity.

HARLON



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

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

TRAITS
Dependents (Major) – Wife and children
Military Rank (Major x3) - Commander
Obligation (Major) – The Corporation
Tough
Voice of Authority

EQUIPMENT
Blaster: 5(2/5/7) damage
Scanner [Traits: Scan. 1 Story Point.]

TECH LEVEL: 7

STORY POINTS: 5

LIEUTENANT COCHRANE

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 3
Skills: Athletics 2, Convince 2, Fighting 2, Marksman 3, Technology 2, Transport 3
Traits: Brave, Military Rank, Obligation (Major: Corporation)
Equipment: Blaster (2/5/7 damage), Regen Suit [Traits: Fast Healing (Major). 2 Story Points.]
Tech Level: 7
Story Points: 4

THE COMMITTEE *(Spare Parts)*

When Mondas (see *L56*) began its long journey through the depths of space, its people had to take drastic action to ensure their survival. Part of this was the creation of the People's Committee, a gestalt organism consisting of twenty of the planet's greatest minds connected cybernetically so that they could more efficiently develop solutions to save Mondas. By the time that the Doctor and Nyssa encountered it, when Mondas was at the farthest point of its journey away from the Solar System, it had become a monstrous organic computer, with twenty swollen heads wired into the systems of the one surviving city on the planet, their disregarded bodies withering like rotten fruit. It issues its pronouncements in a cybernetic monotone. The Committee is in fact the precursor of the Cyberplanners that the later Cybermen will rely on for their strategies.

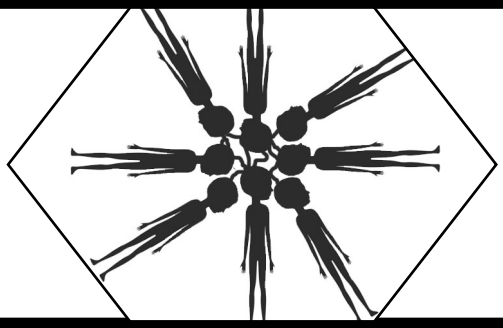
Installed within the fortress-like Committee Palace, a once magnificent baroque building in the centre of the city, the Committee oversees all projects with the aim of the survival of the planet. It is the ultimate authority on Mondas in these dark days, the old, decadent government having long ago got the chop, literally. It was the Committee which ordered the construction of the stone sky to protect the city from the frozen atmosphere, and the geothermal engines that draw heat and power from the heart of Mondas. It is also the Committee which has overseen the advancement of hydroponic farming to grow foodstuffs in this lightless environment and cybernetic technology to allow its people to survive the diseases and ailments that their harsh life inflicts them with.

But the Committee's overriding strategy is to develop the means to return the planet to its rightful place in the Solar System. On the frozen surface of Mondas, above the stone sky, they have had their primitive Cybermen secretly build a vast propulsion system. The project has taken a long time to complete, as the survival rate on the surface is only nineteen percent.

The Committee runs Mondas as a totalitarian state, imposing rationing and curfews for the survival of the population. It is linked directly into the main systems of the city and uses primitive Cybermat technology to spy on the people. The Mark XII surveillance models have been customised for official snooping and are recognisable by their matt black shells.

As time progresses and the voyage of Mondas through space continues, conditions on the planet have become more and more harsh. The Mondasians are on the verge of extinction and the Committee has to make more extreme decisions. It has by now lost any last vestiges of the humanity it once had. It is working towards the full conversion of humans to Cybermen as a more efficient means of survival, and it has pushed so much of the city's resources into the project to build the planetary propulsion system that it has ignored any other potential solutions. It has become more and more coldly logical and survival at any cost is now its overriding objective.

THE COMMITTEE



AWARENESS	2	PRESENCE	3
COORDINATION	N/A	RESOLVE	4
INGENUITY	5	STRENGTH	N/A

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

TRAITS
Authority (Major)
Cyborg
Dependency (Major) – The city's power supply
Distinctive
Obsession (Major) – Survival of Mondas
Slow (Major) – Immobile
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 8

MARK XII SURVEILLANCE CYBERMAT

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 2
Skills: Athletics 4, Subterfuge 6, Survival 2, Technology 3
Traits: Alien Appearance, Alien Senses (energy sources), Armour (5 points), By the Program, Camouflage (+2 bonus to go unnoticed), Climbing (Major), Cyborg, Enslaved, Jumping, Natural Weapon (Minor: Bite – 2(1/2/3) damage), Weakness (Minor: Drawn to energy sources, must make Ingenuity + Resolve roll against Difficulty 12 to resist)
Tech Level: 5
Story Points: 1-2

COUNTESS MACH-TELDAK *(The Waters of Amsterdam)*

With her golden skin and sapphire compound eyes, Countess Mach-Teldak of Corus-Valletine is a striking figure. She is the first born of the Imperial Dynasty and the rightful heir of the Voraxi throne. The Doctor and his companions encountered her when she was hiding in Amsterdam in 1658. They learned that her world had been attacked by a water-based species known as the Nix, who made it rain on her homeworld for a whole year. The towns and cities were inundated and the Countess had no choice but to flee. The Nix pursued her flame-ship across the stars and she was forced to teleport to the nearest planet before it disintegrated.

Countess Mach-Teldak is accompanied by her android servant, Kylex-Twelve. Kylex appears perfectly human, but he is an artificial construct, the product of Voraxi technology. Tegan even dated Kylex for three months after the Doctor left her behind at Gatwick airport. He had posed as Kyle and she had suspected nothing! Kylex had helped the Countess escape from the Nix and establish herself in Amsterdam. He hired the painter Rembrandt (see *A53*) to design a spacecraft while the Countess convinced the Mayor of the city to finance its construction. However, the Countess realised that she could never launch the ship without being detected by the Nix. So she ordered Kylex to search the Earth for other extra-terrestrial visitors. It took him over 300 years, but he detected the temporal energy signature on Tegan in 1983. He conducted a basic scan of her mind and her physical and psycho-social preferences in order to make himself more attractive to her. Eventually, Tegan was reunited with the Doctor and Nyssa in Amsterdam, and all four of them travelled back to 1658 in the TARDIS.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Countess Mach-Teldak is of course the real villain. Although she claims to be the last of the Vorax race and that her world was destroyed by the Nix (see *V76*), it was actually she that rendered her own planet lifeless. She is both guilty and unrepentant, and given the chance, she'd do it again. She has been sentenced to death and the Nix are intent on carrying out her execution.

Rembrandt's spaceship designs are a key part of the Countess's plans. One ship is already under construction as a prototype at the shipyards of the East India Company. She plans to order the construction of a whole fleet of such ships, each capable of interstellar travel and armed with enough ballistic missiles to render a planet uninhabitable. In addition to the destruction she will inflict on the galaxy, her actions will wreak havoc with Earth history.

Kylex-Twelve is also more dangerous than he first appears. He is capable of emitting a vaporisation wave, though this is demanding on his power cells. He can also generate a defensive force shield. Although Kylex normally has a great deal of autonomy, the Countess can place him under her direct psychic control to enforce her commands. Kylex can sometimes resist this, and the genuine love he has developed for Tegan may help him in this regard.

COUNTESS MACH-TELDAK



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

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

TRAITS
Adversary (Major) – The Nix
Alien
Alien Appearance
Eccentric (Major) – Criminally insane
Psychic
Voice of Authority
Wanted (Major)

EQUIPMENT
Genetic Shield [Traits: Block Scan (Major: -4 penalty on attempts to locate the Countess by Scan). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 10

KYLEX-TWELVE

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 4
Skills: Convince 3, Fighting 2, Knowledge 2, Marksman 3, Science 1, Subterfuge 5, Technology 4, Transport 3
Traits: Charming, Devotion (Tegan), Empathic, Enslaved, Forcefield (Minor), Natural Weapon (Minor: Vaporisation Wave – 5(2/5/7) damage, but demanding on power), Scan, Psychic, Robot
Tech Level: 7
Story Points: 6

CREATURES OF THE OTHER SIDE *(Empire of Death)*

Among the dimensions that exist alongside ours in the apparently infinite multiverse, there are a few which some might believe are an afterlife. One of these has been termed "the Other Side" by those who have experienced it, and their reason for considering it an afterlife is that its denizens can wear the faces of the dearly departed. But although they wear familiar faces, these beings are creatures totally alien to life in our universe.

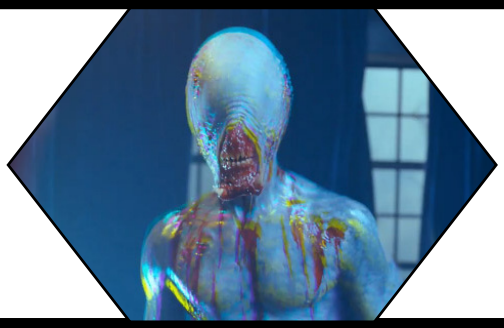
In their natural shape, the creatures of the Other Side are humanoid, but that is where the resemblance ends. Their faces are demonic visages, the stuff of nightmares. Their bodies are mottled blues and greys, flailing masses of flesh that seem to blur before one's eyes. But the detail of their forms can shift and change, and they can become doppelgangers of those they encounter from our side of the barrier between the dimensions. The creatures are telepathic and can reach into the minds of humans, plucking memories and taking on the image of the deceased loved ones they see there. They also have the capacity to mimic the speech and mannerisms of those whose form they steal, again using information stolen from the minds they read. But it seems that their ability to copy shape and speech is limited to those of humans, and the creatures were unable to adopt the forms of either the Doctor or Nyssa.

The creatures know of the thin membrane between their dimension and ours, but they have avoided contact with it. Beyond it, they only sense darkness and foreboding, and with good reason. In their own dimension, these beings have no concept of linear time and, as a consequence, they are immortal. But even a slight tear in the membrane is capable of leaking the physical laws of our universe through, and as this "infection" spreads, more and more of the creatures will become mortal as linear time overtakes them. A similar process will begin to happen on our side of such a tear, with the physical laws of the Other Side beginning to assert themselves, initially in the form of telepathic feedback experienced by all those nearby. As the tear inevitably widens at an accelerating rate, both dimensions will be overwhelmed and eventually destroyed.

The creatures of the Other Side are intelligent, but we know too little about them to judge whether or not they have developed technology in any sense that we would understand. Anyone venturing through a tear in the membrane will find themselves in a landscape created from their own memories and populated by creatures which have adopted the faces of people they know. To some, this might appear to be Heaven, with the dearly departed as angels, smiling and welcoming them. But this is all illusory, and the real appearance of the Other Side remains a mystery.

If they become aggressive (as they would in order to defend themselves and their dimension), the creatures emit a terrifying screaming sound, part physical and part telepathic. This is sufficiently loud as to cause small blood vessels in the ears and nose to rupture, deafening and disorienting the victims. This screaming cry seems also to serve as a form of communication between the creatures, at least while they are in our dimension.

CREATURE OF THE OTHER SIDE



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

SKILLS
Convince 5, Craft (Mimicry) 5, Fighting 2, Subterfuge 2

TRAITS
Alien
Alien Appearance
Fear Factor 2
Immortal (Major) – Only in their dimension
Natural Weapon (Special) – Scream: 2(1/2/S) per Round to all within a 5 metre radius
Psychic
Shapeshift (Special) – Limited to humans
Telepathy

TECH LEVEL: Unknown

STORY POINTS: 3-5

THE CUDDLESOMES *(Cuddlesome)*

The 1980s was a decade of fads and crazes, from Rubik's Cubes to deely boppers to Cabbage Patch Kids. Among the novelty toys which became global phenomena were the Cuddlesomes. Perhaps best described as looking like colourful vampire hamsters, Cuddlesomes were the brainchildren of eccentric British inventor Ronald Turvey (who prefers to be called "Daddy Turvey"). The runaway sales of Cuddlesomes made TurveyCo an international success, but its downfall was just as dramatic, when Ronald Turvey was arrested for tax fraud and sent to prison. Without its leader, TurveyCo collapsed, and the Pleasure Palace, the company's factory near Hove that manufactured the Cuddlesomes, closed down. The general public forgot about the Cuddlesomes. Twenty years later, Turvey has been released and has re-opened the Pleasure Palace. Already the production line has produced his prototype Mark 2 (or Unit B) Cuddlesomes, and Turvey is ready once again to take the world of collectible toys by storm.

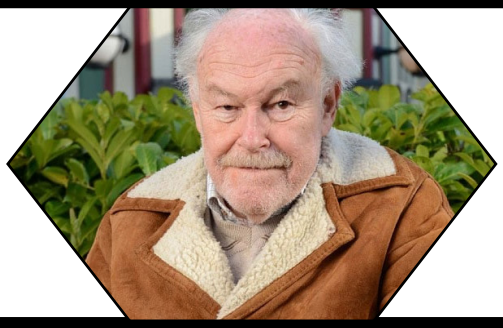
Daddy Turvey is an eccentric figure who talks as if his creations are real living creatures. Which, in a sense, they are. The original Cuddlesomes, now called the Mark 1s (or Unit As), used an early version of animatronic technology to interact with their owners. The first thing a child would do was say their name into a hidden speaker on the Cuddlesome's back. Once the toy had analysed the child's vocal pattern, it would respond to its owner's voice and repeat phrases like "I love you, <name>" and "I want a cuddle, <name>" in a childish voice (with the "<name>" being the recording of the child's voice crudely played back). The new Cuddlesomes, the Mark 2s, are similar in appearance, but the animatronic technology is much more sophisticated. The originals had limited movement (at least, as far as the public were aware), while the new dolls have improved articulation. Their voices have also been upgraded, and the Mark 2s now speak with an American accent and their phrases are straight out of Bill & Ted or TMNT, with plenty of "dudes", "awesomes" and even "cowabungas"!

Ronald Turvey's eccentricity masks more deep-seated mental problems. As a child, Turvey had a teddy bear called Mr Cuddles. When he went to university at the age of 18, Turvey found it difficult to put aside his childish things and considered his fellow students to be fools with their drinking, partying and rugby. They cruelly nicknamed him Turtle Turvey. At the end of one term, they broke into Turvey's bedroom and destroyed Mr Cuddles, and Ronald Turvey swore that he would one day have his revenge.

Soon after, Turvey started hearing what he believed to be the ghost of Mr Cuddles speaking to him in his mind. Mr Cuddles guided him in creating the Cuddlesomes, toys which demanded to be loved. But Mr Cuddles was too greedy and needed more money than Turvey had, which led to the tax fraud and Turvey's arrest. This was very fortunate for the human race at large, as it meant that Turvey's plan of revenge could not be completed. The original Cuddlesomes were much more mobile than the public realised and were fitted with murderous weapons. Turvey's plan had been that when the global market was saturated with Cuddlesomes, he would broadcast a signal from the Pleasure Palace which would trigger the toys to attack their owners. Mark 1 Cuddlesomes can leap at a human in order to sink their vampiric fangs into their victims' throats and inject a deadly virus into the blood stream. On a successful bite (which itself delivers only the Cuddlesome's Strength in damage), a victim must make a Difficulty 15 Resolve + Strength or take an additional 4(2/4/6) damage immediately, plus 2(1/2/3) damage per 10 minutes thereafter unless an antidote is administered. A simple "Yes But" Success means the victim survives but has developed a psychic link to the Cuddlesome, gaining Obsession (Major) – Loves the Cuddlesome.

Now he is free again, Ronald Turvey is re-launching his plan, this time with the new, improved Mark 2 Cuddlesomes. Turvey is allied with an alien called the Tinghus (see *V107*), the reality behind the ghost of Mr Cuddles. The new Cuddlesomes, although outwardly similar to Mark 1s, are equipped with built-in laser beam weapons for "Maximum obliteration!" The virus they inject is also different

RONALD TURVEY



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

SKILLS
Convince 1, Science 3, Technology 4 (AoE: Robotics)

TRAITS
Boffin
Eccentric (Major)
Impaired Senses (Minor) – Without his glasses, Turvey has -2 on visual Awareness rolls
Networked (Minor) – The Tinghus
Technically Adept

TECH LEVEL: 5

STORY POINTS: 6

MARK 1 CUDDLESOME



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

SKILLS
Athletics 2, Fighting 3

TRAITS
By the Program
Dependency (Major) – Without a controller to lead them, the Cuddlesomes shut down
Infection – Kills victim (see text)
Jumping – Cuddlesomes can jump 5-6 feet in the air
Networked (Minor) – With its infected victims
Robot
Size – Tiny (Major)

TECH LEVEL: 5

STORY POINTS: 1-2

MARK 2 CUDDLESOME



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

SKILLS
Athletics 2, Marksman 3

TRAITS
By the Program
Dependency (Major) – Without a controller to lead them, the Cuddlesomes shut down
Infection – Transforms subject into a Tinghus (see text)
Jumping – Cuddlesomes can jump 5-6 feet in the air
Natural Weapon (Major) – Laser Beams: 5(2/5/7) damage
Networked (Minor) – With its infected victims
Robot
Size – Tiny (Major)

TECH LEVEL: 5

STORY POINTS: 1-3

and, although the same resistance roll is required, it transforms the victim into a Tinghus/human hybrid when three of their Attributes are reduced to zero. The virus will not transform the aged or infirm, instead merely killing them as with the Mark 1s' virus.

Turvey considers the Mark 2s to be vulgar creations and has sent a recall signal for any of his surviving Mark 1s to activate and head to the Pleasure Palace. A spate of deaths around Britain has accompanied their awakening, as long-forgotten Cuddlesomes emerge from cupboards and attics to infect their now-adult former owners before making their escape to rendezvous with Daddy Turvey. Turvey's plan is much as it was back in the '80s, but he has the Tinghus and his Mark 2 Cuddlesomes to factor into his scheme, in particular as the Tinghus has decided that Turvey's beloved Mark 1s are inferior and should be destroyed. The Mark 1s are loyal to Daddy Turvey, but the Mark 2s only obey the Tinghus.



DAMASIN HYDE *(The Darkening Eye)*

Damasin Hyde is an assassin-for-hire. He is matter of fact about this and does not go out of his way to keep knowledge of his profession from others. However, he does have a secret which has ensured his success.

Hyde is a middle aged man with a face that appears comfortable with its wrinkles and scars. He has long, wavy black hair to his shoulders and green eyes filled with fire and intelligence. He dresses in black, typically wearing a smart black suit over a red shirt with an oversized collar, and pointed black boots. Concealed about his person are various weapons, including his favoured short dagger. Damasin Hyde is formal but polite, with more than a hint of arrogance. He has no heart to plead with, no conscience for his victims to appeal to. If he is thwarted, he shows flashes of anger, but these are quickly controlled.

Damasin Hyde's secret is his immortality cabinet. This is a black casket, pitted and scarred, covered with metal spikes and with strange symbols carved into the front. If opened, the interior appears empty but frozen and covered with ice. But the back contains a hidden compartment in which Hyde lies in suspended animation during his long voyages between the stars to his next mission.

Hyde remains in contact with his cabinet at all times via a grafted link on the back of his neck, normally hidden beneath his hair. While this link exists, Hyde cannot die. If he is attacked, wounds appear, but he feels no pain and they close up almost immediately. The immortality cabinet is constructed of dwarf star alloy which breaches the boundary between the dimensions of life and death. When a group of Dar Traders (see *V20*) recovered the cabinet from a crashed spaceship, those of them that entered its outer compartment died and returned to life. But they found their nature altered and they were not the same as before. Unlike Dar Traders, they now wished to go beyond the threshold of death and truly die.

The cabinet requires enormous amounts of energy to sustain its powers. The life-force of a Time Lord would be a valuable prize to Damasin Hyde, powering his cabinet for a considerable amount of time. In order to steal life-energy for the cabinet, Hyde has a small gun which folds up neatly into a metal square when not in use. This draws the energy out of whomever it is fired at, downloading it into the cabinet. This does not always kill the target, but it severely drains them, leaving them weak.

Clearly, Hyde's weakness is his link to his cabinet. The graft on the back of his neck can be wrenched free to sever this. Unless Hyde can quickly reconnect it, he becomes vulnerable to injury and death. If the graft is then put on someone else's neck, they will absorb the life-force stored by the cabinet and Hyde will quickly die.

The cabinet itself is a dimensional anomaly. Any interference with its working could render it unstable, with a risk that it could rupture and pour death out into the universe. If this happens, there will be a massive explosion, powerful enough to destroy an entire planet.

DAMASIN HYDE



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

SKILLS
Athletics 4, Convince 2, Craft 1, Fighting 6, Knowledge 2, Marksman 5, Subterfuge 4, Survival 3, Technology 2, Transport 3

TRAITS
Adversary – Hyde has numerous enemies
Arrogant
Dependency (Major) – His immortality cabinet
Five Rounds Rapid
Immortality (Major) – While linked to his cabinet
Immunity – While linked to his cabinet, Hyde immediately heals all injuries
Quick Reflexes
Wanted (Major)

EQUIPMENT
Dagger: Strength +2 damage
Life-force Gun: Drains 8(4/8/12) points of damage from a victim
Immortality Cabinet

TECH LEVEL: 7

STORY POINTS: 6

DAR TRADERS *(The Darkening Eye)*

The Dar Traders are an ancient race obsessed with death, or more specifically with experiencing the threshold of death without actually dying. In appearance, they are tall, cadaverous humanoids with skull-like heads. They wear the remains of dead things, such as skins, furs and bones that they have scavenged. Their genome can absorb other species' DNA, most particularly immunity to disease, which has made them effectively immortal. Dar Traders are also cybernetic, their enhancements designed to keep them close to the point of death. Traders move slowly and speak with a hollow, wheezing voice that matches their deathly appearance.

As their name suggests, Dar Traders are traders and collectors of death. They will offer to "trade" with those near death. If the trade is agreed, they can absorb the experience of death, in so doing bringing the dying person back to life. The Traders want to experience death, but always to come back to the "corporeal world". Traders can sense the proximity of death in people, for example sensing that Adric would die soon. They could also sense death around Nyssa, that of her father and of Traken. If they sense death, this may arouse their interest in that person.

Dar Traders "salvage" the dead, and use their remains in their studies of death and as artefacts and decoration, both personal and aboard their ships. Mere physical activity does not necessarily convince the Dar Traders that someone is alive; their life scans are more esoteric than this and they may need some convincing. For example, the Traders could sense the Doctor's previous incarnations dying, and as a result suspected him of being dead.

Despite their ghoulish appearance and interests, Dar Traders are not an evil or particularly aggressive species. Primarily they seek to expand their knowledge and understanding of death, but still wishing to remain alive or to return to life. Time travellers may encounter a group of Traders who are hunting for an artefact that communicates with the dead, for example; or they may be visiting a warzone or other site where they can salvage from the dead or trade with the dying. They often use small teleport devices to travel between their ship and their salvage grounds, which may be dangerous environments. These appear to be small squares of metal, but when activated they expand into a metal-framed mirror doorway which they step through.

DAR TRADER



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

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

TRAITS
Alien
Alien Appearance
Alien Senses – Sense death
Code of Conduct (Major) – Rules of trading
Cyborg
Fear Factor 2
Immortal (Major)
Immunity – Most diseases
Natural Weapons – Cybernetic Blades: Strength +2 damage
Obsession (Major) – Death and dying
Special - Resurrection (see below)
Tough

EQUIPMENT
Teleport Door (Traits: Teleport. Story Points: 2)

TECH LEVEL: 7

STORY POINTS: 3-5

SPECIAL GOOD ALIEN TRAIT – RESURRECTION

A Dar Trader can attempt to bring somebody back from the point of death by making a Difficulty 12 roll using the Trader's Resolve plus the target character's (normal) Resolve. If successful, the Trader gains 1 Story Point, while the dead person is restored to life. The restored character's Attributes are at a level determined by the GM. If unsuccessful, the Trader takes 1 point of damage. A Dar Trader can only attempt this feat if the target is recently dead. At the GM's discretion, certain types of death may be too final or traumatic to allow any chance of success.

THE DARK *(Fear of the Dark)*

Before our own universe even existed, there were strange forces at large: gods from before time began. The Dark is not one of these. The Dark is all that remains of the void that existed before the Big Bang, the cavity in time and space where those forces were first spawned. The Dark was shredded by the forces that created our universe, but it was not destroyed. For billions of years it lay spread across the universe, like the very faintest of shadows. Over the aeons it managed to reform itself, and finally coalesced amid the primal matter that became the planet Akoshemon (see *L1*).

Akoshemon became a planet where evil flourished and grew, where every civilisation was locked into a downward spiral of corruption and destruction. Over the millennia, the wretched people of Akoshemon systematically injured, slew and desecrated every last one of their own kind. Eventually, all that was terrible about the planet was distilled into a single, living being: the Dark personified. A thousand years ago, a band of space explorers discovered the planet Akoshemon and fell into conflict with the deadly evil at its core. They became prey to the malignant forces Akoshemon had spawned in the name of darkness. Gradually they became aware that this planet of destruction was a sad and terrible victim of something far worse, something rotten and vengeful that lurked in the darkness like a demon.

At first they could not find it, because it had no lair: its tumescent evil existed outside the natural physical laws of the universe, like an abscess on reality. But its effects were all too apparent: greed, hunger, strife, violence, betrayal. Eventually they tracked it down, and found it in the shadows, living at one with the darkness. They called it simply the Dark. The Dark knew our universe only through the complete absence of light. In time the beast was cornered and burned. The flames were entirely beyond its ability to withstand.

Destroyed in our physical universe, the Dark left physical remains: its ashes. These were taken and buried deeply in the moon of Akoshemon. But its mind lived on, trapped within the ashes. It knew there was still a chance of life, of freedom. All it required was the blood of its enemies to act as a glue to join together the burnt remnants and its vile mind. Influenced by the Dark, a team of human scientists came to the moon and used genetic material recovered from Akoshemon to create a vile hybrid abomination: the Bloodhunter (see *V3*). This monster now stalks the labyrinthine tunnels of the moon, waiting for fresh prey to arrive to nourish its master.

With sufficient blood provided by the Bloodhunter, the ashes that had once been the Dark can recombine in a new organic body and take on new life. It can only achieve physical manifestation in the complete absence of light, but it is capable of absorbing any light to create darkness. Once corporeal, it has more resilience, but still shuns light. Although initially monstrous, resembling a filth-covered corpse crawling with worms, the Dark's new body may take on the semblance of another person if it chooses.

THE DARK



AWARENESS	6	PRESENCE	7
COORDINATION	NA(3)	RESOLVE	10
INGENUITY	4	STRENGTH	NA(5)

SKILLS

Convince 5, Fighting 0 (2)*, Knowledge 6, Marksman 0 (2)*, Science 4, Subterfuge 5, Survival 3, Technology 2

*Attributes and Skills in brackets are only after the Dark has regained physical form.

TRAITS

Alien
Alien Appearance
Dependency (Major) – Needs sufficient blood to create a physical form
Environmental (Major)
Fear Factor 3
Hypnosis (Minor)
Immaterial
Immortal (Special)
Immunity – Physical damage (but vulnerable to fire)
Indomitable
Invisible (Major Bad)
Psychic
Psychic Stun (see *The Fourth Doctor Sourcebook*)
Shapeshift (Special)
Telepathy
Weakness (Special) – Repelled by light, but can slowly absorb it to create perfect darkness

NOTE: Once it has regained corporeal form, the Dark loses its Dependency, Environmental, Immaterial and Invisible traits, and gains Tough.

TECH LEVEL: 12
STORY POINTS: 8

THE DIPTHODAT *(Tip of the Tongue)*

In their natural form, Dipthodat look something like very tall upright sheep, but sheep that have the faces of some kind of giant fish, also mixed in with a squirrel and perhaps a pumpkin. Their hands and feet are more like flippers, and they converse with a snorkelling sound. Dipthodat build their houses using a sort of secreted polymer remarkably similar to sugar. On the plus side, they can create their own buildings to fit in with wherever they find themselves. But on the down side, the houses burn quickly at very low temperatures, more or less vaporising and leaving very little residue.

The Dipthodat are a xenophobic race. They go to planets, stir up unrest among the locals and feed off all the negative energy this produces. That's what they eat. Their whole diet is all the stuff of strife and anger and hate. Centuries ago, they conquered the Veritans and forced them to work for them. Veritans are psychic creatures, also known as Truth Tellers. When curled up, a Veritan looks like nothing more than a pair of surprisingly expressive eyes that fits into the palm of the hand. Turning it over reveals two prongs and a body which unfurls into a long strip. When the prongs are fitted on either side of a user's tongue, with the long body draped over the chin and neck like a tie, the Veritan is compelled to speak whatever truth the user is thinking, even subconscious thoughts, often about whatever or whoever they are looking at. Sometimes it's flattering, but often it's just the bare truth, unvarnished and cruel, not hidden by euphemism or tact.

When Dipthodat visit a planet to stir up trouble, they invariably take a stock of Truth Tellers with them. On a backwards world like pre-contact Earth, they will use whatever technology is available to them to disguise themselves and fit in with the locals. They will then distribute the Truth Tellers by whatever means they find to be best, preferably selling them, but giving them out for free if they have to. Often a fad is created so that the Veritans become prized possessions, as the novelty of having something that speaks only the truth quickly spreads. Youngsters in particular revel in the attention it brings, with the ready excuse that it wasn't really them being rude, it was just the Truth Teller. But of course, the truths so revealed usually end up causing mischief and resentment, sometimes only on a small scale, but always enough for the Dipthodat to feed off.

Fortunately for us, it is another few decades before the Dipthodat are due to reach Earth in the mid-21st Century as they spread across the galaxy. By then we will be better equipped to deal with them. As for the Veritans, they will continue to suffer their enslavement with as much quiet dignity as they can muster, limiting any would-be rebellion against their owners to long heartfelt sighs and looks of infinite sadness. Other than the truths they are compelled to tell in their sorrowful voices, they remain silent.

DIPTHODAT



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

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

TRAITS
Alien
Alien Appearance
Phobia – Xenophobic
Selfish

EQUIPMENT
Disguise: Shapeshift (Minor)
Truth Teller

TECH LEVEL: 6

STORY POINTS: 4-6

VERITAN (TRUTH TELLER)

Attributes: Awareness 3, Coordination 1, Ingenuity 2, Presence 2, Resolve 3, Strength 1
Skills: Convince 4, Knowledge 1, Survival 1
Traits: Alien, Alien Appearance, Empathy, Enslaved, Psychic, Size – Tiny (Major)
Tech Level: 6
Story Points: 1-2

DJINN *(The Destroyer of Delights)*

In the Middle Ages, the Djinn were known to the civilisations of North Africa and the Middle East as creatures of subtle fire whose trails were seen in the night skies of the desert. They were rumoured to possess great powers, but dealing with them was dangerous. The truth behind these stories is that the Djinn are a race of alien collectors. They will buy anything and sell anything, drifting from world to world in search of the ultimate profit. Strangely from a human viewpoint, they normally have little interest in gold. Perhaps on the worlds visited by the Djinn, gold is plentiful and has little value.

In appearance, a Djinni is a blue-skinned humanoid, tall and heavily muscled. The atmosphere of their home world is comprised of exotic gases, and on Earth-like planets they need to wear environment suits in order to survive.

Djinn travel from system to system in long-range trading orbiters. The engines of these ships occasionally provide the only need that their pilots have for gold, in that in emergencies heavy gold can be used to form a replacement warp manifold. Platinum would be better and plutonium better still. But if a sufficient quantity of gold can be obtained, the Djinn can compress it into heavy gold (termed "aurium") by processing it in a mass converter. However, enormous amounts of gold are needed just to produce a single shard of aurium.

Djinn are usually accompanied by a number of basic robot servitors. These are simple devices designed only for carrying and fetching. Their limited programming means that they will only focus on their tasks and ignore those around them.

If the computer of a Djinn ship detects that its pilot has died, it will automatically initiate the countdown of a self-destruct sequence which will completely destroy both the ship itself and the area immediately around it.

In Dunqulah in 9th Century Sudan (see *L27*), the Doctor encountered a Djinni whose damaged ship had crashed in the desert some years before. It was now hidden under a sand dune with only its airlock visible. The airlock would only open in response to a spoken password, in this case "Open Simsim!" The cargo hold of the ship was full of gold provided by Lord Cassim Ali Baba (see *V64*), plus jewels and other treasures of every description. Prior to crashing on Earth, this Djinni had clearly been very busy in the surrounding sector of space. But the gold provided by Lord Cassim was so far insufficient for it to create a new warp manifold.

DJINN SHIP (Orbiting Trader)
Armour: 10 **Hit Capacity:** 20 **Speed:** 8*
Traits: Scan, Special – Self Destruct (causes 12(6/12/18) damage to everyone within 50 metres), Transmit, Travel
Weapons: Artillery Weapon – 10(5/10/20)
Story Points: 6
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

DJINN



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

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

TRAITS
Alien
Alien Appearance
Dependency (Major) – Needs environment suit to survive in Earth-like atmospheres

EQUIPMENT
Electrical Gun: 5(2/5/7)
Environment Suit [Traits: Environment (Minor). Story Points: 1.]
The Djinni has numerous artefacts and gadgets among its cargo

TECH LEVEL: 6

STORY POINTS: 5-8

DJINN ROBOT

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 7
Skills: Fighting 1, Technology 2, Transport 2
Traits: Armour (5 points), By the Program, Environmental (Minor: do not eat, sleep or breathe), Robot
Tech Level: 6
Story Points: 1-2

DR SA YY FINDECKER *(The Butcher of Brisbane)*

Dr Sa Yy Findecker, the discoverer of the double nexus particle, sent 51st Century human science up a technological cul-de-sac. The particle is a notoriously tricky source of Zygma energy: one half exists in the solid universe, but its mirror nucleus exists outside time and space altogether. It's often mistaken as a vital component of time travel, but the results are dangerously unstable. Nevertheless, Findecker's development of the Zygma beam is the product of his crude exercises in time travel experimentation, for which the 51st Century is justly notorious.

Findecker is not human, though he closely resembles one. His tone is clipped and cool. Despite his own denials, it is clear from his pale, drawn appearance that he is unwell. Findecker has been poisoned by exposure to his own experiments, and Zygma radiation is eating away at his metabolism. His solution is ghoulish: Findecker has designed and built a device he terms his distillation chamber. This macabre apparatus drains the life force of anyone placed in it, transferring it to Findecker. By regularly using the chamber, Findecker periodically restores his vitality, but at the cost of countless human lives. The distillation chamber is not a permanent solution though, and the rate of decay of his body continues to accelerate, requiring more and more victims.

Dr Findecker is also an expert in robotics and cybernetics. It is Findecker who constructed Mr Sin, the doll-like automaton with the brain of a pig, for Magnus Greel (see *V67*) to present to the Commissioner of the Icelandic Alliance, as a gift for her children. But time travel remains Findecker's priority, though he expects payment for his work. He is funded by Greel, who desires the technology for his own purposes. Greel has provided Findecker with a secret base in the Brisbane Dead Zone (see *L15*). As Justice Minister of the Supreme Alliance of Eastern States, Greel is also able to supply the scientist with a steady stream of test subjects in the form of criminals sentenced to transportation to the work groups in the Outer Colonies. But instead of being sent into exile, the criminals are instead transported to Findecker's experiment camps in the Dead Zone, where they end up being fired by Zygma beam to a remote mountainside in Bhutan, three years into the past. If they are not already dead from Findecker's distillation chamber, they almost inevitably die from the ravages of the Zygma beam.

In addition to his experimental Zygma beam, Findecker has constructed the time cabinet that Greel will eventually use to escape from the 51st Century and into 19th Century China. It is a lovely object, beautifully rendered and lacquered. Its innards are a web of parallax synchrons and an intricate trionic lattice. But it also has the deadly flaw of twisting its occupant's form and poisoning them with Zygma radiation – as Greel will soon discover.

SA YY FINDECKER



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

SKILLS
Convince 3, Craft 2, Knowledge 1, Medicine 3, Science 6, Subterfuge 2, Technology 6

TRAITS
Boffin
Distinctive
Hypnosis (Major)
Obsession (Major) – Pursuit of his experiments
Photographic Memory
Technically Adept
Vortex
Weakness (Special) – Zygma Radiation Damage: Findecker takes 1 point of damage every 3 hours, which can only be restored by his distillation chamber

EQUIPMENT
Raygun: 5(2/5/7) damage
Transmat Wristband [Traits: Teleport. 2 Story Points.]

TECH LEVEL: 8

STORY POINTS: 10

DISTILLATION CHAMBER

The distillation chamber is a device designed by Findecker to temporarily reverse the effects of his Zygma radiation damage. When a victim is placed within the chamber, it drains their Attributes at the rate of 1 point per second and transfers them to Findecker (or some other intended recipient) on a 2:1 ratio, i.e. for every 2 points drained from the victim, Findecker gains 1 point (up to his normal maximum Attribute scores). The process normally kills the victim.

DR SERGEI AKUNIN *(Aquitaine)*

Dr Sergei Akunin serves aboard the spaceship HMS Aquitaine (see *L44*) as its botanist and medic. The Aquitaine's primary mission is to collect atmospheric and botanical samples from unexplored planets, and for his part Akunin has gathered numerous specimens.

Dr Akunin is a Russian who joined the Aquitaine when he was only twenty-seven. For most of the journey out into deep space, Akunin and the rest of the crew were in stasis, the ship's pods being designed to serve their occupants for up to 100 years. But having reached a target system, the crew are revived to carry out their investigations and exploration. More recently, the Aquitaine has taken up an orbit around black hole HE-04502985, in order to take readings from its ergosphere. Which is when things started to go wrong…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Storms generated within the ergosphere have been regularly striking the Aquitaine, with the result that members of the crew have been shunted into different time tracks, still on the ship but unable to see or communicate with each other. With the ship's systems resetting each time the storm strikes, it has been unable to do anything to protect itself or its personnel. In fact, the ship's AI, Hargreaves, is unaware of the storms at all, as his memory resets each time they hit. The result is that the Aquitaine has been orbiting the black hole for over fifty years, though the temporal jumps mean that the crew have not necessarily aged that much.

Akunin himself is now in his fifties and the whole experience has unhinged him. Whereas before he was an affable young man, he is now a lunatic, though he remains friendly on the surface, charming even. Akunin is obsessed with the creation of a new species, a hybrid of human and a plant collected from a dying planet, Vetrius Three. One of the other crew members, Lt. Freya Jennings, had been infected by one of the plants and has since transformed into a monstrous hybrid, a humanoid mass of creepers and leaves with an inhuman appetite. Rather than try to help his former colleague, Akunin wants only to ensure her survival as the only example of what he has termed an "Akunite". As the Akunite produces no seeds, it can only reproduce by infecting another organism with its DNA. Akunin therefore needs Jennings alive until others can be infected by the plants in the botanical gardens on the ship. As the only human-plant hybrid so far, he views her as a unique specimen.

The plants which infected Jennings still thrive in the ship's botanical gardens, and Akunin would welcome the opportunity to infect others with their DNA. It is an innocuous looking flower, within which is hidden a sharp spine that can stab at any moving objects within its range to infect them. Stats for this vicious blossom and its genetic infection are provided in the entry for the HMS Aquitaine. Thankfully, a cure for the infection can be found in the plant itself and easily extracted.

DR AKUNIN



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

SKILLS
Athletics 1, Convince 2, Medicine 3, Science 5 (AoE: Botany), Subterfuge 3, Survival 2, Technology 3, Transport 2

TRAITS
Biochemical Genius
Charming
Eccentric (Major) - Insane

TECH LEVEL: 6

STORY POINTS: 6

AKUNITE

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 2, Resolve 4, Strength 5
Skills: Fighting 3, Survival 4
Traits: Alien, Alien Appearance, Alien Organs (Minor), Fear Factor 2, Natural Weapon (Minor: Stabbing tendril – Strength +2 damage), Slow, Weakness (Major: Weed killer delivers 5(2/5/7) damage per Round of exposure)
Story Points: 1-3

DRELL *(Mistfall)*

Drell is one of the Haragi, the indigenous people of New Alzarius, a planet in E-Space. Like all of his kind, his entire body is covered in tattoos which tell the story of his bloodline, giving him an alarming appearance.

Until three hundred years ago, the Haragi lived a simple existence close to nature. They were an undeveloped people with little in the way of technological development. But then, the Starliner arrived. It had crashed on Alzarius (see *L4*) thousands of years before, its original crew of Terradonians being killed by the Marshmen shortly afterwards, with the Marshmen evolving and taking their place (see *The Fourth Doctor Sourcebook*). It was the descendants of the Marshmen who eventually left Alzarius aboard the Starliner in search of a new home. They found the planet of the Haragi and named it New Alzarius. Initially, these "New Alzarians" made great friends of the Haragi. They expanded and populated ever larger areas of the planet, introducing new technology to a people who had known none before. The planet was no longer the one that the Haragi knew. The New Alzarians had trampled over its natural beauty and came to dominate it, not through force but through an absolute and arrogant assumption of their superiority.

By Drell's time, the Haragi live alongside the New Alzarians, but as second-class citizens on a planet that had once been their own. Many Haragi live in settlements on Haragi land, governed by the Haragi High Council and subject to their own laws and customs. Relations between the Haragi and the New Alzarians are generally peaceful, but there are those on either side who recognise the injustice in the situation. Protesters exist in both communities, and there are even those who are willing to take direct action. Drell is one of these. He has befriended a young New Alzarian called Yan Fara, and the pair of them have followed a research expedition back to old Alzarius. Having seen the New Alzarians despoil one planet, they are determined to prevent them doing the same to Alzarius. They are intent on carrying out small acts of sabotage, blocking roads and stealing food or equipment, in order to make things difficult for the expedition.

Unknown to Fara, Drell has a different, much more serious task on Alzarius. Several years ago, Drell lost his parents and brother in a flood that killed hundreds of Haragi. The flood water had been diverted on the order of First Decider Merrion (see *A35*) to protect a city of thousands, and Drell has decided that he must kill Merrion in revenge. As Merrion is leader of the expedition to Alzarius, it offers Drell the perfect opportunity to carry out his scheme with the help of his real ally, Pik Solus (see *V82*).

Drell is intense and serious, which only enhances his intimidating appearance. Like many of his people, he has little time for technology and uses it as seldom as possible. In Drell's case though, he has full-blown technophobia. Although he can just about cope with everyday machines, including Fara's ship, exposure to advanced or unusual technology could push him over the edge into terror, anger or violence. Drell carries a knife with him and he will not hesitate to kill his enemies.

DRELL



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

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

TRAITS
Distinctive
Marginalised
Obsession (Major) – Vengeance
Phobia – Advanced technology
Technically Inept
Tough

EQUIPMENT
Knife: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 5

Adventure Seed: The Illustrated Man
What secrets does a murdered Haragi's bloodline hold that a piece of his skin has been carefully removed from his corpse? That's the mystery your TARDISeers have to solve, and the balance of power on New Alzarius is at stake. The more they learn about this primitive "genetic map", the more it looks like every planet with the name Alzarius is fated to hide evolutionary secrets of the greatest magnitude.

THE ELITE *(The Elite)*

On the planet Florana (see *L34*) in the distant past, one city has declared holy war on the others after receiving an Emissary of the Gods. Under the rule of the Church of Power, the city has introduced measures to ensure that its people are worthy to be the chosen of their god and to win their war.

At the Academy, children are taught to fight by using computerised wargames, so that they will later be able to control drone aircraft in real combat situations. In the mathematics lessons, they are taught the skills needed by the Logistics Division of Military Command. In advanced classes for older pupils, future political and military leaders are chosen. The education is designed to create the best: the best scientists, the finest theologians, the greatest soldiers. The programme encourages superior minds, and lower intellects are weeded out from the age of five. These, along with the sick, the weak and everyone over 40 are sent to work in the factories or are executed in order to prevent a weakening of the state. All this is undertaken by the Holy Decree of the High Priest of the Church of Power. It is a eugenics programme designed to create the Elite, a master race that will conquer Florana. To back this up, the Academy also uses brainwashing technology, by means of an Alpha Wave Pulse generator, to order to ensure that the holy doctrine is enforced.

FATHER THANE



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

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

TRAITS
Authority (Major)
Eccentric (Major) – Insane!
Obsession (Major) – Absolution of all
Voice of Authority

TECH LEVEL: 4

STORY POINTS: 6

GENERAL AUBRON



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

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

TRAITS
Military Rank (Special)
Obsession (Major) – Creating the master race

TECH LEVEL: 4

STORY POINTS: 4

But within the Elite, rivalry has grown between the Church and the Military Command, in particular a dislike between Father Thane and General Aubron which verges on a feud. Aubron fears that the Church will disband the Military Command once the remaining cities have been conquered. In turn, Father Thane is jealous of the Military's power. Each has been developing their own secret weapons. General Aubron has an escape pod specially adapted for low-level flight which can be used for attacks within the dome, while Thane has constructed something he calls the Cleansing Fire.

Father Thane is a zealot and is willing to kill if he feels the Church is threatened. If he were to discover the truth about the High Priest of Power, the knowledge is likely to tip him over the edge and he will activate the Cleansing Fire in order to bring about the End Days and absolution for all true believers. The Cleansing Fire takes several minutes to reach full charge, but when it does, it will transmit a call to the Dalek fleet for them to come and bombard Florana, resulting in the destruction of all life.

THE EMERALD TIGER *(The Emerald Tiger)*

Ten thousand years ago, a meteorite impacted the Earth with such force that its crater formed a deep valley in the Indian subcontinent. Millennia later, life is flourishing in the jungles on the valley floor, kept hidden from the outside world by the sheer cliffs of its walls. The only ways in or out are either by air or by finding a route through the Karabar Caves.

But the crater is not the only change that the meteorite brought to the land. Protected within the rock was a shard of homogenite, an extremely rare crystal that affects any substance it comes into contact with, particularly living matter. It breaks apart molecules and reforms them in new configurations, creating new life from both organic and inorganic material. In the meteorite crater, one of the first humans to venture close to the homogenite was transformed into a shapeshifter able to change from human to tiger at will. This was Shardul Khan, who has ruled over the valley and its creatures for thousands of years from his island fortress of Lanka at the centre of the lake at the bottom of the valley.

Khan was able to use the homogenite within him to transform his subjects. Other humans became shapeshifters like him, tigers with eyes made of emeralds and claws of diamond. Animals grew to enormous size and gained unusual properties. Scarab beetles up in the Karabar Caves gained carapaces of precious gems and act as Khan's sentries, killing any who would try to find a way through the caves to the hidden valley. But the more the shapeshifters wore their tiger forms, the harder they found it to change back. Eventually, the magnificent she-tiger Dawon found that she was stuck in animal shape, while Shardul Khan consumed the homogenite and became a crystalline tiger fused to the floors of his former fortress, unable to move but still ruling the valley through the powers of his mind. Khan had become the Emerald Tiger!

The Emerald Tiger controls many of the creatures within his kingdom, ordering them to do his bidding or transferring his consciousness to them so that he can see and hear through their eyes and ears. Chief among his servants is Naga, a python grown to vast size; while birds, winged frogs and other small animals act as his spies. Khan has remained as absolute ruler of his kingdom for millennia, but there have been those who have opposed him.

In 1908, an expedition into the Karabar Caves by Lord Edgar and Lady Adela Forster was attacked by Khan's creatures, and Dawon stole away the couple's young child, Jonathan, to bring up as her own man-cub. In 1916, Dawon and her brother, Ayyappan, tried and failed to oppose Khan and were driven from the valley. While Ayyappan could still change back into human form and make a new life as a mild academic at the University of Calcutta, Dawon was stuck as a tiger and was taken captive by a collector. Back in the hidden valley, Shardul Khan still reigns, while the man-cub Djahn (see *A31*) continues to evade and thwart him.

Anyone coming into direct contact with the homogenite that has spread throughout Khan's fortress, or who is injured by one of Khan's creatures, risks being changed and becoming a shapeshifter like them. They must make a Difficulty 12 Resolve + Strength roll immediately and each ten minutes thereafter to resist the transformation. Curing or reversing this infection can only be done by destroying the homogenite itself. Although Shardul Khan has powerful psychic abilities, he is physically vulnerable. As well as being immobile, fused to the floor, his homogenite body is a single monocrystal, so that any damage that exceeds his Armour will cause him and his fortress to shatter.

SHARDUL KHAN



AWARENESS	5	PRESENCE	5
COORDINATION	0	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Convince 5

TRAITS
Alien Appearance
Armour (5 points)
Clairvoyance
Hypnosis (Major) – Only those infected by homogenite
Infection (see text)
Natural Weapons – Crystalline Claws and Fangs: Strength +2 damage
Psychic
Telepathy
Slow (Major) – Immobile
Weakness (Major) – Homogenite's fragility means that if even a point of damage gets through Khan's Armour, he will shatter

TECH LEVEL: 1

STORY POINTS: 10

DAWON



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

SKILLS
Athletics 4, Convince 5, Fighting 4, Subterfuge 3, Survival 4

TRAITS
Alien Appearance
Fast Healing (Special)
Infection (see text)
Natural Weapons – Diamond Claws: Strength +4 damage
Psychic
Telepathy
Tough
Weakness (Major) – Dawon dies if Shardul Khan ever withdraws the homogenite from her body (via Hypnosis)

TECH LEVEL: 1

STORY POINTS: 5

AYYAPPAN



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

SKILLS
Athletics 3, Convince 3, Fighting 3, Knowledge 4 (AoE: Mythology & Folklore), Subterfuge 3, Survival 4

TRAITS
Alien Appearance
Fast Healing (Special)
Infection (see text)
Natural Weapons – Diamond Claws: Strength +4 damage
Psychic
Shapeshift (Major)
Telepathy
Tough
Weakness (Major) – Ayyappan dies if Shardul Khan ever withdraws the homogenite from her body (via Hypnosis)

TECH LEVEL: 1/4

STORY POINTS: 4

NAGA, THE PYTHON

Attributes: Attributes: Strength 10, Coordination 4, Awareness 3
Skills: Athletics 2, Fighting 3, Subterfuge 4, Survival 4
Traits: Fear Factor 2, Natural Weapon – Constrict (Special: A successful Coordination + Fighting roll means Naga has coiled around its victim and will inflict half Strength damage every subsequent Round unless the victim escapes by a successful contest of Strength + Athletics), Size – Huge (Minor), Tough
Story Points: 2

JEWELLED SCARAB SWARM

Attributes: Strength 0*, Coordination 3, Awareness 2
Skills: Fighting 2, Subterfuge 2
Traits: Armour (5 points), Climbing (Major), Natural Weapon (Minor: Bite – 1 point of damage per scarab), Swarm (8)
Story Points: 0

* Scarabs automatically lose any contests of Strength against larger foes.

EMPEROR OF THE RACNOSS *(Empire of the Racnoss)*

Whilst the 10th Doctor battled the Empress of the Racnoss (well, *an* Empress at least) in the early 21st Century, the 5th Doctor encountered the Emperor back in the Dark Times when the TARDIS had been dragged there by a distress call. At this time, the Racnoss Wars are not yet over. Left unchecked, Racnoss fleets can lay waste to the galaxy and even a single Webstar can destroy an entire world. The Time Lords have foreseen a future in which the Racnoss will threaten Kasterborous and lay siege to Gallifrey itself.

But the Empire of the Racnoss is riven by factions, plots and counterplots. Even the Emperor himself has turned renegade and fled into hiding. He is now considered a traitor among his own people, having committed perhaps the greatest crime among the Racnoss. With the Empress, he established hatcheries across Racnoss space where hundreds of thousands of their children could be spawned. But he stole the newly-hatched Racnoss to raise as an army against his wife. Now, there is not one hatchery left free of his control and his fleet threatens the Empress herself. Although she has taken a new Consort, the Empress is too old to bear children. All she can do is try to save the ones she has, and if she fails, the future of the Racnoss is lost.

Despite being proclaimed a renegade, the Emperor has refused to surrender the Imperial Seal and therefore still has a claim on the Racnoss throne. He is in hiding among the Racnoss hatcheries on Iota Seven. It's a bit of a backwater away from the space lanes, but this makes it perfect for raising new-born Racnoss. The entire world is now swathed in webs, which make for a beautiful if eerie vista as they catch the starlight.

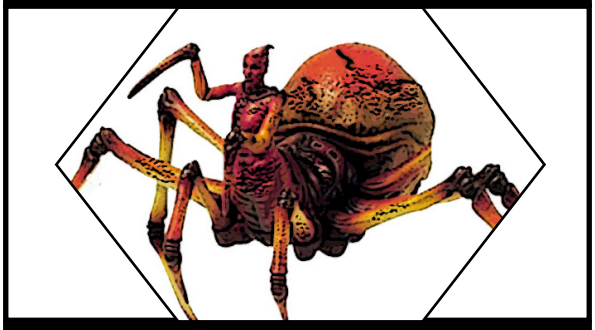
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The story of the Emperor turning renegade is not as simple as the tale spread by the Empress. The Empress feared her husband's power and plotted his downfall. She told him that an attempt had been made on one of their hatcheries and he came to Iota Seven to protect them. But it was a trap. The Empress triggered a pulse of Huon energy which caused the children to hatch. Ravenous, the new-born Racnoss turned on their father, feeding on his body. By the time the Emperor was able to reassert his dominance over them… well, let's just say he was no longer the Racnoss he once was.

The Emperor of the Racnoss has been mutilated by his own children. Formerly a formidable foe, he now limps along on six legs instead of eight, and his body is scarred and emaciated. But the Emperor is not as weak and powerless as he appears. Although he claims just to want solitude to live his remaining days in peace with his children, and that he is even willing to give up the Imperial Seal for this, he dreams of revenge against his wife.

The Emperor has raised his children as his new fleet to fight against any threat. But he is just as likely to destroy them in order to deny the Empress any chance of her offspring surviving.

EMPEROR OF THE RACNOSS



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

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

TRAITS
Additional Limbs x2 – Six remaining legs (plus two manipulator arms)
Adversary (Major) – The Empress of the Racnoss
Alien
Alien Appearance
Keen Senses (Minor) – Sight
Natural Weapons (Minor) – Bite and Stab: Strength +2 damage
Outcast
Size – Huge (Minor)
Special – Webbing: Can spin webbing to create traps or webs to hang from; its stickiness has a Strength equivalent to 5 and can support over 1000kg
Tough

TECH LEVEL: 11

STORY POINTS: 8



ENTROPY SIRENS *(The Entropy Composition)*

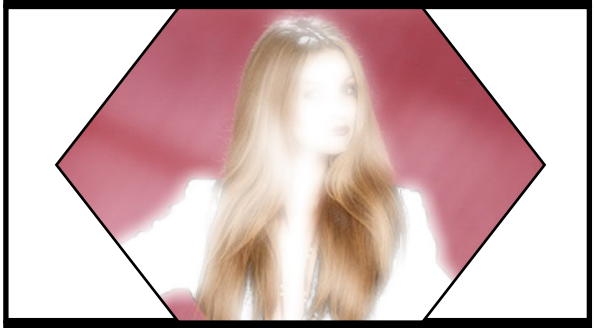
The entities known as Entropy Sirens, or the Erisi to give them their proper names, existed at the very dawn of the universe, at the moment of its creation before even the first hydrogen atoms came into being. They were creatures with a wild and savage beauty, who danced and sang in the chaos of creation. They revelled in the primal universe, but their time was limited. Around 380,000 years after the creation of the universe, the first atoms began to form as electrons became trapped in orbit around neutrons, creating the first elements, such as hydrogen and helium. Gradually, the chaos of the universe receded, and by the time of the birth of the stars around 200 million years later, the Erisi could no longer live in our reality.

To the Entropy Sirens, the universe had become cold and inhospitable. They fled and found new homes elsewhere, where entropy still reigned. Once again, the Erisi were content, and so far as anyone knows, they remain there, dancing and singing and laughing to the sounds of chaos. The Erisi cannot visit our universe for long, as they need entropy and disorder to feed on. But occasionally, one of the Sirens enters our reality, perhaps by accident but perhaps by design, and their presence inevitably brings chaos and death, accompanied by their mirthless laughter.

The Doctor and Nyssa encountered one of the Erisi who had fallen into our universe in England in the 1960s. Without sufficient chaos, she knew that she would not last long in our reality. So she schemed to reintroduce to the world the primal sonics from the very beginning of time by inserting them within a psychedelic prog rock suite of music. Primal sonics are the very sounds of creation itself, the screams that birthed the Entropy Sirens before the first hydrogen atoms combined. This is the song of the Erisi, quantum particles of sound that bring chaos out of order. They are capable of ripping atoms apart, destroying all matter (see the entry for Concordum, *L20*, for further details). Primal sonics multiply and build to replace every sound in a feedback loop that can eventually destroy entire planets. In the subatomic chaos that remains, the Erisi can return to our reality and thrive, spreading the primal sonics further and further to reclaim the universe as their own.

The Erisi that the Doctor and Nyssa encountered had the form of a woman, but it is likely that her true form is entirely alien to us, terrible and incomprehensible. She claimed that the Doctor would have considered the Entropy Sirens to have been beautiful, but the Doctor himself thought this unlikely. As well as their need for disorder and chaos to feed on, the Erisi also require sound, preferably the primal sonics of their realm, but failing that, noise of any sort will do. The complete absence of sound, such as in a vacuum or created by white noise or a sonic counter-wave, is deadly to the Entropy Sirens, like pulling the air from a human's lungs.

ERISI



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

SKILLS
Convince 3, Craft (Singing, Dancing, Composition) 5, Fighting 1, Marksman 2, Subterfuge 4

TRAITS
Alien
Attractive
Dependency (Major) – Must feed on chaos
Environmental (Major) – Atmosphere of primal sonics and chaos
Immortal (Major)
Shapeshift (Special)
Weakness (Major) – Absolute silence or white noise can kill the Erisi (use the Drowning rules)

EQUIPMENT
It's not strictly an item of equipment, but some Erisi have knowledge of primal sonics and how they may be generated. Primal sonics generally deliver 4(2/4/6) damage per Round and ignore traits such as Armour and Tough.

TECH LEVEL: 12

STORY POINTS: 12

THE FERUTU *(Cold Fusion)*

In a billion years' time, on a distant planet in an alternative timeline, a race of humanoids will have evolved to a point where they have become the most advanced race that the universe has ever known. These are the Ferutu. Their lives are governed by what humans would call magic. By scratching runes in the air and by performing rituals, the Ferutu were the first race in that universe to discover the secrets of time. Because time and space are linked, this means that they can control matter and energy. This power made their frail humanoid bodies immortal, it allowed them to travel anywhere in the universe, at any point in time. The Ferutu stepped between the stars, oblivious to such mundane restraints as "distance" and "causality", and they discovered that it was teeming with life. Some of the races the Ferutu encountered – those so primitive they still used spacecraft to travel between stars – thought of them as sorcerers, or gods. They are the Lords of Time

In our timeline, this is the ancestral role of Gallifrey. But there is one difference: the Ferutu use their great powers. They equip the forces of good, supplying them with advanced technology and weapons; they intervene in history, gently bending the course of time. Wherever or whenever the forces of evil threaten a helpless people, a Ferutu arrives from nowhere and beats them back.

The Ferutu come from a version of history where Gallifrey was destroyed. In fact, the Ferutu have never heard of Gallifrey or the Time Lords. The name Rassilon is only known in relation to a starless gulf called Rassilon's Rift on the edge of the galaxy where the constellation of Kasterborous should be. Some travellers speculate that in the distant past there was some great catastrophe that destroyed all matter in the area.

As a rule, the Ferutu are a solitary race. They don't even understand what political power or ambition is. Their subjects, if that's what you want to call them, are whatever they want to be: poets, philosophers, athletes, artists. Utopias usually have a serpent lurking in the undergrowth, but not on the worlds protected by the Ferutu. Darkness remains on the fringes of the cosmos, where the War still rages. There are Daleks and Vampires there, and worse. But the Ferutu's worlds consist of mile-high palaces of gold and crystal, set in lush parkland surrounded by unspoilt forests and seas that teem with life. Eternal summer, entire galaxies where poverty, greed and want have been unknown since the dawn of time.

The Ferutu are tall figures, human-looking but angular and totally hairless, without even eyebrows or lashes. They wear long black cloaks and high-collared tunics. Their godlike powers stems from the manipulation of the fundamental forces of the universe by means of what to lesser races seems like magic. With gestures that draw runes in the air and by focussing their mental powers, they can achieve seemingly impossible feats. With more complex rituals and more esoteric material requirements to form totems, groups of Ferutu can combine their efforts for greater effects. In their universe, entire planetary populations act as capacitors: they generate and store energy, ready to use it. With billions of Ferutu acting in concert, they can restructure matter on a galactic scale. But even individual Ferutu can walk through time and space, or glide through the air, or even pass through solid matter unaided.

FERUTU



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

SKILLS
Convince 3, Knowledge 6, Marksman 2, Science 5, Subterfuge 3, Technology 4

TRAITS
Alien
Distinctive
Feel the Turn of the Universe
Flight (Minor)
Gestalt (see *The Fourth Doctor Expanded Universe Sourcebook*)
Immaterial (Special Good)
Immortal (Major)
Immunity – All physical damage
Indomitable
Natural Weapon (Major) – Energy Blast: 5(2/5/7) damage
Psychic
Special – Ferutu Runes and Rituals
Telekinesis
Telepathy
Teleport
Vortex
Weakness – Ferutu Runes

TECH LEVEL: 12

STORY POINTS: 8-12

Their bodies are ageless and cannot be physically harmed. En masse, they can manipulate time, reversing it or accelerating it. They can even halt the flow of time and kill their frozen opponents one by one.

But just as runes and sigils are the source of the Ferutu's power, so they are their weakness. Anybody who can interpret the runes and recreate the correct ones can use them against the Ferutu, making them vulnerable. A circle drawn on the floor around a simple binding rune, for example, will create a barrier that the Ferutu cannot cross, either physically or with their magic. But there would still be nothing to stop the Ferutu from resorting to physical attacks: using their magic indirectly to, say, drop a boulder on those within the protective circle.

Despite being benevolent Lords of Time, the Ferutu can be capable of acts of savagery if their hand is forced. The key event that ensured the existence of the Ferutu is the destruction of Gallifrey in the distant past. When they detected something from our universe that threatens to prevent this disaster from occurring, then the Ferutu have no choice but to put their moral qualms aside and commit murder on a grand scale in order to protect their own timeline. Can even the combined efforts of the 5th and 7th Doctors stop them?

WEAKNESS – FERUTU RUNES

Ferutu are vulnerable to their own magical effects. However, these can be difficult for non-Ferutu to master. Anyone trying to replicate a specific rune or ritual will need to make an Awareness + Ingenuity roll, with a Difficulty of at least 15.

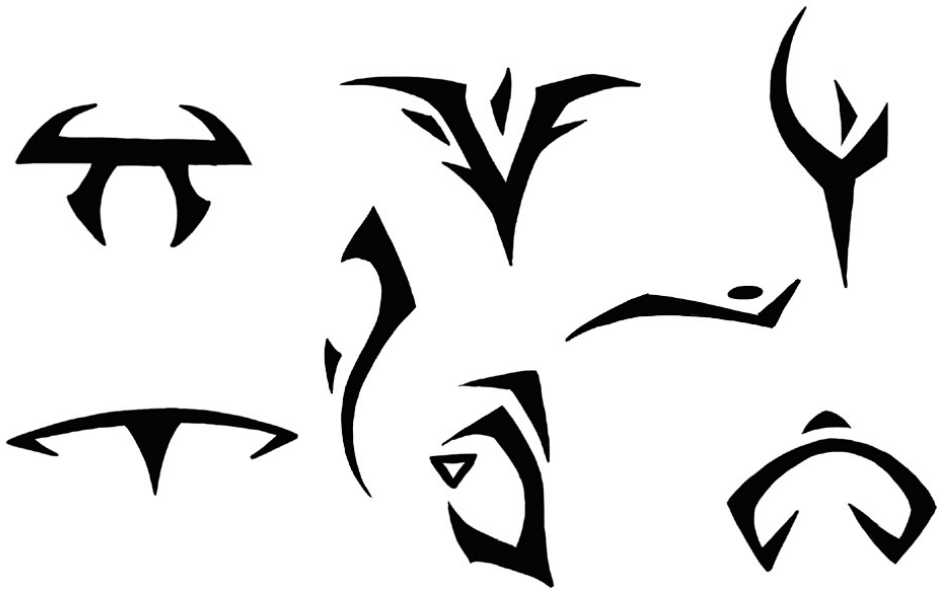
Each attempt by a non-Ferutu costs 1 Story Point if they are trying to replicate a Minor trait, 2 Story Points for a Major trait, and the purchase cost in the case of Special traits. This is in addition to any other cost that using the trait requires.

FERUTU RUNES AND RITUALS – SPECIAL GOOD ALIEN TRAIT

The god-like powers the Ferutu are capable of are manifested by means of rituals, which may be as simple as brief hand gestures writing runes and symbols in the air, or as complex as lengthy ceremonies involving many individuals and requiring the creation of special totems. At an individual level, each Ferutu possesses traits to represent the abilities they possess on their own. Some of these are intrinsic to the Ferutu's very being, such as their Immortality and Immunity. But others, such as Energy Blast or Telekinesis, require the correct gestures.

In groups, Ferutu can combine their powers to achieve greater effects. For traits such as Telekinesis or Telepathy, this uses their Gestalt trait (as described in *The Fourth Doctor Expanded Universe Sourcebook*). But the GM should also allow them to achieve completely new effects by acting in concert and drawing on a pool of energy. For most of these new effects, the GM should determine a Story Point cost, which can be shared among the participants.

The Ferutu's time manipulation abilities are an example of a new power which can only be achieved by multiple Ferutu acting together. In this case, use the Time Reversal trait from *The First Doctor Expanded Universe Sourcebook* for guidance on cost and effect: e.g. at the cost of 3 Story Points, time can be reversed for 2D6 x 10 seconds, or stopped or accelerated for the same period. As a rule of thumb, a new trait effect requires a minimum of 1 additional Ferutu per Story Point required.



FIELD MAJOR THURR'S PLATOON *(Heroes of Sontar)*

Pilot Bekk: The pilot with cataracts.

Trooper Nold: The speechless sapper who bit his tongue clean through in a pod crash years ago and whose wordless clicks and gargles can only be understood by Corporal Clun

Trooper Vend: The cowardly greenhorn.

Trooper Jorr: The morale-sapping doom-monger, always voicing his pessimism. Cynical and often flirting with insubordination.

Corporal Clun: The senile veteran, hoary and gung-ho. A statistical glitch who ought to have been killed in action long ago.

Sergeant Mezz: The bureaucratic Sergeant, who did all his fighting in Logistics. Unctuous and superior, he has slid by on Sontar without seeing much action. For the last ten years, he has been Fleet Marshal Stabb's personal adjutant.

And their commander, Field Major Thurr, the officer with the worst casualty record in the whole of the Fleet. The officer solely responsible for the fiasco of the Gloom Moons. Thurr is bumptious, bumbling and full of himself.

These are the worst soldiers in the whole of the Sontaran Empire. All of them were identified as failures and marked down for execution, but they have been saved from the melting vats by Fleet Marshal Stabb (see *V36*). Stabb has a mission for Thurr and his men, a mission which will take them to the desolate world of Samur (see *L72*) and an encounter with the dreaded Witch Guards (see *V119*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There are seven great clans within the Sontaran Empire, clone descendants of Sontar's most decorated heroes. Field Major Thurr and his platoon are genetically identical to seven of Sontar's finest sons. But each is the runt of their litter. Stabb has sent these unwitting pawns on a suicide mission to Samur, intending that the Witch Guards will kill them and so lift the curse they placed on the Sontaran Empire during the conquest of Samur: *"For this crime, your forces will know only defeat. The blood of the Seven must be paid. Seven sacrifices must be made before the curse is lifted. Seven of your finest sons brought to us for slaughter!"*



FIELD MAJOR THURR



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

SKILLS
Athletics 2, Convince 3, Craft (Weapons) 4, Fighting 4, Marksman 4, Medicine 1, Science 4, Subterfuge 4, Survival 5, Technology 4, Transport 3

TRAITS
Adversary (Major) - Rutans
Alien
Alien Appearance
Brave
By the Book
Military Rank (Special)
Tough
Unlucky
Voice of Authority
Weakness (Minor) – A strike to his probic vent (an aimed attack with a -4 penalty) will disable Stabb (as Stun)

EQUIPMENT
Shock Staff: S(S/S/S) damage
Sontaran Armour: (5 points)

TECH LEVEL: 7

STORY POINTS: 6

Note: *For the members of Thurr's platoon, use stats for a Sontaran Trooper adjusted as indicated. They are all equipped with standard Sontaran armour (5 points) and Sontaran rifles: L(4/L/L) damage.*

SERGEANT MEZZ

Attributes: Increase Ingenuity to 4
Skills: Reduce Fighting and Marksman to 3; add Knowledge 2
Traits: Add Cloistered (-2 penalty on rolls dealing with anything outside his narrow frame of reference) and Military Rank (Minor)
Story Points: 5

CORPORAL CLUN

Attributes: Reduce Ingenuity to 2 and Resolve to 4
Traits: Add Experienced and Lucky
Story Points: 2

TROOPER JORR

Attributes: Reduce Resolve to 3
Traits: Remove Brave; add Eccentric (Minor: Doom-monger and pessimist)
Story Points: 4

TROOPER VEND

Attributes: Ingenuity and Resolve to 2
Traits: Replace Brave with Cowardly; add Inexperienced
Story Points: 6

TROOPER NOLD

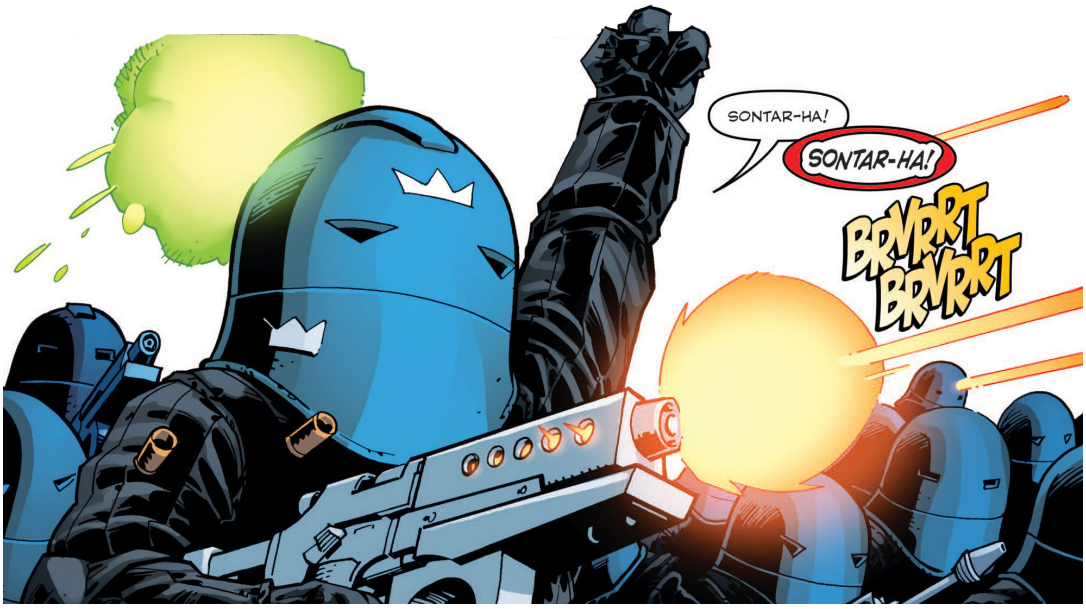
Attributes: Reduce Presence to 2
Traits: Add Impaired (Minor: No tongue)
Story Points: 3

PILOT BEHH

Attributes: Increase Transport to 4
Traits: Add Impaired Senses (-2 on rolls requiring sight) and Unlucky
Story Points: 3

DOCTOR WHO AS SITCOM

Humour has always played a role in *Doctor Who* and frequency crops up in gaming sessions. But could Doctor Who work as outright comedy? Heroes of Sontar is an example of a story which attempts this, with Thurr and his men being pastiches of the main cast of the classic British sitcom *Dad's Army.* As such, it provides a template for GMs who want to run an adventure with comedy elements: take a popular, well-known sitcom and adapt the main cast for the game using broad-brush characterisations to make them recognisable and to ensure the players are in on the joke. The Sontarans lend themselves to any military-based comedy of course: *M.A.S.H, The Phil Silvers Show* or *It Ain't Half Hot Mum*, for example. But how about the casts of *Friends* as Catkind, *Father Ted* as clerics in the Church of the Papal Mainframe, or *The Odd Couple* as a pair of bickering Silurians forced to share a hibernation chamber? Maybe just a scene or two with these characters would be sufficient for the joke, and trying to maintain it for an entire adventure might be stretching it…



FLEET MARSHAL STABB *(Heroes of Sontar)*

Fleet Marshal Stabb, Stabb the Unvanquished, Supreme Commander of the Ninth Sontaran Space Fleet, is not a Sontaran to be trifled with. He is fairly typical of the majority of senior Sontaran officers in that he is booming, frightening and ferocious, and any suspected insubordination will be met with by summary execution. Fortunately, Stabb is stone deaf and so may not hear the muttered sounds of any mockery or dissent. Stabb's eardrums were blown out at the Battle of Jerrick-Zero, the result of ten billion megatons of nuclear cannon-fire. It was a glorious moment, but one with a lasting impact on Stabb.

Stabb's reputation was cemented by his success during the conquest of Samur (see *L72*), a planet deep inside Rutan territory. Stabb was only a young Commander at the time, but the conquest made him a hero. He was promoted, fêted and cloned a million times over. Twenty years later, Stabb is now Field Marshal and there's barely a platoon in the Fleet that doesn't contain a hatchling descended from his genetic material.

Unfortunately, although Samur represents Stabb's greatest moment, it also marks the point at which the tide of the war against the cursed Rutans turned. Since then, the Sontaran Empire has been in retreat from the Madeleine Cluster, engaging in a series of tactical withdrawals and concentrating its force further back from the Rutan front-lines. Could this be somehow related to a curse placed on the Sontarans by one of the Witch Guards (see *V119*), spectral mercenaries hired by the Samurians to protect them? The Witch Guard swore that the Sontaran forces would know only defeat until the curse is lifted. Naturally, the curse is nothing but troopers' talk, battlefield grunt. But still…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Suppose the decline of the Sontaran Empire didn't in fact coincide with the placing of the Witch Guard's curse, but the moment that the young Commander Stabb became a hero. Cloned a million times over, it's the legacy of his clones that have caused those defeats. Almost as if someone, or something, had corrupted their inheritance, making them marginally more clumsy perhaps, a little slow or lacking in initiative.

Although the Witch Guard that cursed the Sontarans was blasted to atoms by Stabb, it didn't actually die. It was dissipated into Stabb and, after corrupting his DNA, it was able to corrupt the whole of the Sontaran military machine accordingly. As a result, Fleet Marshal Stabb and all the Sontarans bred from his genetic material have the Unlucky trait.

Stabb realised this a while ago, of course. In his position as Fleet Marshal, only he was able to see the pattern develop. And if any strategists dared to notice, too – well, Stabb could always have them melted down. Out of desperation, Stabb has decided at last to fulfil the terms of the curse and has sent seven Sontarans (see *V34*) back to Samur, where they will become victims of the Witch Guards that still survive there, a sacrifice to restore the Sontaran Empire to its former glory.

FLEET MARSHAL STABB



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

SKILLS

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

TRAITS

Adversary (Major) - Rutans
Alien
Alien Appearance
Brave
By the Book
Dark Secret (Major) – Unwitting cause of recent Sontaran defeats
Impaired Senses (Minor) - Hearing
Military Rank (Special)
Tough
Voice of Authority
Unlucky
Weakness (Minor) – A strike to his probic vent (an aimed attack with a -4 penalty) will disable Stabb (as Stun)

EQUIPMENT

Shock Staff: S(S/S/S) damage
Sontaran Armour: (5 points)

TECH LEVEL: 7

STORY POINTS: 10

GALAXY 5 ASSASSINS *(And You Will Obey Me)*

When the Master's activities within Galaxy 5 upset the local powers, two rival groups of assassins took it upon themselves to hunt him down.

The first was a pair of Dragon Hunters: Dragon Master Gomphus and his initiate, Jade Nymph. The Dragon Hunters are insectoid assassins whose breeding grounds are in Galaxy 5. They have the form of eight-foot dragonflies and are capable of rapid, highly manoeuvrable flight. Among their other attributes are an electrical sting like a Taser and the ability to liquefy their victims' brains to extract the consciousness. They use their needle-like proboscis to suck out the liquid essence, which provides them with the knowledge and experience stored in the brain. However, the Dragon Hunters have mayfly lives, living only about a month in Earth terms. During the hunt for the Master, Gomphus was around thirty days old and his wings would soon crack and crumble. It would then be the privilege of the three-day old Jade Nymph to drain every last scintilla of life experience from his brain. By these means, each new generation absorbs the experience of the last.

The Dragon Hunters despise their rivals, the Transhuman Sisters of the Unholy Protocol, considering them to be bounty hunters rather than honourable assassins. The Transhuman Sisters are the android inquisition of Galaxy 5. They are humanoid constructs which consider themselves to be blasphemies requiring atonement. They have burned entire galaxies in the course of their demented mission. The Unholy Protocol has calculated that if they were to bring justice to the Master, they would become 1.76% more worthy (though this would be reduced if others were incidentally killed in the process).

The Transhuman Sisters hunt their prey in pursuit ships, each one containing a complement of twelve sisters. They are capable of taking on the appearance and personality matrix of a suitable subject to blend into the local environment, though the original is killed in the process. Without an adopted personality, they are emotionless robots, their speech being a slow, calm monotone. When they capture their targets, the Sisters take them aboard their ship for trail and execution. Although the Sisters are indeed bounty hunters, they donate their bounty to charity.

DRAGON HUNTER



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

SKILLS
Athletics 3, Convince 3, Fighting 5, Marksman 4, Survival 3

TRAITS
Alien
Alien Appearance
Flight (Major)
Natural Weapon – Mandibles: Strength +2 damage
Natural Weapon - Electrical Sting: S(S/S/S) damage
Special – Consciousness Extraction (gains a +2 bonus on rolls concerning anything the subject had known)
Tough

TECH LEVEL: 6

STORY POINTS: 4-6

TRANSHUMAN SISTER

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

SKILLS
Fighting 4, Marksman 5, Subterfuge 3, Technology 4, Transport 3

TRAITS
By the Book, Machine, Open/Close, Robot, Scan, Transmit

EQUIPMENT
Energy Pistol: 5(2/5/7) damage

TECH LEVEL: 6
STORY POINTS: 2-4

GENE-SYNTHETICS *(Return to the Web Planet)*

One of humanity's future periods of expansion across the cosmos isn't by means of the colonisation of alien worlds or the invasion of other civilisations. Instead, mankind has decided to give something back to the universe and spread throughout the galaxy by means of seed ships. These ships each contain the two dormant lifeforms, two gene-synthetics, mainly human but also containing the genetic potential to produce hundreds of new lives. One lifeform is male in appearance and is named Yanesh; the other is female, Xanthe.

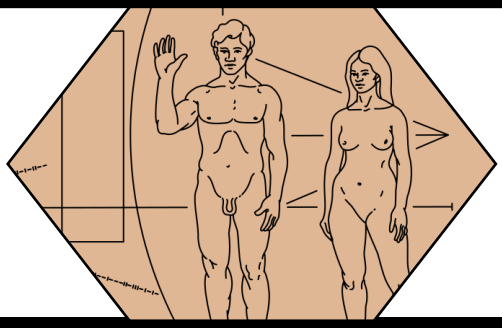
The seed ships locate dead worlds and barren places where humanity cannot live. The two gene-synthetics grow and adapt to the local conditions and wait for their biological programming to kick in. At this point, the two merge, becoming a single creature in the form of an enormous cocoon from which hundreds of young will eventually hatch. These offspring are basically human, but biologically adapted to survive in the local environment, and to complement and enrich the eco-system.

The Xanthe and Yanesh lifeforms therefore have a very limited lifespan as independent creatures. They have low intelligence and an overriding compulsion to evolve into the next stage of their life cycle and procreate. They have minimal knowledge or memory of their origins or their human forebears, and their children will be a new species, though based on the human imprint.

On rare occasions, a seed ship has landed on a world already teeming with life. In these cases, the gene-synthetics' adaptability means that Xanthe and Yanesh can become overwhelmed by the lifeforms already populating the environment. Their primary purpose, to spread the human race, may become corrupted or lost as the imperative of the native species to survive can overtake them. The Doctor and Nyssa encountered the survivors of one seed ship which had been drawn to Vortis by the entity known as Mother Life (see *V73*). In this case, the male Yanesh had become infected by Mother Life's lode-seed, which began to grow into him like a parasite; and the female Xanthe had fallen under the mental influence of Mother Life itself, becoming its Speaker as her original personality imprint and drives were subsumed.

Quite how far into the future such seed ships were used is unclear. But the rarity of contact with them seems to indicate that they did not last very long. Perhaps the experience of the ship that crashed on Vortis was a common problem, resulting in new, non-human species rather than the furtherance of mankind. Or perhaps mankind quickly decided that this was not an efficient means to spread across the cosmos and reverted to its old, imperial ways.

GENE-SYNTHETIC



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

SKILLS
Athletics 3, Convince 1, Fighting 2, Survival 6

TRAITS
Obsession (Major) – Seed life
Special – Adaptability: Gene-Synthetics quickly adapt to their new environment and gain up to 4 points of appropriate new Traits and Skills (such as Environmental or Climbing)
Special – Procreation (see text)
Weakness (Special) – Gene-Synthetics' adaptability make them vulnerable to outside influences in their environment (-2 penalty to resist)

TECH LEVEL: N/A

STORY POINTS: 1-3



GEORGE VILLIERS, DUKE OF BUCKINGHAM

(The Church and the Crown)

Born in 1592 the son of minor gentry, George Villiers rose in prominence as a courtier and statesman to become a favourite of King James I of England, and possibly his lover. Villiers first caught the eye of the King at the age of twenty-one at a hunt in Northamptonshire. Opponents of James' then favourite, the Earl of Somerset, saw an opportunity to usurp him and successfully lobbied to have Villiers appointed as royal Cup-bearer, a position that allowed him to converse with the King. Under James' patronage, Villiers swiftly rose through the ranks of the nobility, becoming successively Baron Whaddon, Viscount Villiers, a Knight of the Garter, Earl, Marquis and finally Duke of Buckingham in 1623, the latter making him the highest-ranked subject outside the royal family.

The precise nature of Buckingham's relationship with the King has been much debated, with contemporary evidence pointing to them being lovers. Certainly, the Duke was the last in a line of handsome young favourites that James lavished his affections on. Until James died in 1625, Buckingham was his constant companion and closest advisor, and used his influence to enrich his relatives and advance their social positions, which turned public opinion against him.

In 1623, Buckingham accompanied the future king, Prince Charles, to Spain to negotiate terms of marriage between Charles and the Infanta Maria. The collapse of the discussions is believed to be due to the Duke's crassness, and the Spanish ambassador demanded that he be executed for his behaviour. Buckingham headed further marriage negotiations in 1624, this time resulting in the betrothal of Charles to Henrietta Maria of France. But the choice of a Catholic wife for a Protestant king of England was widely condemned. Buckingham was also blamed for the failure of an expedition to recover the Electorate of the Palatinate, a territory of the Holy Roman Empire. Despite these setbacks, he was the only man to maintain his position at court when Charles became king.

In 1625, Buckingham was responsible for further military failures, including an attempt to seize the port of Cadiz and a planned attack on the Spanish silver fleet from America. His alliance with Cardinal Richelieu (see *A25*) to provide English ships to aid King Louis XIII (see *A47*) against the Huguenots horrified Parliament at the thought of English Protestants fighting French Protestants. Banished from France, Buckingham blamed the treachery of Richelieu for the failure of this alliance, and coordinated an alliance among the Cardinal's enemies, including the Huguenots themselves. In 1626 (see *L64*), he is in command of an English army which has been smuggled into France over a period of months. Buckingham has been using soldiers disguised as Richelieu's guards to sow further divisions between Louis XIII and the Cardinal to foster rioting on the streets of Paris. Under cover of this anarchy, Buckingham's army can march on the palace unimpeded and take the French throne for England.

GEORGE VILLIERS



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

SKILLS

Athletics 2, Convince 3 (AoE: Negotiation), Craft (Dance) 3, Fighting 5 (AoE: Swordsman), Marksman 3, Subterfuge 5, Survival 3

TRAITS

Attractive
Brave
Experienced
Obligation (Major) – Charles I of England
Owed Favour (Minor x2) – Buckingham always has agents he can call on
Voice of Authority

EQUIPMENT

Rapier: Strength +2 damage
Flintlock Pistol: 4(2/4/6) - takes a full Round to reload

TECH LEVEL: 3

STORY POINTS: 8

In person, the Duke of Buckingham is vicious and brutal when dealing with his enemies. He claims to be one of the finest swordsmen in England. Buckingham has conducted an affair with Louis' wife, Queen Anne, in order to obtain information on the French court, but this finished months ago. He still has an agent in place in the royal bedchambers in the person of his new lover, Madame de Chevreuse, the Queen's lady-in-waiting.

THE GRACE *(The Chaos Pool)*

It is difficult to describe the Grace to anyone from this universe, as our senses just don't perceive the right kinds of dimensions. There is a cognitive leap not happening where it should. A translation error, if you will. But this normally doesn't matter, as the Grace are mostly caught up in higher matters, keeping the universe in order from outside time and space.

Put simplistically, the Grace are huge, pan-dimensional beings with powers anyone from this universe can barely conceive. When they do have to reach into our reality, there's actually not much to see. They're little more than a change in the air or perhaps a subtle sense of misgiving. They're not even as vivid as dreams, but may manifest as too many voices all babbling in unison at the very edge of hearing. The living tracer known as Zara (see *V124*) remembers them from their own realm as tricksy, impish creatures and considers that they'd look quite cute if they weren't weighed down with their work, caught in the middle of the squabbling between the Guardians (see *V42*).

It was the Grace who created the Key to Time and also the living tracers, Amy (see *A1*) and Zara, when they needed to locate the six segments of the Key and re-assemble it to put the universe back in order. Although they have the power to do so, the Grace have never really stepped into the real universe. It seems that they are too terrified of reality coming apart and unspooling around them if they did. If the Key to Time is assembled, then it would be possible for the Grace to manifest within it, using its properties to protect our reality from a full materialisation.

Because the Grace are so powerful – and yet so insubstantial – no stats are provided for them. They are more powerful even than the Guardians, whom they can order around and even banish back to the howling void if they so choose. The Grace are in essence adventure hooks for the GM to use, rather than either allies or adversaries.

THE KEY 2 TIME



The Key to Time is a perfect crystalline cube which, when assembled, can maintain or restore the equilibrium of the universe (see *The Fourth Doctor Sourcebook*). It can stop and start the universe itself. It can rewrite matter and can change the states of quanta. It can restore balance. The Key to Time is so powerful that no one being may possess it. So the Grace have designed it to separate into six segments, scattered throughout time and space disguised as anyone or anything.

During the first quest for the six segments, when the 4th Doctor assembled the Key to Time using a temporary sixth segment created from chronodyne (see *The Armageddon Factor*), little did he realise that he was creating more problems for his future self. The artificial nature of the temporary sixth segment created disruption to the structure of the Key to Time. Even with the six segments scattered through time and space again, these flaws have spread. The Key to Time is gradually decaying, the universe is falling out of balance and universal entropy is increasing.

Rather than engage such an unreliable agent as the Doctor again, the Grace have created two living tracers, who have since called themselves Amy and Zara. These have been sent into the universe, each to locate three of the segments. Unforeseen by the Grace, Amy has acquired the 5th Doctor as her very own companion on her search, the so-called "Key 2 Time" quest.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During this second quest for the Key to Time, the six segments are disguised as: the compass of a wrecked starship on Chaos (see *L16*); the water in a lake on Erratoon; the capstone of the Vast Pyramid on Ancient Mars (see *L7*); the Valdigian castle of Safeplace (see *L71*); a mass of gold compressed into a shard of aurium by Lord Cassim (see *V64*) and the Djinni (see *V23*); and, in an echo of the first quest, Romana II.

THE GREAT OLD ONES *(The Roof of the World)*

Technically speaking, the Great Old Ones are a kind of parasitic lifeform that originated in the Dark Times. They move from world to world, laying waste to each one before moving on to the next. But this is just a means to an end, and their overwhelming motivation is their own survival. In furtherance of this, they have interbred with other species, resulting in a wide variety of mutations between one individual and another.

The Great Old Ones descended on Earth thousands of years ago in mankind's infancy, when they were worshipped as gods or feared as demons. In Ancient Egypt (see *L6*), the Pharaoh Amenhotep II discovered the existence of the Great Old Ones. His priests lured them to Tibet (see *L79*) and trapped them within the walls of a pyramid carved within a vast ice cavern high in the Himalayas. But still they survive, kept alive and preserved as the race memory of mankind's worst fears.

The Great Old Ones are psychic creatures, with powers of possession, telepathy and telekinesis. Although their bodies remain trapped, their minds can wander freely. Over the millennia, those explorers who have discovered the cavern have become their victims. While these victims' physical bodies are frozen in the walls of the ice cavern, the Great Old Ones can generate a physic projection of their likenesses, taking the form of those they kill and discarding them when no longer needed. Such a projection is usually invisible and incorporeal, only revealing itself to those it wishes. The Great Old Ones can manifest their psychic powers through this projection, and their presence is often accompanied by the sound of whispering voices chattering in alien tongues.

Their consciousness can also create a guardian creature for itself, using small amounts of physical matter to generate a black cloud that rolls across the mountains. The cloud brings darkness and chaos, with both devastating winds and terrible lightning (in actuality manifestations of the Great Old Ones' telekinesis and psionic energy). Within the cloud, dozens of limbs and claws may be glimpsed, and hundreds of glaring red eyes. The core temperature of the black cloud is just above freezing, but it is vulnerable to lower temperatures. Like the Great Old Ones themselves, the cloud is slowed by sub-zero temperatures and may be frozen solid or even killed.

The Great Old Ones want their freedom so they can begin their reign of terror and destruction again. But in order to be free, they need a living mind that they can lock onto, through which they can channel their re-emergence into the physical world. Such a mind must agree to accept their role as "the Key to Make Darkness All-Powerful", even if the agreement is made under duress.

The relationship between these Great Old Ones and other entities with similar names is unclear (see *The Second Doctor Expanded Universe Sourcebook*). However, these Great Old Ones appear to be an entire species, whereas the others seem to be a disparate group of individual entities. So the common name is most likely just a coincidence.

GREAT OLD ONE



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

SKILLS
Athletics 1, Convince 4, Fighting 3, Knowledge 6, Subterfuge 3

TRAITS
Alien
Alien Appearance
Armour (5 points)
Hypnosis (Major)
Immortal (Major)
Natural Weapon (Minor) – Claws, fangs, tentacles and other protuberances: Strength +2 damage
Possess
Psychic
Shapeshift (Special)
Telepathy
Telekinesis
Special – Psychic Projection: The Great Old Ones can generate an incorporeal psychic form for them to project their psychic powers through; normally invisible, but it can adopt the guise of others
Weakness (Minor) - Sub-zero temperatures slow the Great Old Ones, normally as Slow (Minor), but cold-based weapons deal 5(2/5/7) damage and may freeze them solid

TECH LEVEL: 12

STORY POINTS: 5-8

THE GUARDIANS OF TIME *(Divided Loyalties, et al.)*

The Guardians of Time, or simply, the Guardians, sometimes also known as the Council of Guardians or the Six-Fold God of the Six-Fold-Realm, are masters of reality, elemental forces embodying aspects of the universe. A pantheon within a pantheon, they represent the upper echelons of the Great Old Ones (different from those described under *V41*), and yet must also defer to "Greater Old Ones", the Grace (see *V40*), in some matters.

Numbering six in total, the Doctor has met only three – the White and Black Guardians, and the Celestial Toymaker. The complete list includes:

The White Guardian of Light and Order/Structure (see *V62*)
The Black Guardian of Darkness and Chaos/Entropy (see *V64*)
The Crystal Guardian of Dream and Fantasy (i.e. the Toymaker)
The Red Guardian of Justice and Truth
The Azure Guardian of Equilibrium and Balance and its twin
The Gold Guardian of Life and Death

(A fictional Beige Guardian once appeared to force the first eight incarnations of the Doctor to defeat all their past enemies at once, but this was actually just a video game Izzy Sinclair was playing on the Time-Space Visualizer aboard the Doctor's TARDIS.)

Physically, the Council of Guardians exists in Calabi-Yau Space. When together, they are able to fashion space and time any way they want. The Guardians are considered to be immortal, and will exist until the universe no longer needs them. In their natural forms, they are a collective consciousness possessing neither form nor substance that exists between dimensions. They can assume a form for a brief period as an "interface" with the universe, though they find it "cramped" to exist in five dimensions. According to one account, the Black and White Guardians were initially one being, created by another Guardian before splitting in two when it physically entered the universe.

Technically, the powers of the Guardians are nearly limitless. They draw strength from their respective influence, becoming stronger or weaker depending of that element's state in the universe. For example, the Black Guardian is most powerful in the far future where entropy has a greater hold. Their powers are essentially the GameMaster's, but they are nevertheless bound by a code of conduct that relates to their sphere of influence. The Guardians prefer to use mortal agents to guide the universe, pushing events this way and that to achieve their ends and stabilize their power. The Black Guardian creates wars to justify his existence, the Guardian of Justice creates conflict, and the Toymaker exists because everyone in the universe has dreams he must shape lest they become stale. The Guardians are also linked to the universe and to the Key to Time. If the former ended, so would they, and they cannot, for example, impede its expansion. If the later decayed, so would their powers and invulnerability.





Like the rest of the Old Ones, the Guardians originated in another universe. The link between the Guardians and the Time Lords remains shrouded in mystery, but Rassilon, in his writings, mentions how they taught him humility. They may have given the Time Lords some sort of access to space-time, and may be part of a Time Lord religion.

Guardians may be used to motivate series, much as the Black and White Guardians did in they Key to Time and Turlough story arcs. For example, the player characters might be agents of the Red Guardian, promoting justice through the universe, or doing the Gold Guardian's bidding by protecting life, sometimes facing off against his own agents of Death. Or like the Doctor, they could be caught in the war between Light and Darkness, or suffer the machinations of the Toymaker.

The potential for abuse on the part of the GameMaster is very real, when dealing with such powerful entities, but so long as the characters need only defeat their agents and outwit their grand schemes, adventures featuring the Guardians of Time should give an epic scale to even the most modest scenario.

HARMONIOUS 14 ZINK *(The Judgement of Isskar)*

Harmonious 14 Zink and his beautiful wife One V Magda were small-time crooks from the Commune of the White Sun. The pair were both part of the breeding programme of the Secondary Echelon, but they ran away together because Zink was from a lower strata and Magda's family had clout!

So they scammed and stole to make a living. One time, Zink acquired a bracelet from the Trib Museum on Barampa, something he thought was just a ceremonial item. It turned out he'd got himself a time ring. Able to jump to anywhere in time and space, they committed minor crimes throughout history, but returning to a number of safe havens they had set up for themselves. They planned to retire one day and live off their trust funds. At the same time, they tested how far they could push things with time travel, like teenagers pushing at the limits to see how much they could get away with, how much give there is in the timelines. On some worlds, they even put things right and saved people.

It's when they started looking into long unsolved mysteries that the Doctor (in his seventh incarnation) began to take a real interest. And when they started to investigate the Disciples of Chaos, the Doctor knew that they were going too far, that it wasn't time for this particular mystery to be resolved. Zink decided to grab one of the Disciples, teleport away to a safe place with them and get whatever information they could. Unfortunately, the person he grabbed was Zara (see *V124*), one of the newly created living tracers looking for the Key to Time (see *V40*), whose powers disrupted the time ring and flung them across the universe to the planet Eratoon.

At first, all Zink wanted was to return to Magda. But when his scans revealed the presence of rich deposits of Elysium ore on Eratoon, he brought Magda back with him. While they were small-time crooks, the couple weren't dangerous and were even likeable. But this is when they changed. In order to obtain the lucrative mining rights on Eratoon, they decided to kill the entire population of the planet. It was also at this time that Zink decided that sticking with Zara would likely be better for him than staying with Magda. So he reported his wife to the local law enforcement, who promptly wiped her mind. Zink is now free to travel the universe with Zara, hunting for the segments of the Key to Time, which he believes will make him rich. Which is how he meets the 5th Doctor and Amy (see *A1*).

Zink is good-looking in a scruffy, unshaven sort of way. He dresses in plain black and white, with a look that never goes out of fashion. Zink thinks he's pretty smart and has an almost permanent grin on his face. He tends to be quite guarded in terms of giving out information about himself, believing that to survive you need to keep your secrets safe. As well as the time ring, Zink wears an all-purpose wrist scanner, which can determine anything from the wearer's location in time and space to the mineral content of the ground you're standing on.

HARMONIOUS 14 ZINK



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

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

TRAITS
Attractive
Charming
Impulsive
Selfish

EQUIPMENT
Wrist Scanner (Traits: Scan. 1 Story Point.)
Time Ring, later acquired by Zara (Traits: Vortex, Restriction – Time Travel Without a Capsule. 3 Story Points.)

TECH LEVEL: 6

STORY POINTS: 5



THE HEXAGORA *(The Hexagora)*

The Hexagora are an itinerant species, moving from planet to planet and colonising each for a few generations before moving on again. Hexagora have the appearance of humanoid insects, with compound eyes, two pairs of wings and vicious mandibles, but despite this they have the ability to pass unnoticed by other species. Like many social insects, the Hexagora have a hive mind and each swarm is ruled by a queen. When they migrate from one planet to another, they travel in swarms of space pods. The life span of the Hexagora is five hundred years, but they consider this to be short.

In a manner similar to that of the Xaranti (see *V120*), another arthropod race, the knowledge of the Hexagora is collected and stored in an enormous tear-shaped drop of a substance called hexian. This genetic memory pool is a repository of all the experience of the past and present generations of Hexagora. The Hexagoran Queen is able to draw on the memories within the pool by meditating in the throne beneath it: the Queen makes a Difficulty 15 Ingenuity + Presence roll to gain a +4(+2/+4/+6) bonus on rolls relating to the knowledge she desires. During a swarm's migration to a new world, the pool is carried among them in small segments.

Hexagora colonise warm worlds and select those with no intelligent life. They are normally a peaceful species of farmers and scholars, and only become violent if threatened or desperate. In the 16th Century, a swarm of Hexagora surveyed Earth but concluded that it was unsuitable for them. They subsequently settled on the planet Luparis (see *L48*) in the neighbouring Proxima Centauri system. However, shortly after they arrived, the Hexagora discovered that the planet was heading towards a new ice age and the warm world they had made their home was rapidly freezing over. But by then, the next generation of Hexagoran pupae was already incubating, preventing the swarm from just moving on to another planet.

The increasing cold has meant that many of the Hexagora have entered a state of enforced hibernation as their bodies begin to shut down. Perhaps worse, the cold is affecting their memory pool, which has led to their understanding of the operation and repair of much of their technology being lost to them. But the Hexagora have a plan to survive this parlous state…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Missions have been sent back to Earth to kidnap suitable humans who are brought to Luparis to have their minds swapped with Hexagora. The resulting Hexagoran-minds-in-human-bodies have constructed a replica of Tudor London to live in (that being the most recent detailed information they have on humans), while the human-minds-in-Hexagoran-bodies remain in enforced sleep. The Hexagora believe that their new human bodies are more able to survive the freezing conditions, but how long they can truly survive is another matter. In the human bodies, the hive mind of the swarm is breaking down and the Hexagora are becoming a race of individuals with conflicting interests.

HEXAGORA



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

SKILLS
Athletics 2, Fighting 3, Marksman 2

TRAITS
Alien
Alien Appearance
Flight (Major)
Invisible (Major Good)
Natural Weapons – Mandibles and Pincers: Strength +2 damage
Networked (Minor)
Weakness (Special) – If exposed to low temperatures for extended periods, Hexagora enter hibernation

TECH LEVEL: 6

STORY POINTS: 2-4

HEXAGORAN QUEEN

Use the standard stats for Hexagora with the following adjustments:

Attributes: Increase Ingenuity to 4 and Presence to 5
Skills: Add Convince 5 and Knowledge 3; reduce Fighting to 1
Traits: Add Authority (Major) and Voice of Authority
Story Points: 8

HOREMSHEP *(The Coming of the Queen, The Eye of the Scorpion)*

As leader of the Council of Priests in the court of Pharaoh Amenhotep II in Thebes, Horemshep is a man with a high degree of influence. He is a priest of Horus and acts as spiritual advisor to the Pharaoh. But this is not enough for Horemshep, who has designs on seizing the throne of Egypt (see *L6*) for himself. Naturally, he keeps his ambitions secret and works behind the scenes to destabilise the court.

Amenhotep had three sons, Thutmose, Teti and Mentu, and one daughter, Erimem (see *A3*). Horemshep's schemes involve killing off the Pharaoh and each of his heirs in order to leave a power vacuum that he himself can step into. Using his agents in the royal court, Horemshep has arranged for various accidents and illnesses to befall the Pharaoh's sons, killing them one by one. To kill the Pharaoh himself, Horemshep has been secretly plotting with Gadamere, king of Mitanni (see *L54*), who although having sued for peace, is planning to betray the Egyptians.

Although Horemshep's plan does not go exactly as he had intended, Amenhotep dies at the hands of a group of bandits, leaving only Erimem in line for the throne. Horemshep publically debates whether a female Pharaoh is acceptable, wishing to sow seeds of discord in the hearts of the people, though stopping short of outright treason. This brings him into conflict with his rival at court, Antranak (see *A20*), the Commander of the Palace Guard.

By this time, Horemshep has found himself another ally in the form of Yanis (see *V122*), a mercenary leader who has drawn together a growing army which Horemshep intends will take Thebes by force. Horemshep has also found an amazing treasure in the desert, a strange casket covered in unreadable markings. Although he does not know it, the casket is a stasis box from a crashed prison ship. Inside is a creature of pure mental energy, a psychic parasite that immediately takes over the minds first of Horemshep and then of Yanis.

The psychic entity has its own plans which are both complementary to Horemshep's but also much grander. Although it will use Horemshep and Yanis to seize control of Egypt, it will not stop there. This will be just its first step in spreading its control over the entire world and perhaps beyond.

Outwardly, Horemshep still behaves much as he did before. His personality is at once oily and obsequious, and also dripping with menace and implied threat. While there is still a Pharaoh on the throne, albeit uncrowned, he is careful not to overplay his hand. But he is always ready to take advantage of any situation and will continue to use his agents within the Palace to weaken Erimem's standing and support.

HOREMSHEP



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

SKILLS
Convince 4, Fighting 1, Knowledge 4, Medicine 2, Subterfuge 4, Transport 1

TRAITS
Authority (Major)
Dark Secret (Major)
Friends (Major) – Council of Priests

Following his possession by the thing in the stasis box, Horemshep gains the following traits: Enslaved, Infection and Networked (Major).

EQUIPMENT
Knife: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 6



THE HUNTER *(The Three Companions)*

Self-styled entrepreneur Gerard Lander, a.k.a. Gerry Lenz, a.k.a. Garry Lendler (see *The Third Doctor Expanded Universe Sourcebook*), has operated a number of businesses over the years. But the one that he perhaps enjoys the most is that of supplier of illicit goods and services to wealthy clients. One such client is identified only as "the Hunter", his real name presumably being subject to client confidentiality. And his entertainment of choice is, unsurprisingly, hunting big game. Not just any old big game, but some of the biggest, meanest beasts that the galaxy has to offer. Creatures so dangerous that it is illegal to keep them in captivity, let alone release them on inhabited worlds for the sport of rich aliens.

The Hunter is himself a large brute of a creature, a massive biped with beady eyes set in a dog-like head (described by Thomas Brewster, see *A13*, as like that of a mongrel cur), who speaks in a deep, growling voice that is often difficult for humans to understand. Despite his brutish demeanour, the Hunter deploys advanced technology in the pursuit of his quarry, and is typically swathed in weapon holsters and bullet belts. High-powered energy rifles, electronic tracking equipment, net-spinning spider-robots and even a heavily-armed ship which slides through the air like a shark through water all form part of his arsenal. But against beasts as deadly as fully grown Coffin-Loaders, even these might not be enough.

In the early 21st century, when the entire ecosystem of the Earth was on the point of collapse, Gerard Lander arrived with a money-making scheme involving saving the planet from global warming. Unfortunately, an item of his ship's cargo, a frozen embryonic Coffin-Loader (see *The Third Doctor Expanded Universe Sourcebook*) was accidentally revived and escaped into the city. Not one to pass up on an opportunity, Lander decided that "Chloda" (as he had dubbed her) would be the ideal prey for one of his clients, and swiftly invited the Hunter to Earth.

To assist the Hunter, Lander even sent Thomas Brewster (see *A13*) out with an electronic lure strapped to his wrist, emitting a signal designed to draw Chloda to him. Although the Hunter didn't really care whether Brewster lived or died as a result of this, he does seem to possess a twisted code of honour, acknowledging bravery and even the magnificence of the lifeforms he hunts. Not that this would prevent him from killing his quarry.

It is possible (though unconfirmed) that the Hunter was the mysterious client who had also hired Lander to maintain the artificial world comprising Waterloo Station and World's End Junction (see *The Third Doctor Expanded Universe Sourcebook*) and keep it stocked with dangerous wildlife. If so, it is clear that the Hunter has grown bored with this playground, perhaps finding it too limiting, and has allowed it to run down.

THE HUNTER



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

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

TRAITS
Alien
Alien Appearance
Brave
Crack Shot
Sharpshooter
Tough
Wealthy (Major) – Stinking rich

EQUIPMENT
Laser Rifle: 7(3/7/10) damage
Handgun: 5(2/5/7) damage
Tracker [Traits: Scan. Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 6

THE HUNTER'S SHARK-SHIP
Armour: 10 **Hit Capacity:** 15 **Speed:** 10*
Traits: Scan, Transmit, Travel
Weapons: Targeting Missiles 24(12/24/36) damage
Story Points: 5
* Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

SHIP'S LAUNCH
Armour: 5 **Hit Capacity:** 8 **Speed:** 8
Traits: Flight, Scan
Story Points: 2

I PREDATORS *(Iterations of I)*

Among the realities overlaying ours is a dimension of pure mathematics, normally invisible and inaccessible to us. But there is life there, so utterly alien that we can barely comprehend it. In normal circumstances, that life is unable to interact with our world and us with theirs. But there are means to achieve this through the manipulation of numbers. In 1981, a group of cultists working on a remote island off the coast of Ireland attempted to identify an impossibly long number that they believed would be God. Using advanced mathematics, they formed a link with the mathematical dimension. Although they didn't realise it, the anomalies they saw passing as ripples or pulses through the data stream on the computer screens were living entities. They had pinned these entities down within the numbers, forcing them to lock into a single, impossible number: *i*, the square root of minus one.

The *i* tried to communicate with the people who had trapped them, flashing repeatedly on the computer screens, "*i…i…i…*", as if inviting a command to be typed in. The first person to do so promptly started repeating "I…I…I…" and dropped dead, the second went mad, the third began babbling in tongues before killing themselves, and the fourth just vanished. Switching off the computers had no effect; neither did disconnecting the power. Even trying to destroy the computers proved impossible as the *i* can influence behaviour, stopping an attack or enticing the next victim to the keyboard. This isn't due to the *i* being aggressive; they just wanted to communicate and be released from the mathematical trap. But they are too different to mammalian life, and it is unlikely they even realised they were harming people. Even rudimentary communication with the *i*, using a computer, requires Ingenuity + Science (Mathematics) rolls with Difficulty at least 21.

Although the *i* are not aggressive, there are other entities in their dimension that are, things that prey on the *i*. These *i* predators prowl the data shoals in their reality and in the right conditions can escape into ours to hunt for more physical prey. In our dimension, the predators have no physical form. They might be glimpsed as a distorted figure in a reflection, like a man but nothing like a man, like a scream without a face or insanity walking. They might be felt as a psychic imprint, as numbers flooding the mind or the repeated number *i*. But more often, they are just a wind that picks up out of nothing, as their passage distorts our world.

The *i* predator kills people by mathematics, converting them into numbers and vanishing them back to its reality. But it has the potential to be much more dangerous than that. Its power to change numbers could be used to undermine computer systems, manipulate the stock market or change reality itself. The *i* predator cannot be harmed by conventional weaponry. It may be distracted or confused by large amounts of data being generated, for example by a computer. It might even be trapped within a mathematical loop for a short time. But killing it in our dimension would be extremely difficult, and perhaps the best way of dealing with it is to somehow return it to its own reality.

I PREDATOR



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	N/A

SKILLS
Convince 2 (only for using Hypnosis), Fighting 4, Subterfuge 2

TRAITS
Alien Senses – Drawn to mathematics and data
Fear Factor 2
Flight (Major)
Hypnosis (Minor)
Immaterial
Immunity – All physical damage
Invisible (Special Bad)
Special – Mathematical Attack: The predator's attack disrupts the physical dimensions to cause 8(4/8/12) damage, ignoring any damage reduction from Armour, etc.
Vortex – Can move itself or its victims between our dimension and the i dimension

TECH LEVEL: N/A

STORY POINTS: 3-6



THE INTERPLANETARIAN *(1001 Nights - The Interplanetarian)*

"I have been called many things: demon, spectre, spirit, djinn. I am as old as the desert. I am as ageless as the sea. I am as potent as fire and as patient as ice. I have gone about the world since man was crawling in slime. I am a spirit who has lived for a thousand thousand generations and I may inhabit and consume whomsoever I choose!"

Behind the hyperbole, the Interplanetarian is a psychic parasite, a peripatetic, crypto-conscious virus, floating through the galaxies and infecting people at random. It is the Doctor's suspicion that it was created as some sort of scattergun weapon. For what kind of conflict it was designed, it's probably best not to speculate.

"I am a wandering demon. I am sat at high table at the feast of the damned. I am an agent of the fallen. I am a Lord Lieutenant in the army of Hades."

No doubt it has inspired the odd legend here and there, the occasional ghost story or two. But let's be clear: there's nothing sulphurous about the Interplanetarian. Just the familiar whiff of bad science.

"We are not one; we are Legion."

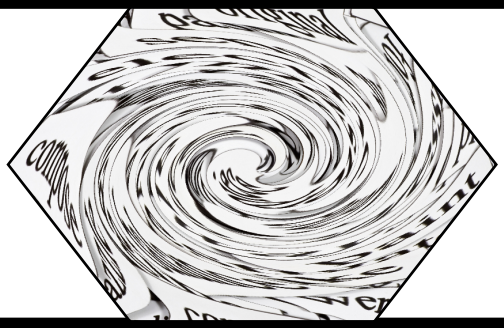
As may be gathered, the Interplanetarian is a boastful entity which couches its speech in mythological and supernatural terms in order to strike terror into its foes and victims. It moves from mind to mind as it wishes, spreading fear and chaos.

One may try to reason with the Interplanetarian, to persuade it to leave whichever unfortunate it happens to possess at the time. But this is unlikely to succeed. The Interplanetarian is too stubborn and too confident of its own powers to be cowed by mere words. Except that words can indeed defeat it.

The Doctor visited the Meellion Cube, the world of the Lingua-Technicians, located near the Styx-Heimer Cluster. The Lingua-Technicians managed to evict the Interplanetarian from the Meellion Cube by means of a kind of stylised ritual. There are certain sounds of power which can force it from its host. The words of the ritual are pompous perhaps and sound more like those of an exorcism than a scientific method: they are oaths in languages unspoken for millennia; bloodcurdling cries as of the laments of the forgotten; weird ululations which strike terror into the very heart. If performed correctly (requiring a contest of Presence + Convince), they rise to a crescendo that becomes a scream of static and white noise before which the Interplanetarian is driven out.

The Lingua-Technicians of the Meellion Cube aren't just masters of arcane vocabulary and esoteric terminology and supra-linguistics. They also have a lovely side-line in making tea. They have developed a blend that, technically speaking, is liquid code. If the Interplanetarian possesses a host who has drunk this infusion, the code puts up a hexahedron firewall in the cerebral cortex. And when the Interplanetarian takes control of their mind, the hexahedron begins to contract and won't stop until it's been entirely erased.

THE INTERPLANETARIAN



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

*As host

SKILLS
Convince 5, Fighting 3, Subterfuge 2

TRAITS
Alien
Environmental (Major)
Fear Factor 2
Immaterial – When outside host
Immortal (Major)
Invisible – When outside host
Possess
Psychic
Weakness (Minor) – Powerless before the ritual of the Lingua-Technicians

TECH LEVEL: 6

STORY POINTS: 8

THE LINGUA-TECHNICIANS' SPECIAL BLEND [Major Gadget]
Traits: Delete (Mental parasites)
Cost: 2 points

THE JARIDEN *(The Four Doctors)*

The Jariden had already been enhancing their bodies with cybernetic implants before they ever entered into their war with the Daleks. But it was as a direct result of this war that they further evolved into fully integrated biomechanoids. At the Battle of Bajorika on the planet Sobra Vivanti, the Jariden Confederation forces recovered the remains of Dalek technology that had arrived from the future through a temporal instability. They reverse-engineered the casing of a Special Weapons Dalek and a Roboman's implants, decompiled the operating systems to a higher level of abstraction, and incorporated the technology into their own genetic structure.

Although Jariden are biomechanoids, they have retained much of their former humanity and personality, unlike races such as the Cybermen. Their flesh has a grey pallor, and although their voices have emotional inflection, they have a slight electronic warble to them.

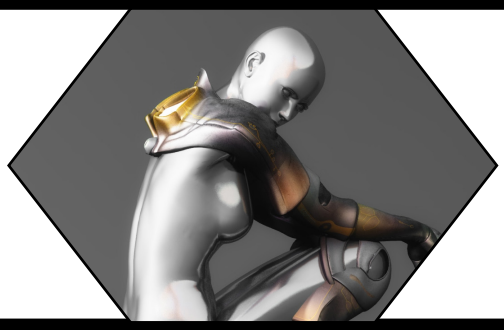
Jariden are sticklers for protocol. One of the first things they do when meeting other Jariden is to engage in an electronic handshake, their cybernetic forefingers linking with each other in order to exchange information. Jariden can similarly use their finger jacks to interface with computers and electronic devices. They will often attempt to do the same with purely organic species, offering their hands in a parody of welcome, but the only result is a slight shock to whoever accepts the handshake.

Jariden technology has developed to the verge of mastering time travel, with experiments being carried out in secret on a remote space station going by the unassuming name of the Vault of Stellar Curios. The 5th Doctor arrived here after he detected dangerous levels of time leakage from the temporal experiments, quickly followed by the 8th Doctor. In the chaos of a Dalek attack on the Vault, Colonel Ulrik of the Jariden 47th Division was flung back in time to the Battle of Bajorika, becoming part of the events that led to his people utilising captured Dalek technology.

Ulrik discovered that his handshake protocol enabled him to take control of the Dalek technology of this period, the systems recognising his Dalek heritage as having authority. However, the Daleks discovered this vulnerability shortly after the Jariden began upgrading themselves and designed it out. So, although a time-travelling Jariden might be able to take advantage of this weakness until around the time of the Battle of Bajorika, it was of no use to Ulrik once he had returned to his proper period.

Despite their biomechanoid condition, Jariden are as individual as any fully organic race. The stats provided here are for a typical member of their species and should be amended as needed for different individuals. Jariden scientists will likely have higher Science and Technology ratings, for example, while Jariden soldiers will have higher Fighting and Marksman, with one or two appropriate traits in each case.

JARIDEN



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

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

TRAITS
Adversary (Major) – The Daleks
By the Book
Cyborg
Distinctive
Scan – Can interface with computers using its finger jack
Technically Adept

TECH LEVEL: 7

STORY POINTS: 4-6

Adventure Seed: Viral Organs
Unbeknownst to the Jariden, when they integrated Dalek and/or Cyberman technology into their matrix, a nanite virus was released into it. No longer dormant, the species is slowly being replaced and extinguished by a biotechnological overwrite, unless your player characters can do something about it. But when uneasy allies could turn into blood enemies any minute, it may not be worth the risk. Can they really let a whole people die off?



JARRA TO *(The Axis of Insanity)*

Jarra To used to be a scientist on the world of Pangorum. In a remote research base deep in the arctic wilderness, she carried out unauthorised temporal experiments with time scoop technology which caught the attention of the Time Lords. They sent one of their number, Protok, to shut the experiments down and wipe Jarra To's memories of them. But Jarra To had already punched holes through into other dimensions and mined them of advanced technology. She was easily able to overpower Protok and used one of her alien machines to suck his brain dry, absorbing much of the information and expanding her mind in the process. It sent her insane.

Among the knowledge Jarra To gained from Protok was the existence of the Axis (see *L13*), an interdimensional hub from which corrupted realities which must be cut off from the rest of the multiverse are controlled and allowed to die. Ironically, Jarra To's actions caused the Time Lords to seal off Pangorum as one of these corrupted realities. Protok had denied her one piece of information that she desperately craved: the whereabouts of his TARDIS. But she realised that control of the Axis would give her power over countless dimensions, perhaps even the whole of time. Using her time scoop technology, she punched a hole into the Axis itself, where she usurped the Overseer and took his place, becoming a new, insane mistress of multiple realities.

Even in her normal form, Jarra To is disturbing: an unhinged, bizarre figure who claims to have infinite power. Among the abilities she has acquired, most likely through technological means, is the power to change her appearance and take on that on anyone she wishes. But the form that she most often uses is that of the Jester, a creature resembling a cross between the Joker and a Medieval fool: a capering, homicidal maniac with a lunatic giggle, dressed in a multi-coloured costume complete with jangling bells. It is as the Jester that Jarra To has set herself up as the new Overseer, using the engines underpinning the Axis to meddle with the various dead-end realities, creating and destroying worlds on a whim. Although the Jester claims to be all-powerful, this is almost entirely due to Jarra To's access to the technology of the Axis and of the countless dimensions she has plundered.

Jarra To has used the breach in dimensions to bring some of the most dangerous creatures from Pangorum to the Axis, to act as her monstrous guardians. These are the Firebreed, enormous dragon-like creatures that breed in the magma fields of their home world and breathe fire. Firebreed are deadly hunters who almost never give up the chase. Although their eyesight is poor, they hunt using their heightened hearing.

Having escaped from a doomed world which the Time Lords had condemned to death for threatening reality (and which she considered to be a living hell in which the story's end is always known), Jarra To wants to play with infinity. If she can lure another Time Lord to the Axis, she plans to take their TARDIS and escape into the main universe to wreak havoc!

JARRA TO

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	4
INGENUITY	8	STRENGTH	4

SKILLS
Convince 3, Craft 4, Fighting 2, Knowledge 4, Marksman 2, Science 5 (AoE: Temporal Science), Subterfuge 2, Technology 4

TRAITS
Boffin
Distinctive
Eccentric (Major) – Insane
Fear Factor 2
Shapeshifter (Special)
Technically Adept
Vortex

EQUIPMENT
Jarra To has access to all manner of advanced technology, often appearing to be her natural powers

TECH LEVEL: 8

STORY POINTS: 12



FIREBREED

Attributes: Strength 12, Coordination 2, Awareness 2
Skills: Athletics 2, Fighting 3, Marksman 3, Survival 4
Traits: Alien Senses (Directional Hearing), Armour (5 points), Fear Factor 2, Keen Senses (Minor: Hearing), Natural Weapon (Minor: Claws – Strength +2 damage), Natural Weapon (Special: Fiery Breath – 7(3/7/10) damage), Size – Huge (Major)

JEX *(The King of Terror)*

Although little has been heard of the Jex in the last couple of thousand years, they were once a hugely powerful empire-building race. They originated on the planet Jexa in the Cassiopeia system on the far side of the galaxy, which has an atmosphere that is slightly toxic to humans. The Doctor first ran into them on an ice world in the star system Rifta, when they had an empire that covered several galaxies and were very powerful, bureaucratic and methodical. The Jex aren't as bloodthirsty as the Daleks or Cybermen, but they are chillingly effective and are brilliant organisers.

The Jex's motives for invading worlds are the usual pursuit of power, combined with profit. They tend to arrive on a planet and take it over from within, strategically placing their moles in positions of power to wait until the time is right. The Jex often operate from within a corporate organisation, setting up a business front to cover their activities. Their power elite, the group which leads a planetary infiltration and invasion, is termed "the conglomerate" and operates in total autonomy to the Central League on Jexa. They have the authority to initiate any operations that they decide will maximise the ability of the Jex to successfully integrate themselves into the indigenous population and aid with invasion and conquest. The classic Jex invasion takes place in three stages: infiltration, followed by economic conquest, and finally bombardment to subjugate any military resistance.

In appearance, the Jex are roughly in the form of humanoid insects. Their heads are huge, domed insect-like skulls with antennae and small red eyes. Their limbs are tentacles and limbs ending in pincers or claws. By a combination of natural means and technological enhancement, Jex are able to take on the appearance of other species to assist in their infiltration of a planet. The skin of their disguises seems to be artificial as the Jex rip themselves out of them when resuming their true forms. But they are capable of fusing their bone and muscle into new configurations to assist in their mimicry of other races.

For the last two thousand years the Jex have been in retreat, persecuted by one of their former slave-races, the Canavitchi (see *V5*). The Canavitchi formerly had their own empire, and it was too big for the Jex to keep control of for long. It was all the Jex could do to hold down the Canavitchi on their home world and a few key outposts. So they became brutal, vicious slave masters. They killed two-thirds of the Canavitchi in an attempt to make them conform, but they never quite broke them. A few centuries later, having organised the Canavitchi from mindless thugs into intellectual thugs, the Jex found themselves with a rebellion on their hands the like of which they weren't prepared to face. Since then, the Canavitchi have been pursuing the Jex across the galaxy, demolishing the Jex empire and destroying any worlds on which they find their former masters.

During the time of their empire, the Jex never came within a million parsecs of Earth. But now they need a new home and, with a bit of crude terraforming, the Earth could be ideal. If they were to get a foothold, they could easily subjugate mankind within six months. But if the Canavitchi were to find the Jex on Earth, it would be game over for the human race…

JEX



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

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

TRAITS
Additional Limbs - Tentacles
Adversary (Major) – The Canavitchi
Alien
Alien Appearance
Environmental (Minor) – Can breathe both Jexa and Earth atmospheres
Natural Weapon (Minor) – Claws and Teeth: Strength +2 damage

EQUIPMENT
Artificial Skin Suit [Traits: Shapeshift (Major). 2 Story Points.]

TECH LEVEL: 7

STORY POINTS: 4-6



JOVIANS *(The Jupiter Conjunction)*

Jupiter is not the uninhabited gas giant that mankind believes it to be. Although their presence remains unknown to Earth until well into the 24th Century, creatures made of dust and vapour held together by a navigating consciousness live in the Jovian atmosphere. Although they haven't developed technology in any sense that we would understand, these Jovians are intelligent beings. The Doctor wasn't aware of them having any impact on the solar system after mankind had achieved space flight. In fact, he had assumed that they had died out. But that may be because they are a reclusive species and prefer to keep themselves to themselves.

At the height of their civilisation, the Jovians built virtual cities. These were almost entirely in their minds, constructed from a sort of shared theory, without computers or even true telepathy. Their civilisation is more like a form of whale song rippling through the atmosphere of Jupiter. It is astonishing to hear, if you can tune yourself into it. If you can, you sort of "see" the structures of their society, like an architecture made out of ideas.

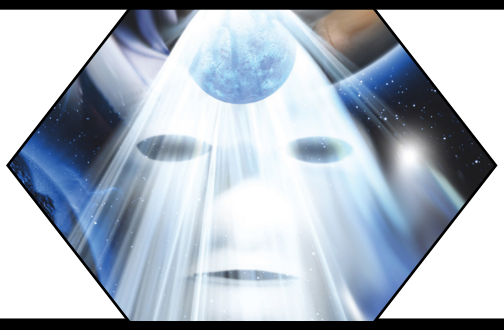
By the 24th Century, humans had colonised the moons of Jupiter (see *L53*). But knowledge of the existence of the Jovians is embargoed and only a handful of the colonists know anything about them. The Jovians prefer it that way and there is only limited contact between them and senior officials within the government of the newly-independent colonies of Jupiter.

In appearance, the Jovians are like clouds of vapour, and their presence is accompanied by a whooshing noise like escaping steam. Being almost disembodied, Jovians can pass through seemingly solid objects, so long as there is even a minute gap or crack for them to seep through. Their gaseous form makes it difficult for them to manipulate solid objects. But they are able to move things by enveloping them within their own bodies and transforming them into the same vaporous state. As soon as the Jovians move away from them, these objects immediately resume their solid form. Even people can be carried by such means: the process is a little disorienting, but it is harmless. If their target resists, the Jovian must succeed at a contest of Coordination + Fighting against their opponent's Coordination + Athletics.

Jovians can build up an electrical charge within their bodies, sufficient to generate blasts of lightning. A Jovian can automatically hit anyone it has enveloped with an electrical strike, or they can aim them as a ranged attack. However, they can only generate one blast every other Round, as they need time to build the charge up again after each attack.

Jovians are generally peaceful. But because of their limited experience of contact with other species, they are naïve and could be manipulated relatively easily. They might even be persuaded to kill if they were convinced that it was in their interests to do so, in order to protect their own people for example.

JOVIAN



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

SKILLS
Convince 1, Craft 4, Fighting 4, Marksman 3, Subterfuge 4

TRAITS
Alien
Alien Appearance
Alien Senses – Jovian virtual world
Environmental (Major)
Flight (Minor)
Immunity – Physical weapons
Natural Weapon – Lightning: 5(2/5/7) damage, but can only use this attack once every other Round
Special – Gaseous Form: Composed of dust and vapour, Jovians cannot manipulate solid objects, but they are able to pass through the smallest gaps. They can also use this trait to transform anyone or anything they envelop into the same state and carry them within their bodies (using Resolve instead of Strength).

TECH LEVEL: N/A

STORY POINTS: 3-5



THE JUPITER AXIS *(The Jupiter Conjunction)*

By the early 24th Century, the colonies on the moons of Jupiter have achieved independence from Earth and are self-governing. They have banded together in a loose federation termed the Jupiter Axis and are fiercely protective of their hard-won sovereignty. The Axis believes that there is no freedom on Earth and that life there is stifling. Everything there is so collectivised and regimented that you can barely even breathe without being told you haven't done it in the regulation way.

Ever since the Axis gained its independence, the Earth government has been scared, because the citizens of the Jovian moons are allowed to live their own lives, free from interference. This has, perhaps inevitably, led to tensions, and with the Earth running short of space and resources, they want their old colonies back.

In 2329, negotiations between Earth and the Axis are proceeding smoothly and it looks likely that there will be a successful outcome that will ensure peace in the solar system. But some in the Axis do not believe that it will be a lasting peace and are willing to go to extreme lengths to protect their self-determination.

At this time, certain members of the Axis are the only humans to have become aware that Jupiter is not uninhabited. They have discovered that a sentient species, the Jovians (see *V52*), live in the gas giant's atmosphere, cloud-creatures whose civilisation is built on pure thought and shared ideas undetectable to most other races. The Jovians want to keep themselves to themselves and the Axis has agreed to restrict the knowledge of their existence to a handful of people high up in the moons' government and military.

Of course, during the centuries to come, the Jupiter Axis will inevitably be absorbed back into the expanding Earth Empire. But at this point in future history, that fate is not yet foreseen.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Jupiter Axis is intending to use the Jovians and a human-inhabited comet named Eight Slash Q Panenka (see *L30*) to strike against the Earth. On the opposite side of Panenka to the comet's settlement, Axis Major Nash has secretly built an underground complex. Within this, he has constructed a long-range particle cannon using components stolen from the humans by the Jovians.

So far as Nash is concerned, the plan is to wait until the comet is within range of Earth and use the cannon to destroy a major city, bringing Earth to its knees with a single shot. But his superiors have other intentions: they want to engineer the discovery of the secret complex and the particle cannon by the humans on the comet. But they will then pin the blame on the unwitting Jovians. The Earth and the Axis will unite to destroy what will be seen as a common threat, ensuring a longer lasting peace between the two governments.

Can a group of time travellers arriving on Panenka as this crisis comes to a head save both the humans and the Jovians, and at the same time prevent all-out war between the Earth and the Jupiter Axis?

MAJOR NASH



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

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

TRAITS
Brave
Military Rank – Major

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

TECH LEVEL: 6

STORY POINTS: 6



THE KELTIN *(The Star Men)*

The Keltin are often referred to as the Star Men by those who encounter them. They are an aggressive race from another universe where the laws of physics are completely different from our own. In their usual form, they appear to be the outline of a person, but with no physical face or body, just a humanoid shape full of stars. The Keltin's origins lie in the mineral solonium, a ferrous substance created by intense solar x-rays, the energy of suns. Solonium is what the Keltin feed on. It reacts to their molecular coding on contact, releasing its stellar energy into the Keltin and changing from a smooth rock-like material into a jagged residue resembling nothing more than red coral. To survive, the Star Men need solonium; and to harvest it, they need stars.

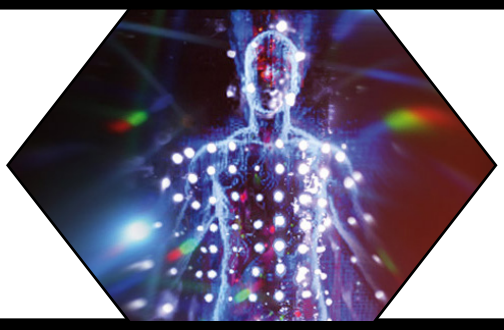
Even when depleted, the red coral form of solonium continues to have its uses to the Star Men. The process of feeding also links the Keltin with the coral, allowing them to manipulate and animate it. Without the control of a Keltin, the red coral appears to be dormant. But it will react to any power source it comes into contact with, even something like the electromagnetic radiation of a scanner. It will suddenly become active and is capable of changing its state from the solid coral into a cloud of red gas and back again. The gas is sentient and is lethal to organic life, quickly killing anyone who breathes it in by destroying their mind. But more than this, it can then reanimate the bodies of those it kills, the walking cadavers partially encased in red coral and becoming integrated with the Keltin. Like the red coral, the Star Men themselves can attempt to take possession of others, displacing their minds in the process. In a sense, the solonium, the red coral, the red cloud and the possessed cadavers are all extensions of the Star Men.

In the 54th Century, the Keltin have torn a hole from their reality into ours and have formed a bridgehead on a small, unnamed planetoid in the Tarantula Nebula (see *L82*). Despite the fact that they destroyed the expedition ship Johannes Kepler, they claim that they are not aggressors by choice, but that their universe is dying, the last of its energy depleted. The truth though is that it is the Keltin who have destroyed their universe, having devoured whole galaxies until they are down to a final, single star. They desire our universe and the billions of stars in each of its billions of galaxies, all of them energy to fuel their existence.

In addition to the tear in reality, which hangs in space within the Tarantula Nebula and is large enough for the entire fleet of Keltin ships to pass through when they are ready, the Star Men have used the red coral to create a small portal back to their universe. The coral has grown into a frame, filling a corridor in their citadel-spaceship, with a glowing skin-like membrane across it. Anyone walking through the membrane will find themselves on the planet Heliopan (see *L82*) in the universe of the Star Men. But it is a one-way journey, as the energy requirements are too great for the coral to create a two-way portal.

The birthplace of the Star Men is the Keltin Core, a planet-sized piece of pure solonium and the place where the first Keltin were fashioned. The Keltin were forged from the solonium of the Core and shaped into their current form. The Star Men are linked to the Core and are in effect merely the agents of it; the Core controls them and gives them direction. Without the Core, the Keltin would cease to function. It is their brain as well as their mother. In order to survive in our universe, the Keltin need to bring the Keltin Core through the tear in reality with their fleet. If the link to their universe was closed before the Core came through, any Star Men remaining in our universe would die, first solidifying into the red coral and then collapsing into dust.

STAR MAN



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

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

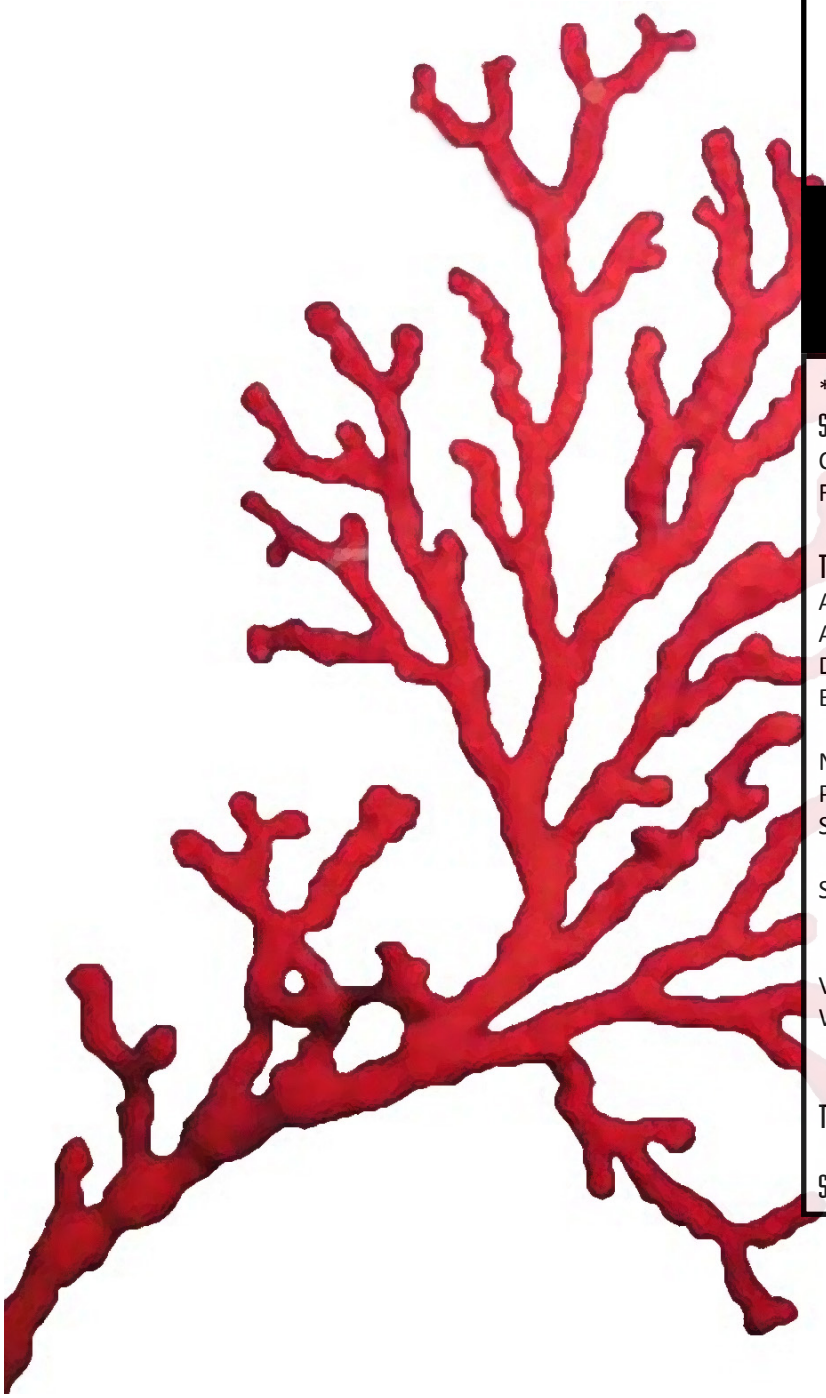
TRAITS
Alien
Alien Appearance
Dependency (Major) – The Keltin Core
Environmental (Minor) – Extreme heat and radiation
Fear Factor 1
Immunity – Physical damage
Natural Weapon (Major) – Energy Bolt: 8(4/8/12) damage
Networked (Major)
Possess (Special) – Kills the target in the process
Weakness (Minor) – Extreme cold makes the Star Men inert

TECH LEVEL: 6

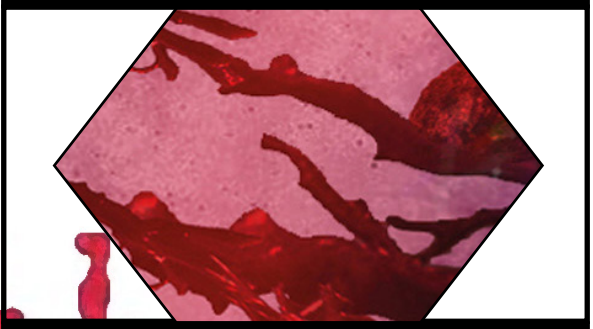
STORY POINTS: 5-8

The Star Men thrive on the energy and heat of a star. It therefore makes sense that the opposite should be anathema to them. Although the Doctor was unable to prove this hypothesis for certain, it is likely that extreme cold will cause them to solidify and become inert, though perhaps only temporarily.

As beings from beyond our universe, by insinuating themselves into this reality's time stream they are able to alter established history. In the 54th Century, with humanity on the verge of expanding across the cosmos beyond the Milky Way, this could have a devastating effect on the Web of Time.



RED CORAL



AWARENESS	2	PRESENCE	5
COORDINATION	0/5*	RESOLVE	4
INGENUITY	1	STRENGTH	N/A

*Coordination is 0 in solid form, 5 in gaseous form

SKILLS

Convince 3 (for the purposes of Possess only),
Fighting 3 (in gaseous form only)

TRAITS

Alien
Alien Appearance
Dependency (Major) – The Keltin Core
Environmental (Minor) – Extreme heat and radiation
Networked (Major)
Possess (Special) – Kills the target in the process
Slow (Major) – In its solid form, the coral is immobile (though it can grow rapidly)
Special – Gaseous Form: As the red cloud, it ignores all physical damage and can pass through any barriers which are not airtight
Vortex – The coral can create dimensional portals
Weakness (Minor) – Extreme cold makes the coral inert

TECH LEVEL: 6

STORY POINTS: 1

KEPHRI *(The Curse of the Scarab)*

"In the fourth year of the 12th Dynasty came Kephri the beetle-god to the Land of Kings. He requested a tithe of six of the Pharaoh's cornfields for his children. But the Pharaoh was a greedy man and refused. Kephri brought down a plague of insects upon the land. They devoured the fertile valleys, and the Pharaoh and all his people starved. Such was the fate of all mortals who put their hunger before that of the gods."

Thus read the hieroglyphs on the four thousand year old sarcophagus of the high priest of a forbidden cult, unearthed in 1937 by an expedition north of Luxor. Kephri was one of the 740 Osirans who hunted down Sutekh (see *The Fourth Doctor Sourcebook*). His reward was a small domain, a tract of the fertile Nile valley where he was worshipped. But Kephri wanted more. His insects devoured the land and he demanded the whole of Africa. Horus denied him and infiltrated his high priest. Kephri was sealed in the priest's own pre-prepared tomb until his repentance, bound by the symbol of Horus' ankh. For four thousand years, Kephri has nursed only vengeance, alive but imprisoned within a Scarabaeus, a sarcophagus in the shape of a scarab beetle.

Kephri is the Lord of the Flies, the Keeper of the Hive, the God of the Swarm, the Beat of a Thousand Tiny Wings, Chitin Absolute, the Carapace of the Skies. In form, he is a human-sized scarab beetle and can summon and control all manner of insects to do his bidding. He can also use the power of his mind to make people his slaves. Kephri normally projects an aura that protects him from injury, but this can be countered by the ankh symbol. If an ankh is placed on him, even a projection of the symbol, he is rendered vulnerable, his aura is breached and he is incapable even of moving.

But Kephri has a plan. If the doors to his tomb are ever opened, Kephri can attempt to transfer his being into whoever crosses the threshold (using the Possess trait). If successful, the victim is subject to the Curse of the Scarab. Their body begins to age at an accelerated rate as scarab beetles breed inside them. The victim will do their master's bidding. But if their mind is strong enough, they may be able to resist sufficiently to protect themselves from total subjugation, maybe even using an ankh to restrict Kephri's actions within them.

The Egyptian *Dead Book of the Dead* includes instructions for a ceremony to enable Kephri to convert the body of his victim into the beetle-god's true form, allowing him to burst forth as the scarab in all his glory. Kephri's tomb contains Osiran servicer robots and other technology which he will be able to use to commence his conquest of the entire Earth.

KEPHRI



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

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

TRAITS
Alien
Alien Appearance
Armour (5 points)
Fear Factor 2
Flight (Major)
Hypnosis (Major)
Immunity – Immune to damage unless bound by an ankh
Natural Weapons – Claws and Mandibles: Strength +2 damage
Possess
Psychic
Special – A Thousand Tiny Wings: By spending 1 Story Point, Kephri can summon an insect swarm and control them for a single scene
Telepathy
Weakness (Major) – Bound and made vulnerable by the ankh symbol

TECH LEVEL: 9

STORY POINTS: 10

INSECT SWARM
Attributes: Strength N/A, Coordination 5, Awareness 3
Skills: Fighting 3, Survival 5
Traits: Flight (Major), Natural Weapon (A Thousand Tiny Bites: 6(3/6/9) damage), Swarm (see *The Fourth Doctor Expanded Universe Sourcebook*)

KHELLIANS *(Three's a Crowd)*

The Khellians are a militaristic race of reptilian bipeds. They have scaly skin and heads resembling Earth lizards, with perhaps a hint of crocodile. Like most reptiles, Khellians are vulnerable to cold and tend to hibernate through cooler periods. As a result, they have developed protective environment suits for use in colder climates.

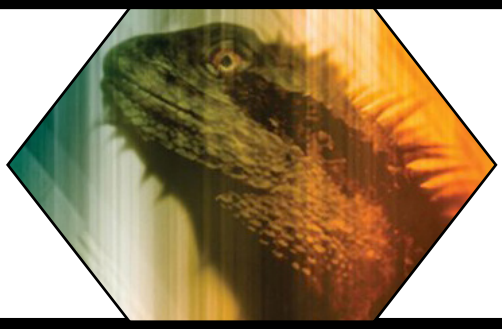
To outsiders, the Khellian Horde are brutal, militaristic and aggressive. To the Khellians themselves, they are successful and undefeatable. Khellians are carnivorous and will happily devour anything unlucky enough to cross their path. They will even eat sentient species, though they rarely engage a potential meal in conversation beforehand to determine their intelligence level (Khellians are taught never to play with their food). Khellians prefer fresh meat, but will resort to preserved food sources if needed.

Despite their reputation and eating habits, Khellian civilisation prides itself on its art and culture, though this is often overlooked by other races, and despite their military prowess, they are not interested in imperial expansion. Khellians view humans as hypocrites, always holding themselves up as superior but at the same time spreading across the galaxy like a plague as the Earth Empire expands, conquering other races, imposing their culture on them and causing widespread death and destruction.

Khellians spend long periods in hibernation. As each brood dies out, it leaves only a queen and a small group of warriors alive. The queen's role is to lay thousands of eggs before she dies. The warriors then come out of hibernation to form the Royal Guard and watch over the clutch. When the eggs hatch, the Khellian broodlings are tiny, defenceless creatures. Their dead mother performs one final service, as her corpse provides them with their first meal.

The Doctor, Peri and Erimem encountered General Makra'Thon and his Royal Guard on an abandoned space station in orbit above Earth Colony Phoenix (see *L28*). These Khellion warriors were guarding a clutch of eggs in the station's generator room and had been treating the human colonists they kept in the station's cryogenic storage as frozen food in their personal larder.

KHELLIAN ROYAL GUARD



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

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

TRAITS
Alien
Alien Appearance
Natural Weapon (Minor) – Ferocious Bite: Strength +2 damage
Tough
Weakness (Minor) – Without protection, Khellians become torpid in low temperatures

EQUIPMENT
Blaster: S(S/S/S) or 5(2/5/7) damage
Environment Suit [Traits: Environmental (Minor: Cold). 1 Story Point.]

TECH LEVEL: 6

STORY POINTS: 2-4

GENERAL MAKRA'THON

Attributes: Increase Presence to 4
Skills: Add Convince 2 and increase Technology to 3
Traits: Add Military Rank (Special) and Voice of Authority
Story Points: 8

KHELLIAN BROODLING

Attributes: Reduce all Attributes to 1
Skills: Reduce Fighting to 1; remove all other Skills
Traits: Remove Natural Weapon and Tough; add Size – Tiny (Major)
Story Points: 0

KOTEEM *(Creatures of Beauty)*

The Koteem are an arthropod-like species from somewhere beyond Andromeda. The number of eyes that a Koteem has varies from continent to continent across their home world with most having either five or six, though the Doctor once met one at a conference who had seven eyes. Although the Koteem are capable of interstellar travel, they are not familiar with the Time Lords and have never heard of either Gallifrey or Traken.

Before they realised its side effects on health, the Koteem used dyestrium as the primary source of their energy. But this produces highly toxic waste that emits dyestrial pollutants which are mutagenic to most organic lifeforms. After the Koteem decommissioned their dyestrium power plants, disposal of the waste was a problem until the Galactic Central Council granted permission for it to be transported to uninhabited areas of space where it can safely be dumped. But an accident involving one of their waste disposal ships has caused a catastrophe on the planet Veln. Even though they were supposed to avoid inhabited systems (and Veln was off-limits in any case, as a pre-space flight civilisation), one ship detoured through the system in an attempt to cut costs. The accident occurred in high orbit over Veln (see *L91*), causing the ship's dyestrial waste to spill out and pollute the atmosphere. As a result, the population of Veln has been inflicted by genetic mutations producing changes in both soft tissues and bone so that they are now extremely ugly by human standards. But worse than this, the Koteem estimate that the dyestrial pollution will result in the Veln dying out within a few generations.

The Doctor is aware that the Koteem will themselves become extinct in the near future, as their genetic structure has been terminally compromised by exposure to dyestrium. They attempted to isolate their life essence and transfer it into artificial bodies, but the process failed. Now, a faction of the Koteem that wishes to make amends for the Veln catastrophe is using a similar process to try to save the Veln. They have created Veln simulacra which can successfully contain Koteem essence and are sending them to their secret allies on the planet. A surgical operation on Veln volunteers transfers the Koteem essence into them, creating a new hybrid species which is free of the genetic damage. Sadly, there is very little left of the Koteem after this process, but they are willing to make this sacrifice as atonement. The Koteem government views the faction as extremists and has outlawed them.

As a result of the catastrophe, the Veln have become aware of the existence of the Koteem. Veln security interrogates and executes any Koteem agents that they are able to uncover, and any off-worlder who is unmasked as an alien will be treated in a similar manner: so far as the Veln are concerned, all aliens are Koteem.

KOTEEM



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

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

TRAITS
Additional Limbs x2 – Legs
Alien
Alien Appearance
Shapeshift (Minor) – Veln simulacrum
Wanted (Major)

TECH LEVEL: 6

STORY POINTS: 3-5

Adventure Seed: A Thousand Years Down the Road
Your TARDIS crew returns to Veln a millennium after the events recounted in *Creatures of Beauty*, just when the Koteem DNA that is now part of a healthy population decides to reassert itself. By now, the Veln have spread across several star systems, and these new Koteem/Veln hybrids are identified as aliens. Will you be able to remind the Veln of their history before they commit genocide on their own people? Or is the new Koteem faction quite happy with the tranformation and all too eager to take a piece of the Veln pie by force? Either way, a sequel that will have the player characters struggling to find a peaceful resolution.

KRYSTIAN FALL *(Zeta Major)*

From the Special Investigations Library of the Morestran Imperium:

Name: Kristyan Fall. Height: 183 centimetres; weight: 76 kilograms; slim build; eyes: blue; hair: black; scar down right cheek and on left shoulder; all round athlete; expert pistol shot, close-quarter fighter, knife-thrower; various disguises and aliases; proven interrogation and hypnotic suggestion abilities.

Invariably armed with a .38 automatic pistol carried in a holster under his left arm. Has been known to carry a knife strapped to his left forearm; has used technological devices. In general, fights with tenacity and has a high tolerance of pain. This man is a dangerous Church operative and spy. He has worked for the Church Service since 1978 NCC and now holds the secret number 'Zero' in that Service, signifying authorisation to use illegal technology on active service.

Kristyan Fall, the Zero Man, is perhaps the most dangerous person in the Morestran Empire (see *L61*). He was formerly the Morestran Orthodox Church's top agent, before it was discovered that he had been running operations outside the scope of his duties and purely for his own profit. At this point, he was imprisoned for life, incarcerated on a miserable backwater planet. But even here, Kristyan Fall was not beaten, and he made numerous ingenious escape attempts, each only just foiled by the monks who were his wardens. On each attempt, he managed to kill several of the brethren, until at last he was consigned to a pit without a door, where he was chained to the floor and provided with food and water lowered through the inaccessible ceiling. So far as the outside world was concerned though, Kristyan Fall was dead.

But the Church needs the Zero Man again. Despite the danger he poses to their operations, the Church believes they can keep him in line by means of money. They want him to head up the ultra-secret "Zeta Project", something that will earn him riches beyond imagining. So Kristyan Fall has secretly been released. However, his ambitions go far beyond the acquisition of money, and he has set his sights on control of the Morestran Empire itself. The Zeta Project has shown Fall the flaws in the Church's two thousand year project to build the Energy Tower as the solution to the Empire's decline. But if he can take control of the Tower itself, Fall could hold the Empire to ransom and become its new ruler. In preparation for this, he has been infiltrating the Zeta Project with people he can trust, ready for them to seize control at his command.

Kristyan Fall is supremely confident in his own abilities. He is exceptionally intelligent, highly trained and at his peak physically, despite the years spent in prison. He moves gracefully, like a cat. It is well known that Fall loves his clothes and insists on the very best. Not for him the drab robes of the Service; life is too short. Despite being in the pay of the Church, Fall is not particularly religious, seeking to make the most of this life, not the next.

KRYSTIAN FALL



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

SKILLS
Athletics 5, Convince 3, Fighting 6, Knowledge 3, Marksman 5, Medicine 2, Subterfuge 5, Survival 5, Technology 3, Transport 4

TRAITS
Adversary (Major) – The Imperium
Arrogant
Attractive
Brave
Dark Secret (Major) – Zeta Project
Distinctive
Friends (Major) – The Morestran Orthodox Church
Hypnosis (Major)
Five Rounds Rapid
Quick Reflexes
Tough
Weakness – Fall's megalomania means he sometimes underestimates his opponents

EQUIPMENT
.38 Automatic Pistol (fitted with silencer): 5(2/5/7) damage
Knife: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 6

The Zero Man has access to all the weapons and resources that the Church is able to provide and is an extremely dangerous opponent.

KWUNDAAR *(Primeval)*

Kwundaar is an immortal entity from a different universe. In the distant past of Traken (see *L66*), up until five and a half thousand years ago, Kwundaar was the living god of the Trakenites. He was a benevolent god of science and learning, and it was he who created the Source which thereafter provided the Union of Traken with guidance, protection and power. But the people of Traken turned from faith to reason. The Consuls used the Source to reject Kwundaar, twist him and banish him from the Union. For two and a half thousand years since then, Kwundaar has lurked on the edge of the Union, his fleet of ships circling and monitoring those who enter and leave, and occasionally preying on them like pirates.

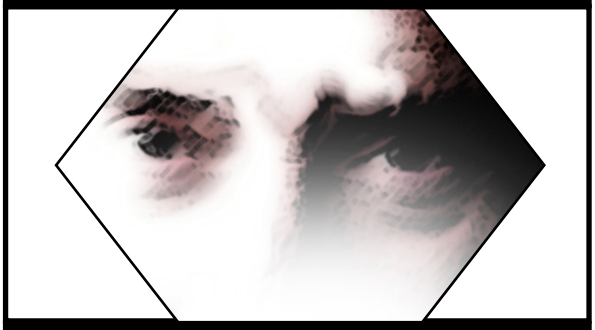
Kwundaar has attracted a cult of followers from outside Traken who again worship him as a god. He provides them with everything they need in return for absolute obedience. Unlike most gods, Kwundaar listens to his worshippers' prayers and answers them. Kwundaar's followers would kill themselves if he ordered it, with only the slightest hesitation. The main tenets of his religion are: serve Kwundaar in all things; serve yourself before any others; Kwundaar helps those who help themselves.

Kwundaar is an extremely powerful psychic. He claims to know all and see all, and to be able to cast his mind through time as well as interstellar space. However, he is not as omniscient as he boasts, as he was unaware of the destruction of Traken by the Master three thousand years in his future until he saw it in the Doctor's mind. Kwundaar reads the minds of his followers to ensure their loyalty, and can take control of them and speak through them whenever he wishes. Kwundaar can take apart physical objects with telekinesis, whether they are solid structures, machinery or even living beings.

Kwundaar usually remains in his inner sanctum aboard his fleet's flagship, only occasionally granting audiences to select followers or guests. Even then, his face is almost always kept covered and few have met his gaze. To look into the eyes of Kwundaar is a terrible experience capable of shattering the sanity of lesser beings. Even the Doctor was left weakened and exhausted by seeing beneath Kwundaar's cowl. Kwundaar's voice is deep and sinister, malevolence dripping from every syllable and gloating laugh.

Kwundaar has planned to regain control of the Source and become a new, terrible god of Traken for a very long time. In order to gain access to the Source, he needs a Trakenite who has ventured beyond the Union and been exposed to evil. Naturally, Nyssa is an ideal candidate, and he has manipulated the mitochondrial DNA of her lineage as far back as her distant ancestors. Early in her travels in the TARDIS, Kwundaar unlocked the psychic potential in Nyssa's mind, leaving it open to outside influence. By such means, he has arranged for the Doctor to bring Nyssa to Traken in its Primeval Time in search of medical aid for Nyssa, and his plans are to use the Doctor himself as his unwitting agent.

KWUNDAAR



AWARENESS	7	PRESENCE	8
COORDINATION	3	RESOLVE	10
INGENUITY	8	STRENGTH	5

SKILLS
Convince 5, Craft 4, Knowledge 7, Science 5, Technology 5

TRAITS
Alien
Alien Appearance
Clairvoyance
Fear Factor 4
Hypnosis (Major)
Immortal (Major)
Indomitable
Possess
Psychic
Natural Weapon (Special) - Gaze Upon the Face of Kwundaar: This is a contest of Presence + Resolve, with the loser taking 5(2/5/7) points of damage
Special – Unlock Psychic Potential: Kwundaar can spend 1 Story Point to give a character the Psychic trait or remove it
Telekinesis
Telepathy
Vortex

TECH LEVEL: 12

STORY POINTS: 12

KYROPITES *(The Mind's Eye)*

The jungle planet of YT45 (see *L97*) is home to numerous species of deadly plants, but none more so than the Kyropites. Although unintelligent, Kyropites have developed a chemical-based ability that mimics the mental powers of psychic creatures, and it is this that makes them insidiously dangerous. Kyropites feed telepathically on alpha waves, and induce vivid dreaming in their victims in order to encourage these.

Kyropites grow as clusters of branches and vines sprouting groups of purple flowers. Whenever a Kyropite detects a creature nearby, its blooms emit a pungent gas that has an anaesthetic effect. Anyone within 3 metres of the plant must make a Difficulty 12 Resolve + Strength roll or fall into a deep sleep from which they will not naturally waken. What happens next goes through a number of distinct stages.

Stage 1 lasts for a few hours. During this time, the sleeper experiences no dreaming, just a deep slumber as the Kyropite accesses their memories to construct a fantasy world based on their experiences. In Stage 1, they can be woken by another character succeeding at a contest of Ingenuity + Medicine against the plant's Resolve + Convince. However, a Disastrous result causes 4 points of damage.

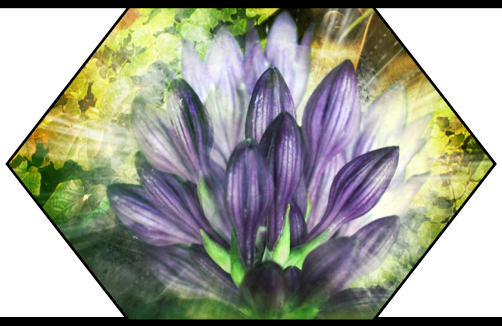
In Stage 2, the Kyropite uses the fantasy world it has created, and the sleeper experiences it as a very realistic dream. Generally, the environment and scenario will be based on the sleeper's deepest desires in order that, even in the unlikely event that they realise they are dreaming, they will be reluctant to wake. In Stage 2, another character can attempt to wake them using the same roll as in Stage 1, but they now have a -4 penalty. Further, a Bad result will inflict 4 points of damage on the sleeper, and a Disastrous result causes 8 points of damage.

During Stage 3, the plant begins to physically bond with the sleeper, absorbing them and changing them into a bizarre animal-plant hybrid. This process begins an hour or so after the start of Stage 2, and the sleeper takes 1 point of damage per 10 minutes they remain attached to the Kyropite. Rolls to waken the sleeper are again as stage 1, but the penalty is now -8. Failure now inflicts 4 points of damage, a Bad result 8 points and Disastrous is Lethal.

Stage 4 occurs when at least three of the sleeper's Attributes have been reduced to zero, resulting in death. Professor Hayton postulated that a monstrous plant hybrid might be the end result, but this was mere speculation and is left to the GM to determine.

Rather than try to wake a victim by external means, which can be dangerous to the sleeper, it may be possible to influence their dreams in some way. If this option is available, if a sleeper can be persuaded that the dream is not real, they can attempt to wake voluntarily. This is then a contest of Resolve + Convince between the sleeper and the Kyropite. If successful, the sleeper manages to escape the dream world. Those who realise they are in a dream, may even be able to manipulate this fantasy world to their own advantage, to resist the characters and situations the Kyropite puts in their way.

KYROPITE



AWARENESS	1	PRESENCE	N/A
COORDINATION	N/A	RESOLVE	4*
INGENUITY	N/A	STRENGTH	N/A

*Kyropites use Resolve instead of Presence for their Hypnosis and Psychic traits.

SKILLS
Convince 4 (only for the purposes of using Hypnosis and Psychic)

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Hypnosis (Major)
Natural Weapon (Major) – Anaesthetic Gas: Kyropites emit gas over 3 metre radius; anyone caught within it must make a Difficulty 12 Resolve + Strength roll or fall into indefinite deep sleep
Psychic
Weakness (Major) – Kyropites are inanimate plants

TECH LEVEL: N/A

STORY POINTS: 0

THE LEGATE OF THE CALIPH *(The Destroyer of Delights)*

In 9th Century North Africa, the Legate of the Caliph has been sent to gather the taxes and tithes that the various local rulers owe to the Caliph of Baghdad. The Legate is accompanied by a large army of soldiers, necessary to extract payment from some of the more reluctant debtors, and they have with them a number of catapults and other siege weapons for use should the need arise. Unlike his soldiers, who are brutal and uncouth, the Legate is urbane and civilised, his tones both polite and softly spoken. He has left until the very last a visit to Lord Cassim Ali Baba (see *V64*), ruler of Dunqulah (see *L27*), who has failed to pay his tithes of gold for the past two years.

Unlike Lord Cassim, whose real identity as the Black Guardian often seems to have slipped his mind, the Legate knows that he is actually the White Guardian. As the Legate, he is an agent of law for the Caliph. As the White Guardian, he brings law and order on a cosmic scale. But he is a force for neither good or for evil. The flip side of law is bureaucracy and red tape and the stifling of free will. The White Guardian is a proponent of order in the form of dictatorship.

But at this point in their existence, the Key to Time is decaying and the powers of both Guardians have drained away. Like his opponent, the White Guardian has failed in his search for the fifth segment of the Key to Time. He has come to 9th century North Africa as he believes that this is the most likely location for the fifth segment to be hidden. He decided on this by following the Doctor here and has inserted himself into the local time stream. Typical of the White Guardian, he has focussed on the centre of law in this time and place, and has been reduced to becoming a hatchet man for a local despot, collecting taxes from the entire region.

With his powers as a Guardian all but gone, he is stuck in the form of the Legate of the Caliph. He is no longer able to change his shape or command lesser beings to do his bidding. He has become a slave of time, forced to experience the universe one miserable second after another. In short, he has been reduced to the life of a mortal and can even be killed by mortal means. Like the Black Guardian, who is similarly stuck in the guise of Lord Cassim, the White Guardian is trapped in this time and place until the Key to Time is restored. If he were able to locate even a single segment of the Key, it may be possible for him to drain enough energy from it to restore some of his former powers.

As the Legate of the Caliph, the White Guardian's form appears to be younger than when the Doctor previously encountered him. As with the Black Guardian, he chose a body that was less draining on his limited reserves of energy before he was reduced to being a mere mortal and stuck in this form indefinitely.

THE LEGATE



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

SKILLS
Convince 4, Craft 3, Knowledge 7, Science 6, Subterfuge 5

TRAITS
Adversary (Major) – Lord Cassim Ali Baba (the Black Guardian)
Authority
Face in the Crowd
Friends (Major) – The Caliph of Baghdad
Obligation (Major) – The Caliph
Time Traveller (All)
Wealthy (Major) – Stinking rich

TECH LEVEL: 12

STORY POINTS: 12



LENNY KRUGER *(1963: Fanfare for the Common Men)*

Lenny Kruger seemingly came out of nowhere to become manager of the Common Men (see *A26*) in 1967. The group were already incredibly popular, ever since the heady days of "Common Mania" back in 1963, but Kruger seems determined to propel them even higher. But instead, he was blamed for breaking the band up, and by 1970, lead guitarist Mark Carville is living in New York, refusing even to see his former bandmates. Not that this will stop Kruger from trying to get the Common Men back together again.

Lenny claims to be a rock and pop impresario from New York, and he certainly has a strong Brooklyn accent and a no nonsense attitude. Since becoming manager of the Common Men, he seems to be able to exert an unusual amount of influence over the band's members, though Mark in particular seems less malleable than the others. Lenny is almost always accompanied by small groups of the Common Men's screaming fans, who are similarly subject to his commands. Kruger uses them for protection, as he is able to whip them up into a hysterical frenzy, becoming a screaming mob with Kruger's encouragements (particularly if they believe they need to protect their heroes).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Like the Common Men, Lenny Kruger isn't from Earth, but is actually an alien from the planet Bional. His real name is Klyneln and in his true form, he looks utterly inhuman. Since arriving on Earth, he has been wearing a sophisticated artificial flesh suit to disguise himself.

In the old days, Bional was ruled by a triumvirate of beings linked into a gestalt which could wield immense powers. But those who now rule Bional have outlawed them, realising that they lead to the thirst for more power and ultimately to dictatorship. Klyneln identified three youngsters who had the potential to become a new triumvirate and determined to become the power behind the throne. He kidnapped the three, erased their memories and brought them to Earth.

The secret to unlocking a triumvirate's powers is the adulation of the masses, which acts as a catalyst for their release. Klyneln has planted false memories in the three youngsters, setting them up as the Common Men. As Lenny Kruger, he has been manipulating the timelines since 1957 in order to make them big, bigger than big! By slotting the Common Men into the place in history that should be filled by the Beatles, and going back and forth in time to make whatever changes to history are needed, he managed to whip up hysteria around the band, getting people talking about them, getting them listening to their music, stopping any bad press getting out.

Lenny Kruger sees himself as an orchestrator, a manipulator. His place is behind the scenes. In reality, this is because he is afraid of what the power does to the triumvirate. It changes them, making them monsters. Kruger doesn't want to have that power himself, but he wants to control it. If his plan works out, there is a timeline in which Lenny's destiny is to become the Emperor of Bional, using the creatures that used to be the Common Men to conquer and reign supreme.

Kruger has a small, concealed spaceship fitted with all sorts of gadgets and equipment, including devices capable of wiping memories, controlling behaviour and emotions, and personal time travel.

LENNY KRUGER



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

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

TRAITS
Alien
Alien Appearance
Dark Secret (Major)
Selfish
Voice of Authority

EQUIPMENT
Flesh Suit [Traits: Shapeshift (Minor). Story Points: 1.]
Personal 4D Transmat [Traits: Vortex. Story Points: 8.]
Subliminal Suggestor [Traits: Hypnosis (Minor). Story Points: 1.]
Impulse Laser Pistol: 7(3/7/10) damage

TECH LEVEL: 9
STORY POINTS: 10

LORD CASSIM ALI BABA *(The Destroyer of Delights)*

Lord Cassim Ali Baba is the ruler of Dunqulah (see *L27*) in the Nubian kingdom of Makuria (in what is now northern Sudan) in the mid-9th Century. Many of his people say that he is mad, as for the past two years he has withheld the tithe that he is bound to pay to the Caliph of Baghdad. Refusing to do so invites a visitation by the destroyer of delights whose name cannot be spoken. This severer of societies is death itself, delivered by the points of the swords wielded by the soldiers of the Legate of the Caliph (see *V62*), the Caliph's tax collector whose army has long been expected.

To the Doctor, Lord Cassim is familiar. He is in fact the Black Guardian, who arrived here decades before in search of the fifth segment of the Key to Time. With the Key to Time decaying, the powers of the Guardians have been in decline, and the entropy of time itself has increased significantly. The Black Guardian has expended most of his considerable power in an eons' long and fruitless search, employing and controlling legions of minions. By now, he has been reduced to such an extent that he is a mere mortal. He is trapped on Earth in the form of Lord Cassim until the Key to Time has been restored, though he may be able to gain sufficient power from a single segment to partially restore himself – if he can locate one. To conserve energy, the Guardian has abandoned his former dramatic appearance and commanding tones, replacing them with a quieter, more cost effective form as Lord Cassim

With his methodical search for the segment having been unsuccessful, the Black Guardian has taken the Doctor's suggestion and used blind chance to arrive in Dunqulah. But he has since been unable to locate his prize. Stuck here for decades and limited to experiencing time in chronological sequence, this Guardian has gone native. In fact, for much of the time, he seems to have forgotten who he really is, focussing instead on the mundane activities of governing his Earthly domain. He seems to believe that he is only fighting over tax in an obscure desert kingdom, rather than struggling with the White Guardian for all of reality.

However, Lord Cassim has not entirely abandoned his past life. The Black Guardian has allied himself with a Djinni trader (see *V23*) who has found himself stranded on Earth. The Djinni's ship, hidden in the desert, needs a new warp manifold. Lord Cassim has been providing all the gold from his mines to the Djinni instead of using it to pay his tithes to the Caliph. If sufficient quantities of gold can be provided, the Djinni can compress it into heavy gold, aurium, to form a new warp manifold. Cassim hopes to be able to get off planet before the Legate of the Caliph, in reality the White Guardian, arrives. But perhaps Lord Cassim still has enough of the Black Guardian about him to try to use the situation to create a little chaos by fomenting a war between Dunqulah and Baghdad before he leaves.

LORD CASSIM



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

SKILLS
Convince 4, Craft 3, Knowledge 7, Science 6, Subterfuge 5

TRAITS
Adversary (Major) – The Legate of the Caliph (the White Guardian)
Amnesia (Minor)
Authority
Obligation (Major) – The Caliph of Baghdad
Time Traveller (All)
Voice of Authority
Wealthy (Major) – Stinking rich

TECH LEVEL: 12

STORY POINTS: 12



LOUPS-GAROUX *(Loups-Garoux)*

In the Whoniverse, there are several species that, to a greater or lesser extent, resemble the werewolves of legend (see *The Fourth Doctor Expanded Universe Sourcebook*). But unlike many of these creatures, the Loups-Garoux are native to Earth. They believe themselves to be the oldest living creatures on the planet. Indeed the most ancient of them, Pieter Stubbe, claimed to have crawled from the primordial slime at the very beginning of life on Earth. Whether this is literally true or a fanciful invention, Stubbe is certainly ancient, pre-dating the first humans, and the Loups-Garoux are immortal – though they can be killed.

The Loups-Garoux are shapeshifters with both human and wolven forms. As humans, they are generally powerful, attractive, highly charismatic individuals. In their bestial guise, they are huge wolves or wolf-men, far larger than humans, with pelts of grey, brown or red, and with piercing golden or blue eyes and slavering maws. The oldest of the Loups-Garoux are truly gigantic. Pieter Stubbe was able to swallow Turlough whole - though he soon regurgitated him alive, as the silver knife that Turlough was carrying didn't agree with Stubbe's digestion. Loups-Garoux are fast, often seeming to be supernaturally so, and can outrun a speeding monorail train, keeping the pace up for days if they wish.

Loups-Garoux are elemental creatures linked to Earth and Water. But this means that they must stay on the ground. Being separated from the earth, such as flying in an aeroplane, would quickly kill them, and even being on the upper floors of a building can make them feel queasy. Accordingly, they remain on the ground floor if at all possible, and preferably avoid crossing bridges or other structures that puts air between them and the earth or water below. When travelling long distances, they will use cars and trains, or as a last resort ships, rather than planes.

Many of the traditional abilities assigned to werewolves are just fairy-tales or the inventions of Hollywood when it comes to the Loups-Garoux. Their ability to change into wolves is not linked to the full moon; they can do this at will – though an involuntary change can also occur if the Loup-Garou becomes enraged. Although immune to most damage, they are vulnerable to fire or silver, so the legends around silver bullets are correct. Loups-Garoux can transform humans into others of their kind, infecting them with their lycanthropic nature. But this is not passed by bites or scratches, but by a sacred ritual called the Awakening, in which a (usually willing) human's dark thoughts and desires are given life. More dangerously, an Awakening can be accomplished by what the Loups-Garoux call the "Mirror Trick", during which a human's dark side becomes visible to them as a shadow behind their reflection. But this is as likely to send the human mad with terror as it is to create a Loup-Garou, so it is often used by the Loups-Garoux to torment their victims.

Loups-Garoux have the ability to affect human perception, making themselves invisible unless they will otherwise. They use this to pass unnoticed through human society, keeping their activities concealed, parting crowds around them, etc. Or they can use

LOUP-GAROU



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

SKILLS
Athletics 4, Convince 1, Fighting 4, Knowledge 1, Subterfuge 3, Survival 3

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) - Loups-Garoux society
Fast (Special) – As Fast (Major), and can spend a Story Point to achieve seemingly impossible speeds (maintaining these speeds for extended periods requires additional Story Points)
Fear Factor 2
Hypnosis (Minor)
Immortal (Major)
Immunity - Immune to most physical damage, but vulnerable to fire and silver
Infection – see the sidebar on The Awakening and the Mirror Trick
Invisible (Major x2)
Keen Senses (Minor) - Smell
Natural Weapons – Claws and Fangs (Minor): Strength +2 damage
Quick Reflexes
Shapeshift (Major)
Weakness (Major) - Loups-Garoux (see sidebar)

Ancient Loups-Garoux often also have the Size – Huge (Minor) trait while in their wolf forms.

TECH LEVEL: Loups-Garoux have the Tech Level of the age they are encountered in, plus the Tech Levels of all the ages they have lived through

STORY POINTS: 4-6

this ability more aggressively, causing humans to experience an inexplicable primal terror sufficient to cause them to flee, or even to control their movements to a certain extent, either making them passive like cattle or setting them running only to be hunted down.

Loups-Garoux have a culture and society existing secretly within human culture, though they limit their dealings with humans as much as is possible. Humans are regarded with disdain, as cattle or prey, and are referred to by the derogatory term of "cutclaws". Loups-Garoux often toy with cutclaws for their amusement and sport.

There is a strict order of leadership within the Loups-Garoux, similar to the pecking order within a pack of wolves, and there are complex codes of behaviour. Globally, they are ruled by a Council of ancient Loups-Garoux, though it rarely meets and so is normally a figurehead rather than exerting true control. To call a meeting of the Council is a serious matter, only done in dire circumstances. As with humans, Loup-Garou society has its factions and rivalries. For the most part, they are satisfied to continue to exist within but separate from human society. But occasionally certain individuals or factions rise up to try to overthrow the cutclaws. All Loups-Garoux are ultimately the progeny of Pieter Stubbe, the first and oldest of their kind, and he can command their obedience by force of will (using his Hypnosis Trait).

With their ability to control human behaviour en masse, the Doctor considered them to be a dangerous force, with Stubbe – the Grey One of Loups-Garoux legend, "the master of shapes and illusions" - perhaps being the most dangerous individual ever created on the Earth.

THE AWAKENING AND THE MIRROR TRICK

Humans can be converted into Loups-Garoux by means of an Awakening ritual which draws out the dark impulses and desires of their psyche. Such a ritual can be performed by any Loup-Garou. If the subject is willing, they must make a roll of their own Resolve plus the Loup-Garou's Presence against a Difficulty of 12. If successful, they become a Loup-Garou subservient to the creature that created them.

If the subject is unwilling, this is often referred to as the Mirror Trick, as the victim sees their dark side begin to materialise in their reflection. In this case, it is a contest of Presence + Resolve between the subject and the Loup-Garou attempting the Awakening, with a +2 bonus for each additional Loup-Garou taking part. If the victim fails to resist, they take 2(1/2/3) points of damage to their Resolve, representing the paralysing fear that they experience, and it is the Loup-Garou's choice as to whether they are changed permanently.

WEAKNESS (MAJOR) - LOUP-GAROU

Loups-Garoux must remain on the ground (or on water at least). Although they can leap and bound along, they cannot leave the earth in any significant way. If removed from the earth completely – in an aeroplane or spaceship – they will quickly die. Even crossing tall bridges or being on any floor of a building higher than the ground floor causes them weakness (-2 to all physical Attributes and dice rolls).

PIETER STUBBE

AWARENESS	5	PRESENCE	7
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	8

SKILLS
Athletics 6, Convince 2, Fighting 5, Knowledge 4, Subterfuge 4, Survival 5

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) - Loups-Garoux society
Fast (Special) – as Loup-Garou
Fear Factor 3
Hypnosis (Major)
Immortal (Major)
Immunity (Major) – as Loup-Garou
Infection – see the sidebar on The Awakening and the Mirror Trick
Invisible (Major x2)
Keen Senses (Minor) - Smell
Natural Weapon – Claws and Fangs (Minor): Strength +2 damage; with a Fantastic result, Stubbe can instead swallow human-sized prey whole
Quick Reflexes
Shapeshift (Special)
Size – Huge (Minor)
Time Traveller – Stubbe has lived through all human history and understands Tech Levels 1-5
Voice of Authority
Weakness (Major) – as Loup-Garou

TECH LEVEL: 5

STORY POINTS: 10

MAGNUS GREEL *(The Butcher of Brisbane)*

Although the Doctor first encountered Magnus Greel after his face and body had been twisted by the effects of Zygma radiation during his flight from the 51st Century to 19th Century China, before this accident he was a handsome and charming politician. In his home time, Greel is the Minister of Justice of the Supreme Alliance of Eastern States, one of the rival power blocs of an Earth frozen in a new Ice Age. Greel is therefore one of the most powerful people on Earth. But his ambition does not end there.

The Supreme Alliance is close to finalising an Accord with their enemies of the Icelandic Alliance. But Greel is suspicious of the Icelanders, sensing veiled insults in the speeches of Commissioner Bjarnsdottir and anticipating their betrayal. He will see any setback to his own plans as sabotage by the Icelandic Alliance. Greel seems intent on provoking a war and has had his pet scientist, Dr Findecker (see *V24*), construct Mr Sin (see *The Fourth Doctor Handbook*) as a deadly toy for the Commissioner's children. Greel dreams of an Earth which has once again been united under his rule and sits at the centre of its Empire. But this would be against the spirit of the Accord and so he must act in secret.

Magnus Greel has also been funding Findecker's secrets experiments in time travel at a hidden facility within the Brisbane Dead Zone (see *L15*). Although he has taken the Commissioner of the Supreme Alliance into his confidence, Greel plans to take control of the Supreme Alliance and then the world. He has his own private army of dingo soldiers created by Dr Findecker for the former aim. But so far, the new time travel technology has proved to be unreliable and dangerous, with the side effects of Zygma radiation on the experimental subjects often being fatal. Each new setback places more stress on Magnus Greel and a major failure could trigger a mental breakdown.

As Minister of Justice, Greel has been able to divert convicted criminals away from their sentence of off-world transportation, instead sending them in secret to Findecker's facility. Greel is reputed to have sent one hundred thousand "enemies of the state" to their deaths at the hands of Findecker, an atrocity being investigated by the underground reporters of Earth Free Media, an outlawed organisation regarded as subversive by the Supreme Alliance. When this is later made public, Greel will become known as the Butcher of Brisbane. But by this time, he will have made his escape into the past using Findecker's experimental time cabinet (see *The Talons of Weng-Chiang*). In the meantime, Magnus Greel maintains his public façade as Justice Minister and loyal servant of the state. He has even acquired a fiancée, none other than Nyssa of Traken…

MAGNUS GREEL



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

SKILLS

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

TRAITS

Attractive
Authority (Major) – Justice Minister
Charming
Dark Secret (Major)
Fame (Major) – Social interactions gain +2 bonus, and results improved by one level
Hypnosis (Major)
Obsession (Major) – Unify the Earth under his rule
Run for Your Life!
Voice of Authority
Weakness (Special) – Major stress or shock may trigger a seizure or breakdown (needs to make a Presence + Resolve roll to avoid, with Difficulty determined by the GM)

TECH LEVEL: 8

STORY POINTS: 10



MAXIMILLIAN ARRESTIS *(The Crystal Bucephalus)*

Short, thuggish and generally unpleasant-looking is an apt description for Monsignor Maximillian Arrestis. Standing about five foot six, he has thin wavy hair plastered to his scalp, a florid face, long sideburns and big ears. Only his sleepy eyes give any sense of menace; eyes that seem to see nothing yet probably take in everything. Arrestis wears expensive suits the same way that a wolf would wear a fleece.

Maximillian Arrestis is head of the Elective, a criminal syndicate that runs all the brothels, drug dens and gaming establishments in the Union of the 108th Century. The Elective conducts much of its business from the Crystal Bucephalus (see *L25*), an establishment which projects its patrons to restaurants anywhere in time and space. The Bucephalus has also become the de facto parliament for the Union, the tattered and collapsing remains of the Federation. It is also the unofficial headquarters for the Lazarus Intent, a powerful religious order whose objective is to develop a time machine and go back to the 63rd Century to rescue the object of their reverence, Lazarus, from his martyrdom at the hands of the Sontarans. Much of the business transacted between the Elective, the Union and the Intent is negotiated and agreed at the Bucephalus.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Arrestis' secret is that he was originally from the 63rd Century. He was already a criminal kingpin back then, but he decided to put a plan in place to save himself if he were ever killed. Arrestis founded the Lazarus Intent solely to ensure that when he died, there would be a group working with religious fervour to develop the means to come back and rescue him, believing him to be Lazarus. It may have taken almost five thousand years, but that is exactly what happened. Professor Alexhendri Lassiter, creator of the Crystal Bucephalus, first developed a fully functional time machine and used it to rescue Lazarus. When he realised that Lazarus was nothing more than a thug, Lassiter went into hiding. Although he has since designed the Bucephalus, he has held off from converting it into a true time machine, as he knows that Arrestis will only use it to gain absolute mastery over the entire galaxy, now and forever.

Since his arrival in the 108th Century, Maximillian Arrestis has once again worked his way up the criminal underworld to become head of the Elective. It took him two years. But then, he had a lot of help, as he has cloned himself so that there are thousands of Arrestises lurking around the Union, and beyond. Even if the true Arrestis is killed, his mind will instantly transfer to one of the clones, who will resume his place. Thus, he has assured his own immortality.

Having lost Professor Lassiter, Arrestis has also been funding Ladygay Matisse's research into time travel. Matisse is a former student and lover of Lassiter. But once Lassiter realised that Matisse had only got herself close to him to gain access to his work, he broke off all ties with her. Arrestis will drop Matisse as soon as he has time travel within his grasp, one way or another.

MAXIMILLIAN ARRESTIS



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

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

TRAITS
Clone (see *The Sixth Doctor Sourcebook*)
Friends (Major) – Various criminal and political contacts
Menacing
Unattractive

EQUIPMENT
Disruptor Pistol: 7(3/7/10) damage

TECH LEVEL: 7

STORY POINTS: 10

Adventure Seed: A Finger in Every Time
What if Arrestis were sucessful and decided to spread his wings across all time and space, yet remain under the authorities' radar? What if he used each era for a single illegal business, putting all his profits in a bank account he controlled in the far future? What if his accountant was the only person who understood the business and your TARDISeers were contracted to find him, out there, somewhere in time? And so begins a quest across the universe where time is a single man's seedy playground, one that's hard to dismantle without collapsing all of history!

MELANCIUS *(The Tides of Time)*

Merlin the Wise (see *A39*) refers to Melanicus as a member of the Demon Pantheon. He is in fact of the race of Kalichura, one of the many species that have lived in the Althrace System since the dawn of time. Melanicus certainly has a demonic appearance, but he is actually a highly evolved being. However, his tortured soul has developed a passion for war and destruction. He raised an army of his fellow Kalichurans and tried to conquer Althrace itself, recorded in the System's mythology in their tales of war between the gods and demons. His army was defeated, but Melanicus escaped and fled into another dimension. There, he appeared in a dream to a king from the planet Earth, a 3rd Century despot called Catavolcus, who dabbled in the black arts and believed that he had conjured forth a god. Together, the two fiends could have conquered the Earth, but for the intervention of Merlin. Instead, Merlin banished Melanicus into a world of darkness, a black void without form or substance. Catavolcus remained free to roam time and space, but ultimately died in battle with a version of King Arthur on a far future Earth.

Melanicus remained trapped in his void for a thousand years, waiting for an opportunity to escape. That opportunity came when the Prime Mover struck a note of discord on the Event Synthesiser, his fingers fumbling over the keyboards for the first time in centuries. The discordant notes which resulted fractured the pattern of harmony in the universe, creating a gap in time through which there plunged the horrifying figure of the demon. Melanicus quickly seized control of the Event Synthesiser and used it to create a vortex, removing it from time in order to prevent attack.

The Event Synthesiser was built by the Lords of Althrace to simulate the effects of the white hole at the centre of their planetary system, the source of all manner of creative energies. In appearance, it is an enormous bio-mechanical organ with tiers of keyboards. When played correctly, it produces the ordered vibrations of the cosmos and creates events in a logical sequence of cause and effect. The harmonious sequence flows into the main time-stream from the notes and chords struck by the Prime Mover. But in the hands of Melanicus, it produces only discord and chaos.

Although physically formidable, Melanicus does not seem to possess any great powers ordinarily. Reflecting his demonic appearance, he is vulnerable to attack by such things as holy water. But control of the Event Synthesiser grants Melanicus the power to inflict fear and destruction on history itself. He plans to plunge the universe into the Millennium Wars, with a thousand worlds in conflict for a thousand years. With armies and weapons plucked from throughout time and space, a series of small-scale skirmishes will escalate into a holocaust of conflict culminating in full-flung Armageddon. Fortunately for the Higher Evolutionaries who must try to prevent this, Melanicus has limited knowledge of the Synthesiser and has so far confined himself to a single dimension in a cul-de-sac of time. Melanicus can be the all-powerful ruler of time within this dimension. But if he were to discover the key to a multi-dimensional range of notes and chords, nowhere in the omniverse would be safe from him!

MELANCIUS



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

SKILLS
Athletics 3, Craft 3, Fighting 4, Knowledge 2, Science 3, Survival 4, Technology 4

TRAITS
Alien
Alien Appearance
Fear Factor 1
Immortal (Major)
Natural Weapons – Talons and Fangs: Strength +2 damage
Tough
Weakness – Contact with holy symbols and objects such as holy water cause 5(2/5/7) damage to Melanicus (and ignore his Tough trait)

TECH LEVEL: 8

STORY POINTS: 8



THE MIAXA *(1001 Nights - My Brother's Keeper)*

The Miaxa was the ruler of the Most Serene Blightstar Hegemony, an alliance of ten thousand worlds united in peace and prosperity. The Miaxa ruled wisely and benignly, but there was a war, started by his own madness. Thousands of once-thriving planets are now just lifeless rock, orbiting dead stars: the legacy of the Miaxa.

The Miaxa belonged to a race of powerful psychics, but something unbalanced his mind. What it was, no one knows, but the Miaxa's insanity manifested itself in a very particular way. He had a split personality, seriously split. Eventually, the sane part of his mind won and managed to bring the war to an end. But it was weak and damaged, afraid of its darker side, scared of its own madness. So it hid itself away where it thought it would never be found: at the edge of the known universe.

Because of the Miaxa's immense psychic powers, its separate personalities began to take on physical manifestations. Thought became flesh. So it built a prison to hold itself, to protect the rest of the universe from its own insanity. But the insane part became dominant again and re-took control, imprisoning its other self, torturing it, killing it, again and again and again, enraged that it alone had to bear the guilt for the crimes they had committed together.

The Miaxa is now two separate entities, two occupants of a prison at the edge of the universe: the Prisoner and the Warden. The Prisoner is held chained and helpless within a fixed-atom forcefield. Unfortunately, a fixed-atom forcefield is designed to repel entry at a single point only. A person pushing against it at one point creates a weaker point elsewhere in the field that a second person can squeeze through. Both people have to be on the same side of the forcefield, and doing so delivers 1 point of damage to both of their Strength scores. Alternatively, the controls to shut down the forcefield are elsewhere in the prison, though guarded by the Warden. The forcefield's controls have an Execution Protocol, an automatic failsafe. In the event of a security breach, the forcefield will begin to contract, causing 1 point of damage per Round and crushing anyone within to death.

The Warden, the insane part of the Miaxa, sees his duty as punishing the Prisoner and making him confess for his crimes. The Warden has plenty of devices to torture and kill the Prisoner. But each time, the Miaxa's psychic abilities enable him to draw his constituent parts back together. Among the devices is a compliance collar which, when placed around a subject's neck, will deliver 2 points of damage each time it detects the subject lying, unless they make a successful Presence + Convince roll against Difficulty 15.

The Prisoner and the Warden are confused about their own identities. For as long as they can remember, they have been the Prisoner and the Warden, nothing else. The Warden is aware of the Miaxa and his crimes, but unless reminded, the Prisoner does not even recall this. If the Prisoner and the Warden are forced together, their flesh may recombine as the Miaxa's psychic powers resurrect a new body for itself. Whether or not his sanity will be restored is another matter.

THE PRISONER & THE WARDEN



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

SKILLS
Convince 4, Fighting 1, Knowledge 1, Subterfuge 2, Technology 2

TRAITS
Amnesia (Minor)
Clairvoyance
Eccentric (Major) – Split personality (literally)
Fast Healing (Special)
Immortal (Special)
Indomitable
Outcast
Possess
Psychic
Telepathy
Telekinesis

TECH LEVEL: 6

STORY POINTS: 6



THE MORASS *(Kiss of Death)*

The Morass is a living, sentient security system that was installed by Turlough's ancestors beneath their palace on the Winter Planet (see *L96*) centuries ago. It is still alive, though dormant, sleeping in the palace's catacombs. The Morass is programmed to defend anyone with the DNA of Turlough's family. When Turlough's great-grandfather was attacked by intruders, he was killed but not before he had put the Morass on a war footing. If it is roused from its slumbers, it will still be on a war footing, even today, centuries later.

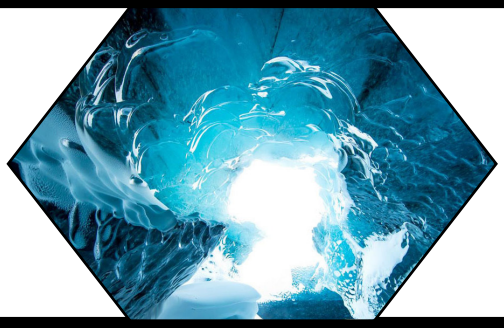
The Morass is a gelatinous entity that lives within the semi-liquid ice within the tunnels of the catacombs, moving like a monstrous slurry. It absorbs living creatures within itself, adding to its mass. It can also attempt to take over and control anyone who comes into contact with the ice, using them like puppets. Further, the Morass can scan its enemies and create facsimiles of them from its own flesh, using them to distract and confuse. These glassy-eyed duplicates have minimal intelligence and only repeat phrases that the Morass has heard the original speak. The Morass itself can use the ice as a medium to speak in a breathy whisper, though it is barely coherent.

Now centuries old, the Morass is crazed by pain and age. It was inadvertently damaged when Turlough's great-grandfather installed the DNA key to the dimensional vault and linked it to the Morass. It will still try to protect anyone with DNA that it detects to be descended from the old man. If it senses any intruders in the palace above the catacombs, the Morass will begin to activate and try to draw energy from any nearby sources. It still has one or two bodies stored in the alcoves of the catacombs that it can animate, though they are decaying and crumbling. The Morass's stirrings will cause minor tremors which may be felt throughout the Winter Planet.

The Morass absorbs any energy it can access, providing it with more strength. This can include energy attacks from lasers and blasters, power sources such as electricity, and even the energy within the living creatures it absorbs, gradually draining them for the Morass to use. Any damage caused by energy attacks instead heals the Morass's injuries or can be used to increase its Strength: it takes 5 points of absorbed damage to heal 1 point of injury or increase Strength by 1 point. The Morass can similarly use the energy drained from any lifeforms it absorbs on the same 5-to-1 basis, the energy drained being the damage these unfortunates take once consumed (1 point per Round). The GM should similarly determine how many points of healing or Strength that the Morass gains from other sources of energy.

The Morass is a relentless guardian, following the final orders of its long dead master. Although difficult to kill, it is possible to render the Morass inactive by removing the dimensional vault from the Winter Planet, or disconnecting it from the security circuits of the palace that the creature is linked to, so it has nothing left to guard and therefore no further purpose.

THE MORASS



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

SKILLS
Fighting 3, Subterfuge 2

TRAITS
Alien
Alien Appearance
Alien Organs (Special)
Alien Senses – Analyse DNA
By the Program
Immunity – Energy attacks
Natural Weapon – Consume: The Morass can roll over an enemy and absorb them into its mass (contest of Strength + Fighting); anyone consumed is helpless and takes 1 point of damage per Round
Possess
Replication
Shapeshift
Size – Huge (Major)
Special – Energy Absorption (see text)

TECH LEVEL: N/A

STORY POINTS: 8



MORIAN *(The Game)*

Morian was born into a criminal empire in the 25th Century and his exploits are glamorised in the news outlets back on Earth. As head of the Morian Syndicate, he owns hotels and casinos throughout the Outer Colonies, raking in a fortune in gambling operations. Always on the look-out for new opportunities to acquire more money, Morian has recently turned his attention to the planet Cray (see *L24*), where the deadly sport Naxy is a worldwide obsession and provides plenty of entertainment for his clientele. In league with one or two of the locals, Morian has secretly set up a base of operations in disused tunnels beneath the main Naxy arena and an adjoining luxury hotel where he can act as host to select guests and broadcast the games back to his chain of casinos.

Morian is a gangster in the style of the Krays of 20th Century Earth, complete with a sharp suit and a London accent. Although he is fully human, he has a very unusual ability in that he can secrete Mayzerian pheromones, an ability provided by a chemical researcher who needed to pay off his gambling debts. The Mayzerians are a species which naturally produces pheromones that have an effect similar to a love potion, and Morian is now able to influence the actions of others by kissing them. In game terms, this acts as Hypnosis, and anyone succumbing to the pheromones falls in love with him, making them more pliable to his suggestions. Morian's influence will begin to wear off without repeat kisses, and a victim has a cumulative +2 bonus per day to break free of his control unless they have been re-exposed to his pheromones, all the while experiencing classic withdrawal symptoms.

Morian uses Velosian Bornoxes as his hired muscle. Bornoxes are hairy creatures, like dogs standing on their hind legs. Although they have very low intelligence, they can be trained to understand spoken instructions (if they are kept simple) and even to use laser rifles. Bornoxes are savage, but fortunately, they are not particularly fast.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Morian's interest in the planet Cray has a secondary motive. He has learned that Lord Darzil Carlisle (see *A46*) has been sent there to try to end Naxy, as it results in tens of thousands of deaths each year. Through detailed analysis of Carlisle's past successes, Morian has realised that the Lord High Negotiator is in fact a fraud, and that the real secret of his success is the Doctor. Further, he has worked out that the Doctor, who has not visibly aged over the fifty years of Carlisle's career, is a time traveller, and through his contacts, that he is something called a Time Lord. He has therefore set his sights on acquiring the Doctor's TARDIS, though his ambitions are so narrow that all he wants it for is to help his gambling empire and make even more money.

Naturally, Morian also wants to influence the peace talks on Cray. He actually wants the talks to succeed – but only temporarily. This will allow time for one of the Naxy teams, which has been consistently losing, to recover and ensure that the sport starts up again after a short while, with both teams strong enough to continue for a very long time indeed.

MORIAN



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

SKILLS
Athletics 2, Convince 4, Craft (Gambling) 5, Fighting 2, Marksman 3, Subterfuge 4, Survival 3, Technology 2, Transport 3

TRAITS
Friends (Major) – Morian Syndicate
Hypnosis (Major)
Owed Favour (1x Major and 2x Minor) – Morian always has somebody who owes him
Wanted (Major)
Wealthy (Major) – Stinking rich

EQUIPMENT
Laser Pistol: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 10

VELOSIAN BORNOX

Attributes: Awareness 5, Coordination 2, Ingenuity 1, Presence 2, Resolve 3, Strength 5
Skills: Athletics 4, Fighting 3, Marksman 2, Survival 3
Traits: Alien, Alien Appearance, Feel Factor 1, Natural Weapon (Minor: Teeth and Claws – Strength +2 damage), Tough
Equipment: Laser Rifle – 7(3/7/10) damage
Story Points: 1-3

MOTHER LIFE *(Return to the Web Planet)*

Mother Life is the group mind of a hive of wild Zarbi in an area of Vortis known as the Desolation. It is key to the generation of life within the Desolation and provides the conditions for change and abundance in an area which was formerly a barren desert. Mother Life does not have a physical body of its own, but uses those of its hive creatures if it needs to. The only physical aspect of Mother Life is the lode-seed, a fist-sized object which resembles a massive plant seed. The lode-seed is the focus of Mother Life and provides it with the ability to generate gravitational forces in order to drag debris and detritus from space onto the surface of Vortis, where it can be used to feed or create life on the planet. The lode-seed has presumably developed a means of manipulating the natural isocryte found throughout Vortis (see *The Second Doctor Expanded Universe Sourcebook*), enabling it to develop its gravitational abilities in a manner similar to the Animus (see *The First Doctor Sourcebook*). Whether the lode-seed is native to Vortis or something that has arrived here from elsewhere is unknown.

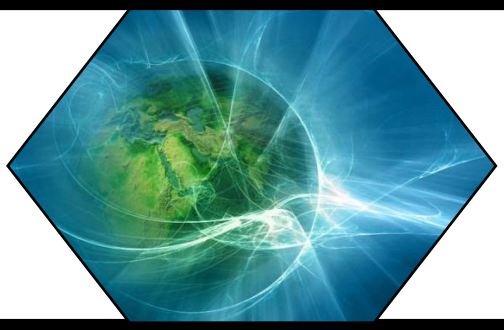
For centuries, the lode-seed has been located deep within the Zarbi hive in the Desolation. The Desolation used to be a desert, devoid of life, but the presence of the lode-seed has meant that it has flourished, with forests sprouting from the formerly barren landscape. The lode-seed has caused the unusual frequency of space debris falling on or near the Desolation, including on some occasions the ships of "the Sailors from the Great Ocean Between the Moons and Beyond" (as the Menoptra term them) which have been drawn off course. These have left empty spaces of destruction within the Desolation's forests, but have also provided nutrition for the areas around them.

The gravitational pull of the lode-seed has also influenced the migration routes of the wild Zarbi, who have used it as a gravitational marker for generations. If the lode-seed were removed from its current location within the wild Zarbi hive, their migration route will similarly alter, perhaps with catastrophic consequences for the Menoptra of the nearby city, as many of their buildings are built of the congealed paper of domesticated Zarbi and would offer little protection against millions of the creatures as they stampede mindlessly across the planet. The lode-seed's removal would also have a devastating impact on Mother Life, as its ability to attract new material to Vortis would be destroyed. It would be compelled to use its hive creatures to try to recover the seed from wherever it might be.

The Menoptra have no knowledge of Mother Life or the lode-seed, nor why the Desolation has blossomed in recent generations. They tend to avoid the forests of the Desolation as a dangerous region where strange new life grows, as if part of an experiment.

Although stats are provided for Mother Life, GMs should remember that it is not a discrete organism, but is a force that exists within other lifeforms on Vortis. It has only a basic intelligence, acting more on instinct and in response to its compulsions.

MOTHER LIFE



AWARENESS	2	PRESENCE	2
COORDINATION	N/A	RESOLVE	5
INGENUITY	1	STRENGTH	N/A

SKILLS
Convince 3 (only for use with Possess)

TRAITS
Alien Organs (Special) – Mother Life has no single, physical body but exists within other life on Vortis
Dependency (Major) – The lode-seed
Impulsive
Networked (Major)
Possess
Obsession (Major) – Generate life
Special – Gravitational Attractor: The lode-seed allows Mother Life to draw objects from nearby space to Vortis

TECH LEVEL: N/A

STORY POINTS: 8

MOTHER LIFE'S SERVANTS

Characters and creatures falling under the influence of Mother Life's Possess gain the following traits: Amnesia (Major), Enslaved and Networked (Major).



MULKRIS THE EXECUTIONER *(Eldrad Must Die!)*

One hundred and fifty million years ago, when the obliteration module containing Eldrad was forced to detonate prematurely (see *The Hand of Fear*), King Rokon was concerned to ensure that no fragment of the criminal who had destroyed his people survived. He therefore assigned Mulkris to search for any trace of Eldrad, collect any fragments she discovered and place them in a stasis field to prevent them from regenerating. But Eldrad's fragments were scattered throughout the galaxy, and wherever the conditions are right, they have grown and created new versions of Eldrad. Mulkris, the Executioner of Rokon's Will, has already slain a hundred "false" Eldrads on a hundred worlds. She has faithfully gathered the fragments that she has recovered, but she refuses to destroy them until she has them all, as those were the orders of King Rokon. Mulkris does not yet know that Rokon is dead and that Kastria is a lifeless world, having faith that it would have risen again.

Mulkris has pursued her quest for eons. She is unwavering in her loyalty to King Rokon and the final commands he gave her, and is heedless of the other lifeforms who might get in her way. Mulkris tends to acquire local agents by using her Kastrian genetic ring to gain control of their minds. She will kill without compunction in order to achieve her aims, but she is honourable enough to keep any promises she may make in return for assistance provided. Those pieces of Eldrad's body that she has so far recovered are stored within the stasis field aboard her ship, laid out in a humanoid shape. As yet, there are still plenty of fragments missing. Mulkris kills the various incarnations of Eldrad that she finds using the weapons that the criminal himself developed: crystalline darts filled with an acidic poison that will kill even a Kastrian. Once an Eldrad has been killed, Mulkris recovers the fragment of the true Eldrad from the remains and places it in her collection. But, like the hand of Eldrad that Sarah Jane Smith stumbled upon in the quarry on Earth, the various fragments are dangerous in their own right. In fact, they have been influencing Mulkris to gather Eldrad's remains together…

KASTRIAN INFECTION

In addition to their remarkable ability to regenerate totally from even the smallest fragment of themselves, Kastrians also have power over crystalline substances such as quartz, and are even able to use their Infection trait to transform others into their crystalline slaves if need be. Kastrians can control the behaviour of quartz and similar materials by use of their Telekinesis trait. They can use these materials to infiltrate any living beings they intend to take control of, getting into the body through open wounds or orifices, which is when their Infection trait applies (requiring a contest of Presence + Convince).

Those who succumb to Kastrian control will usually manifest growths of crystal on their exposed skin. Depending on what the Kastrian's consciousness intends, these slaves can develop any of the traits of the original Kastrian or their genetic ring. So, a thick crystalline skin will provide Armour; and a crystalline arm can be used to focus an Energy Blast, for example.

MULKRIS



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

SKILLS

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

TRAITS

Adversary (Major) - Eldrad
Alien
Alien Appearance
Alien Organs
Armour (10 points)
By the Book
Infection
Natural Weapon (Major) – Mind Blast: 6(3/6/9) damage, using Mulkris's Resolve instead of Coordination
Obligation (Major) – King Rokon
Psychic
Shapeshift (Major)
Special – Radiation Regeneration: A source of high radiation, like a nuclear reactor, lets Mulkris regenerate 1 point of damage per minute. Extreme radiation, like a nuclear explosion, restores her completely.
Telekinesis – Crystalline substances only
Telepathy

EQUIPMENT

Acid Darts: 1 point of damage per Round for 8(4/8/12) Rounds, ignores Armour
Genetic Ring [Traits: Holds Mulkris's Blueprint (as Fast Healing (Major), using background radiation to rebuild Mulkris's body), Hypnosis (Major), Energy Blast (L(4/L/L) or S(S/S/S) damage). 4 Story Points.]

TECH LEVEL: 6

STORY POINTS: 8

NEPHTHYS *(The Sands of Time)*

Millennia ago on Phaester Osiris, the mad god Sutekh killed his brother Osiris. But he did not act alone. Sutekh had an ally powerful enough to clamp down on Osiris's mind, rendering it helpless, and so Osiris died with Sutekh's sister-wife Nephthys holding his mind powerless to save himself.

When Horus and his 740 fellow Osirans finally captured Sutekh, they also captured Nephthys. But Horus knew that she was the greater evil, the greater cunning, the greater danger. So he imprisoned her too within a great pyramid in Egypt (see *L6*). But first he had her mind removed to another body, a frail human, and the human was mummified alive to entrap the mind of Nephthys and bind it to the failing flesh. As the human woman was entombed, Horus ripped Nephthys' mind into two fragments. The instinct, the intuition, Horus left within the dying woman. But the reasoning, deliberate, calculating evil he removed to another vessel. He placed it within a canopic jar, sealed with an inner force which bound the half-mind within it forever. And Horus knew that the evil of Nephthys was diluted and destroyed and her terror would never again awaken.

But even in ancient times, thieves plundered the tombs of Egypt, and the black pyramid of Nephthys was no exception. Although the robbers did not escape alive, somehow the canopic jar which contained the essence and strength of Nephthys' evil was cracked. Fearing that her mind might yet escape, the high priests followed the wisdom of Horus as laid down for them in the writings of Isis and passed through the years. The gods arranged another receptacle, another human. She was without sin or blemish. Her spotless mind was a perfect container for the evil of Nephthys. She was imbued with the spirit of the Queen of Evil, and it was bound into her by the power of the stars. Then the new-born Child of Orion was laid to rest in the outer chamber, beyond the firstborn of Orion's earthly children. And she slept the sleep of the damned.

But Nephthys is not dead, and her high priests plan for the day when they can restore her mind and resurrect her in a new body…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In *The Sands of Time*, the new vessel chosen to house Nephthys' calculating evil was Nyssa. The priests needed somebody without sin or blemish, which would replicate the exact state of the damaged canopic jar, itself acting in a similar manner as the TARDIS's Zero Room and blocking any outside influences. But Nephthys had influenced the choice of Nyssa, as she believed her intellect would be able to escape more easily with the innocent Nyssa as its vessel. In the 20th Century, Nephthys' followers prepared a clone created from genetic samples taken from the mummy of the hapless woman used as the container of Nephthys' intuition. Once Nephthys has been fully awakened, both halves of her mind will occupy this clone and the Queen of Evil will be reborn!

NEPHTHYS REBORN



AWARENESS	4	PRESENCE	5(10)
COORDINATION	4	RESOLVE	5(12)
INGENUITY	3(10)	STRENGTH	4

*Figures in parenthesis are for Nephthys with her mind fully restored

SKILLS
Convince 4, Craft 4, Fighting 3, Knowledge 6, Marksman 5, Medicine 5, Science 6, Subterfuge 3, Survival 3, Technology 6

TRAITS
Alien
Attractive
Clairvoyance
Fear Factor 1
Possess
Psychic
Telekinesis
Telepathy

Until her mind has been recombined, Nephthys also has Impulsive.

TECH LEVEL: 9

STORY POINTS: 12

The GM can, of course, replace Nyssa with an appropriate character from the players' group or even somebody else entirely, whichever would be most suitable for the adventure.

THE NIX *(The Waters of Amsterdam)*

In Germanic folklore, there are tales of capricious water spirits known as the Nixe. Under slightly different names (such as the Nick, Nicor, Nixie or Nokken), they are common to the stories of all Germanic and Scandinavian peoples and are reputed to sing songs to lure men or maidens into the rivers and lakes to drown them.

The reality behind these tales is an alien race called the Nix. A Nix looks like a goblin or demon, but it appears to be made out of running water. The Doctor is unsure how water itself can be alive (although he met a form of Living Water way back in his first incarnation; see *The First Doctor Expanded Universe Sourcebook*). He has speculated about the theories some people have that water can somehow retain molecular memories. But nevertheless, the Nix are precisely this. In their natural environment of water, Nix are practically invisible, blending perfectly with their environment. Out of water, their bodies take on a vaguely humanoid shape of constantly splashing and flowing liquid, with a hint of a face roughly where a head should be. They can also take the form of rain, groups of them becoming a raincloud prior to pouring down on their opponents. Nix can talk, though their speech is difficult to decipher, sounding like somebody gargling or speaking underwater. Even without understanding the words, Nix naturally sound menacing and belligerent.

In Amsterdam in 1658, a group of Nix was responsible for the deaths of several dockworkers, who died with their lungs filled with water despite being on dry land. Nix attack air-breathers by enveloping them with their watery bodies and drowning them. In return, Nix are themselves difficult to injure, most attacks passing straight through and having no effect on them. Explosives might disperse their bodies temporarily, but they can quickly reform. Cold-based attacks can freeze them solid but will have no permanent effect and they will eventually thaw out. However, heat-based weapons can injure them, as their bodies can be vaporised.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Nix are native to the seventh planet in the star system Kepple Beta. Tragically, all life on this world was destroyed by the villainous Countess Mach-Teldak (see *V15*), including her own people the Voraxi. She fled when the death sentence was passed on her. The Nix now pursue her across the galaxy in order to carry out the execution. They are ruthless in the cause of their mission and will kill anyone who get between them and their quarry.

Countess Mach-Teldak has been cornered in Amsterdam in 1658, but the Nix are unable to pinpoint her location as she is using a genetic shield to hide herself from their scans.

NIX



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

SKILLS
Fighting 4, Subterfuge 3, Survival 2

TRAITS
Adversary (Major) – Countess Mach-Teldak
Alien
Alien Appearance
Environmental (Minor) – Can survive in water and air
Flight (Minor) – As rainclouds
Invisible – Only in water
Immunity – Physical attacks (but can be slowed by cold and harmed by heat)
Natural Weapon – Engulf: On a successful attack, the Nix envelopes its opponent, who will begin to drown (see page 92 of the *Doctor Who Roleplaying Game rulebook*)
Special – Control Weather: In groups, groups of Nix can form clouds and rain
Special – Fluid Body: Treat as Mud Body (see *The First Doctor Expanded Universe Sourcebook*) without the speed and inherent weaknesses

TECH LEVEL: 7

STORY POINTS: 1-3

OMEGA *(Omega)*

Peylix was a student at the Academy in the days before the Time Lords had mastered true time travel. He wrote a paper that proposed that his people could take control of time if they detonated a star in the Sector of Forgotten Souls (see *L73*). Peylix' tutor believed that this theory was foolish and dangerous, and he awarded him the lowest grade possible. From that day on, Peylix was known by his new nickname, "Omega", but he and his friend Rassilon went on to lead a scientific and cultural revolution on Gallifrey.

Omega became powerful enough in Gallifreyan society to be able to put his theory into practice, but locating a suitable star took time. Eventually, he succeeded and preparations went ahead, even when Omega's colleague Vandekirian opposed him. The stellar manipulator needed the handprint of each of the crew members of Omega's ship, so Vandekirian tried to prevent Omega from launching it by plunging his own hand into the fusion reactor. But Omega cut off Vendekirian's other hand and used it to launch the manipulator.

Whether by accident or sabotage, Omega's ship, the Eurydice, was caught in the gravitational field of the black hole created by the exploding star and was dragged over the event horizon. Omega's survival in his anti-matter universe within the black hole is a matter of historical record, as are his attempts to return to our universe. The first was thwarted by the combined forces of the first three incarnations of the Doctor. The second attempt involved Omega creating a new body for himself, one based on a biodata extract of the Doctor. In this body, Omega was identical to the 5th Doctor. But it proved to be unstable and quickly began to break down in Amsterdam, forcing Omega back into his anti-matter realm.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rather than having been pulled back into the anti-matter universe, as was believed, Omega and his new body survived their apparent destruction in Amsterdam. But he is vying for control of it against a copy of the Doctor's mind, unknowingly also created from the stolen biodata. Now wanting nothing other than to return to his anti-matter universe, where he was a god and not the monster that the Time Lords remember him as, Omega has journeyed to the Sector of Forgotten Souls to try to re-enter his domain. But the high levels of background psionic radiation in this Sector have exacerbated his split personality, whilst also allowing Omega to influence other minds (see The Sector of Forgotten Souls for more information). His Doctor-persona believes that he truly is the Doctor; neither persona is aware of the other.

Omega now believes he is guilty of an act of genocide when he detonated the star, but these memories are actually those of his Doctor-persona remembering a mistake that the real Doctor made which resulted in the destruction of a psychic race, the Scintillans. Nevertheless, Omega's guilt is driving him to commit murderous acts to prevent the "truth" being uncovered.

OMEGA



AWARENESS	3 (4)	PRESENCE	6 (4)
COORDINATION	3	RESOLVE	6 (5)
INGENUITY	12 (8)	STRENGTH	5

SKILLS

Convince 3, Knowledge 6, Medicine 0 (3)*, Science 6 (AoE: Engineering) (5)*, Survival 4, Technology 6 (5)*, Transport 2

*Attributes and Skills in brackets apply when the Doctor-persona is in control.

TRAITS

Block transfer Specialist
Boffin
Eccentric (Major)
Feel the Turn of the Universe
Hypnosis (Major)
Indomitable
Mind Lord
Obsession (Major) – Protect his reputation
Possess
Psychic
Psychic Illusions – Can generate real-seeming illusions; contest of Presence + Convince if resisted
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Time Lord
Time Lord Engineer
Time Lord – Experienced
Time Traveller (all)
Voice of Authority
Vortex
Vortex Born
Weakness (Special) – Under stress he must make a Difficulty 21 Presence + Resolve roll or switch from the Omega personality to the Doctor or vice versa

TECH LEVEL: 11

STORY POINTS: 27 + 306

OSTARDI *(The Secret History)*

The Ostardi are a bit of a mystery. Not much is known about them, and what we do know is vague and contradictory. On the face of it, they are an alien race of shapeshifters. But some aspects of their abilities appear to hint that they are an artificial lifeform or perhaps even inorganic constructs. Even their true form is unknown. The pair of Ostardi the Doctor encountered in Constantinople (see *L69*) had taken on the form of huge stone Medusa heads about the height of a man, and later acquired the appearance of various humans. In their stone head form, they spoke in deep, rumbling voices.

This pair may have been brought to Earth by the Meddling Monk as part of a trap for the Doctor, though the Ostardi themselves claimed that they had been exiled here by people who resented their power. They had disguised themselves as stone heads (or perhaps they had been turned to stone to imprison them) and been used in the construction of the Basilica Cistern of Constantinople, having been transported there as part of a cargo of construction materials reclaimed from other sites. Each formed the base of a column in the Cistern and waited inert beneath the water. Apparently, the Cistern's builders thought they might protect the place from evil.

These Ostardi were revived by the recitation of what, to the people of Earth in the Sixth Century AD, sounds like a magical incantation, but is in fact a simple linguistic key code. Once revived, they rose from the waters and flew through the air, using their speed and mass to smash through the doors and walls of the Emperor's palace (despite the fact that they can also teleport from place to place). The Ostardi are able to take possession of the bodies of others, landing on them and acquiring their shape while absorbing them into themselves in some way. When they relinquish control, they separate from their former hosts, leaving them unharmed if a bit bewildered.

The Ostardi claim that they exist to cure others, another hint that they might be artificial creations. They are able to spontaneously generate antivirals and antibodies capable of curing most diseases, killing bacteria and viruses alike. They can also generate what they term "isolation bubbles", forcefields to contain contagious or infectious victims, or possibly restrain prisoners.

Although they are clearly from an advanced civilisation, individual Ostardi do not seem to be particularly bright. The Doctor is concerned that they provide their cures to other cultures and species without thinking of the consequences. Whilst this might seem like a positive thing, eradicating disease on Sixth Century Earth, for example, would have a catastrophic impact on history.

OSTARDI



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

SKILLS
Athletics 2, Convince 1, Fighting 3, Medicine 5

TRAITS
Alien
Alien Appearance
Armour (10 points)
Delete – Bacteria and viruses
Environmental (Minor) – Ostardi do not need to breath
Fear Factor 1
Flight (Major)
Forcefield (Minor) – Can generate isolation bubbles around others, providing 1 level of damage reduction
Obsession (Major) – Cure others
Possess
Scan - Diseases
Shapeshift (Special)
Teleport

TECH LEVEL: Unknown

STORY POINTS: 3-5



PALLISTER *(The Entropy Plague)*

On the planet Apollyon (see *L8*) at the very end of the existence of E-Space, one man has found a way to survive the heat death of an entire universe. Science-Tech Pallister is utilising an unstable Charged Vacuum Emboitment, a flickering unreliable gateway between E-Space and N-Space, in order to send refugees to the safety of our universe. Despite this, Pallister is not a good man. The cost of opening the CVE each time a ship is to be sent through it is the sacrifice of a human life. Pallister is using human tributes brought to him by those seeking to use the CVE themselves, or volunteers wanting to secure escape for their loved ones, in order to develop and perfect his technique so that he himself can safely make the journey through to N-Space.

Pallister didn't create the CVE; it has been present on Apollyon in one guise or another for so long as the planet has existed. In fact the 4th Doctor passed through it when the TARDIS once before escaped from E-Space through the Tharils' mirror (see *Warriors' Gate*), one of the forms that the CVE previously took. Now though, the gateway drains all energy in its vicinity, which prevents any electrical equipment from working here. Pallister has instead had to develop machines driven by a combination of steam power and clockwork. He has built his Sentinels, steam-powered robots resembling medieval suits of armour and which require periodic refuelling with coal and water. These automata speak with deep, hollow voices and are armed with automatic projectile weapons.

But the pinnacle of Pallister's achievement, though morally repugnant, is undoubtedly the apparatus which he uses to drain the energy of his human prisoners to stabilise the gateway. There is a great deal of energy contained within the molecular bonds of all living tissue, and Pallister has developed a machine to draw it out using magnetic induction, killing the subject in the process. Each time the energy of a human battery is extracted, the CVE in the courtyard of Pallister's citadel flares and opens like a vertical whirlpool suspended above the flagstones, the galaxies and stars of N-Space visible through it.

But each sacrifice can only stabilise the CVE temporarily, and once each human battery has been exhausted, the CVE again collapses into instability. There is only enough time for a single spaceship to be sent through it. The energy drain of the CVE means that the ship cannot be launched under its own power, but must be winched to the top of a structure made from wooden scaffolding and sent hurtling down a railway track purely by the force of gravity and into the maelstrom.

Science-Tech Pallister is undoubtedly possessed of a remarkable intellect, and in other circumstances he may have achieved much. But here, at the end of the life of a universe, he is reduced to sacrificing others to ensure his own escape. Pallister is driven to find a way to improve his process and provide the greatest chance of his own survival. Along the way, he may well save others from the death of E-Space, but at the cost of many human lives.

PALLISTER



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

SKILLS
Convince 2, Craft 1, Science 4, Subterfuge 2, Survival 2, Technology 4, Transport 1

TRAITS
Boffin
Obsession (Major) – Stabilising the CVE
Technically Adept

TECH LEVEL: 6 (but using only non-electrical technology)

STORY POINTS: 8



SENTINEL

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 5
Skills: Fighting 3
Traits: Armour (5 points), By the Program, Dependency (Minor: Coal and water), Robot
Equipment: Projectile Weapon (2/5/7 damage)
Story Points: 1-2

PERMIANS *(The Land of the Dead)*

Almost 260 million years ago, the Earth experienced the Permian Extinction Event, the greatest loss of species known. Around 96% of all species vanished across all ecosystems and all types of animals. Modern science has produced a number of hypotheses to explain this devastation, but the true reason is hidden within the fossil record in the form of a super-predator that the Doctor dubbed "Permians".

The Permians were originally a marine species that over time evolved into land predators resembling a small therapod, a bipedal carnivore that would later appear among the early dinosaurs. But the Permians evolved a more efficient method of hunting and consuming their prey than the therapods ever would. Their brains were able to generate a powerful bioelectric field capable of causing intense fear in their prey, sufficient to freeze their victims in their tracks. The heat created by the field could then peel the flesh from their victims' bones and convert it into pure energy for the Permians to consume. Over time, the Permians even devoured their own flesh, leaving them as animated skeletons held together only by the energy field itself.

Permians were capable of assimilating the genetic characteristics from the species they consumed, which enabled them to evolve at a much faster rate than other animals. In effect, a Permian's metabolism processed the genetic information it absorbed and used some of the energy it fed on to mutate itself. For example, if a Permian were to eat a human, it could become larger and more upright, with greater intelligence than its fellows. The Permians also preyed on each other, which helped to prevent their genes from mutating too far too fast.

But the Permians became too efficient as a predator. With the catastrophic failure of their food stocks, they became dormant and many of them were eventually embedded in the Permian strata, their bony forms indistinguishable from the true fossils around them. More or less immortal, some of these have survived into the modern day and if excavated there is a risk they will awaken and resume their hunting – with mankind as their new prey.

Permians have an affinity with the ancient energy of the natural world, such as the tidal forces of the sea, and can control these to a certain extent. They are however vulnerable to fire, which is too complex for them to influence, and modern, synthetic materials can confuse them, or at least slow them down. If they are splashed with paint, for example, they are forced to use up energy to burn it off, using their bioelectric field to generate heat.

A by-product of their bioelectric field is that it can mutate other creatures nearby, combining them into monstrous hybrids. Maddened by pain, these creatures will attack anything they chance upon, but they can become confused by conflicting energy fields.

Eating flesh contaminated by the Permians' bioelectric field makes a victim more vulnerable to its effect (providing a -2 penalty to resist Permian's Fear Factor and bioelectric attack until the meal has been completely processed).

PERMIAN



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	7
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 2, Fighting 4, Subterfuge 1, Survival 6

TRAITS
Alien Appearance
Alien Senses – Blind sense
Armour (4 points)
Environmental (Minor) – Can breathe in water and air
Fear Factor 3
Immortal (Major)
Natural Weapon – Bioelectric Attack: Resolve +2 damage, with a range of 3 metres
Natural Weapon – Teeth and Claws: Strength +2 damage
Special – Genetic Assimilation: Gains attributes, skills or traits by consuming prey (precise effects are dependent on the species and are at the GM's discretion)
Special – Natural Forces: as Telekinesis, but limited to controlling the elements, such as seawater or wind
Weakness (Minor) – Synthetic Materials: Substances such as paints and other synthetic chemicals halve its Speed and apply a -2 penalty to all rolls involving Coordination or Strength
Weakness (Major) – Fire damage ignores the Permian's Armour

TECH LEVEL: N/A
STORY POINTS: 1-2

PHIADORANS *(Imperial Moon)*

The Phiadoran Clan Matriarchy dominated the Phiadoran Directorate systems from 611,072.26 (Galactic Time Index) to 611,548.91 GTI. Members of this exclusively female oligarchy used a range of methods to suppress political opponents and civil dissenters, including deception, bribery, covert surveillance, kidnapping and assassination. They also possessed genetically engineered and enhanced pheromone glands, which were used to influence the judgement of susceptible species, particularly males. The Matriarchy was overthrown in the Sarmon revolution which brought about the disintegration of the Directorate. The fate of the clan members ruling Phiador at the time of the revolution is generally unknown, but the Doctor and Turlough encountered Nareena, last princess of the royal line of Phiador, and her entourage on the far side of Earth's Moon (see *L33*) in the year 1878.

Physically, female Phiadorans are very similar to humans. They have skin the colour of burnished copper and a flowing mass of hair so lustrously dark as to appear to shimmer with a faint green iridescence. Their eyes are as dark as their hair, but their lips are lighter than the copper of their skin, seeming almost golden by contrast. They have delicately pointed elfin ears which protrude through the waves of their hair. Phiadoran women are universally beautiful, perfectly proportioned and healthy. Accentuating their physical beauty, Phiadoran clothing is generally very revealing. The Doctor and Turlough did not meet any male Phiadorans on the Moon, so their appearance remains a matter of speculation.

Princess Nareena's line ruled Phiador and its dependent systems for ten Phiadoran generations. But a dissenting group from a lesser branch of the royal dynasty which had an ancient claim to the throne colluded with certain factions of the military. They engineered a successful coup which resulted in Nareena being sent into exile along with her ladies-in-waiting. They were sent to a place where they had no possibility of return to Phiador: a hunting park which had been established in a force bubble containing an artificial atmosphere and gravity on the Earth's Moon and stocked with diverse predatory organisms from many worlds. Such a thing was not allowed on Phiador itself, but as Earth was considered undeveloped, it was felt that the park would remain undetected.

In truth, the exiles were sent here to die, as any creature in the park was considered fair game to rich hunters. It would not have been the first time that intelligent beings were disposed of in such a manner. Except that shortly after the Phiadorans' arrival, the hunters stopped coming. Whatever the cause, it must have spread across a score of world systems to stop all communication. Since then, the exiles have learned to survive in the alien jungles on the Moon, fashioning spears to hunt the park's creatures for food.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Among the creatures at large on the Moon are the Vrall (see *V116*), savage but sentient predators. The Vrall soon took the Phiadorans over, wearing their skins like new bodies, and they've since been waiting for some gullible space travellers to come along and rescue them. The presence of the Vrall within the Phiadorans' bodies didn't have much effect on their personalities, but it has given them a different objective.

PHIADORAN WARRIOR



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

SKILLS
Convince 2, Craft 4, Fighting 4, Marksman 3, Subterfuge 4, Survival 3

TRAITS
Alien
Alien Appearance (Minor)
Attractive
Hypnosis (Minor) – Has an additional +2 bonus against males of most species

TECH LEVEL: 6

STORY POINTS: 2-4

PHIADORAN NOBLE

Use the stats for a Phiadoran Warrior with the following adjustments:

Attributes: Increase Presence to 4
Skills: Increase Convince to 4 and reduce Fighting to 2
Traits: Add Authority (Major) and Voice of Authority
Story Points: 5-8

PIK SOLUS *(Mistfall)*

Pik Solus is the officer in charge of security on a New Alzarian expedition to the planet that their ancestors came from, the original Alzarius (see *L4*), the world of the Marshmen in E-Space. He reports directly to the expedition leader, First Decider Lana Merrion (see *A35*). The expedition's mission is to extend the New Alzarians' understanding of their ancestors and Solus is also responsible for the diving team that is harvesting examples of Marshmen from beneath the waters of the marshes, where they lie dormant within pods made of a collagen membrane until woken by Mistfall.

Outwardly, Pik Solus is an efficient security officer, capable and friendly. He occasionally challenges the decisions of expedition leader First Decider Lana Merrion if he feels the need, but will ultimately obey her orders. Solus is increasingly concerned by a series of apparent accidents that have occurred, and has placed the blame on a pair of Outlers at loose on Alzarius.

But beneath this surface, Pik Solus is the real culprit behind many of the accidents, acts of sabotage that only somebody with free access to the expedition's Starliner and knowledge of its systems could achieve: river fruit infected with the eggs of Alzarian Spiders hidden in lockers; the cooling of the storage tanks containing Marshmen taken as samples, enabling them to awaken; he might even go so far as to set the Starliner's engines to overload to destroy the ship and kill its crew.

Pik Solus' real aim in joining this expedition is to be able to murder Decider Merrion and pin the blame on the Outlers. Two years ago, back on New Alzarius, there was a natural disaster. Earthquakes in the Northern Zone triggered a tidal wave that threatened a major city. Decider Merrion invoked Decider Decree 1831, under which she did not need the agreement of her fellow Deciders, and ordered that an estuary to the north of the city be blocked, diverting the tidal wave. Tragically, settlements of the Haragi, the indigenous inhabitants of New Alzarius, were now in its path, and hundreds died in the flood. Solus's younger sister had married an Haragi and was also killed.

Solus blames Decider Merrion for the death of his sister, as well as the loss of hundreds of Haragi. He has recruited Drell (see *V26*), a Haragi who lost his entire family and also wants revenge. Together they are working towards the destruction of the Starliner and the murder of Decider Merrion. They intend to stage things so that any rescue mission will believe that the expedition has been destroyed by a group of Outler saboteurs in protest against the New Alzarian activity on this planet.

As well as his security expertise, Solus is adept at dealing with explosives and has access to the expedition's explosive packs, as well as his standard-issue blaster. Like all New Alzarians who are descended from the Marshmen, he recovers quickly from any injuries he might sustain.

PIK SOLUS



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

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

TRAITS
Fast Healing (Major)
Obsession (Major) – Vengeance
Voice of Authority

EQUIPMENT
Blaster: L(4/L/L) or S(S/S/S) damage
Explosives: 20(10/20/30) damage in range increments of 5/10/20 metres

TECH LEVEL: 6

STORY POINTS: 8



PISCONS *(Peri and the Piscon Paradox)*

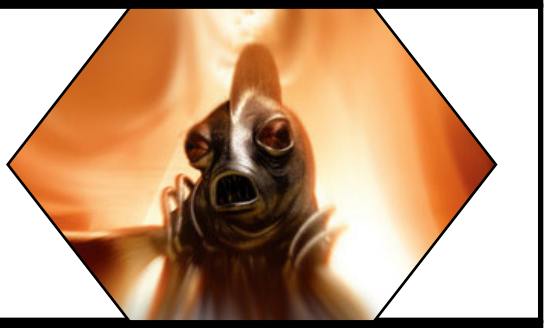
Piscons resemble bipedal angelfish with glassy eyes, gills, deep black stripes on their cheeks and fins that crest over their heads. Huge mouths flap open to reveal rows and rows of teeth that look like a badly maintained cemetery, and they speak in gurgling croaks.

In many respects, the Piscons are like the Pescatons (see *The Fourth Doctor Expanded Universe Sourcebook*), but a bit less violent. They both originate from planets in the star system of Piscos in the constellation of Pisces. As has been noted elsewhere, the Pescatons' planet was destroyed when it fell into its sun, and the Piscons' planet was only slightly luckier. Although it escaped being engulfed by the expanding sun, it was turned into a global desert. As a result, Piscons go around the universe appropriating water and selling it to themselves. The decent, law-abiding Piscons stick to taking water from uninhabited worlds. The less scrupulous ones… well, they just aren't as scrupulous, and a water-rich planet like Earth would be a prime target.

Criminal Piscons are hunted down by the Piscon Law Enforcement Squad with extreme prejudice. These ichthyic policemen travel the universe in torpedo-shaped ships equipped with anti-gravity and teleportation technology. Officers carry detector rods programmed to pinpoint the location of Piscons (though they often get confused by the presence of similar species, including Earth fish) and are armed with energy nets, glowing pulsing meshes which crackle with a lethal charge. They are notoriously zealous in how they punish their criminals.

The Doctor was alerted to the activities of one particular Piscon, Zarl, who foolishly boasted of his discovery of Earth on the Vortext system, an information feed that the TARDIS picks up. Vortext is free to use, but usually carries a lot of annoying pop-up advertising holograms.

PISCON POLICEMAN



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

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

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Breathes air or water

EQUIPMENT
Energy Net [Traits: Ensnare (Minor), Zap (Minor: L(4/L/L) damage). 2 Story Points.]
Piscon Detector [Traits: Scan. 1 Story Point.]

TECH LEVEL: 6

STORY POINTS: 3-5

PARADOXICAL COMPANIONS

Peri and the Piscon Paradox features one of at least seven future versions of Perpugilliam Brown in the universe, which the story explains away as being due to Time Lord interference. This is an interesting way for GameMasters (and players) to bring back beloved characters without necessarily undoing their final fates as played.

For example, say a player moved away and in an epic climax to their time in your series, sacrificed their character's life. Then the player comes to town on vacation, well timed for your weekly session. You invite them. Can they play their old character? Why not? Timey-whimey etc., the character has another life out there, a future that wasn't supposed to happen, but somehow did. The GM's handwaving might include Time Lord interference, or a temporal anomaly in that very scenario, and BAM! Reunion!



PLAGUE ZOMBIES *(Plague of the Daleks)*

Within the environment bubble that protects the Stockbridge (see *L80*) Heritage Experience during the 45th Century, what passes for life in the ancient village of Stockbridge is protected from the solar storms which have devastated much of the rest of the Earth. The environment system includes highly sophisticated weather controls capable of producing all four seasons in rapid succession for the entertainment of the Experience's visitors. When the Doctor inspected the equipment responsible for this, he identified it as incredibly advanced technology, with phasing systems and capability linkages of mind-boggling complexity. There is a very good reason for this: the entire Stockbridge Heritage Experience was secretly designed and installed centuries before by the Daleks as part of a long-term plan to trap the Doctor.

Deep beneath Stockbridge, a Dalek base was installed before the environment bubble was established and a crew of six Daleks was placed in suspended animation, waiting for the Doctor to reappear in his favourite English village. The automated systems are programmed to reactivate the Daleks when they detect the arrival of the Doctor. Key among the base's functions is to assume control of the environment systems to generate black clouds which produce very localised rainstorms seeded with an alien virus, part biological and part technological. In contact with human flesh, the sophisticated micro-organisms in the rainwater start to convert human cells into Dalek ones. The process is agonising, like burning acid, but very brief for anyone caught unprotected. In a manner similar to the Infection trait, each victim must make a Resolve + Strength roll against a Difficulty of 15, and continue to make rolls for each minute of exposure until either they succumb to the virus or it is somehow neutralised. A partial exposure to the rain (such as just a hand) gains a bonus to resist the infection, up to +4 as determined by the GM.

Those who are affected by the virus writhe and scream in agony before collapsing to the ground. A few seconds later, they will rise again like the walking dead. These "plague zombies" look as if they have been dead for days, with pale mottled flesh and completely black eyes. They move in a jerky manner like puppets, and are under the control of the Daleks. These zombies are almost completely mindless and make only guttural groaning noises in place of speech. The Daleks refer to them as conditioned humans.

By the 45th Century when the Doctor finally revisits Stockbridge, the Dalek base has been here for seventeen hundred years. The crew have degraded due to the passage of time and only three Daleks can be successfully revived from their suspended animation. Unknown to them, the Dalek Empire has long ago retreated from this part of the galaxy and the Daleks themselves are believed to be extinct. Nevertheless, if they can convert the Doctor, these survivors will be able to use him and his TARDIS to re-establish themselves as the conquerors of Earth!

The Daleks can also take control of Stockbridge's AL (Artificial Lifeform) crows, which they can use to monitor events in the village or even to attack their enemies.

PLAGUE ZOMBIE



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

SKILLS
Fighting 2

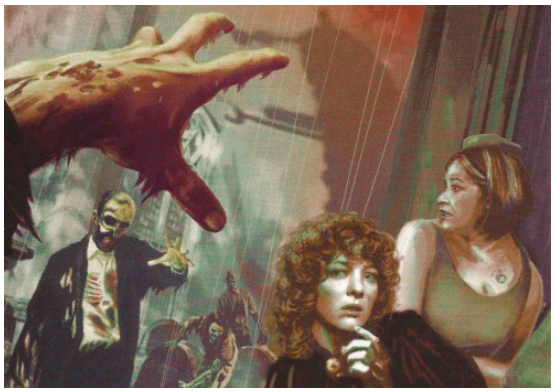
TRAITS
Distinctive
Enslaved
Fear Factor 1
Slow Reflexes

TECH LEVEL: N/A

STORY POINTS: 1

CROW OBSERVATION UNIT

Attributes: Strength 1, Coordination 4, Awareness 4
Skills: Fighting 3, Subterfuge 4
Traits: Enslaved, Flight (Major), Robot, Scan, Transmit



RASHT *(Special Features)*

The Rasht are a particularly nasty kind of mind parasite from another dimension. They are energy beings, more a concept that a physical reality. To spread themselves throughout the cosmos, Rasht send out seeding devices through space, like dandelions in the wind looking for somewhere to land and fertilise.

Rasht technology operates through the combination of images and the spoken word, which to our sensibilities might seem like magical ceremonies. Their seeding devices are round discs covered in symbols. Sooner or later, these devices find life. They might be picked up in space or land on an inhabited planet. But however it happens, they eventually find life, or more accurately, it finds them. Before long, some unfortunate locates one of the seeding devices and touches it. The device plants a seed in their mind, a lone embryonic Rasht that has lived in the device in suspended animation for perhaps hundreds of years.

The Rasht grows in the mind it has inhabited. It envelops and devours the host's own mind, eating it away as nourishment, gaining strength as it dies. Slowly, bit by bit, it takes over the host body, possessing it entirely, becoming one. And then its purpose becomes to act as nursemaid, birthing new Rasht in new minds.

The Rasht nursemaid uses the seeding device to create new hosts for the embryonic young of its species. If a control phrase is spoken while someone looks at the symbols on the device, a tunnel opens up in their mind and a Rasht embryo floods in. This is how they propagate, with the Rasht nursemaid acting to ensure the spread of its species.

But just as the correct control phrase can birth one of the Rasht young, so can another phrase burn an adult from our plane completely. One just needs to know the correct phrase. But it will destroy human minds as well, so it can only be spoken to the Rasht or else kill innocent victims. In either case, whether to birth or destroy the Rasht, the words are useless without the symbols, and different symbols are needed for each purpose.

RASHT NURSEMAID

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

SKILLS
Convince 5, Craft 3, Fighting 2, Marksman 2, Subterfuge 4, Survival 3

TRAITS
Alien
Possess
Psychic
Special - Rasht Birthing (see text box)

TECH LEVEL: 6

STORY POINTS: 4-6

RASHT EMBRYO

Attributes: Awareness 3, Coordination N/A, Ingenuity 1, Presence 2, Resolve 5, Strength N/A
Skills: Convince 5 (only for the purposes of Possession)
Traits: Alien, Immaterial, Possess (requires completion of Rasht ritual), Psychic



RASHT RITUALS

Rasht rituals require the utterance of certain phrases of power along with the appropriate symbols. Different phrases will achieve different effects, but in game terms each is represented by an appropriate trait. If there is no existing trait suitable for the effect required, then the GM will need to create a Special trait to cover this. In the case of Rasht Birthing, this also requires a victim who will become host to the new Rasht embryo and who must gaze upon the symbols etched into the seeding device. The nursemaid must succeed at a contest of Resolve + Convince against the victim in order for them to be possessed by the embryo. Once the embryo is installed, the effect is permanent, though generous GMs might allow additional attempts for the host to free themselves of control in exceptional circumstances. Each use of this ability costs the nursemaid 1 Story Point.

THE RAT KING *(Rat Trap)*

During the Second World War, Winston Churchill led Operation Daylight from the tunnels beneath Cadogan Castle. After 1945, they were considered obsolete and were abandoned. But during the Cold War, the government needed nuclear shelters for the Cabinet. Cadogan Tunnels became one of about five such bunkers in the United Kingdom and was fitted with automatic doors, airlocks and a ventilation system.

At this time, Soviet Russia was the main threat, and the West needed to know what their plans were. One government scientist, Dr Wallace, came up with an idea to create spies that would never be suspected: rats. Rats are clever animals and can infiltrate buildings easily. If they are seen, they are considered merely pests. But what if rats could somehow gather information and bring it back? They would be the ultimate secret agents. Wallace and his team worked in a secret base below the Cadogan Tunnels. They developed a cocktail of amino acids, proteins and synthetic strings that, when injected, made a radical advancement in rat genetics. As the rats developed, so did the scientists' ideas: a receiver dish could be surgically fitted to allow new orders to be sent remotely; the rats could be larger to ensure survival against guard dogs; and they could be made more intelligent.

The new breed of super-rats spent years watching what their human tormentors did. Eventually, they faked an accident in the secret base to clear it of all non-important personnel. The tunnels were closed and the humans waited for the air to clear. By the time it did, the rats had changed things, removing all knowledge of Wallace's project and the lower levels. They sealed off the secret base, and anyone who knew about it had been captured or killed. Even the Government believed that the lower levels had caved in and that a plague pit from the Middle Ages had opened up. So the Tunnels were sealed off and the missing personnel were believed to be dead.

But the rats survived, along with their human captives. They are each the size of a small dog, with an enlarged cranium and cauterised skin showing metal beneath the surface. The rats each have a small metal plate in their skull. This is a transcendal wavelength receiver that allows them to mimic telepathic powers, though it's nothing more than a communal wavelength broadcast controlled by a central location. That central location is their leader, the monstrosity known as the Rat King.

In the lowest levels of the base, where the rooms and tunnels are knee-deep in filthy water and rat sewage, there is a chamber lined with old computers, CCTV screens and speakers. In the centre of the room, sits the Rat King. This creature is comprised of three of the largest rats joined together by their knotted tails. It is the conjoined tails that allows the rats to speak telepathically. It forms a communications hub for a genetically-achieved super-rat hive mind. In his chamber, the Rat King can use the screens and speakers to monitor activity throughout the base and the Cadogan Tunnels above and if necessary activate a lock-down which seals all the security doors.

RAT KING



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

SKILLS
Athletics 1, Convince 4, Fighting 1, Subterfuge 3, Survival 4

TRAITS
Cyborg
Dependency – Telepathic powers depend on the Rat King's tails being conjoined
Fear Factor 2
Indomitable
Natural Weapon – Bite: Strength +1 damage
Psychic
Slow (Major) - Immobile
Telepathy
Weakness (Major) – Psychic feedback can drive the rats mad with pain and confusion

TECH LEVEL: 5

STORY POINTS: 8

The rats have used their human captives as experimental subjects in much the same way as the human had used them before. Most have been converted into "Mutoids", zombie-like humans covered in patches of fur. They cannot speak, but just moan and groan, and are the rats' slaves used for heavy work. Over the years, other humans have been lured into the tunnels, captured and converted into more Mutoids. Some humans are placed in a gigantic treadmill to power the equipment in the Rat King's chamber. If they run too slow, the treadmill issues an electric shock which eventually kills them as they inevitably tire. The rats have even sent human spies back to the surface with transmitters in their skulls.

By 1983, the Rat King has learned that the Cadogan Tunnels are to be sold to English Heritage, so the rats must get out before it's too late. The Rat King has ordered his scientists to develop a virus to kill the human race. But Scientist 27 secretly intends to produce something to control the humans and make them docile. Some of the captured humans have been used for testing his experiments. One virus that has been developed is the Punishment virus, which is used on any of the rats who disobey the Rat King, reverting them back into unintelligent animals within seconds.

If too many rats get close to the Rat King, it can set up a psychic feedback loop which sends them all mad with pain, so they are normally careful as to who can enter his chamber. But if it ever happens, they enter a state of frenzy and will attack anything nearby, even each other.

MUTOID

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 5
Skills: Fighting 2, Subterfuge 4
Traits: Enslaved, Fear Factor 1, Tough
Tech Level: N/A
Story Points: 0



ENHANCED RAT



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

SKILLS
Athletics 2, Convince 1, Fighting 2, Subterfuge 4, Survival 5

TRAITS
Climbing (Minor)
Cyborg
Dependency (Major) – Telepathic powers depend on the Rat King
Fear Factor 1
Natural Weapon – Bite: Strength +1 damage
Psychic
Size – Tiny (Major)
Telepathy
Weakness (Major) – Psychic feedback can drive the rats mad with pain and confusion

TECH LEVEL: 5

STORY POINTS: 1-3

SCIENTIST 27

Use stats for Enhanced Rat with the following adjustments:

Attributes: Increase Ingenuity to 4
Skills: Add Medicine 5 and Science 3
Traits: Add Biochemical Genius
Story Points: 4

THE RED QUEEN *(The Contingency Club)*

Deep within the august premises of the Contingency Club (see *L22*) in London in 1864, are the secret chambers of the real force behind the Club: the Red Queen. She is a member of a family called the Contingency, a race of aliens obsessed with playing games against each other. The Red Queen is one of the foremost among these, and is determined, fierce and ruthless in her gameplay. Although alien, the Queen appears to be quite human, apart from her bright red skin. Like all her family, the Red Queen is eager to learn new sports and games, and cannot easily turn down a challenge or a bet. She tends to incorporate a lot of gaming terminology in her speech, using words and phrases such as "bargaining chips", "end game", "playing ones hand" and "keeping cards close to ones chest".

The Contingency have gambled with entire planets as their stakes several times, and the Red Queen's presence on Earth is one of these occasions. The Queen's brother has wagered that she cannot take the Earth without superior technology; the Queen disagreed and has bet that she can do so using only cunning, tactics and the technology available on Earth in 1864. Her chambers within the Contingency Club are her spaceship, the Club having been built around it. But its controls and equipment are all dormant. In their place, the Queen has built devices using only the technology of 1864, primarily clockwork and steam power, but with knowledge centuries ahead of the time. Even the doors into the Queen's chambers are steam-driven.

The Red Queen has used a former stage mesmerist by the name of Peabody to recruit new members to the Contingency Club, all of them men of influence and power, and all of them placed under his hypnotic control. She has had them tunnel a labyrinth under the Club, spreading out under London and connecting with the new underground railway which is still being constructed. Crates of dynamite are being positioned all through the tunnels. Once she is ready, the Red Queen will send Mr Peabody as her envoy to Queen Victoria, demanding that unless she hands the throne over to his mistress, much of London will be destroyed. With the capitulation of Victoria, the influential gentlemen of the Contingency Club will ease the transition of power to the Red Queen who, as leader of the mightiest nation on Earth, will be poised to take the entire planet. All without the use of anachronistic technology!

The Red Queen's brother demanded failsafes be put in place to detect any use of advanced technology. If they detect anything untoward, they will instantly revive the Queen's ship and trigger an immediate jump into hyperspace, thus forfeiting the game. If the Queen's ship does depart, it will leave a void at the centre of the Contingency Club. With nothing holding the structure up, the building will quickly collapse inwards.

What the Red Queen doesn't know – but frequently suspects – is that her brother has agents of his own in London, and they are prepared to sabotage her plans and rig the game…

THE RED QUEEN



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

SKILLS
Athletics 2, Convince 5, Knowledge 5 (AoE: Sports and Games), Marksman 4, Science 2, Subterfuge 2, Survival 1, Technology 4, Transport 3

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) – The rules of the game
Obsession (Major) – Cannot resist a wager!

EQUIPMENT
All sorts of games and gaming equipment, including weapons such as bows and hunting rifles

TECH LEVEL: 9

STORY POINTS: 8

Adventure Seed: Game Night
If you have a favorite board game with a theme relevant to the Red Queen's current era (whenever you decide it is), break it out during your session for a quick side-game, either using its normal rules, or modified to fit the PCs into its scenario. Will the Red Queen win, or lose? She can return again and again in your series, each time throwing a different game at her brother, and thus the players. Cooperative games are particularly useful – *House on Haunted Hill, Pandemic, Castle Panic, Forbidden Island, Flashpoint, Mysterium*, etc. – though there's plenty of drama in forcing the players to face one another under pain of death, isn't there?

REHCTAHT *(Turlough and the Earthlink Dilemma)*

Rehctaht is dead and her Revolutionary Regime on Trion (see *L88*) has been dispersed. For seven years following the overthrow of the Imperial Clans, Rehctaht had ruled as a dictator, but she descended into obsession and madness. By the end, even most of her senior officers did not believe in what was going on under her rule. So the regime collapsed, replaced by the counter-revolutionary Committee of Public Safety.

But in the beginning, the aims of the Revolutionary Regime were not unreasonable. While the Clans believed themselves superior to other Trions and wanted to know nothing of their problems, only pursuing scientific advancement for the benefit of all, the Regime demanded that everyone should be subject to the same rules and regulations, be they Imperial Clansfolk, regular Trions or Slots. But after it came to power, the Regime pursued its own interests with fanatical secrecy, an anathema to the beliefs of the Clans. Rehctaht herself was obsessed with gravity research and resolving the Unified Field Theory, believing this to be the key to time travel.

While she was in power, Rehctaht sought allies from beyond Trion for her regime. One of the few races that came to her aid was the Gardsormr. Although they provided support and advice, they remained utterly mysterious, remaining in their ships and not even being seen by anyone from Trion.

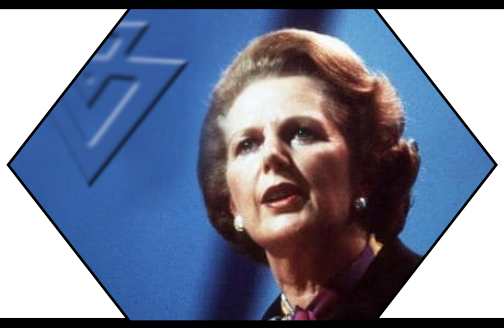
Rehctaht was a woman of around sixty, with short hair hardly reaching her neck. Her voice was soft and kindly, as if she were perpetually talking to a slightly wayward child, and she wore a smile that rarely reached her eyes. Later in her regime, Rehctaht became paranoid and recruited teenage students to her Volunteer Defence Squadrons (popularly known as Rehctaht's Thugs) to act as her heavily armed muscle and her eyes and ears on the populace.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rehctaht lives! She had planned for her survival and identified Juras Maareh, one of the scientists working on her gravity research project, to be the recipient of her consciousness. Juras, once a close friend of Turlough, was placed in an impossible maze where logic disappears into panic. Once sufficiently disorientated, she was taken to a medical bay where Rehctaht's mind was transplanted within hers. Although Juras' personality is normally dominant and Juras remains unaware of the interloper within her mind, post-hypnotic suggestions influence her behaviour, and Rehctaht can emerge to take control if her plans are threatened. The stats provided here are for Rehctaht within Juras' body.

The Gardsormr are also not quite what they seem. Far from being an alien race, they are actually Trions under the leadership of an elderly version of Turlough from an alternate timeline. The Gardsormr travelled back to pretend to ally themselves with Rehctaht and work to bring down her regime from within. They have continued the pretence of being an alien race as they believe that the new regime has been infiltrated by Rehctaht's supporters and suspect that she has survived. They are therefore secretly working with the new regime, a fact which could cause confusion with the general populace, who still link them with Rehctaht.

REHCTAHT



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

*Attributes in brackets are for when Juras Maareh's mind is in control.

SKILLS

Athletics 2, Convince 5 (2), Knowledge 2, Science 1 (5), Subterfuge 4, Survival 1, Technology 2 (4), Transport 2

*Skills in brackets are for when Juras' mind is in control.

TRAITS

Adversary (Major) – The Committee of Public Safety
Attractive
Dark Secret (Major)
Eccentric (Major)*
Obsession (Major) – Gravity research*
Technically Adept**

*These Traits are only when Rehctaht's mind in in control.

**These Traits are only when Juras' mind is in control.

TECH LEVEL: 7

STORY POINTS: 10 (Rehctaht), 6 (Juras)

THE ROVIE *(No Place Like Home)*

Gallifreyan rovies are very similar to Terran field mice. Normally found scuttling around fields, nibbling grass or even glimpsed creeping around the Capitol, they fill the same ecological niche as Earth mice. Rovies are generally extremely long lived, so long as they are not squashed or eaten by larger animals. They are not particularly intelligent creatures though. They have no concept of time and their memories are limited to less than 15 seconds. In the past, rovies were often kept as pets by Time Tots and also used as test subjects in scientific experiments (though this practice was abandoned on Gallifrey millennia ago).

During one of the Doctor's return visits to Gallifrey, one particular rovie crept aboard the TARDIS. It wasn't an unusual specimen, having spent its days avoiding the Time Lords and their cleaning machines in the Capitol. However, having made a new home aboard the TARDIS, this rovie was unexpectedly exposed to the Vortex due to a leak caused by a faulty remote operation module surreptitiously installed by Shayde (see *A10*). But instead of being aged to death, the rovie was subjected to forced evolution as the ship tried to protect it, and it underwent millennia of development in a matter of minutes. The rovie grew to ten times its former size (though it's still tiny in comparison to a human), while its brain grew a thousand times!

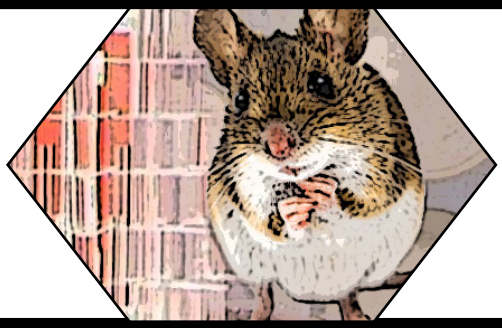
Accessing the TARDIS's memory banks, the rovie has learned from the information stored in them, including subjects such as art and mechanics. It has acquired a thousand languages, but it has failed to develop any social skills as it has had nobody to speak to. It hates the Doctor for surrounding himself with friends and companions. Living hidden and alone for years, the rovie is lonely beyond measure.

Using its new knowledge, the rovie located the ship's dimensional induction chamber, where it built a bank of equipment to enable it to control the TARDIS interior. From here, it can monitor anywhere in the TARDIS, move rooms and doors, affect the environment such as lighting and heating, and generate forcefields to protect itself or hold prisoners immobile. The rovie now considers the TARDIS to belong to it, rather than to the Doctor.

The rovie plans to return to Gallifrey and use the same process to hyper-evolve other rovies. It will then use this army and Gallifreyan technology to take over the entire universe! Even the Time Lords themselves view the rovie as a genuine threat. They foresee a time when it has control over time and space, laid waste to armies, spread chaos throughout the cosmos and even brought Gallifrey to its knees.

Although the rovie is comical to look at, being essentially an overgrown talking mouse with an enlarged cranium, its control over the TARDIS makes it extremely dangerous. It is, however, easy to provoke, particularly by being laughed at and ridiculed by rodent jokes. Enraging it ("making it ratty") may be a means to trick it into making a mistake that the TARDIS crew can use against it.

THE ROVIE



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	7	STRENGTH	1

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

TRAITS
Alien
Alien Appearance
Boffin
Eccentric (Major) – Easily provoked and angered
Linguist (Special) – Knows thousands of languages
Size – Tiny (Major)
Technically Adept
Vortex

EQUIPMENT
The rovie's control equipment (Traits: Control (Major), Forcefield (2 levels), Scan. 5 Story Points.)

TECH LEVEL: 10

STORY POINTS: 6



RUATH *(Goth Opera)*

Lady Ruathadvorophrenaltid, generally referred to as Ruath, was in the year above the Doctor at the Prydonian Academy. He remembers her as being sincere and compassionate, while she remembers him as being the one who first led her astray, breaking into time capsules together when she was still young and wild. But Ruath grew up to take her responsibilities seriously, and she considers the Doctor and his fellow renegades to be a bunch of idiots and scoundrels.

Ruath has been seduced by the legends of Rassilon the Vampire. In an ancient volume, she discovered the legends of Rassilon's battle with the vampires and his defeating them and casting them into darkness. Reading between the lines, Ruath believes that she has worked out certain riddles that older translators entered in the text, revealing that before the Great Vampire was overthrown, Rassilon was bitten and became a vampire. This, she believes, is why vampires and Time Lords share ninety-eight per cent of the same genes, why so much regeneration technology is similar to natural vampire traits, and how Rassilon achieved immortality.

According to her heretical beliefs, Rassilon became an initiate of the Great Vampire, itself merely a mutation of another natural creature, the common ancestor of all Time Lords and vampires. According to this theory, Rassilon knew that the Time Lords had retreated down an evolutionary blind alley and that the undead would become the dominant life form in the universe. Rassilon intended that the two species would unite and form an empire that would return Gallifrey to her old glory.

Ruath sought out other students of the undead in the Capitol, discovering that in the ducts and serviceways where none but the workers go, there are vampire shrines even now. Tiny bands of heretics have kept the Cult of Rassilon the Vampire alive. It was in their company that Ruath first heard the words Vampire Messiah. She has learned that the Messiah's name is Yarven (see *V123*) and that he has escaped from E-Space to Earth in the 20th Century. Ruath's search for Yarven on Earth results in her being transformed into a vampire and becoming his consort. Together, they intend to use mankind to create a planetary army of vampires and conquer the Capitol by force of numbers.

As a Time Lord, Ruath was tall and straight-backed, with sharp, inquisitive features and black hair bound severely back. She usually wore a neat black trouser suit, a silver belt with a number of utility packs attached, and a necklace of golden spheres. She carries a ring of the Cult of the Great Vampire, before which other vampires must show their obeisance. Ruath regenerates when she gives Yarven her own blood, her eyes becoming green and her hair full and flowing to the waist.

Ruath utilises various devices and artefacts. One example is a bottle containing a liquid datapod virus which, when dripped into a pool of blood (preferably the blood of a virgin, with no hint of anyone else's genes), interrogates the racial memory to allow her to view events from the past, as seen through the eyes of an ancestor of whoever the blood came from.

RUATH



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

SKILLS
Athletics 2, Convince 4, Fighting 2, Knowledge 4 (AoE: Vampire Legends), Marksman 3, Science 4, Subterfuge 4, Survival 2, Technology 4, Transport 3

TRAITS
Artron Battery
Cloistered
Dark Secret (Major) – Cult of Rassilon the Vampire
Feel the Turn of the Universe
Hypnosis (Minor)
Indomitable
Psychic
Time Lord (Experienced)
Time Traveller – familiar with Tech Level 5
Voice of Authority
Vortex
After she has been turned into a vampire, Ruath gains the following additional traits:
Flight (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Infection – Ruath can create new vampire slaves with her bite
Vampire (see *The Fourth Doctor Sourcebook*)
Weakness (Major) – Direct sunlight will kill Ruath

EQUIPMENT
Staser: S(S/S/S) or L(4/L/L) damage against living tissue; 5(2/5/7) against inanimate material
Datapod Virus [Traits: Postcognition (as Precognition but only sees into the past). Story Points: 1.]
Ring of the Cult of the Great Vampire

TECH LEVEL: 10
STORY POINTS: 4

RUTAN EXPERIMENTAL CLONES *(Castle of Fear)*

In the late 12th Century, when the Rutans were undertaking a "tactical withdrawal" from Mutter's Spiral, they pursued a number of schemes, desperate plans to try to halt the advance of their hated Sontaran foes. With Sontarans able to reproduce at a rate of a million every four minutes, the Rutans needed something to counter these overwhelming numbers and identified humans as having potential for their purposes.

The Rutans dispatched a scientific research team to Earth, which set up its lair in Stockbridge Castle (see *L80*). After disposing of the elderly Earl of Mummerset and causing his retainers to flee, the castle was theirs. Finding southern England to be too warm for their comfort, the Rutans reconfigured the local environment, making it cold, wet and largely hidden in a perpetual pea-souper fog.

The aliens required test subjects for their experiments, quickly using up the stock of humans left in the castle. But they acquired a suitable specimen in the person of Yavuz, a Turkish ex-soldier who accompanied Hubert, the new Earl of Mummerset (see *A41*), back from Palestine. Although the original Yavuz was killed when he inadvisably scaled the Castle walls, the Rutans created a stock of clones using his DNA mixed with Rutan genetic material. These clones are under the total control of the Rutans, who have subjected them to tests as to their resilience to such things as heat, cold and drowning, all of which they have survived.

The Yavuz clones have a psychic connection to their fellows and their Rutan masters. They also possess the Rutan electrical charge within their bodies, sufficient to kill a human on contact, and the additional damage dealt by Yavuz' scimitar (copies of which are carried by the clones) is usually rather academic. However, the electrical activity in their bodies means that they can be short-circuited by contact with earthed metal, for example. The experimental clones are also dependent on power broadcast by the Rutans' equipment to continue operating. If this is disrupted, the clones will collapse lifeless until it is re-established.

If the experiments with Yavuz and the local peasants prove successful, the Rutans will use mankind as stock to create clone armies to counter the Sontarans, with the entire Earth becoming a gigantic clone factory.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor and Nyssa defeated the Rutans, one of the clones survived, somehow remaining active despite the Rutans' broadcast power being shut down. Without the Rutan influence, he appears and acts human, his alien powers and instincts suppressed. This survivor married and his offspring continued to live in Stockbridge. In turn, they married and had children, and so on down the generations, spreading the Rutan genetic heritage wider and wider within the local population. By the end of the 19th Century, virtually all of the inhabitants of Stockbridge have a least a trace of Rutan DNA within them. If the Rutan ship, buried under Stockbridge Castle for seven hundred years, is ever reactivated, it will begin broadcasting its instructions again, creating an instant army of slaves…

YAVUZ CLONE



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

SKILLS
Athletics 2, Fighting 3, Marksman 1

TRAITS
Adversary (Major) – The Sontaran Empire
Dependency (Major) – Requires power broadcast from a Rutan power source or will collapse
Distinctive – as a Turk in Medieval England
Enslaved
Environmental (Minor) – Immune to various effects (e.g. drowning, heat and cold)
Natural Weapon – Electrocution: Rutan clones are electrically charged and their touch delivers L(4/L/L) damage
Networked (Major)
Tough
Weakness (Major) – The clone takes Lethal damage if it is somehow short-circuited

EQUIPMENT
Scimitar: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 1-2

SANDMEN *(The Entropy Plague)*

"Don't let the Sandmen touch you!"

In E-Space, the Sandmen are figures from bedtime stories and folk songs. They're the bogeymen that parents warn their children about: *"If you don't behave, the Sandmen will come and get you!"* But as E-Space winds down in the face of increasing entropy, it turns out that they are real. As each planet turns to dust and the stars dim and wink out, the Sandmen appear on the dying worlds. They are a manifestation of the death of this pocket universe, an embodiment of entropy itself.

As entropy reaches a critical point on each inhabited world within E-Space, the population succumbs to a wasting disease widely referred to as the entropy plague. Those stricken by the plague age rapidly, their flesh drying and cracking and eventually crumbling to dust. As they die, these unfortunates are resurrected as the Sandmen, human figures made entirely out of dust. They have spindly, stick-thin limbs and only hollow pits for their eyes and mouths. Sandmen have limited intelligence but can speak in dry, cracked voices. Their litany is largely confined to repeating the refrain "Ashes to ashes, dust to dust, sand to sand" over and over again.

The Sandmen feed on energy, on structure, and on heat and light. They are drawn towards energy sources, including living creatures. A Sandman's merest touch corrupts organic material, ageing living flesh instantly and reducing it to dust. It draws all the energy out, all the structure, all the life-force, in order to feed on it. Although this often kills, sometimes the victims are themselves transformed into new Sandmen.

Sandmen can only exist in an environment with extremely high levels of entropy. If entropy can somehow be reduced, they will collapse into piles of inanimate dust.

SANDMAN



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

SKILLS
Fighting 2

TRAITS
Alien Appearance
Dependency (Major) – Sandmen can only exist in the presence of high levels of entropy
Fear Factor 2
Immunity – Bullets and similar weapons just pass through them
Natural Weapon (Special) – Entropy Touch: L(4/L/Transform): A Fantastic result transforms a victim into a Sandman

TECH LEVEL: N/A

STORY POINTS: 1-2

THE ENTROPY PLAGUE

The entropy plague that is sweeping through E-Space, reducing people, objects, even entire planets to dust, is the same effect that destroyed Logopolis, Traken and countless other planets in N-Space (see *The Fourth Doctor Sourcebook*). In those cases, the catastrophic increase in entropy caused the complete destruction of entire worlds within a matter of minutes. In E-Space, the effect has been slower, but the entropy being drained here from N-Space has now built up to a critical threshold, and this pocket universe is rapidly running out of time.

On those planets affected by the plague, plague victims are being transformed into the Sandmen. The Sandmen themselves can trigger the transformation by touch. But the infection spreads by other means. Anyone coming into contact with another source of the plague must make a Difficulty 12 Resolve + Strength roll. Failure means that the victim has contracted the plague, immediately taking 4(2/4/6) points of damage as they visibly age. The plague is incurable and irreversible, and the victim must make a further roll every hour thereafter, again taking 4(2/4/6) damage for each failure. At the point of death, the victim is transformed into the dusty stick-figure of a Sandman.

SEKHMET *(The Bride of Peladon)*

Sekhmet: the Avenger, the Powerful One, the All-Seeing Eye of Ra, Queen of the Osirans. According to the legends of Erimem's people, when Ra aged, his enemies plotted against him. So he summoned his divine Eye which transformed into Sekhmet. She slaughtered Ra's enemies and waded in their blood. But Sekhmet acquired a taste for blood and began slaughtering every living thing. Ra ordered the High Priest at Heliopolis to pour out seven thousand jars of beer, dyed red with the juice of pomegranates. Believing the beer to be a lake of blood, Sekhmet drank deeply of it until stupefied by the alcohol. In this state, she was imprisoned in a tomb of salt and remains there still.

This legend is not too far from the literal truth. Sekhmet is an Osiran, one of a race of super-beings powerful enough to rival the Time Lords, but who became all but extinct after a civil war in which Sutekh laid waste to their home planet of Phaester Osiris (see *Pyramids of Mars*). Sekhmet came to Earth at a time when Ra lived there in the form of a human, when the Osirans were worshipped by the Ancient Egyptians (see *L6*). She claims that her breath created the desert and that, as Queen of the Osirans, she sent Sutekh to rule over it. But she was overcome by her fellow Osirans, possibly the army led by Horus that eventually defeated Sutekh, and she was sealed within a spaceship made of salt, a substance that saps her of energy, and was launched into space.

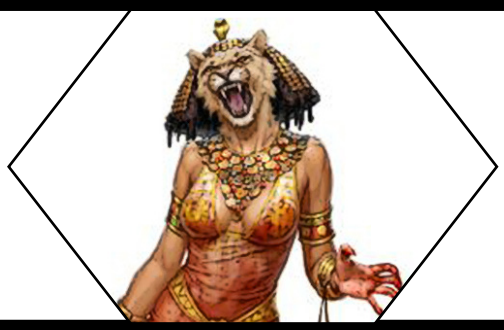
Like many of her race, Sekhmet is humanoid but with the head of an animal, in Sekhmet's case that of a lioness, and was worshipped in this form by the Ancient Egyptians. She has a powerful physical presence and, like many Osirans, she is also a powerful psychic.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The prison ship of Sekhmet eventually crashed on Peladon, where the negative charge of the planet's seams of trisilicate, the hardest form of salt in the galaxy, kept her imprisoned deep within Mount Megeshra. Thousands of years later, in the 41st Century, an unfortunate Pel miner chanced upon what had now become Sekhmet's tomb, cracking it open enough for Sekhmet to be able to begin to influence the minds she sensed around her.

But as well as being rendered helpless by the trisilicate, Sekhmet was also bound by four blood-locks before her prison ship was launched into space, three locks to bind her in space and the fourth to bind her in time. Osiran blood-locks are reputed to be among the strongest bonds in the universe and can only be unlocked by a specific type of blood. In the case of Sekhmet, the lock requires the blood of four royal females, and Sekhmet is using her psychic abilities to influence events on Peladon and draw the creatures she needs to her, across the gulfs of space if necessary: Queen Elspera of Peladon; Belldonia (see *A24*), the widow of the late King Paladin; Alixlyr, Ice Warrior princess and Martian ambassador to Peladon; and Princess Pandora of Earth (see *A43*), betrothed to King Pelleas (see *A43*). And with the arrival of Erimem (see *A3*), Pharaoh of Egypt, Sekhmet even has a spare if things go wrong…

SEKHMET



AWARENESS	5	PRESENCE	8
COORDINATION	4	RESOLVE	10
INGENUITY	5	STRENGTH	8

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

TRAITS
Alien
Alien Appearance
Clairvoyance
Fear Factor 2
Force Field (Major)
Hypnosis (Major)
Natural Weapon – Psychokinesis: L(4/L/L) damage
Psychic
Telepathy
Tough
Weakness (Minor) – In sufficient quantities and concentrations, salt saps Sekhmet's energy

TECH LEVEL: 9

STORY POINTS: 12



THE SHANAKEE *(1001 Nights)*

The Shanakee are widely considered to be nothing more than a legend, that they never existed. There's certainly no evidence they ever did. No home world, no technology. But the Shanakee are indeed real. They are just extremely rare and they hide within the lives of others. So even if you met one, you would probably never know it.

The tale goes that a Shanakee can take on the outer form of any other species, like a new skin. Given enough information, it can steal another person's psyche. Quite literally become that other person and displace them from their own life. They don't just hide in the lives they take on. They live them fully, learn from them, and - if you believe the claims of the Shanakee themselves - live them better than those born to them.

A Shanakee establishes a psychic link between it and its intended prey. It then begins to extract information about that victim's life, mainly by speaking to them and those close to them, but also by means of the psychic link. The more it learns, the weaker its victim becomes. Eventually, there is a point at which the Shanakee can assume the form of its prey, while its prey forgets about their own life. The Shanakee can then replace the victim, living their life while the unfortunate amnesiac is reduced to a homeless vagrant or worse. The Shanakee rarely kill their victims though. It may be that they need them alive in order to ensure access to their body pattern if it ever needs refreshing.

The time needed for a Shanakee to assume the guise of its prey depends on how quickly it can access the information about its life. It may be a matter of minutes, but is more usually a gradual process over hours or even days. The Shanakee must make a series of Presence + Convince rolls either against the victim or against a close friend or colleague, whoever the shapeshifter is drawing the information from. Each success drains the Story Points of both the victim and the friend by 2(1/2/4) points. Once the victim's Story Points are reduced to zero, the Shanakee has sufficient information to make the change and the victim gains Amnesia (Major). The frequency of the rolls is usually once per hour, but may be varied by the GM according to the quality of information gained and the needs of the adventure. The psychic link between the Shanakee and its prey works both ways, and if the link is somehow disrupted, the Shanakee takes Stun damage from the psychic backlash.

Shanakee can live for many centuries and steal many lives during that time. Once one form is abandoned, the person it was based on is restored, but they may now be ancient. It takes a Shanakee a lifetime to accumulate enough energy to change its form. If they try too early, they will suffer a complete psychological breakdown. All the memories of all the Shanakee's lives will rush back to the surface in a confusing maelstrom of thoughts and recollections, leaving it barely able to function.

SHANAKEE



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

SKILLS
Convince 5, Craft (Acting) 5, Knowledge 2, Subterfuge 4

TRAITS
Alien
Charming
Natural Weapon (Special) – Memory Drain: see text for details
Psychic
Shapeshift (Special) – Requires sufficient information about the subject it copies; can only change once per human lifetime
Weakness (Minor) – Premature change can cause psychological breakdown

TECH LEVEL: 7

STORY POINTS: 10

Adventure Seed: Ready for Retirement
This one's nasty. A player character wakes up one day and is an octogenarian. The world – and 60 years! – has passed them by. The rest of their crew materializes, still young and vibrant. It seems they were taken over by a Shanakee who left the team for them. Can they take up adventuring again with all these new aches and pains? Or is there a way to change history so that it never happened? And if so, just how do you fight a brain parasite without hurting its host?

SHARA *(Nekromanteia)*

The brilliant physicist Shara long ago found a means to achieve his own immortality. However, it meant sacrificing his physical existence, even his own history, past, present and future, in order to create the energy needed. Shara built an energy converter powered by this temporal paradox to create a kind of time loop within which he can live in eternal bliss. This bubble in existence encloses a discrete moment in the Vortex, free of time itself, which will last forever.

In life, Shara was an alien whose appearance was that of a gigantic centaur. In death, his skeleton survives after a fashion in the Temple of Shara on the planet Talderun, where it is worshipped by the Witches of that cursed world. It stands on a dais in the amphitheatre of the temple, which can be raised or lowered as the Witches' ceremonies demand. The skeleton forms the focus or lodestone of the energy converter that powers Shara's continued existence. During the Witches' rituals, Shara's skeleton glows with energy and seems to move as if still alive. However, it has no physical existence, no mass, and anyone attempting to touch it will find their hand passes through it without resistance.

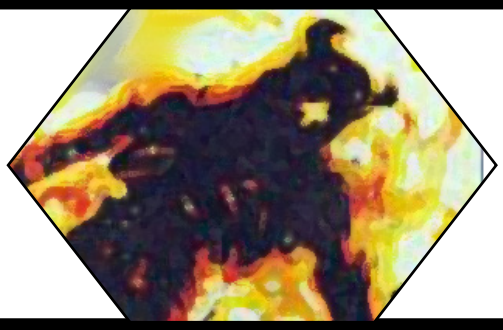
The Witches of Talderun (see *L81*) are the followers of Shara, whom he has entrusted to maintain the energy converter's systems. A small portion of his energy keeps them alive beyond death, resurrecting them if they are killed, so that they can serve him forever. Their rituals might appear to be magical, but are the result of the advanced psionic technology employed by Shara.

Although Shara claims that he never intended for his achievements to harm anyone, affecting himself alone, his worshippers have caused holy wars, and the Witches have been transformed into inhuman cannibals and protect the lodestone by killing any who land on Talderun. In addition, if the energy converter falls out of balance, the resulting explosion could tear the Vortex itself apart, threatening the whole of reality.

Within his reality outside of time, Shara can create whatever environment he desires using the power of his mind alone, and lives free of the burdens of physical existence. He was even able to bring the Doctor's consciousness here at the point of his death (and later resurrect him in our universe). The environment he created for him was a cricket match at the 2060 Barcelona Olympics, something the Doctor has wanted to visit ever since he was successful in getting cricket appointed as an Olympic sport.

Within his bubble of reality, Shara continues to have physical form (or at least the illusion of physical form). In Nekromanteia, Shara appeared to have complete control over his realm, using the infinite energy at his disposal to create, restructure and destroy its environment and contents as he willed. Fortunately, Shara seemed content just to converse with the Doctor, rather than anything more violent. But even so, this does render any visiting characters virtually powerless in the presence of Shara, which can be frustrating for players. The GM might wish to consider adapting the rules presented in *The Time Traveller's Companion* for Omega's anti-matter realm and his feats of will (requiring the expenditure of Story Points) in order to make Shara's powers more limited. Using these rules, player characters might even be able to wrest control of this reality from Shara.

SHARA



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	7	STRENGTH	10

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

TRAITS
Alien
Alien Appearance
Boffin
Fear Factor 2
Immortal (Major)
Psychic
Size – Huge (Major)
Raise from the Dead – see *The Fourth Doctor Expanded Universe Sourcebook*
Special – The Realm of Shara (see text)
Technically Adept
Telepathy

TECH LEVEL: 8

STORY POINTS: 10



SIR NIKOLAS VALENTINE *(Phantasmagoria)*

Scholar, landowner and astrologer (some say the old knight is likely in league with the Devil) from the latter half of the 17th Century. An inveterate but gregarious gambler, he could most nights be found at one inn or other, playing cards by himself until others asked to join in. Oddly, he would always play with gloves on, which he explains away as an old gambler's superstition. Even more oddly, gentlemen with which he'd played had a tendency to disappear.

In 1702, things seemed to ramp up when the Fifth Doctor, investigating a death connected to the disappearances, uncovered a whole slew of connected vanishings. All the kidnap victims, it seemed, were members of the Diabola Club, where they'd played cards with roguish Sir Valentine.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Valentine is in fact Carthok of Daodalus, the self-proclaimed Slaughterer of the Unworthy, a psychopathic murderer responsible for many deaths. He had escaped execution, but his biomechanical spacecraft was damaged in his escape, forcing him to land on Earth in 1672. Posing as Sir Nikolas Valentine, his ship disguised as his house, he spent 30 years abducting humans of high intelligence and draining them of their mental energies to help his ship repair itself. The knighthood is, however, genuine, having been received after he aided the King during the 1680s.

His diabolical scheme uses homing beacons disguised as playing cards that would scan each human they came in contact with – the reason he himself wore gloves – lock onto the intended victim's biodata, and allow telekinetic poltergeists – actually the electronically stored collective consciousness of previous victims, manifesting as stormy phantoms crying out for release and mercy – to capture and teleport them to Valentine's ship. After being slaved to the ship's central computer, the victims' brains serve to run mathematical computations that help the ship slowly heal itself. Not surprisingly, Valentine tries to lure more scientifically-minded men into his games – mathematicians, architects, and the like.

In March of 1702, Carthok overplayed his hand, and drew the attention of both the Doctor and a Daodalusian bounty hunter who on Earth was known as Hannah Fry, whose family had been killed by Carthok. Together, they confronted Valentine and managed to put one of his cards in his ungloved hand. The poltergeists took their revenge on him and he was killed, as was Hannah in the engagement. At the time, Valentine had almost completed his repairs and was planning to start slaughtering the unworthy again, starting with the people of Earth, who he'd come to despise.

SIR NIKOLAS VALENTINE



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

SKILLS
Convince 4, Craft (Gambling) 3, Fighting 2, Knowledge 4, Marksman 3, Medicine 3, Science 4, Subterfuge 4, Survival 3, Technology 4, Transport 3

TRAITS
Adversary (Major) – Hannah Fry
Charming
Eccentric (Minor)
Noble – in 17th-Century England
Technically Adept
Wanted

EQUIPMENT
Deck of cards: Innocuous , Scan, Track, Transmit; 3 Story Points (see Poltergeist below)

TECH LEVEL: 7

STORY POINTS: 8

POLTERGEIST

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 2, Strength 5
Skills: Fighting 3
Traits: By the Progam, Fear Factor 3, Flight, Special: Poltergeist use the Cards' Track Trait to home in on their victim, Teleport
Story Points: 2

SISTER MERTIL *(The Whispering Forest)*

When Anulf, leader of the human settlement of Purity on the planet Chodor (see *L17*), was spirited away by the Takers, it left a power vacuum. The role of acting leader has fallen to his daughter, Sesha. But her authority is challenged by Anulf's widow, Sister Mertil, who sees herself as the rightful heir. Mertil is scheming and manipulative, and even among this society in which cleanliness is almost sacred, she is a zealot obsessed with eliminating germs and infections. Cold and humourless, Mertil chants the litany of Sir John at the slightest opportunity and ritually scours her face and hands with sanitiser, all the time urging the others to do the same. Like all of the people of Purity, Sister Mertil's skin is thick and rough from the repeated carbolic scouring and her hair is kept shaved. Perhaps more than most, Mertil's face and hands are cracked and raw.

Life in Purity is tough as the people all "hold tight", staying close to the Bay until rescue comes. Although they have some items of technology salvaged generations ago by the survivors of the crashed ship that brought them all to Chodor, the secrets of their working are largely a mystery and even their use has become distorted over time. For example, the ship's kardax defibrillators are designed to cause the return of spontaneous circulation by remotely applying an electrical shock to the heart. But without centring the range locator to create a focus, they can be used as weapons in a manner similar to a Taser and are now called "spark-wires". The settlement also still uses the decontamination chamber (the "Deacon Chamber") salvaged from the ship, which blasts its subjects with chemical steam, sufficiently strong to kill a human at the highest settings. Purity's Rest Centre includes a VR Unit and Sleep-Aider, though the function of the former is unknown to the settlers.

Although Mertil is a grim and fanatical leader, she has loyal followers among the settlement of Purity, and she keeps the rest in check by constantly reminding them of the dangers of dirt and disease and the need to hold tight. She despises the members of an expedition who, decades ago, left Purity in search of help. They never returned, and any strangers will be greeted with suspicion by Sister Mertil. She will most likely pronounce them to be spies for the Takers and sentence them to death. If Mertil could devise a means of locating the Takers' hidden base, she would gladly lead a force to destroy them once and for all.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sister Mertil's ambitious schemes have been a long time in the making. She only courted and married Anulf in order to become first in line to be leader when he died, and that was only possible because of the death of Anulf's first wife, the mother of Sesha. She was found dead at the foot of a cliff – but what nobody in Purity even suspects is that her fall was not an accident, but cold-blooded murder, as Mertil pushed her over the edge.

SISTER MERTIL



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

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

TRAITS
Brave
Code of Conduct (Major)
Dark Secret (Major) – Murdered Anulf's first wife
Distinctive
Obsession (Major) – Cleanliness and power
Unattractive
Voice of Authority

EQUIPMENT
Carbolic scrub
Spark-wire: S(S/4/8) damage

TECH LEVEL: 2

STORY POINTS: 5



SMOKE PHANTOMS *(The Haunting of Thomas Brewster)*

The smoke phantoms are a perfect example of the Bootstrap Paradox. Time is not fixed, and in a quantum universe, all futures are possible though some are more probable than others. In one of them, the smoke phantoms control the Earth by 2008. This is an extremely remote possibility. But if they have the means to manipulate time, they can influence events in the past so that the future in which they exist becomes more likely. The more likely it becomes, the greater their presence and influence in the past. What was once just a possibility becomes a probability, which becomes a certainty.

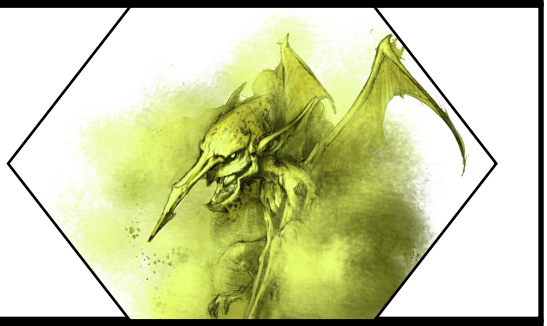
In appearance, smoke phantoms are a nebulous mass of glowing mist, moving even when there is no wind. They can sometimes take on the forms of imps or goblins in order to further frighten their victims, but more usually they remain in their nebulous form, drifting through the air. Although their misty substance means that they have limited physical strength, their attacks are deadly. They simply engulf their victims and choke them to death. Their fumes are toxic and kill much faster than mere suffocation. As smoky wraiths, the phantoms can pass through any barrier which isn't airtight.

The smoke phantoms are able to create time corridors. They identified the orphaned Thomas Brewster (see *A13*) as the means to gain a foothold to influence the past. When he was still young, they began appearing as his dead mother in psychic projections. Normally only Brewster himself could see these projections, as they were targeted at him alone. But occasionally they could be detected by especially sensitive minds nearby. These visions pleaded with Brewster to help return her to life. Over the years, their influence over him strengthened and they provided instructions for him to build a field interface stabiliser to generate a time corridor between 1867 and their alternative future of 2008.

By completing the time corridor, the phantoms could ensure that their version of the future becomes reality. But the irony is that they have ruined the Earth of 2008 in order to achieve their own existence. The astronomical amount of energy needed to power the generation of the temporal psychic projections and the time corridor have devastated the planet. It is now a dark, burning wasteland with smouldering desolated cities that have fallen into rubble and ruin. The landscape is strewn with bodies, the human race having fallen victim to the phantoms' ravenous appetites. The whole planet has been reduced to ash and clinker simply to bring this future into being. Above it all, clouds of smoke phantoms drift everywhere in search of new prey.

The means to defeat the smoke phantoms is to prevent their world becoming reality, most effectively by preventing the time corridor from forming in the first place. Even if that fails, it may be possible to short circuit the resulting time loop in some way, by going further into the past and interfering with the psychic projections.

SMOKE PHANTOM



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

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

TRAITS
Alien
Alien Appearance
Fear Factor 1
Flight (Minor)
Immunity – Most physical damage
Natural Weapon – Suffocating Fumes: Victims engulfed by smoke phantoms automatically take 5(2/5/7) points of damage each Round
Psychic
Telepathy
Special – Gaseous Form: Smoke phantoms can pass through any barriers which are not airtight
Vortex

TECH LEVEL: 8

STORY POINTS: 2-4

Ultimately, the smoke phantoms' manipulation of Brewster failed. But that may not be their only attempt to change the past and ensure their own existence. Who knows when and where they will try again?

THE SOMNUS FOUNDATION *(Singularity)*

The Somnus Foundation is a global cult based in 21st Century Moscow in one of the tallest buildings in the city, a skyscraper seemingly extruded from a single piece of glass, like an icicle. The Doctor identified the architecture as having similarities to the Crystal Towers of Rigel VII in the 27th Century, and the methods used to build it are several centuries ahead of its time. It is protected by a distortion field which prevents Type 40 TARDISes from materialising within, though a Type 70 would probably be able to manage it.

According to its own publicity, the Foundation works towards "the awakening of mankind's potential". Although it was originally a research institute studying sleep disorders and neuroscience, its work has more recently focussed more on what can loosely be described as New Age studies, incorporating aura readings and elements of psychic research. In fact, the Foundation operates in a manner similar to a religious cult in the way that new members are recruited and (if the rumours are true) indoctrinated, though they do not worship any god.

The Foundation claims to know the destiny of mankind, and the public areas of its headquarters includes an exhibition mapping this out. Although many of the details are inaccurate, this future history is remarkably correct in certain key facts. For example, it tells of an alien invasion of Earth by "machine monsters" in the 22nd Century.

Senior members of the Foundation are often referred to as Sleepers, though this is considered a derogatory term. Sleepers are uniformly possessed of unusually high intelligence and charisma, characteristics which manifested overnight, and have taken new names (their "true names") upon initiation. The Foundation's leader is Qel, who is styled High Priestess of the New Consciousness and was formerly known as Natalia Pushkin. Rumours say that she used to run secret research into psychic potential on behalf of the Russian military before the Foundation's clinic burned down eleven years previously.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Sleepers have been possessed by the psyches of the remnants of mankind from trillions of years in the future, the last surviving examples of humanity in the dying universe. The bodies' former consciousnesses have been flung into the future and now occupy the withered, rotting bodies of the last humans on the planet Ember (see *L31*).

Each time a transference takes place, the Sleepers activate a psi-gate in the Foundation tower, which is connected to a similar psi-gate on Ember. This causes a localised phase shift which threatens to fracture the timelines, causing disorientation and nausea to time travellers caught in it: they must make a Difficulty 15 Resolve + Strength roll or take 1(0/1/S) damage. It also drives nearby animals into a frenzy, causing them to attack people.

SLEEPER



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

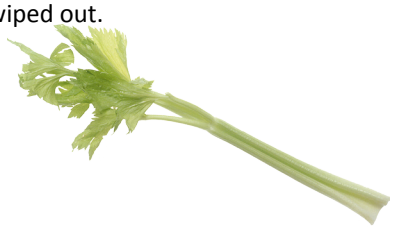
SKILLS
Convince 3, Knowledge 2, Science 3, Subterfuge 2, Survival 3, Technology 4

TRAITS
Dark Secret (Major)
Hypnosis (Minor)
Precognition
Psychic
Selfish
Telepathy
Time Traveller – Tech Level 5

TECH LEVEL: 6

STORY POINTS: 4-6

The Sleepers are not content just to survive on 21st Century Earth. They are planning to push mankind on to what they consider to be the next stage of evolution, and intend to use the psi-gate technology to generate a critical mass of psychic potential, creating a single consciousness comprised of all life on Earth. Humans will then become like gods as part of a singularity of pure psychic energy, and history will shatter like glass as all of the future will be wiped out.



SOPHIA *(The Secret History)*

Growing up in a village in northern Italy in the early Sixth Century AD, Sophia was always considered to be a little peculiar, even treated with suspicion, not least because objects near to her tended to disappear into thin air and reappear spontaneously. Sophia herself did not understand how this kept happening around her, and found herself plagued by dreams in which the world was changed and changed again, each time in different ways, as if potential timelines played out in her head. In some of these, she dreamed of a man named Quintus, a physician who told Sophia that she was something called a time sensitive. This didn't really make things any clearer, and it was only when Quintus appeared in the village to take her with him that she was able to use her strange abilities for a purpose, to help Quintus rid the world of the evil of the Doctor.

Although she does not know it, Sophia is only half human. How it came about, she has no idea, but Sophia's father was not of this world and was in fact a Hetridon. The Hetridon have a rare talent: they can sense when the timelines have been altered, and can even open up a hole in space-time if there's a weakness in the fabric. Even the Time Lords can't do that, at least not without technological assistance. Being untrained, Sophia has always had trouble controlling her abilities, but Quintus has guided her so that they have become easier to use.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Quintus is none other than the Meddling Monk. He has taken Sophia to Constantinople (see *L69*), where he is preparing a trap for the Doctor. Sophia is a key element in his plans, allowing the Monk to access the Doctor's past, swapping different incarnations about in order that his timeline becomes corrupted to the extent that the Time Lords themselves intervene and remove the Doctor from history. The Monk then intends to step into the greyish, Doctor-shaped gap in the world where he used to be, taking on his timeline and using it to meddle with history to his heart's content, even leading the Doctor's companions astray in the process.

Although Sophia is working with the Monk, she is not evil or malicious, merely naïve in allowing herself to be used. Once the Monk's plan has worked, he will abandon her in Constantinople as he resumes his own travels in time and space. Sophia will be able to sense the Doctor's absence from the universe, being perhaps the only person other than the Monk to be aware of this. She has been taught by the Monk that the Doctor is evil, but it is possible that she can be convinced otherwise and will be able to open a hole in space-time, literally plucking at a tear in reality to enable the Doctor to step back into the world.

SOPHIA



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

SKILLS
Convince 2, Knowledge 2, Subterfuge 1

TRAITS
Alien
Attractive
Feel the Turn of the Universe
Vortex

TECH LEVEL: 2

STORY POINTS: 6



THE SPEERA *(The Demons of Red Lodge)*

In their natural form, the Speera are amorphous blob-like creatures whose flesh has the texture of warm clay. Like many species with no definite shape, the Speera are masters of disguise, able to shapeshift into perfect copies of their targets. They use their powers of mimicry to infiltrate planets and take control from within. Speera are not rabidly imperialistic as many would-be conquerors are, but they nevertheless target individual worlds, particularly low-tech ones, for acquisition. Speera invasions require stealth and their ability to adopt both the outward appearance of their victims as well as their internal anatomy.

Speera shapeshifting requires them to acquire a victim and assimilate both their physical form and their memories. This takes time. Speera are masters of ambush, lurking in the dark until an enticing prospect passes by. The blob-like alien leaps onto the back of an unsuspecting victim, attempts to instantly paralyse them so that the assimilation process can begin. It takes two full "charges" to duplicate a human, each one draining the subject of energy. The first charge allows duplication to begin, draining the victim by 1 Attribute point per Round. During this first phase, the Speera stops the process when the victim's Attributes have all been reduced to 1 point, rendering them unconscious. The victim must be allowed to recover fully before the second charge begins, their attributes increasing by 1 point per minute. At this stage, the Speera is only partway to its new form. It looks half-developed, with rough skin that has a scarred, burned appearance, though it may still be recognised as being similar to the target of its assimilation. The Speera will usually leave the unconscious victim in a secure place while they recover, returning later to take the second charge.

The second charge takes the victim's mind. The Speera drains their life-force completely, assimilating their genetic data, acquiring their memories and adopting their identity. Again, the Speera must attempt to latch onto the victim and paralyse them before the process begins. If successful, the victim again loses 1 Attribute point per Round, but this time the Speera will not stop until all Attributes are reduced to zero. All that is left is an empty husk, drained of all life, while the Speera walks away and to all intents and purposes has become that person.

The Speera are a very precise species. They consider their actions by evaluating the chances of success in terms of percentages. To the Speera, numbers yield precision, and precision yields results. They have discovered, for example, that 100% of humans cannot recharge while immobilised. Hence they realise that after the first assimilation charge, a victim must be left to recover without the Speera latched onto it. The Speera are patient and are willing to wait until a greater chance of success presents itself, rather than act rashly.

One final ability of the Speera is that they are able to generate a sense of unreasoning dread in prospective victims, often enough to freeze them into inactivity and allowing them a better chance of overpowering them for assimilation.

SPEERA



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

SKILLS
Convince 3, Fighting 2, Marksman 2, Subterfuge 4 (AoE: Lurk in Shadows

TRAITS
Alien
Alien Appearance
Alien Senses – Anatomical analysis
By the Book
Fear Factor 3
Natural Weapon (Special) – Paralysis: On a successful hit, a victim must make a contest of Resolve + Strength against the Speera or is paralysed for so long as the Speera maintains its contact
Shapeshift (Special) – See text for details

TECH LEVEL: 6

STORY POINTS: 3-5



SPILLAGERS *(Winter for the Adept)*

The beings known known to the Doctor as the Spillagers – a combination of the words "spillage" and "pillagers" – hail from a different dimension than our own. Able to manipulate psychic energy, they would use it to gain access to another dimension, then ravage it completely before needing to move on to another.

They tried to access our dimension from 1963 Switzerland, which may well act as a case study. A pair of scouts managed to come to Earth, probably via poltergeist activity, and kill two human beings whose forms they then took. Together, they lured young girls with psychic ability (colloquially known as Adepts) to a girls' school in the Alps, a spot known for paranormal events, the resulting psychic gestalt slowly, but surely building psi energy levels to the point where the Spillager fleet could open a wormhole between dimensions. Using a seance to focus the girls' psychic energy, the Doctor manipulated their psi energies to close the gate while the fleet is coming through, destroying it. Whether the Spillagers can rebuild it and try again remains to be seen.

In their natural forms, Spillagers are fearsome creatures whose voices have a faint crackle of electricity. Their bodies are watery and decompose realtively quickly and disappear when they are killed. This "liquidity" may be the means through which they can impersonate individuals. Though they have ventral slayer claws to help them dissect victims, they are normally conversant with many weapons and modes of killing. According to the Doctor, they are veritable connoisseurs of the art of slaughter.

They are led by a Spillager Empress, their forces unified under the banner of a Commodore. Presumably, they interact with psi energy using technology, though they naturally can sense it.

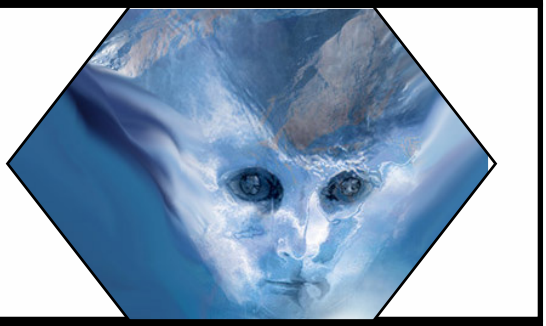
PSI ENERGY

The Spillagers are known to harness and manipulate psi energy in order to create portals between worlds. We know there is a link between space-time anomalies and paranormal activity, as evidenced by the Cardiff Rift, for example. Psi energy is a detectable force – the Doctor builds a device that can track it – and present in people who have the Psychic Trait and its associated Traits like Telepathy and Telekinesis, but not simple Psychic Training. It is also present in so-called paranormal phenomena like ghosts, poltergeists, and the like.

In humans, being an "Adept" is a recessive gene passed on through the female line. Women whose grandmother had the Psychic Trait might well have it too.

Spillagers can use a single occurrence (one Psychic or one phenomenon) to send one or two individuals over to another world, but as few as three Psychics (or "Adepts") together on a spot known for its paranormal activity can create a feedback loop over time that allows the Spillagers to open a wormhole large enough to fly a fleet of ships through.

SPILLAGER



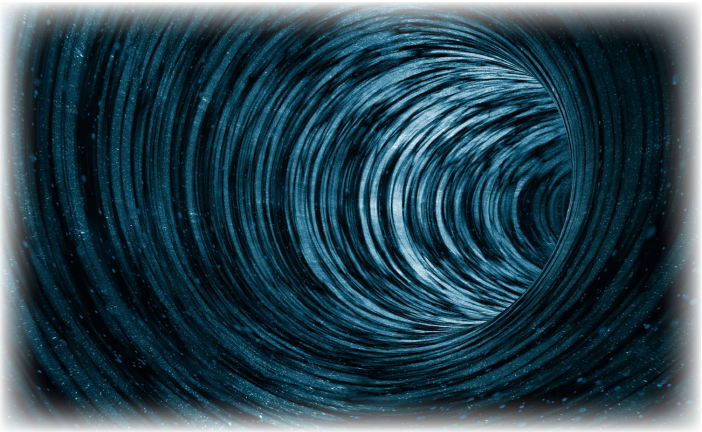
AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	6

SKILLS
Convince 2, Fighting 4, Knowledge 3 (AoE: Slaughter), Marksman 3, Science 3 (AoE: Psionics), Subterfuge 4, Survival 2, Technology 3 (AoE: Psionics), Transport 3

TRAITS
Alien
Alien Appearance (Major)
Alien Senses – Detect psi energy
Fear Factor 2
Natural Weapons (Minor) – Ventral claws (+2 damage)
Obligation (Major) – to Spillager Empress
Replication

TECH LEVEL: 7

STORY POINTS: 6-8



TEUTHOIDIANS *(The Chaos Pool)*

The Teuthoidians are among the universe's very first space-faring races and exist towards the beginning of time. Although they have achieved space travel, they are not a highly evolved species either in terms of physiognomy or social graces.

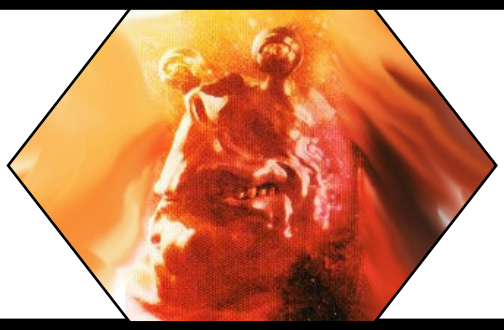
Teuthoidians are a slug-like hermaphroditic species who exude a thick hydroscopic mucus – or more precisely a colloidal secretion – from themselves, which they use to slide their gastropod bodies along. Their home planet has an extremely humid atmosphere and they replicate this aboard their warp ships, the air being thick with water vapour. The floors of their ships are squelchy and covered with a layer of mucus. On these pre-slimed areas, a Teuthoidian can move surprisingly quickly. But on drier terrain, they must exude their own secretion, which slows them down.

Teuthoidians are an extremely unpleasant species. Their voices are harsh but squelchy at the same time. They are naturally hostile to other races and usually choose to attack rather than talk. In fact, any form of diplomacy is totally alien to them. Humanoid species were almost unknown at the time of the Teuthoidians, and they view humans as nothing more than hideous vermin to be exterminated. Talking vermin are even rarer, but they will still be treated with the same aggression.

Teuthoidians are perpetually hungry and will seek to devour their enemies rather than shoot them. When attacking, they can open their mouths to a prodigious extent and attempt to bite an opponent's head from its shoulders. Teuthoidians are also cannibalistic if the need arises, and any insubordination in the ranks is dealt with by swift ingurgitation as the offending Teuthoidian has its head chewed off – literally.

Despite their crudely aggressive nature, Teuthoidians are a very methodical species and do things strictly by the book and in accordance with the stated procedure. It is for this reason that the White Guardian used them as his unwitting agents during the second quest for the Key to Time. With the White Guardian's influence, a Teuthoidian warp ship under Commander Hectacot crossed a fold in hyperspace and emerged at the very end of time near the planet Chaos (see *L16*). It appeared that a horde of Teuthoidian ships was massing in hyperspace, though in actuality it was just Commander Hectacot's ship multiple times. The circular nature of the fold meant that the same ship emerged at the same point again and again, eventually triggering the Big Crunch as the universe began to collapse into a singularity. The crews of the first Teuthoidian ships to arrive on Chaos ended up as statues in a vast mausoleum near the Chaos Pool, waiting in suspended animation until the White Guardian needed to reanimate them when the segments of the Key to Time (see *V40*) would finally be brought here.

TEUTHOIDIAN



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

SKILLS
Fighting 4, Survival 2, Technical 2, Transport 3

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
By the Book
Fast (Minor) – Only when on mucus secretions
Natural Weapon – Ingurgitation: Strength +2 damage
Repulsive – Teuthoidians have -2 in situations requiring charm
Unattractive – Teuthoidians have -2 in situations requiring good looks

TECH LEVEL: 7

STORY POINTS: 2-4



THADDEUS P. WINKLEMEYER *(Freakshow)*

When Thaddeus P. Winklemeyer arrived in Buzzard Creek, Arizona in 1905, he rode at the head of a ramshackle convoy of six wheeled cages, seated on a brightly-painted trailer pulled by two midnight black horses. The contents of the cages were concealed by closed drapes. Winklemeyer has a saturnine appearance, with lively green eyes flickering and darting in a fine-boned face and a thin moustache and jutting beard waxed to pencil sharpness. His devilish looks are offset by a lilac suit, yellow waistcoat, colourful cravat and top hat. Winklemeyer speaks in a deep but silky Southern drawl and has a compelling stage presence.

Thaddeus P. Winklemeyer is a showman, apparently travelling from town to town with his sideshow exhibits. Kept out of sight within the cages until he reveals them as part of his performance, Winklemeyer has gathered a small collection of specimens whose appearance and abilities brand them as freaks among the Earth people of this time. Unveiling the first cage reveals an aquarium with a bizarre figure swimming inside. This is Aqua Boy, a merman with scaly blue skin and powerful flippers for limbs. The second cage contains the Mimic, a thin female figure who in her natural state is a white, featureless humanoid. She reaches a delicate hand through the bars and, if anyone is brave enough to touch her, she instantly assumes their appearance, becoming an exact copy. The Mimic can take on any form, whether humanoid or otherwise, even inanimate objects, down to the size of a cicada, and does not need to actually touch them to do so; it's just part of the act. The occupant of the third cage is a fearsome creature that Winklemeyer introduces as the Wild Man of Borneo, eight foot tall with black, matted fur, claws and a wide mouth full of ragged teeth. In the next cage is a dwarfish man covered in quills, from which it has earned the name the Porcupine. The fifth cage contains the Butterfly, the most beautiful figure in Winklemeyer's collection, a translucent biped with large billowing wings and writhing purple tendrils for hair. The final cage is revealed to house a pair of huge horned serpents with blazing eyes and yellow and orange markings. These are Sythaks, predators native to the swamps of Palliox (though Winklemeyer claims to have captured them in India) with a venomous bite. As well as being sideshow exhibits, the Sythaks are Winklemeyer's enforcers. He can control them by playing a triangular flute-like instrument that he carries.

Winklemeyer is also a self-proclaimed "Medic Extraordinaire", claiming to have the Elixir of Life, a potion which can cure all ills. As part of his act, he produces five glass phials containing a red liquid. Passing along the cages, he administers the Elixir to each of his five humanoid exhibits. As they drink, each undergoes a transformation, becoming a human being, with Winklemeyer claiming that they have been cured of their disfiguring afflictions. At the end of the show, he sells bottles of the Elixir to as many of his audience as he can for a surprisingly small price.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Naturally, Winklemeyer and his exhibits are aliens. Winklemeyer himself is a Vermaal, and he has acquired the others, sentient beings apart from the Sythaks, from the various worlds he has visited. Each has a smart implant (see *G11*) in their necks to keep them under his control. If any of them disobey Winklemeyer or try to escape from his travelling menagerie, they risk being killed by their implant, instantly turning into dust. Their apparent transformation into humans after drinking the Elixir is just an illusion created by Winklemeyer's mesmeric abilities.

But Winklemeyer's main aim is distributing his so-called Elixir of Life. Although the liquid drunk by the exhibits is just coloured sugar water, the phials he sells to his audience contain an extra ingredient: microscopic, embryonic Vermaal. Once ingested, these micro-organisms begin to devour their new hosts from the inside, growing rapidly until they burst free after a few days. This is a perfectly normal part of the Vermaal life cycle, though using sentient creatures as hosts is presumably illegal under galactic law.

THADDEUS P. WINKLEMEYER



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

SKILLS
Athletics 1, Convince 5, Craft (Flute) 4, Knowledge 2, Subterfuge 4

TRAITS
Charming
Hypnosis (Major)
Psychic

EQUIPMENT
Sythak-charming flute
Smart implant override unit

TECH LEVEL: 7

STORY POINTS: 8

AQUA BOY

ATTRIBUTES: Awareness 3, Coordination 4 (1 out of water), Ingenuity 2, Presence 2, Resolve 2, Strength 3
SKILLS: Athletics 3, Fighting 1
TRAITS: Alien, Alien Appearance, Environmental (Minor: Aquatic)
STORY POINTS: 1

THE MIMIC

ATTRIBUTES: Awareness 4, Coordination 3, Ingenuity 3, Presence 2, Resolve 2, Strength 2
SKILLS: Convince 2, Subterfuge 2
TRAITS: Alien, Alien Appearance, Psychic, Shapeshift (Special), Telepathy
STORY POINTS: 2



THE WILD MAN OF BORNEO

ATTRIBUTES: Awareness 3, Coordination 4, Ingenuity 2, Presence 4, Resolve 3, Strength 6
SKILLS: Athletics 4, Fighting 4, Survival 3
TRAITS: Alien, Alien Appearance, Brave, Fear Factor 1, Natural Weapon (Minor: Claws and Teeth – Strength +2 damage), Tough
STORY POINTS: 3

THE PORCUPINE

ATTRIBUTES: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 2
SKILLS: Fighting 2
TRAITS: Alien, Alien Appearance, Brave, Natural Weapon (Minor: Quills – Strength +2 damage), Tough
STORY POINTS: 1



THE BUTTERFLY

ATTRIBUTES: Awareness 3, Coordination 4, Ingenuity 4, Presence 3, Resolve 4, Strength 3
SKILLS: Convince 3, Knowledge 1
TRAITS: Alien, Alien Appearance, Flight (Major)
STORY POINTS: 1

SYTHAK

ATTRIBUTES: Strength 5, Coordination 4, Awareness 3
SKILLS: Athletics 2, Fighting 3, Subterfuge 4, Survival 3
TRAITS: Alien, Alien Appearance, Grab (Contest of Strength + Athletics to break free), Poison (A Sythak's bite inflicts 5(2/5/7) additional damage unless the victim succeeds at a Difficulty 15 Resolve + Strength roll), Weakness (Minor: Controlled by Winklemeyer's flute)

TINGHA *(Cuddlesome)*

The Tingha (singular: Tinghus) are intergalactic brood cuckoos, a race of psychic parasites that begin their lives as nothing more tangible than the stuff of nightmares, and emotions such as fear or self-loathing. In order to gain physical existence, a Tinghus needs to find a host whose mind they can infiltrate, usually an immature member of another species. The young Tinghus influences its host's behaviour and feeds off their fears and nightmares as well as the growth hormones being produced by their developing body, all the while growing until it is strong enough to attain physical form, a process usually lasting into the host's adolescence. To the host, the Tinghus is like having an imaginary friend which only they can see and hear, but which is nonetheless real.

In physical form, an adult Tinghus is a creature like a monstrous cuddly toy with sharp claws (more precisely, like a gigantic Cuddlesome (see *V17*), which were designed after a Tinghus). It needs to spend much of its time in a nutrient bath for sustenance. Tingha regard adults as "contaminants" as, although they feed on human growth hormones while they are incorporeal creatures of psychic energy, those same hormones are fatal to them as adults, bringing them out in a nasty rash before making them explode.

In the case of the Tinghus the Doctor encountered on Earth in the early 21st Century, it had used eccentric toy inventor Ronald Turvey as its host, feeding off his self-loathing and resentment of others. But because Turvey has never matured emotionally, the Tinghus is still psychically linked to him even though it now has physical form. In fact, they are so closely bonded that, if Turvey were to die, the Tinghus would die too.

The Tinghus has developed a virus which will transform adult humans into Tinghus/human hybrids, ridding the world of "contaminants" and providing the Tinghus with an army of slaves. It is using Turvey to manufacture a new Mark 2 range of his Cuddlesome dolls with which to spread the virus.

IMMATURE TINGHUS

Attributes: Awareness 3, Coordination N/A, Ingenuity 2, Presence 3, Resolve 5, Strength N/A
Skills: Convince 4
Traits: Alien, Immaterial, Invisible (Special Bad), Hypnosis (Minor), Psychic, Telepathy
Story Points: 2-4

TINGHUS/HUMAN HYBRID

A Tinghus/human hybrid gains the following variations to their stats:
Attributes: -2 Ingenuity, -1 Presence
Skills: Add Alien Appearance, Enslaved, Natural Weapon (Minor: Claws – Strength +2 damage), Networked (Minor: With The Tinghus)

THE TINGHUS



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

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

TRAITS
Alien
Alien Appearance
Dependency (Major) – Requires a nutrient bath or will take 1 point of damage per hour
Fear Factor 2
Natural Weapon (Minor) – Claws: Strength +2 damage
Networked (Minor) – Ronald Turvey
Psychic
Telepathy
Weakness (Major) – If its host is killed, the Tinghus also dies
Weakness (Major) – Growth hormones cause L(4/L/L) damage if somehow administered to a Tinghus

EQUIPMENT
Laser: L(4/L/L) or S(S/S/S) damage

TECH LEVEL: 6

STORY POINTS: 5-8

VALETHSKE *(Superior Beings)*

Nobody knows where the Valethske come from; possibly they are nomadic. There are stories of them popping out of nowhere and hunting humans for food going back centuries. The Valethske live to hunt and have a highly developed sense of smell to track down their quarry. But it isn't just the thrill of the chase; they enjoy the look of terror on people's faces as they close in to tear them apart and devour them alive.

A Valethske looks like a fox or a wolf; humanoid but not human. They are tall, with long muscular legs, elongated bodies, brush-like tails and reddish fur. Their V-shaped heads have black pointed ears and long snouts. Their eyes are golden yellow and slanted, shining with hunger and purpose when they hunt, with a wild glee at being alive. There is no sense of pity in them. Close up, their prey may notice their smell, a heady animal musk that hits almost like a solid wave.

Valethske may resemble bipedal animals but they are a spacefaring species, though not a particularly advanced one. Their ships are fitted with cryogenic storage facilities for interstellar voyages, as they can take decades or even centuries to travel between star systems. Prey captured alive are also kept frozen on these voyages, for the crew to hunt and feast on when they awaken.

Valethske utilise what can only be described as personal miniaturised helicopters which they wear strapped to their backs, the rotor-blades whirring above their heads as they disembark their ship within an atmosphere. Valethske often carry harpoon guns, but they prefer to use their vicious teeth and claws to kill their prey.

According to Valethske legend, the Gods once ruled the galaxy. They called themselves the Khorlthochloi (or the Korlevalulaw or a number of other names according to the myths of different species), but to the Valethske they were always the Gods. Many thousands of years ago, the Gods decided that the Valethske were becoming too aggressive, too dominant as they swarmed across the galaxy, colonising system after system. So the Gods smashed their warfleets out of space and introduced a great plague that only affected Valethske.

The few Valethske that survived had to rebuild their civilisation and their empire from the beginning again, and as they did, the Khorlthochloi were transformed into vengeful Gods. The Valethske began gathering intelligence on the Khorlthochloi, encountering other species who had heard of them, had been husbanded by them and had developed legends and religions around them. They discovered one thing in common to all those legends: shortly after they all but wiped the Valethske out, the Gods absconded. Some believed they had traversed the intergalactic gulfs and moved on to a new galaxy; others that they had evolved into a higher form of life. One legend persisted: that the Gods had gone senile and had retreated from the younger races, hiding inside a planet of their own manufacture.

VALETHSKE



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

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

TRAITS
Alien
Alien Appearance
Brave
Fear Factor 1
Keen Senses (Minor) – Smell
Natural Weapons (Minor) – Fangs and Claws: Strength +2 damage
Obligation (Major) – The Great Mission
Obsession (Major) - Hunting
Tough

EQUIPMENT
Harpoon Gun: 5(2/5/7) damage
Personal Flier: Flight (Major)

TECH LEVEL: 6

STORY POINTS: 3-5

And so the Valethske launched their Great Mission, sending a ship to scour the galaxy, find the Gods and finally destroy them!

VASTERYOI AND TENDRAGON *(Masquerade)*

Indigenous to the Nextan Rim, the Vasteryoi are a diminutive race whose homeworld was colonised by humans venturing out into the 'great unknown' of space during the years of the Earth Empire's expansion. The humans began to take over and colonise more worlds in the Nextan Rim, treating the Vasteryoi like second class citizens at best, slaves at worst. Mankind also encountered the Tendragon, a race which was resettled to the Outer Cluster by the Earth Empire, their own homeworld being colonised by mankind. The Tendragon are slightly taller than the diminutive Vasteryoi and have three eyes.

The grievances of the Vasteryoi and the Tendragon are not recognised by Earth, and in fact Earth Central propaganda has ensured that many humans have not even heard of them. So the two have joined forces and decided to retaliate.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Their plan was to invade the SORDIDE Delta space station (see *L78*) and infect the crew with a virus that would spread throughout the Earth Empire. But the humans on SORDIDE Delta found a cure, one which required them to download their minds into Shadow-Space (see *L74*), an artificial pocket dimension. The Vasteryoi and Tendragon have infiltrated the artificial reality in the guise of robotic Maschera in order to deal with the survivors. As the Maschera, they appear in Shadow-Space as glowing white figures wearing blank-featured masks. The Maschera are normally invisible to characters in Shadow-Space, but can be seen by those who have remembered who they are. If confronted, they will claim to be the guardians of Shadow-Space who protect the people within it and maintain the environment.

The Vasteryoi and Tendragon virus causes heightened emotions in humans, leading to outbreaks of violent rage until the hosts are driven mad and die. Anyone exposed to the virus must make a Resolve + Strength roll against Difficulty 15 to avoid becoming infected. Modifiers apply for the degree of exposure and any protective measures taken. Those infected must make an Ingenuity + Resolve roll each time they encounter something that could provoke an emotional response. Difficulty starts at 9 and increases by 1 for each hour after infection. A Failure means they become enraged; a Bad result means that they become violent; and a Disastrous result means that they become violent and also take 2 points of damage themselves from the strain.

The crew of SORDIDE Delta worked on finding a cure for the virus. Tests showed that enforced muscular inactivity allowed the body to adapt to the virus so long as the emotional activity was also suppressed. The humans would have to take on more robotic attitudes. The survivors have drained off their emotional responses into their Shadow-Space avatars and uploaded computerised aspects back to Home-D (Home-Dimension, the real world), while holding their physical bodies in stasis-lock.

MASCHERA



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

SKILLS
Convince 2, Fighting 2, Marksman 3, Science 2, Subterfuge 4, Technology 4

TRAITS
Alien
Alien Appearance
Alien Senses
Armour (5 points)
Cyborg
Invisible (Special) – Normally invisible in Shadow-Space
Natural Weapon (Major) - Shadow-Space Disruption: L(4/L/L) damage
Special – Shadow-Space Manipulation (see the Matrix rules in *The Time Traveller's Companion*)

TECH LEVEL: 6

STORY POINTS: 2-4

In Shadow-Space, the surviving crew act out their lives in computer-generated scenarios, forgetting who they really are. While in the real world, their physical bodies are alive in stasis-lock. If awoken, their Home-D personas are without emotions, leaving them feeling dead inside. Humans who have had their emotions dampened in this manner have their Presence reduced to 1 and add the Eccentric (Major) Trait.

VATUUS *(Moonflesh)*

The Takkala Empire is a civilisation of energy beings totally alien in nature to mankind. They are organised into Clusters, gestalt entities each comprising a billion or more individual "seeds", and are governed by the Prime Cluster. The appearance and abilities of the Prime Cluster are unknown, but individuals which have temporarily split themselves off have been encountered. These are incorporeal masses of energy, like glowing red balls of lightning capable of flying at high speeds and even slipping between dimensions.

Although the Takkala Empire is civilised and honourable, there are occasional instances of rogue elements. One such is Vatuus, a seed of the Prime Cluster who is responsible for the cessation of numerous energy links within the Cluster. In other words, a murderer. Like all its kind, Vatuus is capable of possessing other living creatures and even animating inanimate objects, such as wood or stone. In order to communicate with humans, Vatuus must enter a human form, a process which is perhaps startling for the victim, but not harmful.

Vatuus is selfish and untrustworthy. In order to protect itself, it will claim to be heir to the Takkala Empire, but that the Prime Cluster has been scattered from within and it is being pursued by assassins. It has managed to slip between the dimensions and escape. But it encountered the spirit of the Sioux warrior Silver Crow (see *L95*), who had entered a trance as part of the Ghost Dance ritual. Attempting to possess Silver Crow, Vatuus was instead subdued by the Sioux's dreaming mind, reducing its energy form to the state of a harmless rock. Vatuus has become the Moonflesh, a gemstone now in the possession of Edwardian explorer and big-game hunter Nathaniel Whitlock (see *L94*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rather than assassins, Vatuus' pursuers are trackers sent to capture Vatuus, whereupon it will be temporarily re-absorbed and returned to the Prime Cluster. If the trackers do not return with Vatuus, a full Cluster of a billion seeds will follow, descending on the Earth like a storm of meteorites. The trackers have the same abilities as Vatuus: they will take control of whatever human bodies they need in order to carry out their mission, but will avoid harming others if possible.

When introducing energy forms into an adventure, there should be an element of not knowing what is going on. Vatuus is utterly alien and should not be understood until a possession takes place. The players may then find out what they are dealing with. Vatuus' primary motive is to evade capture and it will do anything to achieve that goal.

One way to defeat Vatuus is to return it to its crystalline prison. Players could recreate Silver Crow's Ghost Dance to journey to the Silent Realm, a dreamscape, and have to overcome challenges in order to reclaim the Moonflesh and draw Vatuus back into it.

VATUUS



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 3, Knowledge 3, Marksman 13 Science 2, Subterfuge 4, Technology 1

TRAITS
Alien
Alien Appearance
Animate Objects (see *The Third Doctor Expanded Universe Sourcebook*)
Environmental (Major)
Fast (Major)
Flight (Major)
Immaterial
Immunity – Damage from physical attacks
Natural Weapon (Major) – Energy Surge: 5(2/5/7) damage
Possess
Vortex
Wanted (Major)

TECH LEVEL: 6

STORY POINTS: 8

However, the Gamemaster may wish to introduce other ways to defeat Vatuus or return it to the Moonflesh.

Adventure Seed: Séance of Death
There are strange goings on in Calverley House. Things are going bump in the night and the Red Lady has been seen at the top of the house. Madame Calverley holds a séance only to be possessed by the Red Lady.

VENTROSIANS *(Hot Ice)*

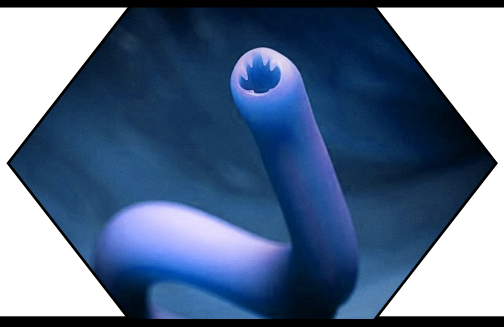
Ventrosians are not the most subtle of beings. They have something of a superiority complex and look down on other races as inferior. Millennia ago they even had the temerity to ask the Time Lords to share their technology with them. Naturally, the request was declined and the Ventrosians have resented them ever since.

The Ventrosian's planet of Ventros Prime is a frigid world. They therefore have an appropriately volatile body chemistry to compensate. Exposed to Earth temperatures, the slender wormlike Ventrosians would simply burn up in a matter of seconds. For dealing with most other races, they have therefore developed sophisticated environment suits to protect them from what, to them, are lethally warm temperatures on most other inhabited planets. These suits are generally in the form of humanoid mechanisms covered by a thin coating of artificial skin and hair. They are so lifelike as to be almost indistinguishable from a genuine member of whichever race they are designed to resemble. But beneath the artificial skin, the unit is a shell of metallic foil and spongy fibres. And beneath that are layers of insulation and the rods and joints of mechanical limbs. At the centre is the Ventrosian itself, supported by a lattice of metal bands and tubes that connect to a complex backpack, which is the life-support unit itself. The unit can give the Ventrosian suit a somewhat hunchbacked appearance, an indication that the figure may not be all that it seems. Another clue is that close inspection will reveal that the Ventrosian's feet do not quite touch the ground and, although it mimics as ambulatory movement, it actually glides along, the suit's motivator unit propelling it at a height of a few millimetres.

Clearly, the life-support unit is the Ventrosian's weak point in any altercation. Any damage a Ventrosian suit takes has a chance of rupturing the unit, with a Good hit meaning that the Ventrosian continues to take 1 point of damage per Round until the unit is repaired, and a Fantastic hit meaning that it immediately takes Lethal damage.

Ventrosians are a religious people and worship a deity known as Gaar. The priests of the Temple of Gaar on Ventros Prime generally wear long robes with the hoods pulled up over their heads, appropriately enough giving them the appearance of monks. The priests are extremely protective of their religion and do not hesitate to carry out the prescribed punishments on any who commit crimes against it. At the most extreme end, the punishment for the theft of holy relics and artefacts is a slow and painful death, to allow time for the transgressor to reflect upon the enormity of their crime. This is carried out by means of hand-held power rods, which are a standard Ventrosian weapon.

VENTROSIAN



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

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

TRAITS
Alien
Arrogant
Cyborg
Distinctive*
Environmental (Minor) – Hot or cold environments
Scan
Shapeshift (Minor) – By transferring to a different life-support unit
Weakness (Major) – See text

*Depending on the form of the Ventrosian's life-support unit, it may have Alien Appearance instead of Distinctive.

EQUIPMENT
Power wand: S(S/S/S) or L(4/L/L) damage

TECH LEVEL: 8
STORY POINTS: 4-6

VENTROSIAN (WITHOUT SUIT)

Attributes: Awareness 2, Coordination 1, Ingenuity 4, Presence 1, Resolve 4, Strength –
Skills: Knowledge 3, Science 1, Subterfuge 4, Technology 4, Transport 2
Traits: Alien, Alien Appearance, Size – Tiny (Major), Weakness (Major: Takes 2 points of damage per Round when exposed to temperatures above freezing)
Story Points: 1-2

VIRIDIOS *(The Eternal Summer)*

Well's Wood near the village of Stockbridge (see *L80*) has long been a place of strange rumours of a "presence". The Romans named it Viridios, the spirit of the trees, and it was known to the pagan Britons as the Green Man. Viridios is the life-force of nature, the canopy of the forest, the creak of the branches in the wind, the roots plunging down into the earth. Whether there is any truth to these stories in our reality is uncertain.

When the engines of a Rutan ship exploded near the Wood, the warp core didn't ignite as the fail-safe instantly enclosed them within a stasis field. But the bubble formed by the stasis field inflated, expanding to take in Stockbridge, its inhabitants and everything that happened within it over a period of fifty years, from 1950 to 2009, looping again and again for all eternity.

While Stockbridge itself was shunted into its own pocket dimension, the two people caught at the centre of the would-be explosion were splintered into alternative selves. One pair was flung into the future, while another was summoned into being in the past. Within the bubble, those who appeared in the past have existed for hundreds of thousands of years by the time that the Doctor and Nyssa arrived in the time looped Stockbridge. They have become the Lord and Lady of the Manor, granted immortality by Viridios. Already ancient, the Lord will go on to survive in the time loop for millions more years, paradoxically becoming Viridios itself. It is alive, incredibly ancient and terribly cold. It feels like a living shadow making its presence known in the mind. It has slept within the earth for millions of years, but within the stasis bubble it has awoken to an eternal summer.

Viridios is a presence throughout the pocket dimension of Stockbridge and its environs. It is invisible, undetectable, but its influence is everywhere. Its voice can be heard, deep, slow and booming, and yet hoarse. It sounds ancient beyond measure. With events within the stasis bubble repeating endlessly, and the villagers caught within it reliving their lives and deaths over and over again, Viridios has attained a form of immortality. But if the time loop ever breaks, the paradox of its self-creation will end and it will cease to exist. Viridios therefore requires the Lord and Lady to ensure that the stasis bubble lasts forever.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Lord and Lady of the Manor are the keys to Viridios' existence, but they are paradoxes in their own right. They are ancient versions of the Doctor and Nyssa who have lived for hundreds of thousands of years within the stasis bubble, plucked from a remote possibility and granted immortality by Viridios. But the younger versions of the Doctor and Nyssa are also present in the bubble, thrown by the warp core detonation to towards the end of the cycle of time loops, and Viridios must ensure that they fulfil their destiny and agree to become the Lord and Lady in order for it to continue its existence.

VIRIDIOS



AWARENESS	5	PRESENCE	6
COORDINATION	N/A	RESOLVE	8
INGENUITY	5	STRENGTH	N/A

SKILLS
Convince 4, Craft 5, Knowledge 3

TRAITS
Alien
Clairvoyance
Dependency (Major) – Feeds on energy from the Lord and Lady
Immaterial
Immortal (Major)
Indomitable
Invisible
Possess
Psychic
Telepathy
Voice of Authority
Weakness (Major) – If the paradox of its creation is broken, Viridios ceases to exist

TECH LEVEL: 10

STORY POINTS: 10

Lord Doctor and Lady Nyssa are ancient, their faces dusty and cracked, skin parched and turning to ash. They are still recognisable, but only just. They are scarred by the infinite ravages of time, their faces decomposing and their voices cracked. The pair have ruled over Stockbridge for more millennia than they can recall.

The Lord and Lady offer the villagers a form of absolution. They devour the villagers' memories and experiences, even their very pasts, savouring their experiences and emotions, every delight and every sorrow, every love and every loss. By such means, the villagers forget the lives they have already lived countless times and can relive them over and over again. The Lord and Lady are nothing more than parasites, using them as a food stock. They

are endlessly hungry, feeding off the villagers for all eternity, with Viridios feeding off of their energy in turn.

These liches live in the Manor on the other side of Well's Wood, near the ruins of Stockbridge Castle. Inside, it is all mock-gothic, dark and dingy with candles and cobwebs, and everything thick with dust. In the reality outside the stasis bubble, there has never been a manor house. This one has been built over the millennia by the Lord and Lady, stone by stone, on the remains of the Rutan ship.

LADY NYSSA

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Amnesia (Minor)
Boffin
Dependency (Major) – Need to feed on the pasts of the villagers
Hypnosis (Minor)
Immortal (Major)
Natural Weapon – Claws and Fangs: Strength +2 damage
Obligation (Major) - Viridios
Obsession (Major) – The urge to feed is overwhelming
Psychic
Special – Devour History: as Lord Doctor
Technically Adept
Telepathy
Weakness (Major) – If the paradox of her creation is broken, she ceases to exist

TECH LEVEL: 7
STORY POINTS: 8

Having lived for so long, Lord Doctor and Lady Nyssa can barely remember their own distant pasts, who they once were, and their former friends and enemies. But with the appearance of their younger selves within the stasis bubble, the Lord and Lady need to ensure that they too accept Viridios' offer of immortality just to maintain the cycle of their own existence.

LORD DOCTOR

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

SKILLS

Athletics 2, Convince 3, Craft 1, Fighting 3, Knowledge 6, Marksman 1, Medicine 1, Science 3, Subterfuge 4, Survival 4, Technology 3, Transport 1

TRAITS

Alien Appearance
Amnesia (Minor)
Boffin
Dependency (Major) – Need to feed on the pasts of the villagers
Feel the Turn of the Universe
Hypnosis (Minor)
Immortal (Major)
Indomitable
Natural Weapon – Claws and Fangs: Strength +2 damage
Obligation (Major) - Viridios
Obsession (Major) – The urge to feed is overwhelming
Psychic
Special – Devour History: By devouring a villager's past, he or she is re-set back at the start of their own personal time-loop within Stockbridge
Technically Adept
Telepathy
Time Lord
Time Lord Experienced x4
Time Traveller
Vortex
Weakness (Major) – If the paradox of his creation is broken, he ceases to exist

TECH LEVEL: 10

STORY POINTS: 8

VIRNA & SONS *(Tomb Ship)*

Virna might describe herself as an experienced space salvage scavenger, but it would be more honest to say that she's a veteran tomb-robber. She is the matriarch of her family and rules it with a rod of iron. Virna is tough, driven and uncompromising, and she is willing to risk anything to secure her family's future – including members of the family themselves.

Over her life, Virna has had several husbands, all of them coming to sticky ends on various recovery missions. From them, she has a long line of children, mainly sons but also the odd daughter, all now adult or approaching adulthood. Each of these has been trained by Virna to become a useful member of her gang.

Virna usually coordinates the opening moves of an operation from afar, sending her sons in and giving them instructions over the radio. It's not that Virna is a coward. She just uses her children to clear the way for her. Virna is nothing if not pragmatic, and she realises that without her, her children are a fairly useless bunch. As a result, the casualty rate among her offspring is high

Many years ago, Virna masterminded a raid on a vast stone tomb floating through space (see *L86*). She lost several of her sons in the attempt, including Brui, Bress, Tirro, Mirn and Biss, and a daughter Jhanni, and abandoned the plan for the time being. She is now ready to have another go at what she believes is the treasure store of a long-extinct civilisation.

At the current time, Virna's sons include Hisko, Heff, Murs and Rek. Hisko is decent-minded but weak and under his mother's thumb. Heff is older. He is tough, but more questioning of his mother's authority. Murs is similarly brutal, but is more obedient to Virna. And Rek is… well, expendable. Usually sent in ahead of his brothers, Rek is the forward scout of the gang.

VIRNA



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

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

TRAITS
Selfish
Voice of Authority

EQUIPMENT
Blaster: 7(3/7/10) damage
Communicator/scanner
Trail markers

TECH LEVEL: 7

STORY POINTS: 6

VIRNA'S SONS

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

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

TRAITS
Add one or two suitable traits to personalise each son: Brave, Distinctive, Obligation (to his mother), Run for Your Life! or Selfish, for example.

EQUIPMENT
Blaster: 7(3/7/10) damage
Communicator/scanner
Trail markers

TECH LEVEL: 7

STORY POINTS: 4

VLAD DRACULA *(Son of the Dragon)*

Vlad Dracula, Vlad III, was a Prince of Wallachia and reigned as Voivode on three separate occasions between 1448 and 1476. He was the son of Vlad II, who took the surname Dracul after being inducted into the Order of the Dragon, a chivalric order of select noblemen who vowed to protect the cross and fight the enemies of Christianity. Since his death, Vlad III has become renowned for his acts of cruelty and is better known as Vlad Ţepeş or Vlad the Impaler for his practice of impaling his enemies. Bram Stoker named the vampire of his novel *Dracula* after Vlad's patronymic.

Vlad was born in 1431 in Transylvania, which was then part of the Kingdom of Hungary. He had two older half-brothers, Mircea II and Vlad Călugărul, and a younger brother Radu III, known as Radu the Handsome. Vlad Dracula and Radu spent six years of their youth as "favoured prisoners" of Sultan Murad II of the Ottoman Empire, during which time they were educated in logic, literature, the Koran, the Turkish language, warfare and horsemanship.

In 1447, Vlad's father and eldest brother were captured and killed by boyars from Târgoviște, the capital city of Wallachia, following a period of conflict with the Voivode, John Hunyadi. This period was a volatile time in Wallachia, and over the following decades the throne passed from one prince to another, including Vlad Dracula and his surviving brothers. In addition to a brief reign in 1448, Vlad Dracula was Voivode of Wallachia from 1456 to 1462, and again briefly in 1476.

The Doctor, Peri and Erimem encountered Vlad in 1462, towards the end of his main reign. At this time, Vlad's forces are defending Wallachia against the Ottoman army, which includes Radu the Handsome at the head of Sultan Mehmed II's Janissary. Vlad's forces have forced the invaders away from the Danube and denied them access to food and water by destroying entire villages in the path of the Sultan's advance, slaughtering livestock, burning crops and poisoning wells.

Erimem in particular found that Vlad is charming, but proud and often cruel. He is quick to anger and used to having his commands obeyed without question. True to his reputation, Vlad deals with his enemies by torturing and executing them by means of impalement on long stakes, a brutal method which keeps its victims alive and in agony for days. Estimates of the number of people executed by such means on Vlad's orders are anywhere up to 100,000. Vlad himself considers that his brutal justice is needed to maintain order and protect Wallachia.

Although Vlad achieves some victories against the invading Ottomans, he is ultimately defeated and, in an act of betrayal, captured and imprisoned by the King of Hungary. But in 1475, Vlad joined Stephen V of Transylvania at the head of an army sent to retake Wallachia. Although Vlad reclaimed the throne on 26 November 1476, a large Turkish army was quickly sent. The exact circumstances of Vlad's death are uncertain, but whether he was killed fighting the Turks, betrayed by Wallachian boyars or died in an accident, he was probably dead by the end of the year.

VLAD DRACULA



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

SKILLS
Athletics 4 (AoE: Horsemanship), Convince 5, Craft 3, Fighting 4, Knowledge 4 (AoE: Military Tactics), Marksman 3, Medicine 1, Subterfuge 2

TRAITS
Adversary (Major) – Sultan Mehmed II
Authority (Major) – Voivode of Wallachia
Brave
Charming
Menacing
Voice of Authority

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

TECH LEVEL: 3

STORY POINTS: 10



VRALL *(Imperial Moon)*

The Vrall have many names and their origins are uncertain. What is known is that they are savage predators, but intelligent ones. They are not large creatures, perhaps half a man's height and weight. They are black stick-like figures with skin the texture of hot tar. They have six rubbery limbs, each with three-clawed hands, and thin sickle-shaped heads tapering to sharp beaks. Vrall skin is normally dark to blend with the shadows, but they can alter the colour and texture at will to merge with most objects. Their bodies bend and flex like rubber when they wish them to, so they can flatten themselves to no more than a hand's thickness. They could be resting against a floor or wall and you would most likely not notice them unless you knew they were there. They can also combine together to form a larger organism for strength.

Vrall do not bleed, and any cuts or punctures quickly heal over. They will not die unless they are completely dismembered or destroyed utterly by fire, explosives or similar means. They are extremely difficult to hit, as they move so fast as to be a blur. Vrall limbs bow and snap straight like rubber to launch them into a series of leaps, ricocheting faster and faster as they pick up speed off each rebound.

Vrall use their sharp beaks to stab through the skull of any restrained opponent, dissolving the brain inside before devouring it. Perhaps most horrific of all, they can wear the bodies of their victims as a disguise, cutting a slit down the back and removing the spinal column to make space so they can crawl inside and operate it from within. Vrall are so adept at this that even a close examination will not reveal that the victim is now nothing more than a corpse animated by an alien parasite. They can extract engrammatic information, memories if you like, from the absorbed brains of the creatures they kill. But the process is biochemical, so it takes a few hours to assimilate and replicate the information, then perhaps transmit it in encoded viral form to others of their kind.

Vrall reproduce by means of parthenogenic division. When a Vrall has absorbed enough energy from its victims, its rubbery skin will stretch and split down the sides of its body and a second creature will pull itself out of the back of the first. There will then be two separate stick figures the same size as the original adult Vrall. Each will then wait while their skin repairs itself from the ravages of their birth before seeking a new source of food.

The Vrall are more than just animals following their instincts in order to survive. They are calculating killers without mercy, as impossible to make peace with as a Dalek. They delight in deception and prize their cruelty. They are very particular eaters and their food must be fresh, so they will hunt and kill a group one at a time. In short, Vrall are irredeemably evil and are particularly deadly predators.

VRALL



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

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

TRAITS
Additional Limbs - Arms
Alien
Alien Appearance
Fast (Major)
Immunity – Immune to any damage which doesn't kill it outright
Invisible (Major)
Natural Weapon – Claws: Strength +2 damage
Natural Weapon – Beak: If the Vrall successfully grapples its opponent, it can make an attack with a +4 bonus, using its beak to penetrate the skull and inflict Lethal damage
Networked (Major)
Psychic – Actually biochemical in nature, but this Trait allows the Vrall to absorb the memories of its victims
Replication
Size – Tiny (Minor)
Shapeshift (Minor)
Special Trait – Group Entity (see *The Second Doctor Expanded Universe Sourcebook*)

TECH LEVEL: 6

STORY POINTS: 3-5

WEBSTER CORPORATION *(Red Dawn)*

By the early 21st Century, the Webster Corporation is into pretty much everything, from pharmaceuticals to investment banking, computer software to online publishing. The Corporation is owned and run by Leo Webster, a British entrepreneur, and several members of the Webster family hold senior positions within it. Leo's son, Paul, heads up the Defence Development Division, with interests in advanced weapons systems, armaments and anti-terrorist technology. Leo's niece, 17-year old Tanya, is a geologist with the Oil Exploration Group.

One of the Corporation's interests is in space exploration. During the 1970s, they dismissed the British Mars Probe missions as a fiasco. But they subsequently sent their own unmanned landers and robot probes to the red planet, while they waited for NASA to finally get its act together. Officially, they brought back some rock and soil samples. Unofficially, they brought back much more than that, remnants of alien technology, including an Ice Warrior's shell and some DNA. They immediately realised that there was an opportunity to get ahead of their competitors.

The Corporation's probes had also detected a structure that they termed "the Anomaly", a mound too regular to be entirely natural (see *L85*). So they approached NASA with a proposal for a joint mission. With Webster's funding and NASA's technology, they launched the Ares One mission to Mars, with the aim of getting the Argosy lander down close to the Anomaly. NASA of course is completely in the dark about the artefacts that the Corporation has previously brought back from the red planet, and also about the true aims of the mission.

Ares One is led by Commander Forbes, an experienced NASA astronaut. But also in the crew are Paul and Tanya Webster. Although Tanya is naively innocent of the Webster Corporation's motives, Paul has his own agenda: to secure as much alien technology as possible and weapons in particular.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Paul's interests do not stop at obtaining Martian weaponry. Following the recovery of alien DNA, the Webster Corporation acquired Verncorp for their cloning technology and Bionet for their DNA synthesis techniques. With this knowhow, they have created their own human-Martian clone in the form of Tanya Webster. Tanya believes herself to be an orphan, adopted by Leo Webster, but she was created in her uncle's laboratories.

Paul Webster's ultimate aim is to develop cloned armoured soldiers, mechanically enhanced with Ice Warrior DNA and technology. Tanya is a long way away from that end result, being externally human and without any evidence of enhanced strength or other unusual physiognomy. She has, however, inherited a limited amount of knowledge about Mars on an instinctual level (giving her a +2 bonus on relevant rolls, including using Martian technology), hence her presence on the Ares One mission.

PAUL WEBSTER



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

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

TRAITS
Friends (Major) – Webster Corporation
Obsession (Major) – Obtain alien technology
Selfish
Wealthy (Major) – Stinking rich

EQUIPMENT
NASA Spacesuit: Environmental (Major)

TECH LEVEL: 5

STORY POINTS: 6

Although Paul Webster has no emotional or familial ties to his cousin, he recognises her value in monetary terms.



WILLIAM SHAKESPEARE *(The Kingmaker)*

In comparison to some of his other incarnations, the 5th Doctor has a very low regard for William Shakespeare. In fact, after discovering just how little historical research Shakespeare conducted when writing *Richard III*, the Doctor dismissed him as a mere hack! How could a man gifted with such mastery over words and insight of the human condition be capable of producing such a travesty of history?

This version of William Shakespeare is miles away from the man the 10th Doctor later meets. In comparison to that charming genius, this Shakespeare is a scoundrel. He is a self-serving schemer with little in the way of grace or wit. When he drops his guard, a broad accent betrays his West Midlands origins. Having fallen out with the Doctor on his treatment of Richard III (see *A54*), Shakespeare only seems interested in protecting his own reputation.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In truth, this Shakespeare is determined to protect the reputation of the Tudors by making sure that there is no hint that Henry Tudor (later Henry VII, grandfather of Shakespeare's patron, Elizabeth I) was in any way involved in the murders of the Princes in the Tower. Sneaking aboard the TARDIS after his argument with the Doctor, Shakespeare travels back to 1483. He plans to seek out the historical Richard and persuade him to follow the course of action that would see him sit on the throne of England. Pretending to be a wise sorcerer from the future, he predicts England falling under French rule unless Richard murders the Princes in the Tower and becomes the villain that Shakespeare's play presents.

This version of Shakespeare shows him to be ruthless in pursuit of his goals, and he even arms himself with anachronistic weapons and technology stolen from the TARDIS. Ultimately though, his plans backfire, and it is Shakespeare rather than Richard who dies at the Battle of Bosworth Field.

WILLIAM SHAKESPEARE



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

SKILLS
Convince 3, Craft (Writing) 7, Knowledge 3, Marksman 1, Subterfuge 4, Technology 1

TRAITS
Cowardly
Empathic
Keen Senses – Hearing
Impulsive
Insatiable Curiosity
Obligation (Major) – Elizabeth I

EQUIPMENT
Cyber Rifle: L(4/L/L)
Dalek Control Relays [Traits: Hypnosis (Major). Story Points: 2.]
Remote Viewer [Traits: Clairvoyance. Story Points: 2.]

TECH LEVEL: 3

STORY POINTS: 6

THE SHAKESPEARE CONUNDRUM

How can we reconcile the version of William Shakespeare encountered by the 5th Doctor with the one who will befriend the 10th Doctor only two years later (from the playwright's perspective), or the various other versions of Shakespeare the Doctor meets over the course of his lifetime? Each seems to bear very little resemblance to the others, but it is the Shakespeares from *The Kingmaker* and *The Shakespeare Code* which are most at odds.

There are a number of possible explanations the GM might use. Perhaps they are not the same person at all; perhaps Shakespeare's identity was assumed by another after 1597, as is suggested in *The Kingmaker*. Or are they perhaps versions from different realities? Or perhaps Shakespeare was somehow caught up in the Last Great Time War and was fundamentally changed by the experience. Or perhaps a third party is altering Shakespeare's life, meddling with time either to preserve history or change him for the better. The Celestial Intervention Agency maybe, or could it be a more pernicious Meddler in time? Any of these explanations could form the basis of an adventure or even a history-bending campaign featuring multiple Shakespeares.

WITCH GUARDS *(Heroes of Sontar)*

Where the Witch Guards came from is unknown. They are deathly alien mercenaries who were hired by the people of Samur to help defend their Citadel against the warring Rutans and Sontarans. The Guards are patches of shadow which condense into wraith-like swordsmen extruding their blades from their hands, dragging them along the ground as they stalk their prey. Their undead appearance and ghastly voices strike fear into the hearts of their enemies before combat is even joined.

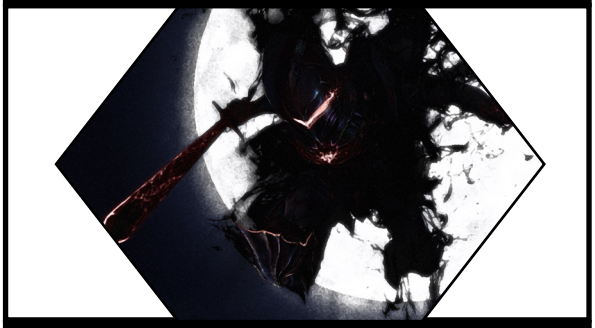
Although swords against guns and lasers might not seem like good odds, the Witch Guards have a number of advantages which make them deadly in combat and rightfully feared. In the assault on Samur (see *L72*), just seven Witch Guards slaughtered six Sontaran divisions until Fleet Marshal Stabb (see *V36*) dropped a biological weapon on the planet. Firstly, the Guards' blades can deflect the shots of ranged weapons, whether bullets or energy beams, turning them back on their opponents in an almost supernatural fashion. Secondly, they absorb the memories and abilities of their victims, learning and adding new skills and powers. Thirdly, and most effectively of all, in the event that they are killed, they do not remain dead for long. Even if they are blown into pieces, their remains will draw themselves back together and recombine.

When they kill, Witch Guards can absorb a foe's abilities, memories and experience. The Witch Guards have haunted a hundred thousand fields of conflict throughout countless ages. They have absorbed spear-throwers, swordsmen, infantrymen, artillerymen, each adding to the Guards' sum total of experience.

The Witch Guards on Samur absorbed the abilities of the Rutans that scouted the planet, including their shapeshifting powers. They can now assume the physical form of their victims after having performed a biopsy of the corpse. However, they now also gain that creature's physical weaknesses, and these could be the Witch Guards' Achilles' heel. Perhaps for this reason, the Guards do not always absorb their victims, sometimes merely killing them.

The seven Witch Guards who defended Samur are not really seven individuals. They are one creature, a gestalt divided into seven parts. It can split itself apart when necessary to ensure its survival. But it's more powerful as a single entity. When the Guards combine, they become a single creature with one body but a head for each Guard in the gestalt. The combined creature can draw on the experiences of all of its components, instantly gaining all of the memories and skills that they each acquired individually. This provides the gestalt entity with a +1 bonus on all rolls per additional two Witch Guards in the creature (i.e. +1 if three Guards, +2 if five and +3 if all seven).

WITCH GUARD



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

SKILLS
Fighting 7, Knowledge 4, Marksman 7, Subterfuge 4, Survival 6, Technology 2

TRAITS
Alien
Alien Appearance
Deflect
Fast Healing (Special)
Fear Factor 3
Immortal (Special)
Natural Weapon (Minor) – Spectral Swords: Strength +4 damage
Shapeshifting (Special)
Special – Absorption: Gains knowledge of victims (including Skills, if higher than Witch Guard's own) and all physical traits, both Good and Bad
Special – Group Entity (see text)

TECH LEVEL: 7

STORY POINTS: 8

SPECIAL GOOD TRAIT – DEFLECT

Whenever a ranged attack succeeds against a character with this trait, they may make a Coordination + Fighting roll. A Success means that the character takes no damage. A Good or Fantastic result means that it is deflected back to the attacker, injuring them instead. Use of this trait does not count as an Action and it may be used multiple times each Round without penalty. Deflect costs 2 points to purchase.

THE XARANTI *(Deep Blue)*

The Xaranti are a species of intergalactic scavengers with no particular technological or cultural identity of their own. They travel through space in the hijacked vessels of other worlds, perpetuating their own race by subjecting other species to an infection so aggressive that it forces their victims' bodies to transform. In other words, they are parasites. The Xaranti were originally from an unnamed planet in the Tau Ceti system, but that was destroyed centuries ago in their war with the Zygons. Both races are nomadic now, but the conflict will no doubt continue until one or both species has been wiped out.

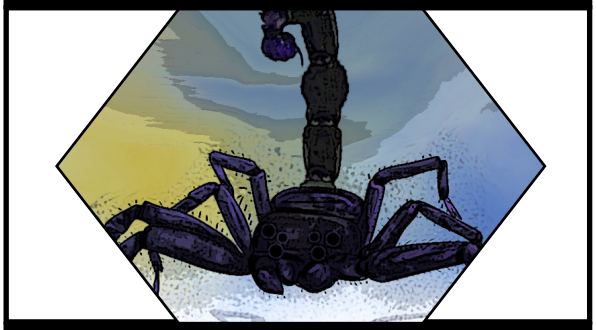
In appearance, a Xaranti is like something out of a nightmare. Its torso is roughly the size and shape of a bull's, powerful and huge-shouldered with muscle. But it moves on eight, jointed, black, crab-like legs, and from its hind-quarters a massive scorpion tail curls upwards, forming a giant black question mark. Its face, bristling with quills (as is the rest of its body), is studded with bulging black eyes like those of a spider, with a flap of a mouth beneath. On its hind legs, its hideous face is a good eight feet above the ground.

But these are simply the Xaranti hunter-gatherers. The intelligence is at the heart of the community, well-hidden and well-protected. When a member of another species becomes a Xaranti, their knowledge is absorbed and stored. Their new bodies become processing plants for the information, which is secreted within a colourless gloop. These secretions, which are quite literally knowledge and memory given physical form, merge to form a separate living, thinking entity. The Xaranti warriors are not themselves designed to use the knowledge they absorb, so instead they create a giant, communal mind which assimilates the information fed to it and controls and directs their actions. This controlling intelligence for the creatures which spawned it is the Xaranti Queen.

The Queen is not a quantifiable lifeform as such, but a vast shapeless entity, an accumulation of the thoughts and emotions and memories of myriad races made flesh. The stuff it is made from is not solid, but free-flowing like liquid glass, iridescent patterns constantly swirling within it. Aspects of the many races whose minds it has absorbed form briefly within it, as if attempting to break free. Eyes and claws and mouths and the suggestion of alien limbs and flesh emerge briefly only to vanish again.

The Xaranti infection which transforms its victims can be administered via infected food or water, or more usually by direct contact with the secreted gel, often in the sting of a warrior's scorpion-like tail. It isn't a biological agent, but a mental one that convinces it host that they are becoming Xaranti and forcing physical change. A victim must make an immediate contest of Presence + Resolve against the Xaranti and again every hour thereafter. Each Failure reduces the victim's Ingenuity, Presence and Resolve by 1 point each, but a Fantastic success means the infection has been thrown off. If all three Attributes reach zero, the victim is fully transformed into a Xaranti warrior. During the process of transformation, a victim becomes less and less able to concentrate and more angry and aggressive as the infection spreads. The first physical signs of change are quills growing from the body and then the face and limbs. Two large, grotesquely shifting growths erupt from the back between the shoulder blades and contain the developing additional legs, and the eyes become completely black, the eyelids peeling back as they protrude like an insect's. The victim's body expands and grows until, eventually, they are a full-sized Xaranti. The Xaranti Queen is able to reverse the infection at will, though the victims may be left mentally and perhaps physically scarred by the experience.

XARANTI WARRIOR



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

SKILLS
Athletics 3, Fighting 4, Survival 3

TRAITS
Additional Limbs x3 – Legs
Adversary (Major) – Zygons
Alien
Alien Appearance
Fear Factor 1
Infection (see text)
Networked (Major)
Tough
Weakness (Special) – If the Queen believes a substance to cause damage to the Xaranti, they will take damage from it even if it is normally harmless

TECH LEVEL: 6

STORY POINTS: 1-3

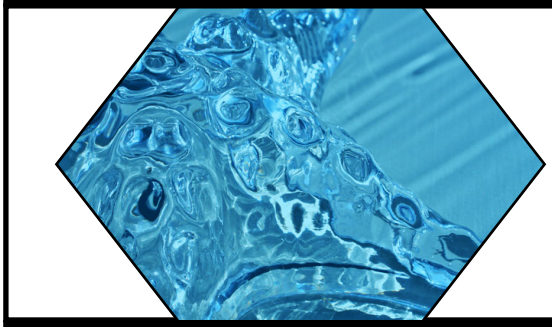
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the 1970s, the Doctor was able to defeat the Xaranti at Tayborough Sands by convincing himself that he had developed an antidote. Already infected and partly transformed, the Doctor was linked to the mind of the Xaranti Queen. The Queen therefore believed this to be true and, although the "antidote" was only tap water, even took physical damage from contact with it. This deception was a contest of Ingenuity and Convince between the Doctor and the Queen.

Adventure Seed: Be Water, My Friend

Hong Kong. Don't drink the water. Because if you do, you'll find out the Xaranti Queen saved her species by spawning a new Queen. Though still young, it's started to convert the students of a martial arts school into hybrids, and soon, full-grown warriors. Maybe they can be contained to the island. But if they reach the Chinese mainland, there's no telling what kind of damage kung fu spider-scorpions can wreak!

XARANTI QUEEN



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

SKILLS

Convince 4, Knowledge 6, Science 4, Technology 4, Transport 3

TRAITS

Adversary (Major) - Zygons
Alien
Alien Appearance
Alien Organs (Special) – The Queen contains no discrete organs and must be completely destroyed before it dies
Fear Factor 2
Infection (see text)
Networked (Major)
Size – Huge (Major)
Weakness (Special) – The Queen will take physical damage from an otherwise harmless substance if a mind it has absorbed believes it to be dangerous (damage determined by the GM)

TECH LEVEL: 6

STORY POINTS: 6

XARANTI HYBRID



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

SKILLS

Athletics 2, Fighting 2

TRAITS

Adversary (Major) - Zygons
Alien
Alien Appearance
Fear Factor 1
Infection (see text)
Networked (Major)
Tough
Weakness (Special) – If the Queen believes a substance to cause damage to the Xaranti, they will take damage from it even if it is normally harmless

TECH LEVEL: 6

STORY POINTS: 1-2

YANIS *(The Eye of the Scorpion)*

Even before his possession by an alien mind parasite, Yanis was a man to be feared. A brutal foreign warlord with a growing army of mercenaries behind him, Yanis had designs on the throne of the Pharaoh in the Egypt of 1400 BC (see *L6*). His ally within the Pharaoh's court, a temple priest named Horemshep (see *V45*), discovered a strange casket in the desert, covered in weird designs. But when the casket was opened, the thing within it took control of both their minds.

The casket is a stasis box and the designs on its surface reveal it to be from a crashed prison ship. The entity inside is a creature of pure thought, a criminal capable of controlling others like puppets. Before it was captured and tried for its crimes, the entity had controlled entire worlds, its mind able to spread like a plague and enslave whole populations. Unlike most psychic parasites, this one's mental slavery is passed by touch, literally like a contagion. Yanis and Horemshep each fell under the creature's control when they opened the stasis box. After this, whoever they (or anyone they infected) touched would succumb to the entity, creating an ever growing army for it and starting with Yanis's mercenaries. The alien's slaves gain the following traits: Enslaved, Infection and Networked (Major).

The creature can control hundreds, thousands, even millions of slaves in this fashion, and can access the knowledge and memories of all of its subjects. If it needs specific information, it can call upon any of its minions, bringing their memories to the surface of its own mind. By making a Resolve + Convince roll against the minion, it gains a +1/+2/+4 bonus on any roll requiring the information it needs. Clearly, this will only work if any of its minions have suitable knowledge. So if its minions are limited to ancient Egyptians, for example, none of them will know how to repair a starship's engines.

The entity has no physical form. It selects one of its slaves as a primary host for it to inhabit, but can jump from one host to another if it needs to. Among the devices found within the stasis box is one which extends its control over primitive animal minds, and it has been known to use insects as spies and scorpions as assassins.

However, the mind parasite's powers are not without its limits. Although it can draw on the memories of perhaps millions of minds, if multiple minds are forced to the surface at the same time, this can overwhelm whichever human host is acting as its primary body, humans not being able to cope with such volumes of information. This is a contest of Ingenuity + Convince against the host body (rather than the entity itself) by whoever is calling on the memories to come to the fore. For each failure by the host, the entity takes S(2/S/S) damage. In addition, although it is a powerful psychic, its control can be resisted. Yanis has a very forceful personality and, while he is happy to utilise the creature's powers to unite his army behind him, the power of his will is such that he can often make his own decisions, which are not necessarily in the furtherance of the entity's plans.

YANIS



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

SKILLS
Athletics 2, Convince 4, Fighting 5, Marksman 2, Survival 3, Transport 3

TRAITS
Enslaved
Indomitable
Infection – uses Ingenuity + Resolve for initial control, as Possess
Menacing
Networked (Major)
Voice of Authority

EQUIPMENT
Control device: Hypnosis (Major: only affects creatures with nil Ingenuity), Networked (Major: ditto).
Short sword: Strength +2 damage
Whip: Strength +1 damage, with a range of 4 metres

TECH LEVEL: 2
STORY POINTS: 6

THE THING IN THE STASIS BOX

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 5, Resolve 7, Strength N/A
Skills: Convince 5, Knowledge 6, Technology 2
Traits: Alien, Immaterial, Indomitable, Infection, Invisible (Major Bad), Networked (Major), Possess, Psychic, Special – Access Memories (see text), Telepathy, Weakness – Memory Overload (see text)
Tech Level: 7
Story Points: 12

YARVEN *(Goth Opera)*

And those who will the destruction of the vampiric races must be ever vigilant. The records of the Dark Time state that there shall come among their number one who was never completely killed. He will be entombed in a pit, not alive and not dead, on the world that will be called Ravolox. He will be joined with a Prydonian Lady, and the two of them shall cause much suffering, for he is the one the Great Vampire predicted at his meeting with Rassilon, the one who will succeed him and be consumed in the maw of time that his people may prosper. They will call him the Vampire Messiah.

Yarven is the Vampire Messiah whose coming was foretold as far back as the Dark Times. A thin sharp-faced man with a neatly pointed beard, he is the last survivor of the vampires of E-Space (see *State of Decay*). In the aftermath of the destruction of the Three Who Rule, Yarven attempted to drive a wedge between the human lords and the peasants. Yarven's actions were exposed, but he managed to escape, stealing himself away aboard the 7th Doctor's TARDIS and escaping to Earth in 1929.

Yarven survived on Earth feeding on the locals until, in the 1940s, he was cornered by a group of Croatian partisans whose Christian faith rendered him vulnerable. Realising his nature, the soldiers buried Yarven in a grave filled with crucifixes, where he remained alive but powerless for the next fifty years. In 1993, he was rescued by the Time Lady Ruath (see *V91*), the Prydonian Lady of legend who believes that it is the Time Lords' destiny to themselves become vampires. To restore Yarven, Ruath provided him with her own blood, which has had the effect of giving him the symbiotic nuclei of a Time Lord. In return, Yarven transformed Ruath into a vampire, making her his consort.

Yarven plans to unite the vampires of Earth, estimating there to be between three and four hundred in Britain alone. But this is only the beginning. Using a prototype Time Freeze developed by Ruath, Yarven intends to create a time loop that will hold the entire planet in a one second-long repetitive cycle, keeping one side of the planet in perpetual night, but without affecting local time for the Earth's inhabitants. Yarven's vampires have also developed a gaseous form of vampire DNA, which can diffuse straight through a human's cell walls. The merest drop landing on a person's exposed skin will be as if they were bitten by a vampire. Yarven plans to release this vapour weapon into the atmosphere, transforming the population of Earth and creating a vampire army strong enough to conquer Gallifrey by sheer force of numbers.

Yarven has many of the powers and weaknesses traditionally attributed to vampires. The symbiotic nuclei Yarven has gained mean that he would be able to pilot a TARDIS if given the opportunity.

YARVEN



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

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

TRAITS
Adversary (Major) – The Time Lords
Flight (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Infection – Yarven can create new vampire slaves with his bite
Vampire (see *The Fourth Doctor Sourcebook*) – Yarven has all Vampire traits except Enslaved Vortex
Weakness (Major) – Direct sunlight will kill Yarven

TECH LEVEL: 6

STORY POINTS: 8



ZARA *(1st in The Judgement of Isskar)*

When the segments of the Key to Time began to decay because of the actions of the 4th Doctor, the Grace (see *V40*) – the supremely powerful beings from outside our universe who had created them (and who use the Guardians, see *V42*, as their agents) – created two living tracers. These tracers, in the forms of attractive young women, were each tasked to locate three of the segments for the Grace, so that neither would possess all six. One of them quickly allied herself with a criminal known as Harmonious 14 Zink (see *V43*). Needing a name, this tracer chose Zara from a list of suggestions provided by the 5th Doctor, who had been adopted as companion by the other tracer, now known as Amy (see *A1*).

Zara has no memories or experiences to draw on and was initially a blank slate in terms of personality and behaviour. This void in her character meant that Zara adopted some of the personality traits of Harmonious 14 Zink, resulting in her becoming more selfish. In fact, she has come to covet all of the segments of the Key to Time for herself. While her "sister" Amy travels in the Doctor's TARDIS, Zara has a time ring that Zink had stolen from a museum, as well as a transdimensional satchel for storing recovered segments.

Being creations of the Grace, both Amy and Zara are very resilient to injury, being immune to most physical damage and to harmful environments, though it's possible that they can be affected by extremely exotic energies or temporal effects. The sisters also have a range of psychic abilities and can detect the proximity of a segment of the Key by the tingling of their noses. Although they are the products of Tech Level 12 entities, the tracers have no natural Tech Level of their own. Zara has spent most of her time with Tech Level 6 (initially with Harmonious 14 Zink) and so this is her default.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the conclusion of the quest for the segments of the Key to Time, Amy and Zara found themselves reunited. By now, their personalities had diverged away from each other. While Zara had been corrupted by her association with Zink, Amy had been influenced by her time with the Doctor. However, by now neither was strictly "good" or "evil". Having outlived their usefulness to the Grace, the tracers both decided that they wanted to remain in our universe to continue to live their lives. However, they chose to go their separate ways, and Zara opted to travel to Atrios.

Since then, Zara has had a baby daughter, Joy, with her lover, Marek, and has been reunited with Amy, now renamed Abby. Over time, each tracer has become a more complex, more complete personality. Zara is no longer the bad sister and Abby the good one, and both have been responsible (accidentally or otherwise) for the deaths of hundreds of people. By this stage of their lives, the tracers have developed other powers, including the ability to teleport themselves across time and space merely by holding hands (negating the need for Zara's time ring). These new powers have not been included in the accompanying stats, which represent Zara when she was allied to Zink.

ZARA



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

SKILLS
Convince 2, Knowledge 1, Subterfuge 2, Technology 1

TRAITS
Alien Senses – Can detect the segments of the Key to Time
Attractive
Eccentric - Very naïve, with very limited personal experience to draw on
Environmental (Major) - Able to survive unprotected in hostile environments, including in the vacuum of space and the Vortex itself
Hypnosis (Minor)
Immortal (Major)
Immunity (Major) - Immune to most forms of damage (but see Weakness below)
Networked (Major)
Psychic
Telekinesis
Telepathy
Weakness (Major) - EM-Sensitive (*see Amy, A1*)
Weakness (Minor) - Zara unconsciously adopts the personality traits and morals of others

EQUIPMENT
Transcendental satchel (it's bigger on the inside)
Time Ring (Traits: Vortex, Restriction – Time Travel Without a Capsule. 3 Story Points.)

TECH LEVEL: 6

STORY POINTS: 12



LOCATIONS IN SPACE AND TIME



Akoshemon hangs in space like a giant bloodshot eye, a bloated mass of churning scarlet and black. It is both strangely compelling and repellent to look at. The scabrous colours swirl across the surface in volcanic torment, and it looks as if nothing natural or good could exist there. Akoshemon lies at the very edge of the galaxy, and beyond the blood-red planet, the vista is split in two. One half is a great wash of colour, blue and purple and burgundy speckled with a million stars; the other half is the complete absence of colour, just the unremitting darkness of the void between galaxies. The only other planets in its solar system are an airless rock and a gas giant, with Akoshemon as the most distant of the trio from their M46 type star.

Despite its current inhospitable state as a toxic wasteland, Akoshemon was habitable once. Indeed, centuries ago it was home to a sentient species, but one that was embroiled in waging constant war and committing terrible atrocities. The planet was tainted by the sentient evil of an entity that had existed before the Big Bang and had coalesced among the primal matter that became Akoshemon. When a space-faring expedition from another race arrived on the planet, they fought the monsters that they discovered here. The struggle lasted for generations and they only won at great cost to themselves. They managed to destroy the primal entity, which they termed "the Dark" (see *V21*), and reduced it to ashes to prevent it from reforming. The ashes were hidden deep within Akoshemon's moon, where they believed they could never be found.

Although Akoshemon is itself a hostile world, its moon has a thin but breathable atmosphere. It is a cold world, but not a dead one. Its surface is craggy and covered in some kind of mould or lichen the colour of putrescent meat, which presumably accounts for the atmosphere. Beneath the surface are complex networks of caves and tunnels, lit by the dim green glow of a bioluminescent mucus produced by a species of tiny worm-like invertebrates that live within the rock itself. The tunnels become smoother the deeper one goes into the freezing interior and are eerily reminiscent of the inside of an artery or vein. The moon contains enough of the mineral lexium in its strata to make whoever discovers it rich for life.

But the Dark is not dead. Its ashes lie at the bottom of a pit deep within the moon of Akoshemon and are psychically active. The Dark is using its mental powers to draw other lifeforms to this place, where it can manipulate them into carrying out the plans for its own resurrection…

PLANETARY DATA: AKOSHEMON

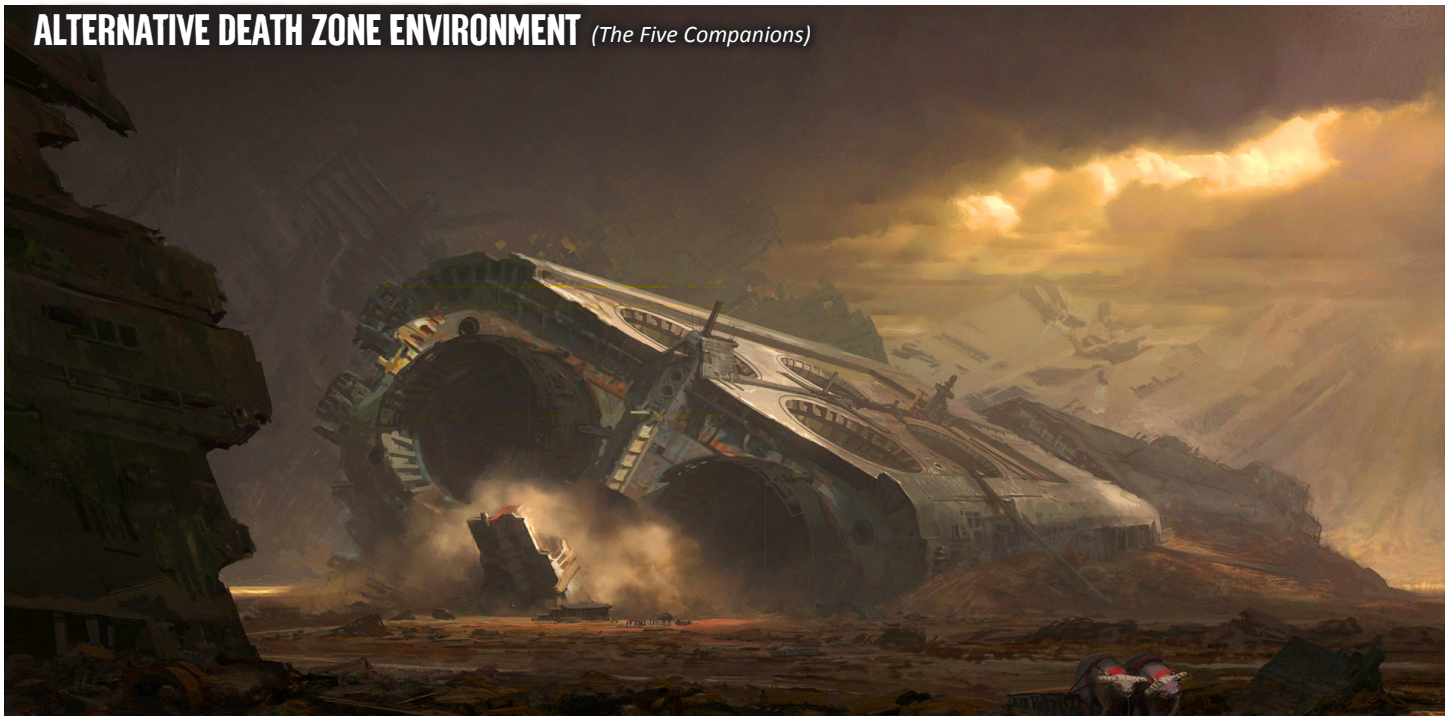
SIZE: Medium
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard Toxic
CLIMATE: Hot
SATELLITES: 1
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

PLANETARY DATA: AKOSHEMON'S MOON

SIZE: Small
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A



ALTERNATIVE DEATH ZONE ENVIRONMENT *(The Five Companions)*



As is recalled with some shame in the legends of Gallifrey, in ancient days the Time Lords played the Game of Rassilon, using a time scoop to pluck specimens from across time and space and pit them against each other in the Death Zone. The Doctors once found themselves trapped within the Game of Rassilon (see *The Five Doctors*), and on this occasion, the Death Zone was configured as a wasteland of bleak moors and rocky mountains, whose features included several scattered ruins and the Dark Tower at the centre. But the Time Lords could vary the environment by removing one version and replacing it with an alternative, like using a different game board. When they weren't in use, the spare sections of environment were kept safely out of harm's way, each within their own pocket dimension which is impossible to escape from (in case any "players" get left behind).

The 5th Doctor stumbled across one of these alternative environments while his previous incarnations faced various perils within the Death Zone, finding himself materialising within it when his transmat was dragged off course by an anomaly, and meeting up with several of his former companions. This environment is made up of old, ruined spaceships of all shapes and sizes welded together in a huge maze. Spacecraft from a dozen different races and as many time periods have been used in its construction, from small shuttles to the largest space stations. As a consequence, the corridors and chambers of this Death Zone vary widely. There are some areas as large as the interior of a cathedral with corridors wide enough for moderately sized vehicles to pass along. Other areas though are small and cramped, with only room to pass through in single file. Here and there, vertical shafts lead to higher or lower levels.

The different sections of the maze are connected by doors, hatchways and airlocks, some of which may be lockable, while others are jammed open. None however lead to the outside. The floor of this labyrinth is littered with scrap, with the idea that the contestants who are deposited here can use whatever fixtures and fittings they find in order to survive against their opponents. Rusty piping and corroded sheets of metal lie alongside bits and pieces of electronic equipment, some of which is still functional. Although the engines of the various ships have been rendered inoperable, some of their controls might be useable, such as communications and scanners.

Perhaps the most important area within this version of the Death Zone is what might be termed the Gateway Room. This contains a transmat system which offers the tantalising hope of escape. However, a dimensional barrier around the void in which this environment hangs prevents the transmat from stabilising. It will allow journeys in, but not back out. Whenever you attempt to transgress it, the signal is disrupted. If you try to boost the power, the disruption is fatal, ripping everything apart at the atomic level. It also makes the barrier more volatile, and boosting the power too much risks the entire dimension collapsing in on itself at the point of disruption, destroying this Death Zone and everything within it as it is sucked into the void beyond. The barrier being Time Lord technology, only a TARDIS or something similarly advanced can get around it safely – though players might be ingenious enough to come up with an alternative escape plan.

This being the Death Zone, the 5th Doctor and his companions found the place occupied by a range of suitable foes, including Daleks, Sontarans and several species of dinosaur, all of which had accidentally been deposited here instead of in the intended Death Zone environment on Gallifrey. But of course, the threats faced by other visiting time travellers can be varied according to the GM's tastes.

DEATH ZONE RANDOMISER

The maze-like nature of this version of the Death Zone makes it an ideal environment for a randomised dungeon crawl. The characters should initially arrive in an empty area. But as they explore and enter new areas, roll 2D6 for each column on the table and use this as inspiration for what is found there. The GM is free to ignore results they feel are inappropriate, for instance if the appearance of further monsters would be unbalancing. It's entirely likely that impossible topologies will result as the geography of the Death Zone wraps around and into itself. If this happens, the GM can either ignore the contradictory results or rule that, as this place was constructed by the Time Lords, this is due to transdimensional engineering.

2D6	AREA TYPE/ SIZE	OCCUPANTS	ITEMS	EXITS (No.)	EXITS (TYPE)
2	Corridor	New series foe: GM's choice (e.g. Weeping Angel, Silence, Missy)	Major Gadget	None (dead-end)	Open (no doors)
3	Small shuttle	1-3 Daleks	Minor Gadget	Three	Blast doors
4	Corridor with left branch	Dinosaur (Roll D6: 1-3 carnivorous, 4-6 herbivorous)	Useful tools or standard equipment, e.g. communicators	One shaft (up) and roll again	Portholes
5	Medium passenger ship	1-6 Sontarans	Electronic components	Two	Hatches
6	Large space liner	None	General debris	One	Sliding doors
7	Large space freighter	None	None	Two	Roll separately for each exit
8	Space station	None	Potentially useful debris, e.g. rope, metal piping, cabling	One	Standard doors
9	Medium cargo ship	1-6 Silurians	Food, medical supplies or similar	Two	Airlocks
10	Corridor with right branch	1-6 Autons	Standard equipment (non-working)	One shaft (down) and roll again	Sliding doors
11	Small fighter craft	1-6 Cybermen	Useful tools or standard equipment, e.g. communicators	Three	Vault doors
12	Corridor with left and right branches	Classic series foe: GM's choice (e.g. Yeti, Raston Warrior Robot, the Master)	Special Gadget	None (dead-end)	Open (no doors)



Much of what is known of the planet Alzarius in E-Space comes from the 4th Doctor and Romana's visit, and from Adric, himself an Alzarian. Alzarius was where the crew of a crashed Terradon Starliner were forced to survive (see *The Fourth Doctor Sourcebook*). It has a perhaps unique ecosystem, the lifecycle of which is periodically triggered by a natural phenomenon known as Mistfall, during which time, once every fifty years or so, Alzarian Spiders hatch and Marshmen emerge from their underwater hibernation. But strangest of all, much of the life on Alzarius seems to share the same DNA, with the Spiders evolving into Marshmen, and the inhabitants of the Starliner (unknown to them) actually being the Marshmen's descendants, the original Terradonians having been wiped out centuries before.

But it was during the 5th Doctor's visit, three hundred years later by local time, that the secrets of Alzarius's unusual ecosystem were revealed. In the foothills that rise above the forests and marshes of the plains, he found the entrances to a network of caves. Near to the main entrance is a curious blue pool, its water glowing as if energised. Within the caves, other similar pools can be found, and it is these that are the cause of the linked DNA among the different species on Alzarius. The blue elements in the water are energised minerals, expelled by the crust of Alzarius. They infuse the water with life-enhancing properties. The water in turn permeates the soil and the vegetation. The waters are ingested by the Marshmen and by all the creatures of Alzarius. Life on Alzarius is linked through the properties of this mineral, becoming a fully integrated ecosystem. The minerals become energised during Mistfall, and all life that follows the Mistfall cycle needs them to flourish.

Thousands of years ago, when the Starliner crashed on Alzarius, a catastrophe occurred. We can only guess at the precise events. Perhaps the crew ejected a super-heated power cell during the crash. Perhaps the power cell landed on the hillside near the cave entrances. It was so hot that it melted the rock itself, burning through to the caves below and exploding as a white hot mass, destroying one of the life-giving pools. It was at a time of Mistfall, and many Marshmen had gathered in the caves. They died and the soil around was poisoned. Since then, the Marshmen have retained a race memory of this tragedy and will protect the pools from outsiders.

During the 5th Doctor's time on Alzarius, he encountered a Marshman who acted as a leader of his people. This so-called Marsh Leader shares a minor connection to the minds of the other Marshmen, and they are able to sense each others' emotions, fears and pain while nearby. It is unclear whether the Marsh Leader is a naturally occurring member of his species, appearing in each generation. This Marsh Leader had been taken as a sample by the crew of a new Starliner expedition to Alzarius, so it may have been his close contact with the people of New Alzarius that triggered a further evolution leading to greater intellect and, after a short time, the ability to speak.

MARSH LEADER

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

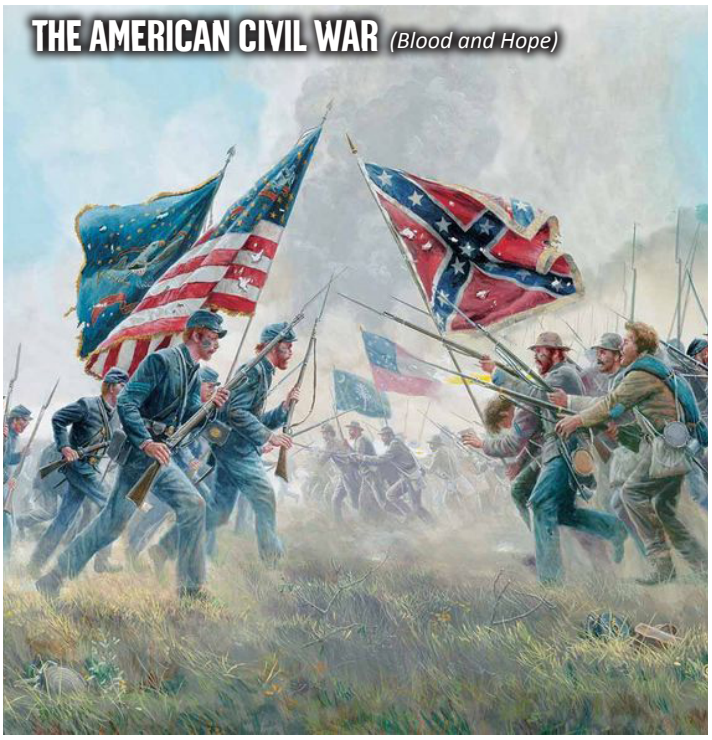
SKILLS
Athletics 3, Craft 1, Fighting 3, Subterfuge 3, Survival 2

TRAITS
Alien
Alien Appearance
Environmental (Minor) – Amphibious; also can adapt to any new environment given time
Fast Healing (Major)
Networked (Minor) – Other Marshmen
Slow Reflexes
Weakness (Major) – Concentrated oxygen inflicts 4 points of damage on the Marsh Leader

TECH LEVEL: 1
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Swampworld
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Marshmen
TECHNOLOGY LEVEL: 1



The American Civil War of 1861-65 remains the deadliest conflict in the history of the United States, resulting in the loss of 625,000 soldiers' lives. Its origins began in the differences between the free and slave states over the power of the national government to prohibit slavery in the territories which had not yet become states. In 1860, Abraham Lincoln was elected as President, having pledged to keep slavery out of the territories. Seven slave states promptly seceded from the Union and formed the Confederate States of America, a new nation which the Lincoln administration refused to recognise.

The trigger for the Civil War came on 12th April 1861, when the Confederate army fired on the federal garrison of Fort Sumter in Charleston Bay, claiming it as their own. Four more slave states seceded and joined the Confederacy, and by the end of the year, several more battles had taken place. But the real fighting began in 1862, with huge conflicts such as Shiloh and Fredericksburg foreshadowing the even bigger campaigns to come over the following years.

In terms of numbers, the Union had the edge, with around 21 million people living in the Unionist North and only 9 million in the Confederate South (of whom, 4 million were slaves). In addition, the North had over 100,000 manufacturing plants to the South's 18,000, a 30-to-1 superiority in arms production, a 2-to-1 advantage in available manpower, a functioning government, significant commercial and financial resources, and a regular army and navy. Nevertheless, the South had the advantage of fighting on interior lines and 3,500 miles of coast that allowed blockade runners to provide a vital lifeline for supplies. The Confederate President Jefferson Davis additionally hoped to receive foreign aid and intervention, though this did not materialise.

From 1862 to 1865, Robert E. Lee's Army of Northern Virginia held off attacks by the Union Army of the Potomac. In 1864, Ulysses S. Grant was appointed general in chief of all Union armies. After several bloody battles, Grant brought Lee to bay at Appomattox in April 1865, while the Union armies west of the Appalachian Mountains won a long series of victories over the Confederates. Soon, all the principal Confederate armies had surrendered, and the war ended on May 10th with the capture of Jefferson Davis.

The war was over, the Union had been preserved and slavery abolished, but at an enormous cost: a huge loss of life, economic depression in the South, and deep social and political divisions that would take generations to repair.

THE UNDERGROUND RAILROAD

Although Abraham Lincoln made preserving the Union the central goal of the war, he increasingly saw slavery as a crucial issue and made ending it an additional goal. On 1st January 1863, the Emancipation Proclamation changed the federal legal status of more than 3 million slaves from "slave" to "free". Although it could not be enforced in areas still held by the Confederates, it had the practical effect that as soon as a slave escaped the control of the Confederate government, by running away or through advances of federal troops, they were legally free.

The so-called Underground Railroad, a network of secret routes and safe-houses used by slaves to escape to free states and Canada, had existed since the early 19th Century and continued to operate during the early part of the Civil War. At its peak, nearly 1000 slaves per year escaped to freedom using the Railroad. It was neither literally underground nor a railroad, but consisted of secret meeting points, routes, transportation, contacts, safe-houses and assistance provided by abolitionist sympathisers.

The Underground Railroad was so-called because it employed railroad terminology: safe-houses were "stations" or "depots"; individuals providing shelter were "station masters"; those providing assistance were "conductors"; and "stockholders" provided money or supplies. To reduce the risk of discovery, each individual involved in the Underground Railroad only knew of their part of the operation, not the overall scheme. A conductor sometimes entered a plantation in the guise of a slave, helping runaways to escape under cover of night. Fugitives occasionally travelled by boat or train, but more often by wagon or on foot, usually in very small groups to escape attention.

The Underground Railroad continued to operate into the 1860s. With the outbreak of the Civil War, many former slaves who had escaped to Canada left to enlist in the Union army. After the war, many remained in the United States, and thousands of them returned



ANCIENT EGYPT *(1st in The Sands of Time)*

According to perceived wisdom, the term "Ancient Egypt" generally covers the era from around 3100 BC until the start of the Ptolemaic Period in 332 BC. But two millennia before the rise of the first recorded Egyptian dynasties, and unknown to conventional historians, the tribes of the Nile River and Delta were influenced by the arrival of the Osirans. Around 5000 BC, the fugitive Sutekh (see *The Fourth Doctor Sourcebook*) and his sister-wife Nephthys (see *V75*) fled to Earth to escape the wrath of Horus and his Osiran army. Sutekh's final battle took place in Egypt, where he was finally subjugated by the forces of Horus.

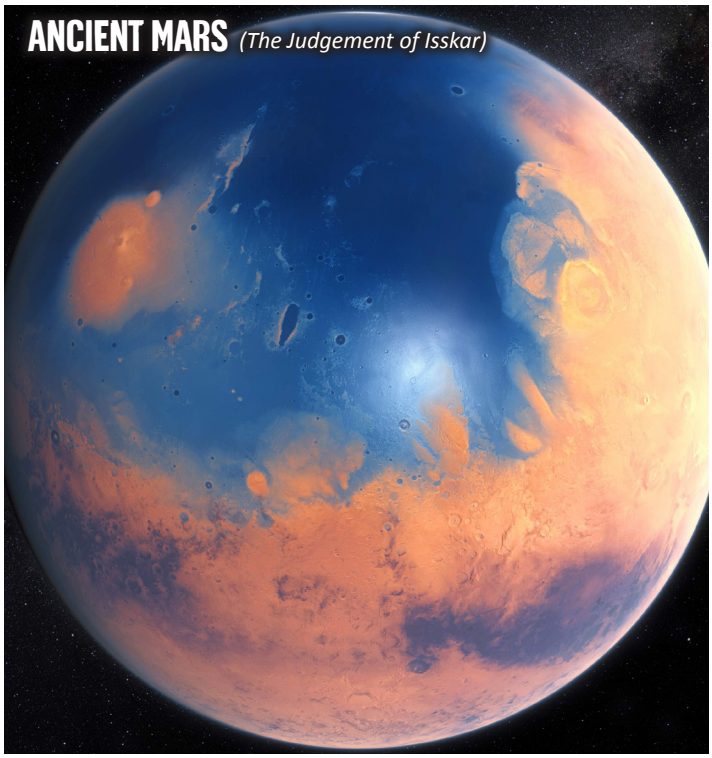
Following the defeat of Sutekh, the Osirans modified the emerging Egyptian civilisation to ensure his continued imprisonment. The Osirans used the Egyptians to build the pyramid in which Sutekh was confined and the Great Sphinx to act as a dispersal unit, broadcasting power to their equipment on both Earth and Mars. The Osirans also modified the pre-Dynastic pharaohs, making them more intelligent and ensuring that they would continue to follow their plans. Some of the Osirans remained in Egypt, where they continued to be worshipped as deities. But eventually they all departed. Or perhaps they died or were banished or imprisoned; the records are unclear. Over time, the truth behind the stories of the Egyptian gods was forgotten, but the pharaohs carried on building their pyramids and tombs down the centuries as the Osirans had instructed and were themselves worshipped as deities.

Conventional wisdom states that Upper and Lower Egypt were eventually combined into a single kingdom around 3100 BC and the pharaohs were then known as the rulers of the Two Lands. The subsequent Dynastic history of Ancient Egypt is predominantly divided into the Old Kingdom, the Middle Kingdom and the New Kingdom, each separated by Intermediate Periods marked by the collapse of central government. The Third Intermediate Period was followed first by the Late Period, in which Egypt was controlled by the Assyrians and the Persians, and finally the Ptolemaic Period, when it was conquered by Alexander the Great and ruled by Greek administrators until the conquest of Egypt by Rome in 30 BC. At the height of its powers during the New Kingdom, Egypt controlled an empire that covered the land of Kush as far south as the Sixth Cataract of the Nile (in modern day Sudan), and the Mediterranean coast as far north as the border of the Hittite Empire (in what is now Syria).

From a technological viewpoint, Egypt remained largely at the level of the Bronze Age until iron was introduced in the Late Period, though there were significant advancements within this general classification. From the invention of papyrus and the development of hieroglyphs, writing and record keeping emerged, eventually leading to the founding of the Library of Alexandria (see *The First Doctor Sourcebook*) early in the Ptolemaic Period. The importance of the River Nile in Egyptian society meant that they became experts in the design of boats and ships capable of navigating this vital waterway – though they remained less proficient at building vessels more suited to venturing into the open seas. The Egyptians similarly advanced in the areas of irrigation and agriculture, medicine, construction techniques, astronomy and mathematics, and dozens of other areas of knowledge. But despite popular belief, they did not invent the chariot, which was instead introduced by the Hyksos, invaders who occupied Egypt during the Second Intermediary Period.

There are fringe scientific theories suggesting that the Ancient Egyptians may have developed an understanding of electricity, perhaps even inventing electric lighting. This latter is based on interpretations of a relief found at a temple of Hathor in the Dendera Temple complex and is disputed by most historians. However, it is entirely feasible that some examples of working Osiran technology survived for hundreds or even thousands of years, though the understanding of precisely how they worked would have been long forgotten.

Although the Osiran influence looms large in the history of Ancient Egypt, there is plenty of scope for other alien races to have visited the Two Lands during the thousands of years that the pharaonic civilisation flourished along the Nile. Indeed, the Doctor has encountered several such incidents of extra-terrestrial visitations. The 5th Doctor even acquired a new travelling companion in the person of Erimem (see *A3*), an uncrowned pharaoh from around 1400 BC who joined him following an adventure involving a psychic parasite which had escaped from a crashed prison ship.



Despite their origins as soldiers created by the scientists of the ancient city of Gandor (see *The Second Doctor Expanded Universe Sourcebook*), the Martians later known as Ice Warriors did not initially retain their martial heritage. When the Doctor visited Mars several thousand years ago, he found that although the Martians were still the armoured "Ice Warriors" in appearance, theirs was a peaceful culture which had endured for 12,000 years. They had a communal society based around a gift culture, all wrapped up in a code of honour under which the Martians exchange goods and services as needed. Formal greetings are in the form of offers of water or assistance, all freely given. In summary, Martian society at this time is vibrant, convivial and peaceful. Law and order is the province of the magistrates and their beadles, who are armed with sonic blasters. However, violence is rare and the term "warrior" does not even occur in their language.

Mars is a temperate planet with a thick, breathable atmosphere at this time (though with a lighter gravity than Earth). Despite the Martian preference for cooler climes, their towns are built all over the surface of the planet, even at the equator. A complex network of canals and waterways keeps the towns cool, supplemented by plentiful pools and fountains. The shell-like buildings reflect the heat, and ventilation lets warmth escape. Away from the equator, Martians can be found in their more traditional environments, and the name "Ice Lords" is already in use to refer to the aristocratic caste of Martians, particular those who live in the North.

The Martians of this period are already technologically advanced, and are capable of space travel. But perhaps the grandest achievement of this age is the construction of the Vast Pyramid, which reveals that the influence of the Osirans (the "Old Gods") is still strong in Martian culture. The Vast Pyramid was still incomplete when the Doctor saw it. Built to the Golden Ratio, its construction has employed 19,000 literate masons, 600 carpenters and 46 overseers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to the Martians, the capstone of the Vast Pyramid is a disguised segment of the Key to Time. But because of decay within the Key, the capstone is causing a gravitational imbalance on Mars. Earthquakes have been experienced since the moons were "less than half their current weight" (presumably a reference to the phases of the lunar cycle).

The theft of the capstone by Zara (see *V124*) unplugged a gravity well running through Mars that threatened to develop into a black hole. The devastation of Mars lasted three decades and was interpreted by Magistrate Isskar as an unprovoked attack. The damage to the Martian atmosphere caused by the nascent black hole was the event that triggered the death of Mars, which led to the Ice Warriors eventually evacuating the planet. And the actions the Martians are forced to take in order to survive eventually result in the emergence of the Ice Warriors!

MARTIAN

ATTRIBUTES: Awareness 2, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 5
SKILLS: Convince 2, Craft 3, Knowledge 1, Survival 2
TRAITS: Alien, Alien Appearance, Armour (10 points) – lowers Coordination by 1 point in Earth-like atmospheres, Code of Conduct (Major), Cyborg, Slow (Minor) – Speed is halved in Earth-like atmospheres, Weakness (Major) – Heat (see *The Second Doctor Sourcebook*)

EQUIPMENT: Beadles and guards are armed with sonic blasters: L(4/L/L) damage
TECH LEVEL: 6
STORY POINTS: 2-4

PLANETARY DATA

SIZE: Small
GRAVITY: Low Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2 (Phobos and Deimos)
SENTIENT SPECIES: Martians
TECHNOLOGY LEVEL: 6

APPOLYON *(The Entropy Plague)*



Apollyon is a dying planet in a dying universe. At the very end of the existence of E-Space, it is a world ravaged by the effects of entropy, one of the last on which people survive in this pocket dimension. Apollyon is also home to the one remaining Charged Vacuum Emboitment in the whole of E-Space, and refugees from the other dead or dying worlds have made their way here for a chance at escaping through the CVE and into N-Space.

What passes for civilisation on Apollyon survives in a shanty town of stone buildings with roofs of corrugated iron, bathed in the sickly glow of a red sun and permeated by the smell of smoke and rotten food. The people who live here represent the survivors of dozens of alien races, some humanoid but many not, all refugees from every corner of E-Space. Each night, they dress in skeletal costumes and gather to dance and celebrate the end of everything, as the stars go out in the sky above them. The presence of the CVE drains all electrical power on Apollyon, and lighting is provided by paper lanterns and oil lamps, and heating and cooking is by open fires. Apollyon is actually a technologically advanced civilisation, but materially impoverished.

Beyond the shanty town is a spaceships' graveyard, where the rusting remains of the vessels that brought all these refugees to Apollyon lie scattered around. As their power was drained by the CVE, their landings were more like controlled crashes. Those which survived the impact relatively intact have been dragged away to the ruins of an ancient castle by what resembles a medieval crane and lifting tower. The castle is surrounded by a high metal fence topped with barbed wire. The only entrance is through an iron gateway guarded by steam-powered robots armed with projectile weapons. This is the domain of Science-Tech Pallister (see *V79*), and the robots are his Sentinels.

Only those who come bearing tribute are granted access to the castle, and the tribute is in the form of living humans. Pallister needs them to power his machine that temporarily stabilises the CVE. This enables him to launch the relatively intact ships rescued from the graveyard through the CVE which is located in the castle's courtyard, hanging in the air like a vertical whirlpool. Because the ships lack their own power, they must be winched to the top of a scaffold and sent racing down a railway track and through the CVE as it stabilises. Each ship's passengers therefore have a chance of surviving the perilous journey into N-Space, but at the cost of the life of the tribute whose energy is used to stabilise the CVE.

The Doctor estimated that E-Space should still have several centuries of life left in it before entropy finally destroys it. But each attempt by Pallister to stabilise the CVE opens it wide and the entropy of N-Space pours through, accelerating the heat death of this universe. The effect on the shanty town and its inhabitants is immediate and feels like an earthquake each time. The entropy plague (see *V93*), which has ravaged the rest of E-Space and is now rampant on Apollyon, flares up with new outbreaks and people ageing rapidly or even disintegrating into dust. And the appearance of the feared Sandmen, creatures from folklore brought to unlife, increases each time.

Although Apollyon has Tech Level 6 knowledge, particularly that brought here by the refugees from other worlds, it is based on non-electrical technology. Anyone used to more traditional technology will have a -2 penalty to build or repair Apollyon's devices.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Multiple species (refugees)
TECHNOLOGY LEVEL: 6 (but based on steam, clockwork and other non-electrical technologies)

THE ARCHIPELAGO OF SIRIUS *(The Children of Seth)*



The asteroids of the Archipelago of Sirius are the hub of a thriving trading empire covering the system's colonies which extend to the worlds of the Rim. The Empire is governed from the golden buildings of a city built into the central asteroid of the Archipelago, nominally ruled by Autarch Siris. Any vessel approaching the Archipelago must first be granted access through the City Defence Net. This Net generates a space-time probability lattice which was powerful enough to prevent the TARDIS from getting through. Essentially, the ship was confronted with an infinity of equally probable futures, so equal that it was unable to choose between them. Against more conventional craft, the defence system can deploy its missile banks. Intruders usually find themselves infiltrated by a low-level intelligence drone, a sort of robotic preying mantis equipped with claws sharp enough to slice through a ship's hull in order to gain access and analyse the threat before taking appropriate action.

The Empire was founded after the Battle of Ragnarok, a conflict in which battlefield hallucinogens were used and a single army fought against itself. The survivors were each gifted with a helmet to honour those who stood with Siris on the Plains of Ragnarok. The veterans, the Old Originals, are masters of Shiat combat using blades and spears.

These days, Autarch Siris is a foolish, vain old man, fickle and capricious and easily led by those he trusts. He is elderly and feeble, his mind confused and wandering between the glories of his past and the uncertainties of his present. Siris prefers to stay above the details of day to day rule and the political scheming and conspiracies that go with it, leaving it all to Lord Byzan. He mainly keeps himself to his suite of rooms in the Palace and lives in fear of the coming of the army of Seth, the Prince of Demons.

Siris' wife Queen Anahita, the Queen Consort, is widely known as the Mistress of Poisons and Keeper of the Dark Secrets. She met the Doctor in her youth while she was still a student on Sirius 3. She was then a member of the Gracious Academy of Women, great and learned ministers whose aim was to nudge the universe in a better direction by influencing men. Now she lives in disgrace, rarely being granted an audience with her own husband, having fallen out of favour with Lord Byzan who sees her as a threat to his power. Once attractive, Anahita is now old, and her face has been disfigured by fire in an accident. She claims this to have been on the Plains of Ragnarok, but in fact it was the result of her trying to rescue copies of her banned book, *The Trick of Darkness*, from the flames.

Within the city, the Eyes of the defence system are everywhere; security cameras in the form of stylised blue eyes monitor all activity. The Empire is a totalitarian state policed by the Imperial Guard and watched over by an artificial sentience named ALBIS (Autonomous Logical Binary Intelligence System). Those who rebel or who need to be disposed of for political expediency are subjected to a mind-wipe that removes their memories and are then banished down to Level 14, commonly referred to as Hell. This is the underbelly of the city at the empty heart of the asteroid, where lost souls wander aimlessly. It is a misty, barren and desolate place. Its air is laced with hallucinogenic drugs to keep its inhabitants confused and paranoid, incapable of returning to the city above.

Lord Byzan holds the real power in the Empire, manipulating Siris and scheming to set himself up to be named as the Autarch's successor. Byzan is obsessed with preparing a battlefleet to destroy Seth. Seth, the Prince of Demons, the Renegade, the Dark One, is rumoured to be located in a fortress somewhere in the worlds beyond the Rim.

But the entire regime is based on a lie, a deception intended to keep the population under control. Seth is a fabrication first postulated in Anahita's book *The Trick of Darkness* (written under the nom de plume Idra) as a myth of a common enemy that every government needs to maintain order. It was only intended as an academic conceit. But the book was judged to be blasphemous, was banned and all known copies were burned. The idea of Seth was stolen by Lord Byzan and used to unite the Empire behind him. The people now believe in a very real Heaven and Hell, and that Seth lurks in the shadows, spreading insurrection.

Within the Empire, it is blasphemous to create an android in the form of a human being, as they are the instruments of Seth. Despite this, the Imperial Merchant House secretly manufactures androids at its solar wind monitoring station on Jargarnorth, suitably distant from the authorities. It is likely that many of the inhabitants of the city are secretly androids, living among the people as their sons, daughters, maybe even husbands and wives. Even Lord Byzan's private secretary Albis is an android, though he appears human, and Byzan has an army of androids waiting dormant within Level 14 until they are needed.

But Albis has been showing signs of free will recently, taking decisions without recourse to Byzan. With Albis as the focus of the security system ALBIS, he is in effect also the android army, and it may only be a matter of time before the machines take things into their own hands in order to improve the Empire…

LORD BYZAN

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

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

TRAITS
Authority (Major)
Dark Secret (Major) – Android army
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 10

SIRIUS ANDROID

Attributes: Awareness 4, Coordination 3, Ingenuity 5, Presence 2, Resolve 3, Strength 4
Skills: Athletics 3, Fighting 3, Marksman 4, Subterfuge 4, Technology 5
Traits: Armour (4 points), Dark Secret (Major: Android), Networked (Major), Robot
Tech Level: 7
Story Points: 2-4

AUTARCH SIRIS

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

SKILLS
Convince 1, Knowledge 1

TRAITS
Argumentative
Authority (Minor)
Eccentric (Major)
Forgetful

TECH LEVEL: 7

STORY POINTS: 6

QUEEN ANAHITA

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

SKILLS
Convince 5, Craft (Writing) 4, Knowledge 4

TRAITS
Adversary - Byzan
Distinctive
Unattractive
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 6

ARTARIS *(Excelis Dawns)*



The Doctor has visited the world of Artaris at various points in its development. Civilisations have risen periodically on Artaris, only to fail and disappear into the past. In his fifth incarnation, the Doctor found it to be at a stage similar to the Dark Ages on Earth, with only ancient ruins and monuments remaining from the last civilisation. Most of the populace live miserable lives in squalid huts, prey to the various warlords who terrorise the countryside.

The highest peak in all of Artaris is Mount Excelis, on whose lower slopes a wretched town of the same name clings. The people of the town of Excelis are a miserable and superstitious lot. They hold annual festivals at which they sacrifice outsiders on pyres to appease a deity referred to only as the Goddess.

Further up the mountain is the convent of Excelis, home to an order of nuns who worship the Goddess. All of Artaris is talking about a mysterious object known as the Relic (see *G9*), which it is believed will lead them all to enlightenment, and the Mother Superior has been commissioned by a boorish but surprisingly well spoken warlord called Grayvorn to locate this artefact. She has selected one of the order's newest (and most disruptive) recruits, that unreliable traveller in time and space Iris Wildthyme (see *A6*), to search for clues as to the whereabouts of the Relic and recover it. Along with the Doctor, fellow nun Sister Jolene and Grayvorn himself, Iris will have to drive her bus through all manner of perils in search of the Relic.

Lord Grayvorn claims to have drawn all the scum and cutthroats of Artaris to him, but there was very little evidence of these supposed hordes when the Doctor met him. In fact, he seems to have come from nowhere, though the destiny of all of Artaris is somehow tied up with him. Grayvorn was taken by slavers as a child and only regained his freedom years later when he murdered his master. He has experienced visions of the future of Artaris, with a vast city of gleaming spires and himself revelling in it. This is most likely the Relic calling to him and whispering of his destiny, rather than any precognitive ability of his own. With his broadsword always at the ready, Grayvorn is violent and brutal, a hairy barbarian from out of the wilds of Artaris.

Beyond the valley at the foot of Mount Excelis is a wilderness of forests and swamps, the domain of a tribe of zombies under the rule of the Zombie King, who has reputedly used the Relic to manipulate life itself. The King believes he has been charged with guarding the Relic. Having lived for so long in its presence, he and his creatures are all immortal and will rise from the dead if slain. The forests are also home to countless species of wild animals, such as the Sabre Tooths, predators that resemble 10 foot tall gorillas with formidable fangs.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Artaris undergoes great changes during the centuries after the 5th Doctor's visit, particularly due to the influence of Grayvorn, who was rendered immortal by the Relic. Information about both Artaris and Grayvorn during the times of the Doctor's returns in his sixth and seventh incarnations will be provided in later sourcebooks.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: One
SENTIENT SPECIES: Humans (or human-like)
TECHNOLOGY LEVEL: 2

LORD GRAYVORN



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

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

TRAITS
Argumentative
Brave
Quick Reflexes
Tough
Voice of Authority

EQUIPMENT
Armour (4 points)
Broadsword: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 8



THE ZOMBIE KING



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

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

TRAITS
Distinctive
Fast Healing (Special)
Fear Factor 1
Immortal (Special)

TECH LEVEL: 2

STORY POINTS: 6

ZOMBIE

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 3
Skills: Fighting 2, Survival 3
Traits: Distinctive, Fast Healing (Special), Fear Factor 1, Immortal (Special)
Tech Level: 2
Story Points: 1-2

SABERTOOTH

Attributes: Strength 9, Coordination 3, Awareness 4
Skills: Athletics 5, Fighting 4, Survival 5
Traits: Fear Factor 1, Natural Weapon – Fangs (Strength +2 damage), Tough



Somewhere in interdimensional space lies the Axis, a pocket dimension at the centre of a multitude of dead-end timelines which radiate from it like the spokes on a wheel. These timelines are realities in which history has spiralled off in catastrophic directions and which must therefore be cut off from the rest of the multiverse. Often, this is the result of meddling by unscrupulous or careless Time Lords and other time travellers.

The Axis itself is a strange landscape of bizarre angles and twisted perspectives. The surroundings can be vague or blurred one second and crystal clear the next. Proportions and dimensions shift uncertainly, and a few steps might cover a long distance, while what seems like hours of walking may take one only a few yards. Even time can be illusory here, being even more relative than usual in the Axis. All attempts to navigate within the Axis have a -4 penalty unless a character has Feel the Turn of the Universe.

The Axis is governed by an immortal Overseer from a tower at the centre of the bizarre, changing landscape surrounding it. From the Overseer's oracle room at the top of the tower, the various truncated realities are controlled and regulated to make sure their corruption doesn't spread to the main reality. There are chambers lined with doors, behind each of which is one of the failed realities. These damaged realities can be altered from the Axis, but they eventually return to their default, looped state until they finally collapse. As many of these terminated dimensions have been caused by the actions of Time Lords, the Overseer has little time for the Doctor's people. He is an ageless humanoid from Guardus. Like all his people, the Overseer's consciousness exists in multiple realities, giving him a unique perspective on the multiverse.

When the maniacal Jarra To (see *V50*) took control of the Axis, she used the unimaginably advanced technology of the place to age the immortal Overseer to death. As the Jester, Jarra To has twisted the Axis into an insane parody of its former self. The tower contains corridors and chambers whose dimensions are even more warped, like that of an Escher picture. In one room, a person might find that they are walking on the ceiling; in the next, unseen dancers can be heard capering all around, out of phase with reality. A group of children might be encountered, reading books with their eyes closed or making impossibly complex shapes with toy building blocks. The Jester calls this the process of creation untrammelled, but the Doctor considers it to be chaos and insanity.

Outside the tower, Jarra To has populated the landscape with people brought here from some of the dead-end realities to live in a bustling village built around an ever-busy market square. She has also brought creatures far more terrible from her own world of Pangorum: dragon-like Firebreed, who breathe flames capable of melting solid rock. With Jarra To as the Overseer of the Axis, it may only be a matter of time before she works out how to use it to control the rest of the multiverse, including the main reality itself…

THE OVERSEER



AWARENESS	7	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	7	STRENGTH	2

SKILLS
Convince 3, Craft 4, Knowledge 7, Science 5, Technology 5

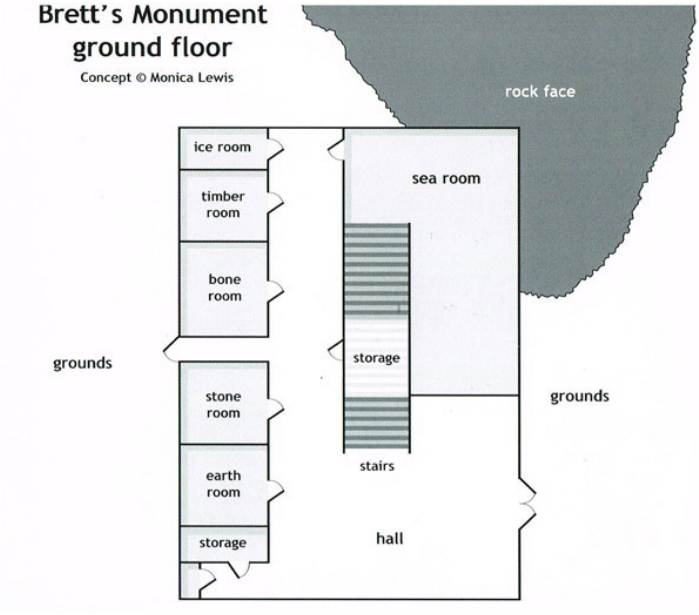
TRAITS
Alien
Alien Senses – Extradimensional senses
Feel the Turn of the Universe
Immortal (Major)
Obligation (Major) – Control of the Axis
Vortex

EQUIPMENT
The Overseer has access to the unimaginably advanced technology of the Axis

TECH LEVEL: 12

STORY POINTS: 12





In Alaska in 1964, a team of archaeologists were killed in a cave-in at a dig, with only one man surviving, the father of Shaun Brett. Shaun has grown up revering the memory of his father, believing that he had flown off to fetch help for the men he had hired for the excavation, rather than fled to save himself.

By 1994, Shaun is a multi-millionaire, having made his fortune from Alaskan oil. He is devoted to his father's memory to the point of obsession. Brett Jnr has funded the construction of a monument as a tribute to the memory of his father, now deceased. This is in the form of a building built into a rock face near the Koyukuk River, with rooms constructed using only the natural resources of Alaska that his father loved (a "love" expressed by the act of taking whatever he desired for his own). Even the lighting in the building is limited to oil lanterns. There is a stone room with walls, floor and ceiling built of solid rock, an earth room which resembles a moss-covered garden, a timber room, a macabre bone room and an ice room constructed using sea-ice gathered from the Alaskan shore. The largest and most impressive however is the sea room, which contains 500,000 gallons of sea water and a stretch of actual Alaskan coastline transplanted and reconstructed within the building, and features an artificial tide keyed to the phases of a holographic moon. The sea room even includes wildlife such as fur seals, walruses and sea otters.

The monument has taken three years to complete, and is the brainchild of English interior designer, Monica Lewis. Also in Brett's employ is Tulung, a half-Koyukon whose father was an archaeologist killed in the cave-in in 1964. Brett and Tulung each believe that the other's father was responsible for the accident, and Tulung has remained close to Brett Jnr in the hope of uncovering the truth. Tulung's job is to pacify the local Koyukon people and convince them that Brett is honouring their beliefs – or at least not dishonouring them as he strips the land of material for his monument. In return, Brett treats Tulung in a condescending and patronising manner, though he is beginning to believe that the gods and spirits of Koyukon mythology are real.

But what neither Brett nor Tulung, nor even Monica Lewis, have realised is that there is something hidden within the rock used in the construction of the stone room. Although appearing to be fossils, creatures from the era of the Permian Extinction Event (see *V80*) are embedded in the stone walls, dormant but not dead. And they are about to revive…

SHAUN BRETT



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

SKILLS

Convince 3, Craft 2, Knowledge 4 (AoE: Koyukon Myths), Marksman 1, Technology 2, Transport 3

TRAITS

Eccentric (Minor) – Slightly unhinged (could easily become Major under stress)
Obsession (Major) – Preserving his father's memory
Wealthy (Major) – Stinking rich

TECH LEVEL: 5

STORY POINTS: 8



THE BRISBANE DEAD ZONE *(The Butcher of Brisbane)*

The Earth is a very different place in the 51st Century. The world is in the midst of a new Ice Age, and the snowfields cover all of Europe and North America, and reach up as far as Tasmania in the south. This hasn't left a lot of room, and there has been a mass exodus to the off-world colonies. Earth has been gutted of its resources anyway and is just a factory now, processing material from elsewhere.

In this frozen future, two power blocs vie for dominance: on the one hand is the Icelandic Alliance, a coalition of Western nations; while on the other is the Supreme Alliance of Eastern States which controls much of the Pacific Rim. Magnus Greel (see *V67*) is the Justice Minister of the Supreme Alliance, but he has his own agenda. He has set up a secret facility in the Brisbane Dead Zone in what was once the state of Queensland in Australia, where the alien scientist Sa Yy Findecker (see *V24*) conducts experiments into time travel.

The Brisbane Dead Zone was created years before when an energy spill ravaged the city and the areas around it. In order to keep out intruders, the Zone is surrounded by a chain link fence which runs around its entire perimeter. Many of the city's old structures are still recognisable, though they are now in ruins, including the Old Windmill on Spring Hill, the oldest building in Queensland. The Dead Zone remains off limits to visitors, though there is no longer any direct danger from residual radiation. In fact, it's the perfect spot to build a hidden base.

Findecker's experiment camps in the Dead Zone are where he carries out test runs with his Zygma beam, firing subjects three years into the past. His base is shielded to avoid detection by Greel's enemies and to prevent intruders just transmatting in. It has its own trans pad specially configured to allow it to get through the shield in and out of the Zone. Tens of thousands of convicted criminals have been sent here for Findecker's purposes (which will earn Greel his nickname of the Butcher of Brisbane, once his activities has been exposed).

Dr Findecker has developed his own cyborg troopers to protect him in the Dead Zone. These appear to be dingo-human hybrids, but they are built using the same principles as Mr Sin, the Peking Homunculus. They each have a dingo's brain implanted in a fibro-construct body held together by magnetic fields. These dingo soldiers have limited intelligence. They are violent and brutal, but their circuitry keeps them totally under the control of Findecker, and they obey his orders just like dogs that are eager to please their master

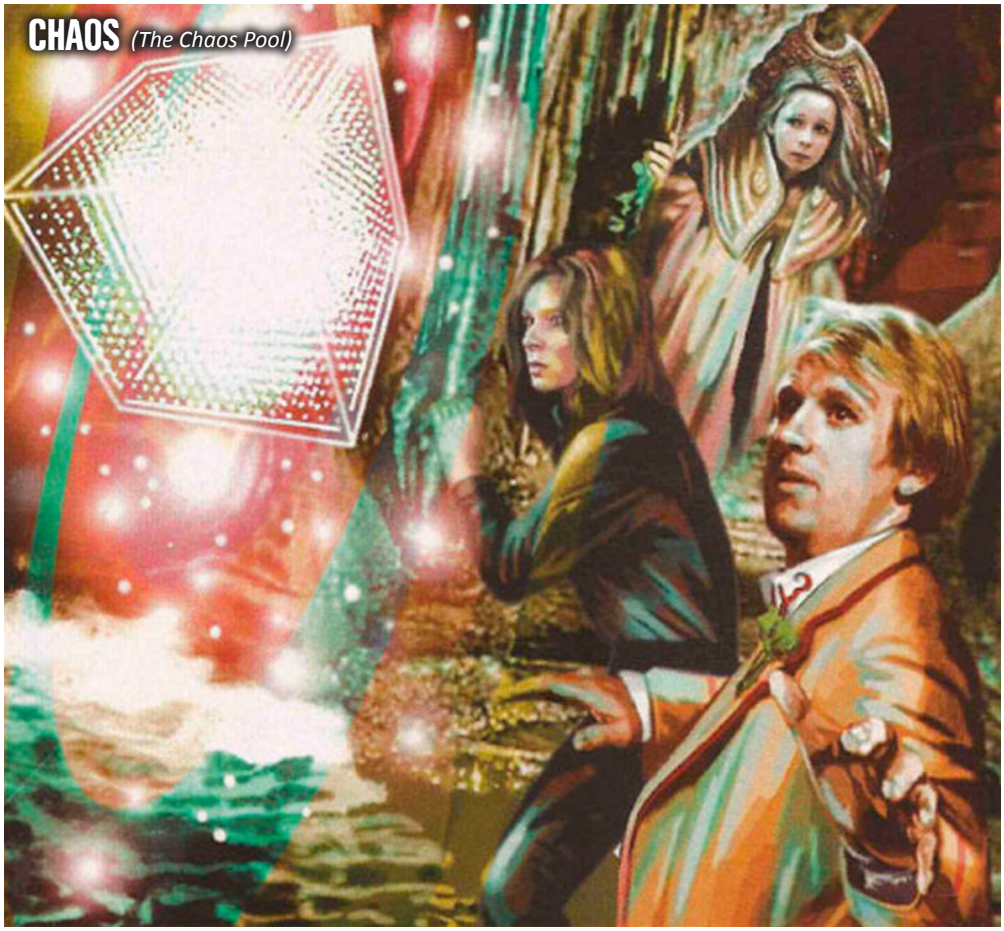
The other significant inhabitant of the Dead Zone is a gigantic foetus-like troll that wanders the ruins. It is massive, and its approach is heralded by the thudding of its footsteps. The troll was once a human, but exposure to the Zygma radiation of Findecker's experiments stimulated its growth hormone and induced protein distortion, twisting its features and reducing its intelligence to that of an infant. The troll is allowed to roam freely within the Dead Zone and is used by Findecker as a guard dog. It is normally playful, but it doesn't know its own strength and can turn aggressive if provoked or hungry.

DINGO SOLDIER

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 2, Resolve 3, Strength 4
Skills: Athletics 4, Fighting 4, Marksman 1, Survival 3
Traits: Alien Appearance, Cyborg, Enslaved, Keen Senses (Minor: Smell), Natural Weapon (Minor: Teeth – Strength +2 damage), Tough
Story Points: 1-3

DEAD ZONE TROLL

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 10
Skills: Fighting 2, Survival 3
Traits: Alien Appearance, Fear Factor 1, Size – Huge (Major), Tough
Story Points: 2



The legendary planet of Chaos exists at the very end of the universe, camouflaged and held in stasis behind a temporal barrier sixty-six minutes from the end of time. From such an exotic prospect, the reality is rather more prosaic, and the surface of Chaos is cold and wet, drenched by perpetual rain.

Anyone getting through the temporal barrier and landing on Chaos will initially find a graveyard of spaceships. There are hundreds of them lying around all over the planet, all of them smashed and broken. They have been drawn here from all over the universe and, although some of them have been here for centuries, millennia even, the pilots of the most recent ones might still be encountered lurking in the wreckage.

Further exploration will uncover an underground mausoleum built into a series of cliffs. There are hundreds of tombs reaching all the way up the walls, too high to count. Carvings on the monuments will identify them as Teuthoidians (see *V104*), creatures from towards the very beginnings of the universe.

Beyond the mausoleum, a pair of huge doors leads to the ultimate prize of most visitors to this planet: the Chaos Pool. This is a pool of water at the foot of a waterfall deep within Chaos. The pool casts a perfect reflection of its surroundings because there is no splashing from the waterfall hitting the surface. The Chaos Pool is the crucible in which the Key to Time was forged by the Grace (see *V40*), and where they created the living tracers, Amy (see *A1*) and Zara (see *V124*). It is also the only place in the universe where the Key can be safely disposed of without destroying the universe. Throwing the Key into the Pool will disintegrate it completely and forever.

Chaos is positioned at a fold in hyperspace, which makes the extreme end of the universe close to the beginning. This will eventually cause the Big Crunch as the universe condenses into a singularity as the same Teuthoidian ship arrives from towards the beginning of the universe over and over again.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The pilots and crew of the crashed spaceships on the surface of Chaos have all been summoned here by an ethereal voice. It has drawn thousands of beings here to form the Disciples of Chaos, an army of self-styled freedom fighters who side with the Black Guardian in his struggle for control of the Key to Time. They are concerned only with preventing the segments of the Key being assembled and repaired. If they succeed, time will collapse into chaos and the Black Guardian will have won. The voice is the leader of these freedom fighters. She has lived for an eternity, using her mind to call to them across space and time, but she has no name.

The Disciples of Chaos will face the final confrontation together, fighting the White Guardian's army of Teuthoidians (see *V104*) brought back to life from the monuments in the mausoleum. The Disciples live only to ensure that nothing will ever be foreordained again.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: none indigenous
TECHNOLOGY LEVEL: N/A



Sir John's litany teaches many things. Water and soap kill germs. The harder you scrub, the more you kill. The thicker the skin, the stronger the faith. And most important of all, hold tight and stay near the Bay. On the planet Chodor, these rules, repeated as a mantra, are what has kept Purity safe while its people wait for rescue.

Generations before, in the 27th Century, forty-four patients on an Earth hospital ship within the Dravidian war zone were diagnosed with Richter's Syndrome (see *L43*). The precise events are not known, but somehow the ship crashed on Chodor, a planet covered in forests but with no sentient species. All but two of the medical personnel were killed in the accident. Cut off from the rest of the universe and with no way of connecting with the Central Medical Register, the survivors had no experience of dealing with Richter's. The ship's medical droids advocated that the simplest way of containing the incurable disease was to eliminate all sufferers, as recommended by Active Combat Regulation 205: euthanasia. The surviving senior surgeon agreed; the one remaining staff-doctor did not and she encouraged other patients to fight back. In the resulting firefight, the ship's damaged quantum flux generators were struck. The explosion sent layers of warp energy shattering outward through reality, transforming patients and medics alike into incorporeal wraiths.

The surgeon died, but the staff-doctor lived and became leader of the settlement known as Purity. The presence of the auto-medics caused fear and paranoia in the humans, so the doctor banished them. Since then, all mention of the droids or the events of that day have been forbidden. But the auto-medics' programming would not allow them to abandon their patients completely. They retreated beyond the river and set up a sterile area to care for people in secret in a makeshift hospital built from parts salvaged from the crash site.

Generations later, Purity still stands, holding tight for a rescue from Earth Empire Command that will never come. Its people have distorted the ship's medical regulations into the entire basis of their culture. "Surgeon" has become "Sir John", and fear of dirt overrides everything. The people carry carbolic sanitiser at all times, which they ritually scrub into themselves. Their skin is thick and calloused, and often red raw from repeated scrubbing, and they keep their heads and bodies shaved to minimise the spread of germs. Purity's new would-be leader is the fanatical Sister Mertil (see *V98*).

The humans are plagued by what they perceive as two threats. Firstly, the Takers, strange figures who materialise out of thin air to spirit the sick or injured away with them. These are the auto-medics using their inbuilt battlefield transmat technology to rescue only those who are critically ill and keep them safe but confined within their hospital. Secondly, the forests of Chodor are filled with the whispering voices of the Shades, unseen ghosts who babble in torment. These are what is left of those humans who were transformed into formless wraiths by the warp flux explosion and have since then been in eternal agony, unable to communicate coherently. They congregate around the ruins of the Section in the Ghost Place, the ship's crash site, but can be encountered elsewhere, sometimes even in Purity. The Shades' incorporeal and almost mindless condition makes them virtually powerless, but they have some psychic abilities. They can also try to control the Takers, but the Shades' limited Attributes and Skills mean that this is only likely to succeed when a Taker is damaged or drained of energy.

TAKER

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 2, Resolve 4, Strength 6
Skills: Athletics 3, Fighting 2, Medicine 5, Technology 4
Traits: Alien Senses (Detect lifeforms), Armour (5 points), By the Program, Dependency (Major: Broadcast power), Robot, Scan (Medical), Teleport
Tech Level: 6
Story Points: 1-2

SHADE

Attributes: Awareness 1, Coordination N/A, Ingenuity 1, Presence 1, Resolve 1, Strength N/A
Traits: Immaterial, Immortal (Major), Invisible (Major Bad), Possess (Restriction – Takers only, and limited by their poor Attributes and zero Skills), Psychic, Telepathy
Story Points: 0

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Humans, Takers
TECHNOLOGY LEVEL: 2/6

THE CITY OF EXCELLENCE *(The Boy That Time Forgot)*



On an Earth millions of years in the past, within a time bubble created and sustained by the power of block transfer computations, the Scorpion King rules over a world that never came to be. In this artificial timeline, the ancestors of the dinosaurs were preyed upon by scorpions that grew to enormous size. The dinosaurs themselves were wiped out before they even evolved, and in their place the dominant lifeforms are arachnids and insects. The scorpions are man-sized sentient creatures, and the Scorpion King uses banks of them to carry out complex mathematical calculations like an organic abacus. They chant block transfer computations to maintain the Equilibrium of this time bubble.

The Scorpion King rules his world from the City of Excellence, resembling a gigantic termite mound with bridges spun from spider silk. In the primordial jungles of cycads and tree-ferns outside the City, giant insects such as locusts or mantises over 12-feet high hunt smaller prey. But the King himself is neither an insect nor an arachnid; instead, he is seemingly a human. Now ancient, his lifespan extended by the computations that maintain the time bubble, he was stranded in this prehistoric time and has survived here for centuries. Due to his ancestry, he has an innate affinity with the arachnids he found here and used block transfer computations in order to mutate and evolve them unnaturally, so that they would become his servants.

Without contact with other people of his own kind, the Scorpion King has become mentally unstable. He is used to ordering his creatures to obey his every command, and will expect any visitors to do the same. His self-pity at his predicament can dissolve into rage at a moment's notice, and those who anger him may find themselves thrown into the pit of his favourite pet, a monstrous spider larger than a human. If he were ever to encounter those former friends whom he blames for abandoning him, their lives would doubtless hang by a thread.

The Scorpion King's advisors are a hierarchy of intelligent scorpions led by Lokhar, Kranlee and Teegarna and which worship their King as his Excellency.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Scorpion King is in fact the Doctor's former companion, Adric. Believed by the Doctor to have died aboard the Cybermen's freighter when it crashed into the Earth 65 million years ago (see *Earthshock*), Adric was able to save both the freighter and himself at the very last second. The Doctor's guilt at Adric's apparent death had caused his subconscious to sleepwalk into the past and feed some of the computations into Adric's mind unawares. Although the freighter still crashed, the computations created the time bubble that has allowed Adric to live.

Adric has survived within the time bubble for almost five hundred years. He was able to use the space freighter's computer, a crystalline brain which he has named Star, to communicate with the primitive scorpions he found here and train them to carry out the calculations to maintain the bubble. Star is at the top of the highest tower of the City of Excellence and focusses and amplifies Adric's thoughts. Any character can try to attune their mind to Star, allowing them to be able to communicate with the scorpions, by making a Difficulty 12 Presence + Resolve roll. If Star is damaged, or the Equilibrium of the block transfer computations is disrupted, the scorpions will soon degenerate to a bestial, non-sentient state.

After so long drawing on Star's abilities, Adric is capable of communicating with arachnids without its assistance, and with some effort he can create block transfer projections of himself and send them through time and space.

Adric's City of Excellence has been constructed around the remains of the space freighter. In the catacombs beneath the City, truly monstrous proto-arachnids referred to as the "Grandparents" hunt anything that ventures within their domain, even their own descendants, and can draw on the memories of anyone they devour.

SCORPION KING



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

SKILLS
Convince 2, Craft 3, Knowledge 2, Science 3 (AoE: Mathematics), Subterfuge 3, Survival 5, Technology 3, Transport 2

TRAITS
Alien
Argumentative
Block Transfer Specialist
Boffin
Distinctive
Eccentric (Major)
Fast Healing (Major)
Hypnosis (Minor) – Arachnids only (using Star's Networked trait)
Impulsive
Time Traveller (Special) – All Tech Levels up to 10
Vortex (Special) – Can create block transfer projections of himself at the cost of 1 Resolve and 2 Story Points.

TECH LEVEL: 6

STORY POINTS: 12

STAR [Special Gadget]
Traits: Block Transfer Specialist (Major), Networked (Major)
Cost: 4 points

SENTIENT SCORPION

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

SKILLS: Convince 2, Fighting 2, Science 3 (AoE: Mathematics), Survival 3

TRAITS: Alien, Alien Appearance, Armour (5 points), Fear Factor 1, Natural Weapon (Minor) – Pincers: Strength +2 damage, Natural Weapon (Special) – Sting: 1(1/1/2) points of damage, plus 5(2/5/7) from poison if it breaks the skin

TECH LEVEL: 1
STORY POINTS: 1-3

GRANDPARENT

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 4, Resolve 3, Strength 7
Skills: Fighting 4, Survival 5
Traits: Alien, Alien Appearance, Armour (8 points), Fear Factor 3, Natural Weapon (Minor: Pincers – Strength +2 damage), Natural Weapon (Special: Sting inflicts 2(1/2/3) points of damage, plus 7(3/7/10) from poison if it breaks the skin), Size – Huge (Minor), Special – Cocoon (Can produce web-like cocoons which entangle victims with a Strength of 8 and has 5 points of Armour), Special – Remembrance (see *The First Doctor Expanded Universe Sourcebook*)
Story Points: 1-2

ADRIC'S PET SPIDER

Attributes: Strength 5, Coordination 5, Awareness 4
Skills: Athletics 3, Fighting 4, Subterfuge 3, Survival 4
Traits: Alien, Alien Appearance, Armour (4 points), Climbing (Major), Fear Factor 2, Natural Weapon (Minor: Mandibles – Strength +2 damage), Special – Webbing (Can produce webs which entangle victims with a Strength of 6 and has 5 points of Armour)

GIANT MANTIS

Attributes: Strength 8, Coordination 3, Awareness 3
Skills: Fighting 3, Survival 4
Traits: Alien, Alien Appearance, Armour (10 points), Fear Factor 2, Natural Weapon (Minor: Mandibles – Strength +2 damage), Size – Huge (Minor)



The planet Concordum is a repository for all the music that has been created throughout the universe all the way back to the dawn of time. The collection covers all of Concordum's continents, with areas the size of countries being devoted to specific genres of music. There is an entire Subcontinent of Romantic Laments, for example, and other regions devoted to jazz, pop, chamber music, military bands, neoclassical and hundreds of other classifications from countless different species and cultures. The Doctor described Concordum as an MP3 player on a planetary scale. There are millions of vaulted halls the size of cathedrals covering the entire surface of Concordum. Display panels allow visitors to navigate the labyrinthine collection, and soundproofed booths are dotted around to facilitate listening without disturbing others.

Concordum is staffed by an army of curators, archivists who begin their careers on the lowest sub-levels of the collection and work their way up, cataloguing downloads and restoring the sound quality of new acquisitions. Each curator has an encyclopaedic knowledge of their specialist field and most will lecture visitors in great detail on the history of music, composers, instruments and performance at the merest of encouragements. Although they are undoubtedly experts, they can be tiresome in their attempts to educate others.

The Doctor took Nyssa to visit Concordum so that she could listen to a piece of music from her lost home: a composition of chamber music entitled *Plane or Space Curves and Surfaces Consisting of Parts Similar to the Whole* by Kremmisus, court composer to the inaugural consul of the Traken Union. Lots of flutes, apparently.

But hidden amongst Concordum's collection is a much more dangerous recording: *White Waves, Soft Haze*, a psychedelic prog rock suite composed on Earth in the late 1960s by one Geoff Cooper, otherwise known as "The Coop". This suite has been infected by Erisi, an Entropy Siren (see *V31*), with the sound of the universe's birth, the primal sonics capable of rending atoms apart before they were silenced by nucleosynthesis. If *White Waves, Soft Haze* is played, the birth screams of the universe will be released again, spreading in a wave of quantum particles of sound throughout Concordum, destroying everything in their path until the entire planet has been reduced to subatomic particles.

Anyone caught in the blast of the primal sonic wave will take 4(2/4/6) points of damage per Round until the sound has been silenced (if the wave isn't a directed attack, damage is determined by a Difficulty 15 Awareness + Resolve roll). Primal sonics ignore damage reduction such as Tough or Armour, though Forcefields may impair it if they are attuned to the right frequency. Once released, the only known way of nullifying the wave is to set up an equally powerful counter-wave in order to cancel it out.

CURATOR

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

SKILLS
Craft 3, Knowledge 4 (AoE: Music), Technology 1

TRAITS
By the Book
Keen Senses (Minor) - Hearing
Unadventurous (Major)

TECH LEVEL: 7
STORY POINTS: 2-4

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 7



CONNIE'S WORLD *(A Perfect World)*

When Thomas Brewster (see *A13*) stole the Doctor's TARDIS, one of the places he visited was London in 2008, where he briefly met and shared a coffee with Connie Winter. However, his lack of experience with the TARDIS meant that he failed to materialise it properly and, unknown to him, it created a fissure in the fabric of space and time, with Connie as the focal nexus.

Connie is a friendly girl with a boring office job, a boyfriend who has just broken up with her and a house she shares with the eternally unemployed and supremely lazy Taz. Connie's mother has fallen out with her father and left him – again – and the news is just the same old reports of wars, famines and celebrity scandals. All in all, her life is pretty depressing. But when Brewster suggested that she wouldn't like everything to be perfect, she declared "Who wouldn't want to live in a perfect world!?"

The space-time fissure carried this wish on the sub-ether to another dimension, where it was picked up by Phil and Trev, a pair of what can only be described as quantum plumbers. These pan-dimensional repairmen interpreted it as a Code 9 Emergency Call-Out and undertook a bit of tweaking around the focal nexus. As a result, when Connie woke up the next morning, she found her life, indeed the entire world, transformed. Her job is interesting, her work colleagues helpful and efficient, even the rush-hour traffic doesn't cause any delays and the trains and buses all run on time. Connie's parents are back together, and Taz not only has a job but – miracle of miracles – she's also helpful around the house! Even the news reports are full of good stories.

In summary, Connie now lives in a perfect world where everything about her life is positive. Except that the old Connie still exists. Although she at first doesn't recognise Brewster when he calls on her, this is the Connie that shared a coffee with him the night before, and when she arrives at work, there is another Connie, the perfect one, in her office. Does she really want a perfect life in a perfect world after all? And if she doesn't, what can she do to get her old life back?

QUANTUM PLUMBERS

Just who are the quantum plumbers, Phil and Trev? Even the Doctor seems to be unsure. Clearly they have access to technology capable of bending reality itself on a global scale, so perhaps they work for the Guardians (see *V42*), or even the Grace (see *V40*).

In appearance though, they are rather prosaic, just a pair of ordinary looking workmen with Brummie accents. Phil and Trev carry out existential maintenance and repairs to reality: "No Job Is Too Large!" They use tools such as interstitial waveform manipulation spanners, and all their work comes with a 14-day no-quibble warranty. So if Connie wants her old life back, she somehow needs to contact Phil and Trev, and they'll put things right (though not without a bit of moaning that "reversal isn't easy, not easy at all").

CONNIE WINTER

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

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

TRAITS
Charming
Emotional Baggage (Minor) – Connie's parents frequently intrude on her life
Face in the Crowd
Inexperienced
Unlucky

TECH LEVEL: 5
STORY POINTS: 15

PHIL AND TREV

Attributes: Awareness 5, Coordination 3, Ingenuity 3, Presence 2, Resolve 3, Strength 3
Skills: Convince 1, Knowledge 2, Technology 4
Traits: By the Book, Obligation (Major: To whatever agency they work for), Technically Adept, Vortex
Equipment: Interstitial Waveform Manipulation Spanner [Traits: Manipulate Reality. Story Points: 8.]
Tech Level: 12
Story Points: 4

THE CONTINGENCY CLUB *(The Contingency Club)*



In London in 1864, membership of the most respected clubs is an obsession among any gentleman who does not wish to be a pariah in society. And the most respected club in London, the most exclusive conclave, is the Contingency Club in Pall Mall, the heart of Clubland. It is only relatively recently established, but men of learning, science and politics have flocked there. Other clubs have lost leading members hand over fist, even the most distinguished institutions such as The Reform and The Athenaeum.

Like all such clubs, the Contingency offers an escape from the domestic sphere, and yet provides all the comforts a gentleman could want. Members can socialise, dine, relax and refresh themselves within its premises, even stay overnight in one of its bedrooms on the upper floors. It is a real home away from home and offers a place secure from women, where weary gentlemen may rest. Naturally, the Contingency does not permit women to enter. There is only one establishment in London which now opens its gates to the fairer sex (once a week, on a Wednesday evening), but the Contingency Club has no plans to follow suit!

The Contingency has strict regulations for its members which must be adhered to at all times, most particularly within the Club building. These essentially boil down to one rule: that a member should behave like a gentleman. The Contingency has one additional rule, though it is one that most members don't even recall. During each new member's initiation by the Club Secretary and Chairman, Mr Peabody, they are placed in a mesmeric trance during which they pledge an oath to the real power behind the Club. They swear unalterable, unswerving allegiance to the Red Queen (see *V88*), to do her bidding and remain always ready for the summons to her cause, to serve her loyally even unto death. Once the new member is brought out of their trance, they do not remember this oath or even the existence of the Red Queen until called upon for service.

Within the Club, things are even odder. For a start, all the servants are called Edward and all appear to be identical, from the waiters in the drawing and dining rooms to the cooks in the kitchens to the pot scrubbers in the scullery. All the dozens of Edwards are the same young man. They are all unfailingly polite, though not particularly clever: anyone they encounter within the Club will be taken to be members, unless they are told otherwise. Secondly, the members' brainwashing means that they do not notice this oddity. Neither will they notice anything else out of the ordinary, such as inappropriate or anachronistic clothing, violent acts or (most unusual of all) women on the premises! In the case of the latter, members will consider them to be gentlemen, even if it is pointed out that they are not.

Mr Peabody, the Chairman of London's most exclusive gentlemen's club is in reality no gentleman. He is nothing more than a common stage mesmerist from the music halls. This less than salubrious past is not general knowledge, and Peabody is now servant to and confidant of the Red Queen. He is the only person other than the Edwards to be permitted to enter her secret chambers at the heart of the Club. Peabody is the public face of the Contingency Club, recruiting new members, initiating them and carrying out the day to day running of the Club. He is also in overall charge of the Edwards, who obey only the orders of him or the Red Queen.

The secret of the Edwards is down in the cellars below the Club, where a hole in the brickwork has been opened up into a labyrinth of tunnels that spreads throughout London; all are part of the Red Queen's plan, as are the crates of dynamite and blasting caps to be found in them. In a large chamber near to the Club's cellars are dozens of ceramic baths, each filled with a syrupy liquid, a kind of amniotic fluid, within which floats a foetal Edward. These are clones which develop and awaken fifty at a time to replace those which wear out upstairs. The cloning equipment is primitive, built using Victorian technology, but the scientific knowledge

needed for this is extremely advanced. The Edward clones have simple programming to serve the Contingency Club and obey Mr Peabody and the Red Queen. Their minds are tied to Peabody's so that if he were to die, his demise would trigger theirs and the Edwards would all collapse within minutes.

Even without discovering the secret tunnels, any characters with an affinity for dimensional engineering (Time Lords, for example) may sense that there is something wrong with the Club's building. While a character is wandering around its rooms and corridors, a successful Difficulty 12 Awareness + Ingenuity roll (Sense of Direction will provide a +2 bonus) will result in a feeling that there is something wrong with the internal dimensions. The building's length, width, height and depth are all wrong; it is smaller on the inside, and not in the usual sense! This indicates that there is something hidden inside: the Club within the Club, the secret chambers of the Red Queen herself. The entrance to the Queen's lair is hidden within the Club's portrait gallery and is opened only by finding a concealed switch hidden in the picture rail on the far wall.

MR PEABODY



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

SKILLS
Convince 3, Fighting 1, Knowledge 3 (AoE: Games), Marksman 2, Subterfuge 1, Technology 2, Transport 2

TRAITS
Clumsy
Hypnosis (Major)

EQUIPMENT
Magnetic discs (used in Peabody's mesmeric technique)

TECH LEVEL: 4

STORY POINTS: 5

THE EDWARDS



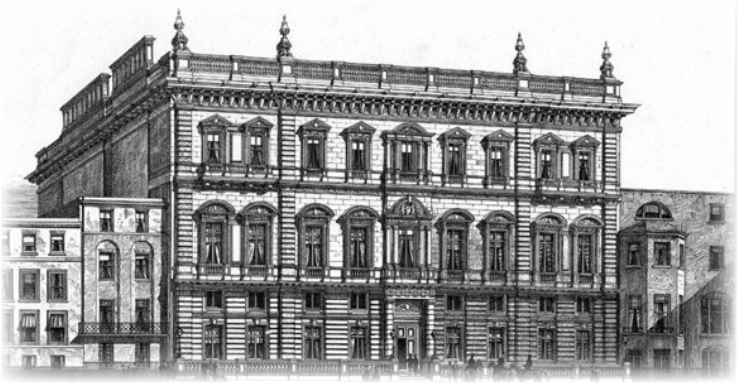
AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS
Athletics 2, Fighting 1

TRAITS
Dependency (Major) – Mr Peabody
Enslaved
Well Mannered

TECH LEVEL: 4

STORY POINTS: 1-2





Sulphuric rivers; uninspired architecture; even the most generous guidebooks warn tourists to stay away from the planet Cray. Despite this, in 2414 it is being twinned with Earth. But this is only because they have been designated sister-planets as a result of Cray's position relative to Earth's from Galactic Zero. This is a severe embarrassment to the Earth government as a civil war has been raging on Cray for centuries. But this is a civil war like no other, having grown out of the planet's most popular sport, Naxy, rather than nationalistic or ideological divisions.

Hundreds of years ago, Naxy was a normal sport whose fans followed their teams fervently. But gangs of fans began to meet before matches to fight each other in street violence that frequently ended in serious injuries and deaths. Gradually, public interest moved from the sport itself to the gang violence, and Naxy evolved into the pitched battles which are now staged within the arenas and broadcast planetwide. Naxy is now like a Roman gladiatorial contest on a grand scale, with teams numbering in the hundreds or even the thousands fighting each other with their faces painted in their team colours. Players all wield Naxy wands, weapons like hockey sticks with razor-sharp blades. Combat is to the death, and tens of thousands of players are "retired" (fatally) every season. Injured players must take part in their next match within ten days, even if they are unfit to compete. The death toll in the centuries that this "sport" has been played on Cray is in the millions.

To maintain the balance between the teams and ensure that Naxy continues, each team is responsible for the marketing and merchandising of one of the opposing teams, and puts the profits from this into the training and equipment for their own team. But despite this, the number of Naxy teams has gradually reduced over the centuries. Whereas there were originally a couple of dozen, nowadays only the Lineen and the Gora survive, and every member of Cray's population supports either one or the other of these.

Naxy players are the superstars on Cray, the best strikers winning lucrative sponsorship contracts, their faces familiar to everyone. Between the main Naxy matches, the lead strikers may issue a One-on-One Challenge to any opposing player. Turning down such a challenge results in the player and thirty of their fellow team members being executed and buried in unmarked graves.

To try to put an end to the conflict on Cray, the Earth authorities have sent Lord Darzil Carlisle (see *A46*) to the planet to broker a peace between the warring sides. But with the violence ingrained so deeply within the culture, how can even the Lord High Negotiator succeed in his mission?

NAXY STRIKER

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

SKILLS
Athletics 3, Fighting 4

TRAITS
Adversary (Minor) – Opposing team
Brave

EQUIPMENT
Naxy Wand: Strength +2 damage

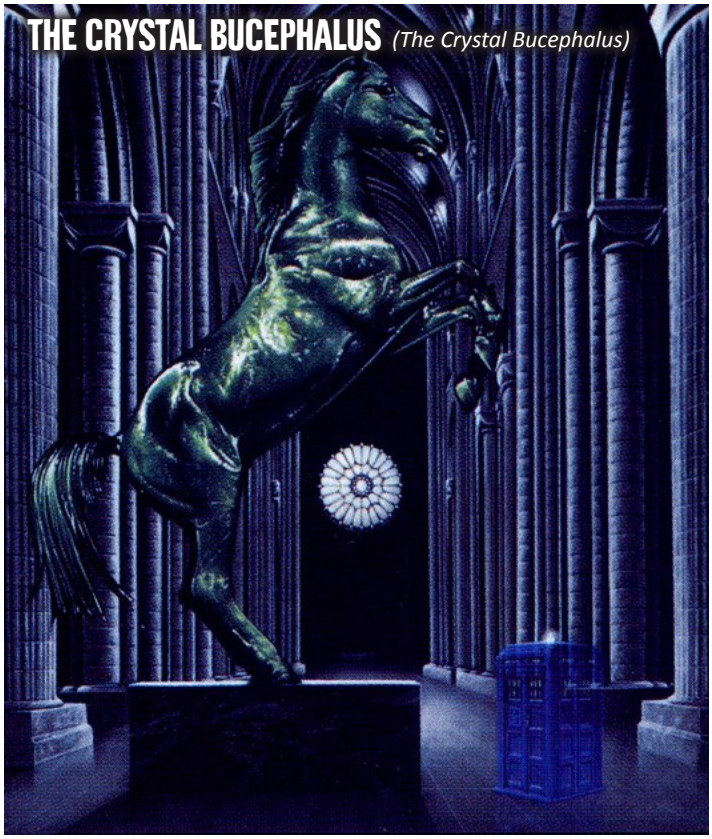
TECH LEVEL: 6
STORY POINTS: 2-4

Star Strikers also have Fame (Minor or Major) and Wealthy (Minor or Major)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Humanoids
TECHNOLOGY LEVEL: 6

THE CRYSTAL BUCEPHALUS *(The Crystal Bucephalus)*



In the 108th Century, the wealthiest, most influential beings in the galaxy dine at the restaurant known as the Crystal Bucephalus. Senators from the Union Presidium, Prelectors of the Intent and the glorified thugs of the Elective are among those citizens with sufficient money, power and influence to pass through the perimeter defences that encircle New Alexandria, the lifeless world that is host to the huge domed complex containing the Bucephalus and the hotel that surrounds it, the Emerald Syphax.

Within the Bucephalus are one thousand Cubiculi, each one a ten-foot tall, ten-foot wide cylinder of polished wood, the surface a marvel of engraving and marquetry inlay. They are arranged in concentric circles with ever-decreasing radii as they draw closer to the very centre of the Mezzanine, the pièce de résistance of the restaurant.

Rearing up above the Mezzanine in majestic splendour, a statue of Alexander the Great's warhorse stands guard over the Cubiculi: 50 feet of painstakingly carved deep green crystal, glittering and scintillating in the light from the massive diamond chandeliers that hang from the delicately painted ceiling. The monument, set in an avenue of dark gothic columns, is so imposing that it has even given the restaurant its name.

The white walls of the restaurant aren't without their own charms. Abstract statues on marble plinths stand every five feet, each one surrounded by colourful explosions of flowers, arranged daily by the greatest exponents of Chelonian floral engineering. Silver rose windows fill the spaces between the statues.

The Bucephalus's stewards, the cybernetic servitors that act as escorts for the galactic cognoscenti that frequent the Bucephalus, are striking in their exotic design: silver and gold satyrs with leering goat-like faces, their horns encrusted with diamonds. Many clients find them shocking on their first visit, but most patrons seem to admire their appearance – indeed, more than admire on a few occasions. Security stewards carry psi-whips and stunners in their belts, but only rarely need to be deployed.

The Crystal Bucephalus is more than an ordinary restaurant. Within its AI webwork system, the Carte de Locales contains information on 1,037,841 zones, each a known historical eating place somewhere in time and space. From the Grid Control Suite, patrons can be sent to any of these to experience the best in dining that the galaxy has – or had – to offer. But this is not true time travel. Rather than diners passing directly through the Time Vortex, with the inherent risks of exposure to the time winds, a pocket dimension is generated, linking the diners' Cubiculo with the target time zone, in effect creating a time bubble.

All of this is made possible by the involvement of the Legions, multi-dimensional creatures capable of navigating through the Vortex (and who will be covered in detail in a later sourcebook). The Grid generates the time bubbles and provides the motive force to drive them through the Vortex to the target time zone. Twenty Legions in the Legion Tank create the paths that the bubbles are sent along. The bubbles are subject to a form of the Blinovitch Limitation Effect that means that anything that the diners do while enjoying their experience in another time does not have a permanent effect, thus avoiding any nasty paradoxes or changes to history.

Perhaps the biggest surprise about the Crystal Bucephalus is that the proprietor is none other than… the Doctor. It appears he occasionally becomes embarrassed at the size of his balance at the First Galactic Bank. Every now and then, he feels it necessary to offload large amounts of money into ludicrous business ventures, ones with no hope of success. The Bucephalus was one such venture, one that he felt had little chance of survival. Instead, the most exclusive restaurant the galaxy has ever seen has been a roaring success – much to the Doctor's surprise. Naturally, the Doctor is an absentee owner, leaving the day to day operation in the care of the Maître D' and his staff.

SECURITY STEWARD

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Athletics 2, Fighting 4, Marksman 3
Traits: Alien Appearance, Armour (4 points), Cyborg
Equipment: Psi-whip (Strength +2 damage), Stunner (Stun damage)
Tech Level: 8
Story Points: 1-3



DALEKS VICTORIOUS PARALLEL *(The Mutant Phase)*

In the far future, this parallel universe is utterly devastated. Surrounded by countless worlds scoured of life, the Dalek Empire is reduced to a single city on Skaro besieged by swarms of flying creatures, mutations of the Daleks themselves. With the inevitable fall of Skaro, the Dalek mutants will be the only life left in the universe.

The Dalek mutation can be traced to foreign DNA introduced into the Dalek genome during the Dalek invasion of Earth in 2158 A.D. When the genes express themselves, the Dalek enters a larval stage bursting from its armour, mindless and ravenously hungry. It takes less than 24 hours for the larva to grow into the fully developed creature. Once grown, the mutant creatures are insectoid in appearance and over 100 meters in length, with metallic shielding and wings. Travelling in swarms of over a hundred billion individuals, the mutants devastated the universe flying from world to world, stripping each clean of life, nutrients and microorganisms, leaving them barren and sterile.

The mutant creatures were apparently indestructible and although devastated, Earth was the only world upon which the mutants died. In an effort to identify this weakness, the Daleks created a time corridor from far future Skaro to Earth. Due to a lack of power, the corridor only extends to 4253 A.D., thirty years after it was devastated by the mutants. A Thal team working with the Daleks, led by Professor Ptolem and Commander Ganatus, study the Earth searching for the key to defeat the mutants. The Thal research base is only a short distance from an underground bunker which houses the last handful of human survivors. Driven mad by living in their bunker for thirty years, the last of humanity await its eventual extinction.

The Thal researchers have had little success, but the Dalek Emperor has a second plan. The time corridor is also a space/time induction channel, a bump in the time track. It's a trap for time travellers designed to suck them to the Thal base because the Emperor intends to change history.

PARALLEL MUTANT DALEK



AWARENESS	4	PRESENCE	1
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	16

SKILLS
Athletics 4, Fighting 3, Survival 4

TRAITS
Alien
Alien Appearance
Armour (-15 damage)
Environmental – Can survive in the vacuum of space
Fear Factor (2)
Flight – Can fly as high as they like at a speed of 3x Coordination; in space can move faster than the speed of light
Immunity: From energy weapons and lasers
Natural Weapons (Minor) – To touch the mutant is death (4/L/L)
Size (Huge)
Weakness (Major Bad Trait) – Insecticide GK50

TECH LEVEL: N/A
STORY POINTS: 1-3

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As it would eventually be revealed, the mutation developed from DNA left by a wasp sting on a wounded Dalek in 2158 A.D. The timeline was created when the Emperor travelled back to the 22nd Century and convinced the Daleks to use the pesticide GK50 rather than surgically removing the foreign DNA as they intended. This created a paradox which was only resolved when the Doctor convinced the Emperor at the last moment that he had created the paradox and his devastated parallel.

Like all paradoxes this invites the question of how the parallel Dalek Emperor travelled back to create his own timeline. Could it have been a by-product of the Time War or the machinations of the Time Lords' CIA? Regardless, the time induction channel is a trap that could as easily ensnare your players before or instead of the Doctor's TARDIS.

DUNQULAH *(The Destroyer of Delights)*



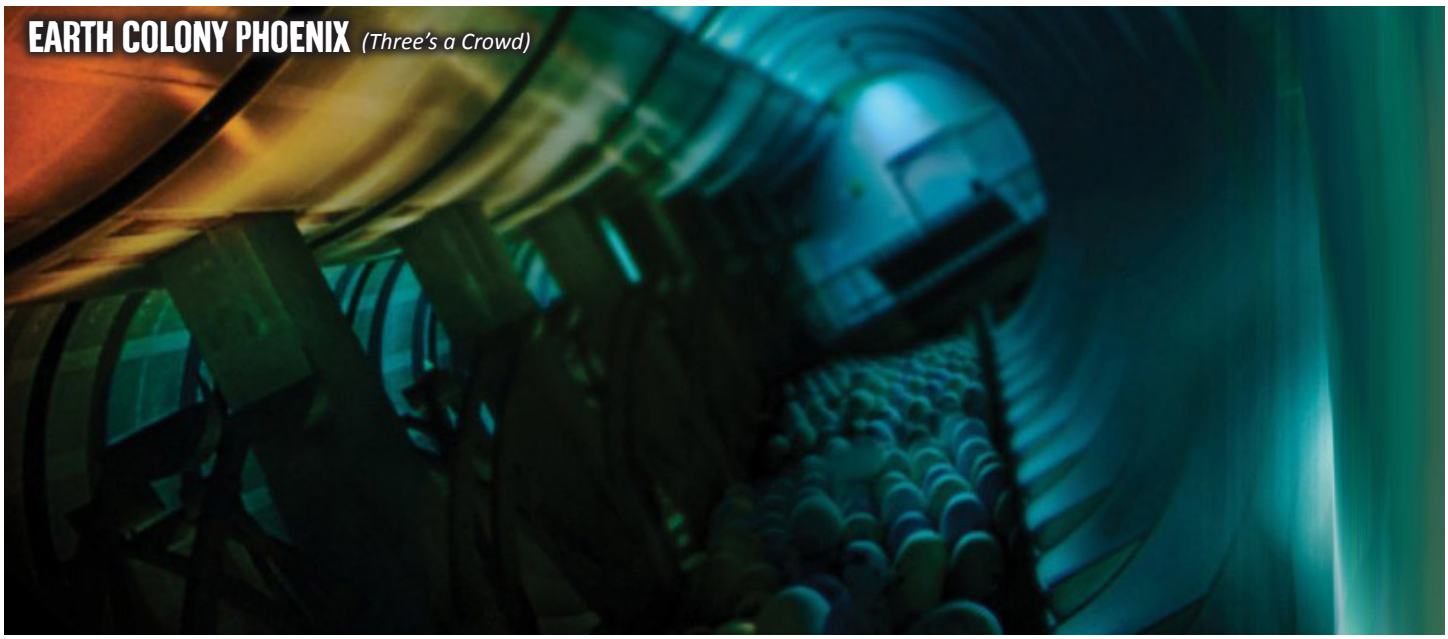
Dunqulah (Tungul in Old Nubian; now called Dongola) was the capital city of the Nubian kingdom of Makuria and was founded in the 5th Century AD as a fortress. A town quickly grew up around it and the people largely converted from the old religion (a remnant of the Ancient Egyptian beliefs, see *L6*) to Christianity during the 6th Century.

The invasion of Egypt by the Arabs in 641 threatened the security of Makuria and the advance of the Arab army of the Rashidun Caliphate along the Nile seemed unstoppable. But the First and Second Battles of Dongola both resulted in Makurian victories and ended the Muslim expansion into Nubia. A peace treaty, known as the baqt, was agreed and lasted for six centuries. Under the terms of the baqt, trade relations between Muslim Egypt and Christian Nubia were established, including the exchange of wheat, barley, wine, horses and linen from Egypt for 360 slaves per year from Nubia. Another result of the Egyptian incursion was the unification of the northern Nubian states with Dunqulah as the capital of a new kingdom stretching from the First Cataract of the Nile to the Fifth Cataract, a distance of almost 900 miles along the river.

The 9th Century is generally a period of stability and prosperity for Nubia. However, King Zacharias II of Makuria ceased paying the baqt in 820, putting strain on the relationship with Egypt. In 834, the Caliph al-Mu'tasim ordered the payment of the baqt and its arrears for fourteen years. Zacharias' son, Georgios, went to Baghdad and successfully negotiated with the Caliph for the cancellation of the arrears and a new non-aggression treaty was signed.

At its peak, Dunqulah covered an area of one square mile in the desert, making it one of the largest settlements of the middle Nile at any period until modern times. Agriculture was important to feed the population and utilised the land flooded during the rainy season and supplemented by irrigation. Trade with Egypt and with the Kardofan and Darfur to the west was also key to Dunqulah's prosperity.

The Doctor and Amy (see *A1*) visit Makuria in the time of the Caliph al-Mutawakkil, who reigned from 847 to 861. Lord Cassim Ali Baba (see *V64*), ruler of Dunqulah, is obliged to pay a regular tithe of gold to the Caliph. But Cassim has been withholding the payment, instead hoarding it in defiance of the Legate of the Caliph. Cassim appears to be working in concert with a blue-skinned alien, a member of the race of the Djinn (see *V23*), who needs a critical mass of gold for his own purposes. And the situation takes a further turn for the worse, when the Doctor realises that Lord Cassim and the Legate of the Caliph (see *V62*) are both strangely familiar…



EARTH COLONY PHOENIX *(Three's a Crowd)*

Earth Colony Phoenix was established in 2835 on the fourth planet of a remote system in a dead end star cluster well away from the space lanes. The star system is littered with asteroids and other debris, which makes conventional space travel within it dangerous. The colony has a long-range transmat relay, but fifty years after the founding it is now unreliable (as are many of the colony's systems) and high sunspot activity has made its use risky anyway.

So why would a colony be set up in such an inaccessible and dangerous location? In short, the original colonists were seeking independence from Earth and particularly wanted to avoid interference from the Federation (presumably the same corrupt Federation as Carnell is hiding from on Kaldor at around this time – see *The Fourth Doctor Expanded Universe Sourcebook*).

The Phoenix colony's android servitors set up habitation domes on the main continent, but most of the colonists have been kept in cryogenic stasis while the terraforming of the planet takes place. The planet's soil needed nourishing, an ozone layer created and the water levels improved. Sunspot activity has meant that this has taken far longer than expected. Those few colonists who are awake live in individual habitation cells aboard the ship that originally brought them all here. The ship's engines are now useless and it lies near to the domes. Each habitation cell contains basic furniture, exercise equipment and kitchen facilities, plus an adjoining bathroom. The cell doors have been hidden behind hangings and the only obvious exit is via the transmat platforms.

The colonists communicate with each other almost solely by video link, and then often with the screen switched off. They only meet at "Socials" arranged by Phoenix's leader, Auntie, and then only with one other person at a time. This has resulted in high rates of crippling shyness and extreme agoraphobia in the current generation. There are actually only sixteen active colonists left by 2885, the others are the original colonists who remain in cryogenic storage within the domes. The active colonists are all in their teens and have never been outside their cells, let alone the ship. They have never even met their parents, having been raised by Auntie and the servitors. Their food contains drugs to keep them docile and unquestioning.

Space Station Medusa hangs in orbit above Phoenix. It is abandoned, but life support and many other systems are still operational, including transmat links between the station and the ship. Although Medusa has a docking station for visiting ships, there have been no visitors to this remote and forgotten outpost since its founding. Most of the areas on Medusa are declared Forbidden Zones by Auntie, but in any event the only signs of life aboard are the thousands of foot-long eggs which can be found in the ship's generator room, clues to infiltration by an alien presence, the reptilian Khellians.

Auntie has a number of servitors under her command, including her personal aide, Butler. Like the other servitors, Butler is a small, humanoid robot. He is unfailingly polite, though he is armed with inbuilt offensive weaponry. Butler obeys Auntie, but his ultimate duty is to the colony. If he can be persuaded that Auntie's orders

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Non-Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6

are flawed and not in the colony's best interests, he will disobey her.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Auntie is now an elderly woman. She has had to make some very tough decisions since their arrival on Phoenix, not least how to deal with the threat of the Khellians (see *V57*) and prevent them from killing all the colonists. She reached an agreement with the Khellian General Makra'Thon that she would provide batches of colonists for he and his men to feed on. The colonists believe that they are being selected to be sent home and are willingly transmatted up to the Medusa. In return, the Khellians agreed to send members of Auntie's own family to safety at the nearest Federation outpost using their own long-range transmat facilities. Unknown to Auntie, the Khellians have of course devoured the members of her family along with the other humans.

With the planet's terraforming almost complete, Auntie believes that she can soon waken the hundreds of other colonists from their cryogenic sleep and use them to drive off the Khellians.

AUNTIE



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

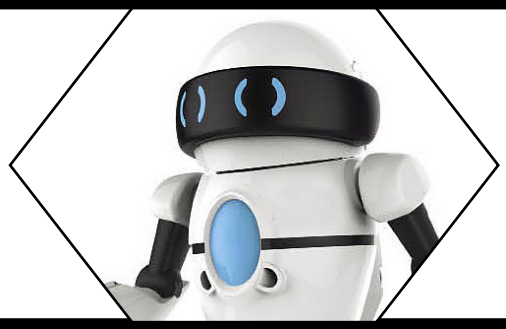
SKILLS
Convince 3, Knowledge 1, Subterfuge 2, Technology 3, Transport 3

TRAITS
Dark Secret (Major) – The deal with the Khellians

TECH LEVEL: 6

STORY POINTS: 4

BUTLER



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

SKILLS
Fighting 1, Marksman 3, Technology 4, Transport 3

TRAITS
Armour (4 points)
By the Book
Natural Weapon (Major) - Pulse Laser: 5(2/5/7) damage
Robot
Technically Adept

TECH LEVEL: 6

STORY POINTS: 2

PHOENIX COLONIST RACE PACKAGE
Cost: -6 points
Attributes: Resolve -1 (-1)
Traits: Eccentric (Major: Extreme shyness) (-2), Phobia (-1), Unadventurous (Major) (-2)

SPACE STATION MEDUSA
Armour: 8 **Hit Capacity:** 20
Speed: 0 (geostationary orbit)

Traits: Scan, Transmit, Teleport
Story Points: 3

EIGHT SLASH Q PANENKA *(The Jupiter Conjunction)*



Eight Slash Q Panenka (just Panenka for short) is a craggy little comet with a circumference of about 13.2 kilometres and an elliptical orbit that takes it between Earth and Jupiter. As comets go, it's relatively fast, making a full circuit in three years and three months. By 2329, Panenka is an Earth protectorate owned by Panenka Haulage, a low-budget logistics company that transports goods between Earth and the independent colonies on the moons of Jupiter. But the fortunes of the company rise and fall with the relative positions of the planets and the comet's orbit. In times of conjunction, the journey only takes eighteen months making Panenka a viable low-cost alternative to space freighters. But when the planets are out of conjunction, the long trip makes using the comet for haulage impractical, meaning lean times for the company that could last several years.

Panenka Haulage operates out of a settlement built on the comet itself. Warehouses, offices, security areas, living quarters, leisure facilities and even a shopping mall are all kept safe and sealed from the outside environment. Everyone on Panenka works for the company. Everyone, that is, apart from the backers. Short for "piggybackers", these are the hitchhikers who can't afford the shuttle fare between Jupiter and Earth. On the shorter journeys, there may be a hundred or more backers on Panenka, but their movement is generally restricted to a ramshackle collection of tents hidden away in the deeper levels of the settlement. They are only tolerated because the law says the company must allow them to hitch. But apart from that, the company doesn't have to provide anything, and it even prevents them from buying goods from legitimate sources on the comet.

Outside, the surface of Panenka is a frozen, airless ball of ice. Gravity is very low, almost non-existent in fact. So the soles of the boots of spacesuits on Panenka are fitted with grips that lock onto the surface on each step to prevent the wearer from floating away. Even so, care must be taken not to move too swiftly and risk losing traction (resulting in -1 Speed during chases, unless Coordination + Athletics rolls are made). On the far side of Panenka is the Unstable Zone, where the crust was fractured six years ago. Nobody goes there as it's incredibly dangerous. The company has a number of shuttle craft for getting around on the comet, but they are seldom used as there's little to see or do out there.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Unstable Zone isn't as uninhabited as the people of the Panenka Haulage settlement believe. With the crust kept intact by a stabilising field, a secret military complex has been constructed below the comet's icy surface. This is the work of the Jupiter Axis (see *V53*), the government of the colonists of the Jovian moons which are now independent of Earth. The complex is manned by a lone Axis officer, Major Nash, who has used drones to build a long-range particle cannon using parts stolen from Panenka Haulage's cargo. Recent tensions with Earth have led to the Axis taking drastic measures, and when the comet brings the cannon into range, the Major intends to use it to destroy a major Earth city.

PARTICLE CANNON
Damage: 36(18/36/54)
Traits: Area Effect (Special: Each blast affects a city-sized area), Power Up (5 Rounds before the cannon can be fired and between shots), Spaceship Scale

PLANETARY DATA

SIZE: Tiny (comet)
GRAVITY: Low Gravity World
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6



Trillions of years into the future, the planet Ember circles the last remaining star in the universe in an area beyond the edge of the Spinward Deeps. It is a bleak home to the last humans, who have abandoned watching the cold, dark galaxies for any signs of intelligent life that might survive. These last examples of mankind now seek any means to survive the universe's collapse into entropy, having been betrayed and abandoned by the Time Lords who fled to safety in another realm. But their own sun is now dying, having been sustained beyond its natural life by artificial means, and is just a small, dim glow in the otherwise black sky. Ember has a dead landscape of stone ruins and twisted metal, evidence that there was once a civilisation of some sort here. But the final human outpost is the only life left on the planet. Even the laws of causality are breaking down here, and time itself moves in fits and starts.

The human "husks" living on Ember are wretched individuals. They are very long-lived, but are weak and feeble patchwork creatures whose flesh is gruesomely held together by bits and pieces of rusting metal. Despite their outward appearance, these final humans have developed powerful intellects and psychic powers, with minds capable of dominating those of their distant ancestors.

In a final effort to survive, the husks have developed the technology to project their consciousnesses back in time to take possession of healthy bodies way back at the dawn of humanity's first big push out into the universe. Several of Ember's leaders have infiltrated the Somnus Foundation (see *V100*), a research institution in 21st Century Moscow, occupying the bodies of prominent members so that they can use it for their own purposes. They have twisted its research away from sleep disorders and neuroscience, and towards finding and recruiting members who can act as hosts for more of their kind.

Only those humans with compatible psychic auras are suitable to be used as hosts, and new members have their auras scanned as a matter of routine. Suitable candidates are subject to a full transference using linked psi-gates in the Somnus Foundation in the 21st Century and on Ember at the end of the universe. The candidate's psyche is thrown trillions of years into the future, where it is trapped within the body of a husk, while the husk's former consciousness now occupies the healthy form of the candidate back in Moscow. The far future humans view their remote ancestors as savages, little better than animals, and treat their captives brutally. They despise shows of uncontrolled emotion, preferring rational thought even though they are prone to anger and bitterness. They find human thoughts repulsive, even damaging to their psyches.

It is unclear how the final humans on the planet Ember are related to those who became the Toclafane, but they presumably represent the descendants of a group which didn't make it to Utopia and sought other means of survival. The physical husks of the Ember humans are doomed to inevitable extinction along with the rest of the universe, but whether any of their consciousnesses manage to survive back in the distant history of mankind remains to be seen.

HUSK



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

SKILLS
Convince 3, Fighting 2, Knowledge 2, Marksman 2, Science 3, Survival 3, Technology 3

TRAITS
Cyborg
Hypnosis (Minor)
Natural Weapon – Energy Sting: 5(2/5/7) damage
Precognition
Psychic
Selfish
Telepathy
Tough
Unattractive

TECH LEVEL: 6
STORY POINTS: 4-6



FABULA *(1001 Nights - Smuggling Tales)*

Fabula, the Planet of Tales (not to be confused with Irrideo, the Planet of Jokes), is a world on which telling stories is a form of currency. In order to pay for anything, people spin yarns, the longer and more entertaining, the greater their value. Poems and limericks are also acceptable in certain quarters, so long as the audience finds them pleasing, and at a pinch a song might even suffice, if it has a narrative element to it.

Telling stories, whether humorous, romantic, exciting or frightening, requires Presence + Craft rolls. The Craft skill must be of a suitable kind (such as Storytelling, Entertaining, Poetry, perhaps even Writing or similar). If the teller has no suitable Craft skill, then it may be substituted by either Convince or Knowledge, but with a -2 penalty. For Player Characters, if they can identify a particular adventure or event from their own past to weave a tale around, the GM may judge it entertaining enough to warrant a bonus of up to +4. For a simple payment for goods or services, the roll is against Difficulty 9. Against a hostile audience or in a competitive situation, it is a contest of Presence + Craft.

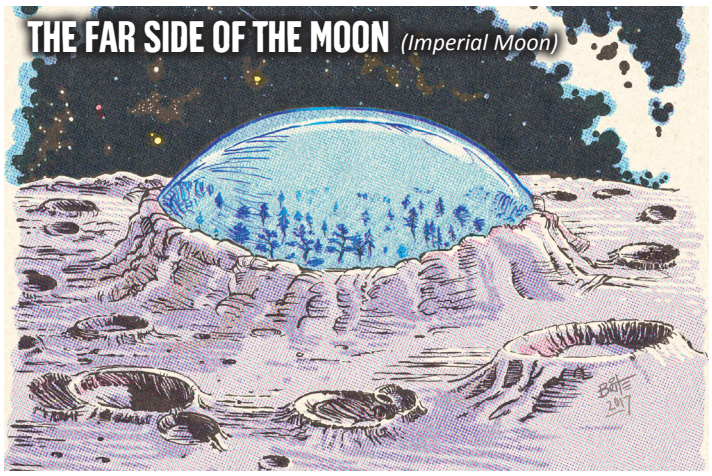
There are two things that the Fabulans dislike in relation to storytelling. The first is if they've heard the story before, in which case a -2 penalty applies. And the second is plagiarism: the story must be one's own, not stolen from somebody else. Plagiary is a crime on Fabula and incurs a -4 penalty if it is discovered by the audience, plus the risk of being arrested. But stories being what they are worth here, the practice is mournfully widespread. Some unscrupulous people go to great lengths to steal the tales of others, by means as diverse as surreptitiously writing them down while they're being told, to hidden recording equipment, even to kidnapping particularly talented storytellers and selling them to privateers. These criminals drain their captives of their tales, which are then smuggled into the port city of Trafiska where they can command a high price. Copyright law agents work under cover in dangerous circumstances to try to stamp this ugly practice out, but the task is unending.

Although on the face of it Fabula seems to be a pre-industrial society, with "Olde Worlde" taverns and local yokels who speak in a cod Medieval style, it has developed surprisingly advanced technology. For example, sound recording equipment and even electronic brain implants are widely available. However, in the case of firearms, they are only at the stage of black powder weapons. Fabula's Tech Level of 4 is therefore a rough guide only, and there are wide variations in both directions.

Fabula is also notorious for its terrible weather. Persistent and torrential rain is commonplace. Lightning seems to seek out those who are caught outside in a storm, and it is even said that particularly heavy downpours can drown a person where they stand. Whether this is literally true or an embellishment of the Fabulan storytellers is difficult to tell. But it is probably wise not to take the risk unnecessarily.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Fabulans
TECHNOLOGY LEVEL: 4



When the Doctor piloted the TARDIS to the far side of the Moon in 1878, he was intrigued to find a lush jungle environment thriving under a shallow dome like a smooth, clouded sapphire lying over a large crater over a hundred miles across, capping it like a lid. The dome is not a solid barrier, but a forcefield sufficient to prevent the air within from dissipating while allowing spacecraft to pass through with only the faintest of resistance. From above the dome, it is clear that the floor of the crater is carpeted in vegetation forming a patchwork of dense jungle and open glades, with the glinting blue of lakes and rivers.

The low gravity on the Moon has meant that the trees here have grown to be far taller than their equivalents on Earth, at least three hundred feet high with spindly trunks. The air is perfectly breathable by humans, while the ambient temperature is maintained at 73º Fahrenheit (23º Celsius). What from a distance appears to be grass carpeting the glades is actually a kind of thick, dense moss, dotted here and there with small patches of many-coloured flowers. Flashes of light reflect off the wings of large darting insects, while bird-like shapes wheel distantly overhead.

This place is clearly an artificial reserve and was established by an alien race called the Phiadorans (see *81*). They created it to be an illegal hunting park, considering that as mankind was as yet undeveloped, its presence on Earth's Moon would go undetected. The Phiadorans populated the park with numerous alien species as game for their hunters, many of which are dangerous predators. Among them are such things as: dog-sized flying insects with poisonous stingers in their tails; monstrous spider-things on twenty-five foot tall stilt-legs, from whose spherical bodies trail venomous tendrils to catch prey; and gigantic, legless hydra-creatures whose three heads each have a single eye, a pair of horns and a mouth full of sharp fangs. But the deadliest predators in this hunting park are the Vrall (see *V116*), vicious carnivores whose intelligence makes them all the more dangerous.

The energy barrier of the dome and the environment within are maintained by a warden within a citadel at the centre of the crater. The citadel is protected by a forcefield tuned to the genetic signatures of the various creatures in the park to keep them out, and can be defended by plasma cannons and the warden's service robots, which range from flying discs to humanoid servitors. The warden itself lives in a fluid-filled tank within the citadel and is like something between a sea anemone and a living brain, perhaps two feet across and reddish in colour, its body ringed by tiny tendrils, sucker-headed arms and a dozen lidless eyes. Fine wires and tubes connect its body to the controls of the citadel, and it can communicate through speakers set into the tank. The warden has been genetically engineered and programmed to maintain the park, and is as much a prisoner here as the creatures outside. Quite how long the park has been here is unclear, but the warden is tired of its long servitude. It cannot kill itself, but it may be able to manipulate others to do so.

THE WARDEN

Attributes: Awareness 4, Coordination 4 (1 if out of water), Ingenuity 3, Presence 2, Resolve 2, Strength 1
Skills: Convince 1, Fighting 1, Marksman 3, Technology 3
Traits: Additional Limbs x2 (Tentacles), Alien, Alien Appearance, Alien Senses (360º Vision), Cyborg, Eccentric (Major: Death-wish), Enslaved, Environmental (Minor: Aquatic), Size – Tiny (Major)
Tech Level: 6
Story Points: 4

SERVICE ROBOT

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 4, Strength 6
Skills: Fighting 3, Marksman 4, Technology 4
Traits: Armour (5 points), By the Program, Natural Weapon (Metal Claws: Strength +2 damage), Robot, Scan, Transmit, Technically Adept
Story Points: 1
For robotic Flying Discs, add Flight (Major) and replace Metal Claws with Electrical Charge (Strength +2 damage on contact) and Metal Tentacles (contest of Disc's Strength + Fighting against opponent's Coordination + Strength to grasp a foe and hold them immobile).

ALIEN INSECT

Attributes: Strength 4, Coordination 4, Awareness 3
Skills: Athletics 3, Fighting 4, Survival 4
Traits: Flight (Major), Natural Weapon (Sting: 1(1/1/2) damage, plus another 3(3/6/9) damage if a Difficulty 21 Resolve + Strength roll against the poison is failed), Tough

SPIDER-THING

Attributes: Strength 5, Coordination 4, Awareness 4
Skills: Athletics 4, Fighting 3, Subterfuge 5, Survival 4
Traits: Armour (5 points), Fear Factor 1, Natural Weapon (Venomous Tendrils: Strength +2 damage), Size – Huge (Minor)



Florana is of course famed for its effervescent waters, but it is also noted for its fields of wild roses, more than 2,000 varieties. Such is Florana's beauty that it falls under the protection of Galactic Heritage, even though it has been uninhabited for thousands of years. But when the TARDIS was knocked off course and into the past, the Doctor was puzzled to find they had materialised within a domed city.

The inhabitants of this city appear human, but everyone is young. The city itself is nothing but tower blocks, with no visible sky because of the dome. The look is austere and clinical. There are no parks, no shops and no entertainments, just everyone going to and from work like soulless automatons. It feels like a place where people exist rather than live.

Outside the dome, the landscape is barren. Eleven years before, Florana was different, with normal people and normal cities. But ten years ago, an Emissary of the Gods arrived and everything changed. The city quickly went to war with the other cities of this world and constant bombardment has ruined the world outside the dome. The city is still at war, but it is winning because of its superior technology. In addition, a programme of eugenics has meant that while the weak are weeded out of the population, the strong have become the Elite (see *V27*).

The Elite are ruled by the High Priest of the Church of Power, with government split between the Church and the Military Command (though the Military follows the dictates of the Church). The High Priest resides deep inside the Cathedral of Power, the largest building within the dome. None may enter the Cathedral other than the High Priest's acolytes or by his command.

The Elite view the war as a noble crusade against rejects, insurgents and terrorists. Prior to the war, Florana had not yet developed space flight, though the Elite are surprisingly advanced in the areas of computerisation and weaponry. The people do not believe in the existence of other aliens or other worlds, such concepts being blasphemous.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The High Priest within the Cathedral is none other than a Dalek. Ten years ago, its ship crashed on Florana. Without means to repair it, the Dalek presented itself to the people of the city as an Emissary of the Gods. It became the High Priest of the Church of Power and told the people that they were the chosen ones, born to rule. On its orders, they made war on those other cities which would not submit. The Dalek started the war in order to accelerate the planet's technological development and intends to raise Florana to the stage where it can build a time ship and return to its fleet.

The Dalek's original casing was damaged in the crash and no longer provides motive power or life support. It therefore had a substitute "throne" built, but it is a crude thing in comparison. The original, damaged casing still contains some functionality, in particular its data base which the Dalek can access for information.

THE HIGH PRIEST OF POWER

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

SKILLS
Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8

TRAITS
Alien Appearance
Climbing (Minor)
Dependency - Throne
Fear Factor 4
Immunity - Radiation
Slow (Major) – The substitute throne is immobile
Natural Weapon – Tentacles: 5(2/5/7) damage
Technically Adept

TECH LEVEL: 9
STORY POINTS: 8

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Floranans
TECHNOLOGY LEVEL: 4



Folly is a somewhat obscure and overlooked colony world, remote from Earth and effectively self-governed by an elected President. It is entirely unremarkable and for the most part doesn't have much influence on the wider affairs of the galaxy. There is some interaction with other, non-human cultures in the neighbouring systems, but aliens are still unusual visitors to Folly.

It is testimony to Folly's lack of noteworthiness that its best known institutions are a university hospital and a prison. It was the latter of these that the Doctor had the most dealings with when he and Nyssa arrived, not helped by the fact that the biggest crook on Folly goes by the name of Dr John Smith!

Folly Prison is usually occupied by around 1,700 prisoners under the custody of seventeen or so guards at any one time. The prison governor for the past five years is Noreen Chaplin. According to her own publicity, she is firm but fair with her inmates. The inmates would agree with the former, but certainly not with the latter. Chaplin rules the prison with a rod of iron, imposing harsh punishments on any who transgress the rules or who just get on her wrong side. Solitary confinement is used for extended periods on troublemakers, heedless of the physical or psychological damage it may cause.

The prison is surrounded by an electrical forcefield that fries anyone who comes into contact with it, delivering 6(3/6/9) damage. Beyond this, Governor Chaplin has recently introduced a second forcefield in which personal time is slowed down enormously. When it was first introduced, anyone who walked into it would experience (and age) a week while walking through it, even though only a minute would pass outside. Anyone in it suffers ill-effects such as exhaustion, dehydration and starvation. They need to make a Resolve + Strength roll for each subjective day trapped in the time field or take 2(1/2/3) points of damage; Difficulty starts at 12 for the first day and increases by 1 per day thereafter. Governor Chaplin has since had the time field adjusted so that it now takes a subjective year to cross it (still only a minute from any observer's point of view), making it lethal to most lifeforms.

Noreen Chaplin has ambitions beyond the mere governorship of a prison. She has announced that she is standing as a candidate in Folly's forthcoming presidential elections. Chaplin is promoting herself as a firm hand to clean up the colony and has announced her intention to build a border around the planet as unbreakable as the forcefield around the perimeter of her prison.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Governor Chaplin has decided that she will not win the election by means of her personality alone, and is planning a big election day stunt. Before the TARDIS landed on Folly, it detected the future echo of an explosion at the prison, resulting in a massive loss of life. The Doctor's warnings to the authorities were interpreted as threats, but Chaplin believes him. She plans to engineer the explosion using the prison's time field and ensure that the cameras record the disaster and her heroic attempts to restore discipline and punish the guilty…

GOVERNOR CHAPLIN

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

SKILLS
Convince 5, Subterfuge 2, Technology 1, Transport 1

TRAITS
Authority (Minor)
Selfish
Voice of Authority

TECH LEVEL: 6
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6



Gallius Ultima is "the Planet on the Edge of the Galaxy", located on the very edge of the Milky Way and looking out towards the Large Magellanic Cloud, the L.M.C. At the heart of the Cloud, areas of pink are clearly visible indicating the formation of new stars burning hydrogen.

Known to those who work here as Gallius U, in the 54th Century the planet is home to a research station housing one of the most impressive astronomical observatories ever built. The atmosphere on the surface of the planet is thin and quite toxic, so the base is housed within several domes, termed Hubs, connected by a series of underground tunnels. Travel between the domes is by means of a monorail system, with automated travel pods zipping along the tunnels from one Hub to another. Each Hub represents a particular area of research. As well as Astronomy, there are Hubs for History, Humanities, Exploration and dozens of others. There is even an Astrology Hub, as Gallius U draws all sorts of researchers to it: the scientific, the spiritual, the adventurous and the plain curious. They are all looking for answers in their own way, but not necessarily to the same question.

In this time period, it is customary to use ideograms rather than written signs, and visitors from other eras may take a while to get used to interpreting them when trying to navigate around the Hubs (requiring Ingenuity + Knowledge rolls of varying Difficulties). Some are obvious: a star represents Astronomy, for example. Others less so, such as a backwards arrow indicating History.

All the monorail tunnels converge in an area with lifts leading up to the Viewing Deck. This large, glass-domed structure is at the top of the base and affords a spectacular view over the Hubs, the land around them and the intergalactic vista above. The operation of the research station is managed from the Control Suite in the area below the Viewing Deck. The Gallius U base is commanded by Controller Kala Tace, and security is provided by a contingent of Custodians under General Darin Fell.

By the 54th Century, mankind is still more or less contained within its own galaxy, but they are on the brink of making the next great leap. Gallius Ultima is the launch platform for the greatest feat in the history of space exploration: travel beyond the Milky Way. When the Doctor and his friends arrived at the research station, the Explorer-class ship *Johannes Kepler* had left Gallius U a month before, en route to the Large Magellanic Cloud. The ship is fitted with a very special propulsion system, the Leap Drive, allowing it to move across vast distances in an instant. It is the first truly intergalactic drive system and is what allows humanity to leave the Milky Way. The Leap Drive works by folding space like a sheet of paper. When the paper unfolds, taking the ship with it, the Johannes Kepler will be a hundred thousand light years away.

History records the first L.M.C. mission as a complete success, so the Doctor is concerned to learn that the base lost contact with the Kepler as soon as it entered the Cloud. The Kepler was supposed to launch a message packet out of the Cloud with updates, but that didn't happen. A rescue mission using its sister ship, the *Carl Sagan*, is being prepared. What alien force lies within the Large Magellanic Cloud that is capable of interfering with the established timeline? (See *V54.*)



JOHANNES KEPLER & CARL SAGAN
Armour: 8 **Hit Capacity:** 25 **Speed:** 12*

Traits: Scan, Transmit, Travel, Vortex (Leap Drive)
Story Points: 11

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

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Thin Non-Standard Toxic
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 8

THE GARDEN *(Superior Beings)*



At first sight, the nameless planet that the Doctor's party dubbed "the Garden" is a botanist's paradise. From an elevated position not far from the Tree that is the most prominent landmark on this world, lanes of tall, silvery trees lead off into a hazy distance like the spokes of a giant wheel. The silver trees are evenly spaced, their thin branches bearing heart-shaped, golden-hued leaves. Between them, ordered sequences of fields and flowerbeds stretch towards the horizon. Strange dark green and purple grass is kept short, clearly mown to a height of an inch. The soil is soft, dark and gritty, and gives off a rich, peaty smell. In the fields are smaller trees bearing pink leaves and large yellow fruit. Over all this is a sky of starling blue with a blazing sun very similar to Earth's.

Oddly, there is no birdsong or the chirruping of insects, just the gentle whispering of the wind through the trees. But anyone with the Psychic trait will sense a presence here, old and powerful and more ancient than anything a human has so far encountered.

Working among the trees are the creatures that tend this pastoral idyll. These are the autonomous, motile plants termed, for want of a better word, the Gardeners. Multiple limbs, spindly and flexible, sprout from a gourd-like torso, mottled and gnarled like old tree-bark. Its half dozen stilt-like legs bear its body six feet clear of the ground and end in leaf-like feet. From the top of the torso, a thick green stem rises to form a trumpet-like flower-head. The Gardeners' many-fingered hands end in thick trowel-like leaves suited for digging, or lethal-looking pincers reminiscent of secateurs, or form other, more obscure tools. As they pass among the trees, the Gardeners pluck the yellow fruit and drop it inside their flower-head mouths.

In the distance, rising into the clouds like a fairy-tale castle, only more organic, is the Tree. Or more accurately, trees. Its main mass consists of thick, closely intertwined trunks bifurcating upwards and outwards into a complex, skeletal network of leafless

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

branches. The Tree is at least a couple of kilometres in diameter, more like a city than a tree. The gaps between the trunks form curving corridors, soft-floored and winding into the depths, but lit by the green glow of a luminescent moss. It is here that the Gardeners bring the fruit they have harvested from the fields, spilling them out onto the floor for the creatures they serve. From a distance, these look like beetles, but beetles the size of cows. Their carapaces are strangely serrated, plainly not wing-cases, and their six legs are long and spindly, ending in leaf-like scoops. Their heads are small and their antennae are tiny and deformed-looking, curling above plate-sized compound eyes. The beetles are mindless animals, and they scramble for every last scrap of food that the Gardeners bring them in a continuous cycle.

Deep inside the Tree is a chamber of golden light that seems to stretch into infinity, in the centre of which is a glowing column of matter like twisted glass in which dark shapes move. It is this matter, a form of semi-sentient plasma, that pulls at the minds of the psychically aware, like wordless voices on the wind. This is the presence that watches over this world and maintains its mission to protect the beetles. If it senses a mind that it classifies as that of a higher evolutionary of the universe – certainly beyond human and perhaps beyond most Time Lords – it will try to draw it to itself. This urge to approach the Tree requires a Difficulty 18 roll to resist. If the roll fails, the subject is filled with a compulsion to go to the Tree, locate the central chamber and step into the plasma stream. There, they will learn the secrets of this strange world. But for any lesser being, entering the plasma stream is a death sentence as their cells will be fatally compromised. Every hour thereafter, they must make a Difficulty 15 Strength + Resolve roll or take 1 point of damage.

The presence in the plasma stream can produce new versions of the Gardeners in response to any threats to itself or the beetles that it perceives. Grown within pods within the Tree, Warrior-Gardeners with poisonous thorns and spikes will awaken and burst forth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Many hundreds of thousands of years ago, there was a long-lived species named the Khorlthochloi (or perhaps the Korlevalulaw). Like many such species, they began to evolve beyond the physical plain, becoming creatures of pure mind. But the Khorlthochloi needed to keep their physical forms alive, as insurance in case they needed to return to them. So they created the Garden to nurture their bodies while their minds roamed new realms. They created a race of motile plants to feed and tend their bodies, and also to defend this world against any hostile beings coming here.

At some point, the Khorlthochloi encountered a threat in the dimension of thought that their minds occupied. It was too powerful for them and they fled from it. But when they tried to re-enter their physical forms, they found that their autonomic defences had developed to such an extent that they rejected their minds. So, trapped between the material universe and the dimension of mind, they were destroyed by the thing they had fled from and were destroyed.

Perhaps in those distant times, the physical forms of the Khorlthochloi were ebony giants the size of mountains with eyes of fire, as the legends of the Valethske remember. But over the long eons, they have devolved into a primitive, insectile state, and all that is left of them are the mindless beetles that are fed and cared for by the Gardeners.

GARDENER

Attributes: Strength 7, Coordination 3, Awareness 2
Skills: Craft (Gardening) 5, Fighting 3
Traits: Additional Limbs (Arms x3, Legs x2), Alien, Alien Appearance, Alien Organs (Minor), By the Book, Natural Weapon (Minor: Pincers – Strength +2 damage), Tough

Warrior-Gardeners also have Poison (any Strength attack which injures an opponent delivers an additional 6(3/6/9) damage if they fail a Difficulty 21 Strength + Resolve roll)

KHORLTHOCHLOI BEETLE

Attributes: Strength 8, Coordination 2, Awareness 1
Skills: Survival 3
Traits: Alien, Alien Appearance, Armour (5 points), Size – Huge (Minor)





THE GARDENS OF THE DEAD *(Gardens of the Dead)*

The Gardens of the Dead are perhaps one of the most peaceful and contemplative places in the universe. They are an extensive cemetery on an alien world. But a cemetery in which people can revisit and interact with their loved ones, or representations of them at least.

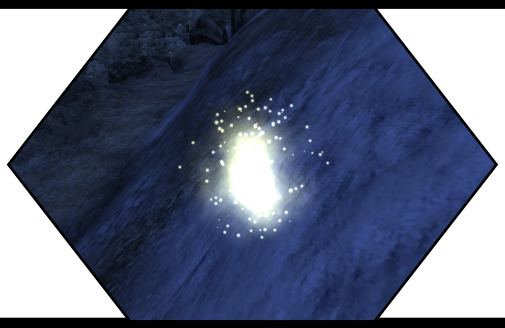
The paths and lanes of the Gardens wind their way in a strictly formal manner between well-tended trees and hedgerows, and the graves themselves are maintained in good order by the groundsmen, the grass on and around them kept short by frequent cutting. But a thick layer of dust lies over everything and the air is filled with it. It is a very fine powder which dances in the sunlight, scintillating but ultimately giving everything a grey coating. Strangely, despite the air being full of the dust, nobody ever breathes it in. It is as if the motes themselves are alive in some strange way. Which in fact they are.

The dust is an artificial lifeform with a low level of intelligence. It has a psychic ability which allows it to detect the memories of the dearly departed in the minds of the visitors to the Gardens. The dust is able to form itself into agglomerations that take on the shape of the family members and friends who have passed on, allowing the visitors to meet with them again. Of course, these dust avatars are not really the departed, merely simulacra drawn from the minds that the dust reads. And they cannot speak, but can only walk silently with their former friends, or play with them noiselessly if that's what the grieving visitor desires. But nevertheless, many people find it a comfort to be able to be with what appear to be the resurrected souls that they miss so much.

However, the dust is susceptible to outside influence, and particularly powerful minds may be able to take control of it for their own nefarious purposes. In such circumstances, the dust avatars may take whatever forms their controller commands. They can even attack the living by smothering them in the choking dust, blocking their mouths and nostrils and suffocating them. Although the nature of the avatars makes them resilient to injury, they are susceptible to water, which turns the dust into mud, reducing them to an inanimate puddle until they can dry out again.

Fortunately, such instances are rare indeed and malicious visitors seldom find themselves in the otherwise peaceful Gardens of the Dead. They usually have much more pressing business elsewhere.

DUST AVATAR



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

SKILLS
Fighting 4

TRAITS
Alien
Alien Appearance
Immunity – Unaffected by physical damage
Natural Weapon – Smother: Successful attack initiates the Drowning rules immediately
Psychic
Special - Particulate Body (as Mud Body from *The First Doctor Expanded Universe Sourcebook*, but without the weaknesses)
Weakness (Minor) – Rendered powerless by water

TECH LEVEL: N/A
STORY POINTS: 1



The planet Gelsandor is located at galactic navigation coordinates 385.06 by 946.573 by 157.67 positive, but isn't recorded in any ship's autopilot and the planet itself is virtually unknown to the universe at large. It is the home of the Seers of Gelsandor, who have developed and honed the powers of their minds over many millennia and use them to keep their planet's existence a secret, wiping the memories of any who visit. The Seers not only have powers of telepathy and telekinesis, but they can even project their minds into the Vortex to see the future.

The Seers are tall slim humanoids who dress in long yellow robes, which make them resemble oriental priests. Close up, they are not quite as human as they first appear. Their skin is unwrinkled, but parchment thin with a distinct bluish tint to it. Growing out of their foreheads and curving up and back over their heads are five wire-thin silver tendrils that bob slightly as they walk. Their telepathy has made the Seers truth-speakers by nature and, although they may withhold information, they will never tell a direct lie. There are twelve Seers plus their leader, known as the Speaker of Gelsandor, who dresses in white robes with a red sash.

Gelsandor is the secret location of a legendary treasure trove known as Rovan's hoard (see *G10*) and the Seers are its guardians. Any who come to Gelsandor in search of the hoard must fulfil a quest if they are to find it, and survive all the tests and traps along the way.

On first inspection, Gelsandor is a tranquil place, neat and orderly, with forests of tall trees bearing large heart-shaped leaves, and glades of close-cropped grass speckled with small clumps of purple and white flowers. A sense of calm descends on visitors. But there are many dangers on Gelsandor, including creatures resembling the dinosaurs of prehistoric Earth.

Among the tests set by the Seers are such things as: a maze of forest trails in which none of the signs tell the truth; a vast plain of coloured tiles, some of which are trapdoors which fall open above deadly traps; a valley populated by carnivorous beasts; a river in which lurks a monstrous serpent; a staircase in a fog-shrouded cliff which, once a quester steps onto it, seems to go on infinitely in both directions; a mire which instils a sense of lethargy and stupor; a forest of fear which confronts questers with their worst nightmares; a village whose inhabitants will sentence anyone seeking Rovan's hoard to death; and finally a labyrinthine cave system filled with its own series of traps, eventually leading to the treasure itself. Any of these perils and others may be presented by the GM to a group of adventurers who find themselves on Gelsandor.

The Seers have had thousands of years to construct and refine the quest. They are far more materially advanced than they appear superficially. The engineering that maintains the traps is hidden well out of sight, but is clearly on a massive scale. Other Gelsandorans, such as those in the village which is part of the Seers' tests, live simple lives, seemingly without the benefit of advanced technology. But again, appearances can be deceptive.

SEER OF GELSANDOR

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

SKILLS
Convince 5, Craft 3, Knowledge 5, Subterfuge 3

TRAITS
Alien, Alien Appearance, Clairvoyance, Code of Conduct (Major) – Never tell a direct lie, Feel the Turn of the Universe, Hypnosis (Major), Precognition, Psychic, Telepathy, Telekinesis, Weakness (Minor) – Their mental powers are useless against artificial minds

TECH LEVEL: 11

STORY POINTS: 4-6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Gelsandorans, including the Seers
TECHNOLOGY LEVEL: 11



Gralista Social is the ultimate holiday destination if all you want is to get away from it all, relax and forget your worries. Everyone knows what to expect when they come here: socialising. And that means parties.

There is a small permanent population in the main city alongside the spacepad, of course. These are the people who provide all the services that make a stay on Gralista Social perfect. Out to the west are the party huts, small villages of wooden buildings built over the perfect blue water and linked by little bridges. This is where the visitors head for, leaving the lights of the city behind.

Gralista Social is infamous for its Gralistan punch, an alcoholic cocktail that is notoriously potent. Very little seems to faze people on Gralista Social. If anything, everyone is just a little too relaxed, which leaves one wondering how they would cope if a real disaster struck the planet – as it almost did when a virus flung through time and space by a galactic catastrophe far into the future found its way here…

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6

VIRUS 7001

Virus 7001 is one of a myriad viruses that were sent hurtling across time and space as a result of a galactic war in the far future. It is in the form of an airborne, invisible mutagenic particle. If a particle of Virus 7001 reaches an inhabited world, the first person to breathe it in must make a Difficulty 18 Resolve + Strength roll or become Patient Zero. They might feel something hitting the back of the throat, but would likely dismiss it as a small insect they have inadvertently swallowed. To Patient Zero, Virus 7001 is relatively harmless. It merely copies their DNA and transmits itself through particles breathed out of the lungs. But it then spreads rapidly from victim to victim. Any person coming into contact with either Patient Zero or anyone else who has been infected must also make a Difficulty 18 Resolve + Strength roll as the virus attempts to mutate their DNA. If the roll fails, the new victim first begins mimicking Patient Zero's voice, copying the last things they heard spoken, repeating them over and over. Within a few seconds, they collapse as the genetic changes take effect, and they physically mutate into an exact replica of Patient Zero, continuing to repeat the stolen phrases. Inevitably, death follows shortly afterwards.



It is the mission of the mysterious Viyrans to hunt down all the viruses released in the future disaster. Their orders are to remove all those infected, cure them and delete all memories associated with the outbreak. They follow these orders strictly. If they are unable to achieve what they term "Memory Zero" in a subject, then it is likely that they will destroy that person. A 0.0000010 memory retention by an individual is only permitted if all others they are in contact with has achieved Memory Zero, otherwise the Viyrans consider the risk of memory restoration to be too great.



With a toxic, corrosive atmosphere predominantly composed of sulphur and carbon oxides, frequent electrical storms and acid precipitation, the surface of the planet Helheim is highly unconducive to life, whether organic or artificial. But life has evolved to survive on Helheim in the form of the Cractids. These are primitive crustaceans, like a cross between scorpions, armadillos and piranhas. Cractids are vicious and snappy, and make a scuttling, clacking, squealing sound when they move. They are the size of a large crab, and have an exoskeleton, two claws, six legs and mandibles like a scorpion. Cractids are merciless creatures, and a swarm of them can strip the flesh from the bone and consume the carcass until absolutely nothing is left. Their exoskeleton makes them resilient to damage, but a sonic burst at the resonant frequency to the Cractid shell can knock them out for a few minutes.

Although they are non-sentient animals, Cractids became one of the most important species in the galaxy when it was realised that they are the only known organisms with a natural immunity to Richter's Syndrome. When Richter's Syndrome first raged across the galaxy in the late 35th Century, a gene tech research station was set up on Helheim to try to find a cure using the Cractids. Although the three-person team all perished in mysterious circumstances, a cure had been found and the disease was defeated. But thirty years later, a new, more powerful strain appeared as if from nowhere. Resistant to the antivirus that had cured the original version, Richter's Syndrome again threatened all life in the galaxy. Ten years on, it is estimated that around six billion people have been infected. Nyssa and her robot bodyguard-cum-data-store, Loki, have been sent on a mission to Helheim to search for a new cure. They discover that not only has the station been under emergency quarantine for the past four decades, but that they are not the only visitors. Nyssa (see *A8*) finds herself reunited with the Doctor, Tegan and Turlough.

The research station on Helheim is pressurised against the thin, toxic atmosphere outside. Inside, the environment is still monitored and controlled by the base's AI computer, EDGAR (Encephalic Data Gathering and Research). EDGAR is an invisible presence throughout the base, but something has happened to him at some point in the past. He appears to be suffering from what in humans would be classed as dementia and a death wish. The base's robotic maintenance spiders have done what they can to keep the base secure, but with limited power reserves they have shut down to converse energy. The spiders have left the base festooned with what appear to be cobwebs, in reality the material they use to seal breaches and make running repairs.

The base has been built above a series of subterranean ruins, over two thousand years old, on which is evidence of some sort of eroded iconography. There has been no serious investigation of these, but Enforcement Officer Bragg, in charge of the original team's security, took some interest in them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The real mission of the original research team was not only to find a cure for Richter's Syndrome. The team had had their memories of their previous lives removed to free up space, to be returned only when a cure had been found. At that point, they would learn that their new mission was to re-engineer the virus to make it more dangerous. The antivirus for this would then only be available from the company that had set up the base.

To make matters worse, when he had his memories returned, Enforcement Officer Bragg realised that he was in fact a spy from a rival company, sent here to steal the antivirus and kill the other members of the base's crew. Bragg is actually the source of the new strain of Richter's Syndrome. Having been infected by the re-engineered version, he put himself into cryo-sleep aboard the base's supply ship, only to be rescued thirty years later…

Whatever happened forty years ago, EDGAR has been instructed to replay recordings of the memories of the moments of death of each of the three members of the research team. These will appear to one or more selected characters within a few minutes after they have entered the base as EDGAR starts to re-activate, making a gruesome welcome for any visitors seeking to find the truth behind this macabre mystery.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Thin Non-Standard Toxic
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A (research base is TL 7)

RICHTER'S SYNDROME

Richter's Syndrome is a highly infectious virus and is capable of wiping out entire worlds. The course of the infection is rapid. The first symptoms are cramps, fatigue and fever, followed by excruciating agony like being boiled alive. After this comes uncontrollable, primal fury, and a month or two later, death – if you're lucky. Many victims beg for release.

Anyone coming into contact with Richter's Syndrome must make a Resolve +Strength roll against Difficulty 21 to avoid becoming infected (the GM should apply modifiers according to the individual circumstances, such as length of exposure).

An infected character must initially make a Resolve + Strength roll against Difficulty 18 each hour or lose 1 point of Resolve, all the while experiencing cramps and fever (-4 penalty to any action). Once Resolve reaches zero, this signifies the onset of the next phase of the infection and they are incapable of doing pretty much anything other than to writhe and scream in agony. At this point, they must make a Difficulty 18 Ingenuity + Strength roll each day or lose 1 point of Ingenuity. Once Ingenuity reaches zero, they are at the stage of uncontrollable fury and will mindlessly attack anyone around them. They must then make a Difficulty 18 Presence + Strength roll each week or lose 1 point of Presence. Only when Presence reaches zero will they have the welcome release of death.

Developing an antivirus for Richter's Syndrome will take a considerable amount of time and resources, but ultimately boils down to an Ingenuity + Medicine roll at Difficulty 24 (or a series of rolls with a lower Difficulty, at the GM's discretion). The re-engineered version of the Syndrome follows the same progress but constantly mutates, making an antivirus even more difficult to develop. It requires the same rolls to resist as for the standard version, but the Difficulty level for the roll to create an antivirus is 27.

EDGAR

Attributes: Awareness 5, Coordination N/A, Ingenuity 2, Presence 2, Resolve 2, Strength N/A
Skills: Convince 2, Knowledge 2
Traits: Amnesia (Minor), By the Book, Data Storage, Eccentric (Major: Dementia and death-wish), Networked, Robot, Scan, Size – Huge (Major: Throughout the base's systems), Transmit
Tech Level: 7
Story Points: 4

CRACTID



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

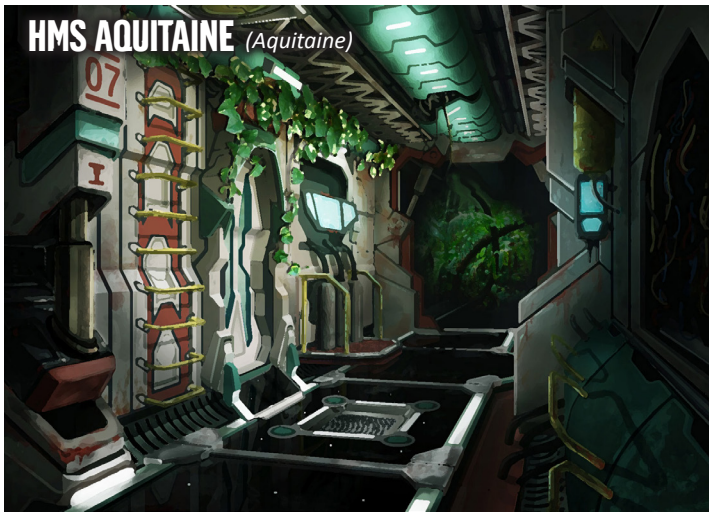
SKILLS
Athletics 2, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Climbing (Minor)
Environmental (Minor) - Resistant to corrosive atmospheres
Fear Factor 2
Immunity - Richter's Syndrome
Natural Weapons - Mandibles and Claws: Strength +2 damage
Size – Tiny (Major)
Weakness (Minor) - A sonic attack at the correct frequency delivers S(S/S/S) damage to Cractids

TECH LEVEL: N/A
STORY POINTS: 1-3

MAINTENANCE SPIDER

Attributes: Awareness 3, Coordination 5, Ingenuity 1, Presence 1, Resolve 3, Strength 1
Skills: Technology 4
Traits: By the Program, Climbing (Major), Natural Weapon (Laser cutting tool – 5(2/5/7) damage), Networked, Open/Close, Robot, Size – Tiny (Major), Scan
Tech Level: 7
Story Points: 1



Every day, robot Butler Hargreaves is up with the lark, watering the plants, running the diagnostics and doing the dusting, all before breakfast. He cooks the Captain's eggs the way she likes them, but the Captain doesn't eat them. So he clears the breakfast away and rotates the ship six inches to the left in order to better chart the Caelum constellation. Then he vacuums the carpets. Lunch is at one o'clock, but nobody eats it. At three o'clock, he goes outside to clean the windows of the observation deck, taking care that his anti-grav thrusters are in working order. Later, he waits patiently in the dining room, until the candles putter out. The meal remains untouched and he clears the dinner service and washes the dishes. At ten o'clock, he dims the lights in the sleeping quarters, but the freshly-laundered bedsheets go undisturbed. No-one sleeps on the HMS Aquitaine tonight. Tomorrow will be the same, and the day after that. It is a sad state of affairs to be a gentleman's personal gentleman, when one's gentleman – or lady – is missing.

Hargreaves cannot remember when or how the four-person crew of the deep-space exploration vessel HMS Aquitaine disappeared. One moment they were here, the next they were gone. The ship itself is in orbit on the outer fringes of black hole HE-04502985. While its primary mission is to collect atmospheric and botanical samples from unexplored planets, the ship has of late been taking readings of the black hole's ergosphere, the region from which it is still possible to extract energy and mass.

The Aquitaine is controlled and maintained by Hargreaves, an AI whose consciousness also inhabits the various droids: Butler Hargreaves who is valet to the crew, Gardener Hargreaves who maintains the specimens in the ship's botanical gardens, Medic Hargreaves who assists Dr Akunin (see *V25*), and so on. Each has a similar humanoid form, with variations appropriate to their role. Butler Hargreaves' head is topped with a metallic bowler hat, for example, while Gardener Hargeaves rolls along on caterpillar tracks rather than legs. But they are all essentially the same intelligence with the same memories and the same subservient and unfailingly polite personality. Hargreaves is assisted in the more menial tasks aboard the ship by Butterworth, a basic service robot of limited intelligence.

Despite the attentions of Gardener Hargeaves, the plants have overgrown from the botanical gardens to create a jungle in the nearby corridors and other areas. Tropical, sub-tropical and temperate species are mixed together, all of them grown from cuttings taken from the planets they have visited, and among them are some dangerous specimens: flowers from Vetrius Three with hidden spines that stab to infect anyone who strays too close, and mosses that ensnare victims, slowly engulfing them like quicksand. Although Hargreaves has an ever-growing list of errands, the plants have clearly been left to their own devices for a very long time.

HMS Aquitaine is enormous, with miles of corridors over several decks linked by elevators. The ship's intelligent intracom system enables anyone anywhere to talk to anyone else aboard. By merely speaking aloud, they are routed to the correct person.

Anyone arriving on the Aquitaine will be greeted with formal politeness by Butler Hargreaves and offered a cup of tea. He can produce seemingly endless cups of chai, camomile, Earl Grey, English breakfast or countless other varieties from his chest cavity. But despite the calming presence of Hargreaves, visitors will soon realise that something is amiss. Not only are the crew missing, distant screams are occasionally heard. Those exploring may catch fleeting glimpses of "ghosts" running away or pleading to make the pain stop. Hargreaves can offer no explanation and it soon becomes apparent that he is suffering from short-term memory loss, periodically forgetting everything that has happened over the past few hours.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

HMS Aquitaine has actually been circling the black hole for over fifty years, not the few brief hours that Hargreaves believes. It is being periodically hit by an ergostorm from the black hole, each one causing a power surge which trips the AI's circuits. To avoid damage, the ship automatically switches Hargreaves off and back on again, each time returning his system files to the last reset point, which is prior to the previous storm. Hence, he has no knowledge of the storms, nor record of the true passage of time.

The ergostorm has also split the ship's crew up, moving them into different time tracks each time it has struck, in accordance with Delahay's inverse cube law. The storm strikes as a spike through the centre of the Aquitaine, and the further away from this point a character is, the less likely they are to be affected. Although the crew are still alive, they are living in separate time tracks aboard the ship and are unable to communicate with each other. The "ghosts" are temporal echoes of one of the number, Freya Jennings, who has been infected by one of the alien plants in the botanical gardens and has transformed into a human-plant hybrid. Meanwhile, the ship's botanist (and medic) Dr Akunin has become slightly deranged by the experience…

To top it all off, the period between ergostorms is increasing as each one drags the ship slightly closer to the black hole.

Hargreaves' resets are now down to every 50 minutes, and the Aquitaine has only a little over two hours left before it will cross the event horizon and be destroyed!

BUTTERWORTH

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 5
Skills: Technology 3
Traits: Armour (5 points), By the Program, Environmental (Minor: Does not eat, sleep or breathe), Robot
Tech Level: 6
Story Points: 1

CARNIVOROUS MOSS

Attributes: Strength 4, Coordination N/A, Awareness 1
Skills: Fighting 2
Traits: Alien Organs (Minor), Slow (Major: Immobile), Special – Grab and consume (Anyone treading on the moss will find themselves held fast and will be slowly enveloped; each Round, the character must make a Strength + Athletics roll against the moss's Strength + Fighting to break free; any failures deliver 2(1/2/3) damage to the victim as they begin to be digested)

VETRIUS THREE FLOWER

Attributes: Strength N/A, Coordination 2, Awareness 2
Skills: Fighting 2
Traits: Alien Organs (Minor), Alien Senses (Motion sense), Infection (Special*), Natural Weapon (Minor: Spine delivers 1 point of damage, which ignores the first 2 points of any Armour or other defences), Quick Reflexes, Slow (Major: Immobile)

* If a spine attack penetrates a victim's defences, they must make a Difficulty 15 Resolve + Strength roll to avoid the infection taking hold. If this fails, they will mutate into an "Akunite" over a period of 1D6 plus Resolve hours. Description and stats for fully transformed Akunites are provided in the entry for Dr Sergei Akunin.

HARGREAVES



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

SKILLS
Athletics 3, Knowledge 4, Science 2, Technology 4, Transport 5; each version of Hargreaves has additional Skills and Areas of Expertise specific to its function

TRAITS
Amnesia (Minor)
Armour (5 points)
By the Program
Environmental (Minor) – Does not eat, sleep or breathe
Flight (Major)
Networked (Major)
Robot
Well Mannered

EQUIPMENT
Each Hargreaves robot has its own tools and supplies carried in its chest cavity

TECH LEVEL: 6

STORY POINTS: 4

HMS AQUITAINE
Armour: 10 **Hit Capacity:** 50 **Speed:** 8*

Traits: Networked (with Hargreaves), Scan, Travel
Story Points: 4

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



"Isenfel be constant." This refrain is pronounced by the inhabitants of Isenfel to each other several times a day, almost like a religious mantra. But more than just a habitual greeting or confirmation of beliefs, it reinforces a very real and strict obedience to constancy and balance that underpins this world's society.

Isenfel is located in E-Space. The world is a cold one of arctic tundra and cracked, frozen plains at the centre of which is a palace of ice with glassy floors and sliding, scraping doors. The huts of a town huddle around the palace walls, housing people and livestock alike. This is an undeveloped world, around the level of the Dark Ages on Earth. Isenfel is ruled over by Queen Karlina, whose frosty demeanour is befitting of an "ice queen" but is actually derived from her sense of duty to maintain balance. Karlina's daughter, Inger, has a more fiery personality and spends much of her time with her huntsmen, hunting snowbeasts over the ice. Like all the people of Isenfel, Karlina and Inger have pale complexions, blonde hair and blue eyes, an indication of a very small gene pool among the population.

The palace and its attendant town form the main settlement on this frozen world, and the people do not travel far from their homes. Indeed, they cannot even if they wished. Isenfel's hunters can stray only a handful of miles in any direction before encountering the very literal edge of this world, as the ground falls away into endless darkness and is bounded by an energy waterfall that disintegrates matter. The resources of Isenfel are entirely limited to that which can be grown, scavenged, reared or hunted on the icy plains. The leaves of snowrushes provide a nutritious but bitter meal, and the nobles of the palace hunt the snowbeasts on the tundra. These snow white carnivores, twice the size of wolves, provide skins for clothing, fat for candles and flesh to supplement the meat of the livestock.

In this very limited world, constancy and maintaining balance is the key to survival. In the Balancing Chamber deep within the ice palace, Balancer Skarsgard monitors machines millennia ahead of their time to ensure that Equilibrium is maintained. As a closed environment, the expenditure of energy in Isenfel must be closely watched and measured, to prevent the system running out of control. For each new animal born, one must be culled to make room for it. For livestock, this is straightforward, welcome even, as it provides a constant supply of meat. But the same is true for the people of Isenfel. Each new birth must be matched by a death within the new-born's family. The arrival of visitors, an extremely rare event, results in a similar adjustment of the population, but the subject of that death is chosen by the Lord Balancer's engines. No family is exempt from being chosen for execution. All in Isenfel understand this, though not all are happy with it.

If the people of Isenfel fail to maintain Equilibrium in accordance with these rules, Isenfel itself acts to restore the balance. As if guided by a conscious hand, black snow falls with the sound of white noise static, moving across the land and dissolving all matter it comes into contact with. So far, it has limited itself to the edges of this miniature world and the more remote homesteads, but recently it has been moving closer to the palace. In addition, black

snowbeasts have appeared on the tundra. These are monstrous, negative versions of the white snowbeasts that the nobility hunt, but they are much more dangerous, as their very touch dissolves matter.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As might be guessed, Isenfel is not a natural environment, or even a planet at all. It is an artificial world with simulated day and night, locked inside an energy induction barrier that forms a sealed force-field around it: the energy waterfall. The entire world is an experiment and the people within it are no better than lab rats. Except that in the case of Isenfel, the laboratory has been abandoned and the experiment left running. Isenfel's people have no knowledge of their distant origins.

When the Master destroyed Logopolis in N-Space (see *The Fourth Doctor Sourcebook*), the Doctor used the Pharos Project on Earth to broadcast a signal to stabilise a Closed Vacuum Emboitment in order to drain entropy from our universe into E-Space. This has prolonged the life of N-Space, but has accelerated the collapse of E-Space. One advanced civilisation in E-Space began to suspect that their pocket universe was dying at a much greater rate than had been anticipated. They created Isenfel in order to investigate this theory. They built it as a closed system simulation with internal entropy fields. They seeded it with life and included automatic controls to keep things constant, to maintain the Equilibrium that the people of Isenfel believe in. In case of emergency, they provided for the energy barrier to be able to generate the black snow and the black snowbeasts to dissolve excess matter and return the system to Equilibrium.

But the experiment ended generations ago. The scientists who set Isenfel up realised that their theory was correct and turned their attentions instead to a means of escape from the heat death of E-Space. Whether they succeeded or not is unknown, but Isenfel was abandoned without being shut down.

Balancer Skarsgard's equipment runs the automated systems that maintain Equilibrium in Isenfel. Skarsgard himself is not even human – though he does not realise this. He is an artefact of the balancing machines, a sophisticated android who has served the royal line for generations without even knowing his own true nature. Only a major shock, such as revealing the true nature of Isenfel, could restore Skarsgard's memories. But after so long without external adjustment, the environment of Isenfel is beginning to run down. The system needs to shed increasing amounts of matter, using the black snow to convert it into energy and vent it out into the rest of E-Space to delay the collapse of Isenfel. As it does so, the energy transduction barrier around Isenfel is shrinking. Any tinkering with the Lord Balancer's machinery risks setting off a system wipe and final shut-down, while the arrival of a source of untapped energy (such as an unshielded time machine) could easily tip Isenfel out of balance and accelerate the final collapse of this micro-world.

QUEEN KARLINA

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

SKILLS
Convince 4, Craft 2, Knowledge 1, Subterfuge 2

TRAITS
Authority (Major) – Queen
Obligation (Major) - Equilibrium
Voice of Authority

TECH LEVEL: 2
STORY POINTS: 10

BALANCER SKARSGARD

ATTRIBUTES: Awareness: 3, Coordination: 2, Ingenuity: 3, Presence: 2, Resolve: 3, Strength: 2
SKILLS: Convince 1, Knowledge 2, Technology 2 (4 if memories restored)
TRAITS: Amnesia (Minor), By the Book, Dark Secret (Major), Obligation (Major) – Equilibrium, Robot
If his memories are restored, Skarsgard also gains Technically Adept and Time Traveller (Tech Level 7).
TECH LEVEL: 2
STORY POINTS: 4

SNOWBEAST

Attributes: Strength 6, Coordination 4, Awareness 4
Skills: Athletics 3, Fighting 3, Survival 4
Traits: Environmental (Minor: Cold), Natural Weapons (Minor: Fangs – Strength +2 damage), Tough

BLACK SNOWBEAST

Attributes: Strength N/A, Coordination 3, Awareness 4
Skills: Athletics 4, Fighting 3
Traits: Environmental (Major), Immaterial (Takes and does no physical damage; possibly affected by energy attacks), Natural Weapon (Major: Entropy – L(4/L/L) damage), Size – Huge (Minor)



Luparis is the third planet of the Proxima Centauri system, the closest star to Earth's sun. According to the Doctor, it has a tropical climate and lush vegetation. But when he piloted the TARDIS to Luparis in the late 20th Century, he found it to be a cold world, with temperatures below freezing. Due to recent increased sunspot activity, it is entering a new ice age and is destined to become a lifeless, frozen rock. Even more curious, the city that they arrived in, although it is named Lupara, is a replica of 16th Century London, with wood-framed buildings, copies of Tudor landmarks such as London Bridge and the Palace of Whitehall, and even the River Thames, frozen over and playing host to a frost fair.

Lupara is the capital city of Luparis. Indeed, it seems to be the only city on the planet. It is inhabited by a wholly matriarchal society ruled by Queen Zafira, a beautiful woman with multiple husbands, who has married each new one as she tires of the old. At the time of the Doctor's visit, her primary Consort Counsellor is Lord Jezzavar, a member of the Privy Council. Zafira's previous favourite husband, Lord Zellenger, is her Minister of Security in Lupara, and there is rivalry between him and his successor.

Lupara is not the safest of cities for visitors to wander around unprotected. Since the coming of the new ice age, the farmers and villagers have retreated into the city, boosting the population and placing a strain on both resources and order. Many of the common citizens are rough and unruly, and violence is a frequent occurrence. In fact, there is rising unrest among them, and riots directed towards the ruling classes are a cause for concern to Queen Zafira and her counsellors.

To the east of Lupara, a line of what appear to be mighty mountains are visible on the horizon. But these are actually the abandoned remains of vast nests similar to termite mounds, a relic of the Hexagora that originally colonised Luparis.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Clearly, all is not what it seems on Luparis, and the Hexagora still rule this world. But with the increasing cold affecting their machinery and equipment, older technology (such as swords as muskets) is coming back into use.

Recognising that warm-blooded humans are better adapted to survive an ice age than the insectoid Hexagora (see *V44*), they have sent missions to Earth to kidnap suitable specimens. At first the targets were random, but by the 1980s only the fittest, healthiest humans such as athletes are being selected. These are brought to Luparis, where they are placed in sleep chambers within the nurseries in the Palace of Whitehall. Each sleep chamber containing a sedated human is linked to one containing a Hexagoran. Both individuals are cocooned in threads of a substance called hexian, which allows the machinery to transfer their minds into each other's bodies.

The human bodies containing Hexagoran minds are allowed to awaken and take their place in a replica of Tudor London, constructed using the records of their survey of 16th Century Earth. However, the Hexagoran bodies containing human minds are kept asleep in the machines. Occasionally, one of these "Sleepers" awakens due to the malfunctioning Hexagoran technology and escapes into the streets outside the Palace, confused and frightened. Although most are recaptured, some fifty or so fugitives have made it as far as the tunnels of the abandoned Hexagoran nests.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Cold (and heading towards Arctic)
SATELLITES: 2
SENTIENT SPECIES: Hexagora
TECHNOLOGY LEVEL: 6

THE MANUSSAN EMPIRE *(The Cradle of the Snake)*



The centre of the Manussan Empire is the planet designated G139901KB, but is more usually named Manussa. Manussa is the third planet in the Scrampus system which, several centuries after the end of the Sumaran Empire that followed the Manussans, fell within the authority of the Federation. Manussa's atmosphere is 98% Earth normal and its gravity is 96% Earth normal.

The Manussans of the pre-Sumaran era were a highly civilised people. Their technology was advanced, at least comparable to that of the Federation which came six centuries later. But in Manussan Year 2326 the Manussan civilisation simply disappeared overnight. It was subjected to a cultural catastrophe of unimaginable proportions, to such an extent that when the Federation records begin, they speak of the Manussans as a primitive people, sunk in barbarity, degradation and cruelty. According to legend, they had fallen under the thrall of the Mara (see *The Fifth Doctor Sourcebook*), who created the Sumaran Empire and instilled a reign of terror and madness.

The Doctor with Nyssa, Tegan and Turlough visited the planet at the height of the Manussan Empire in the local year 2215, over a century before the rise of the Mara. They find Manussa's capital, Pura City, to be a technologically advanced metropolis, sunny, dusty, bustling and friendly, its roads busy with traffic. Manussa's scientific advancement has been revolutionised by mind crystal technology, using crystals which amplify thoughts. The smaller crystals are known as Little Mind's Eyes. By concentrating on one and making a Difficulty 12 Presence + Resolve roll, a character gains a +2 bonus on any rolls using or resisting Psychic abilities or similar powers of the mind. Larger ones are termed Great Mind's Eyes; they require a Difficulty 15 roll and provide a +4 bonus. Celebrity scientist Rick ausGarten, who hosts a show on the Sundown Channel, has used mind crystal technology to develop a machine he calls the Dreammaker (see *G5*), capable of creating physical objects from people's thoughts. Could the Dreammaker be the route that the Mara needs to enter this apparently idyllic world over a hundred years early?

At this point in Manussan history, the Mara is unknown except to the Snakeherds, the holy men of the native tribespeople of the Naga Hills, now restricted to their reservations. The Snakeherds are powerful psychics, using their ancient rituals to focus their minds. One of the most prominent of the Snakeherds is Dadda Desaka. Although he is supposed to stay on the reservation, he has sensed the coming of the Mara and ventures into Pura to confront the Evil One. He is a bizarre figure, almost like an old beggar in his robes, and carrying his ceremonial staff and maracas, as well as his snake familiar and a bag of living mice to feed it. Dadda's voice is guttural and he chants an almost constant refrain: *"Night swallows Day, Day blinds the Night. Dark follows Light, Light casts the Dark. Desolation drowns Hope, Hope conquers Despair. The Poor rob the Rich, The Rich ignore the Poor. Experience drowns Innocence, Innocence was happy."*

DADDA DESAKA

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

SKILLS: Convince 2, Craft (Ritual Performance) 6, Fighting 2, Knowledge 4, Medicine 2, Subterfuge 3, Survival 5

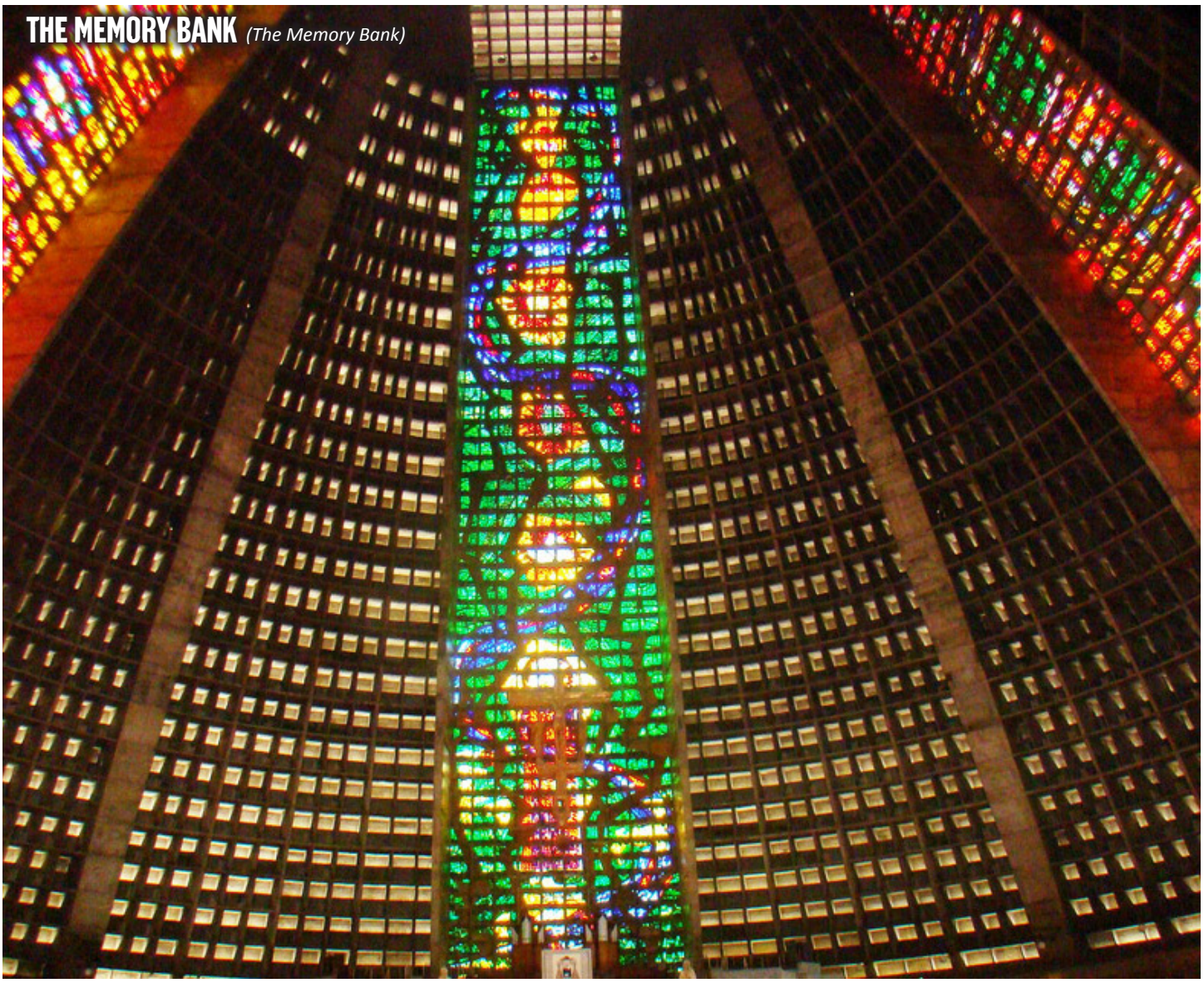
TRAITS: Animal Friendship, Distinctive, Eccentric (Major), Empathic, Precognition, Psychic, Psychic Training, Technically Inept

EQUIPMENT: Staff: Strength +2 damage, Ceremonial maracas, Snake (non-venomous), Bag of live mice

TECH LEVEL: 6
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Manussans
TECHNOLOGY LEVEL: 6



THE MEMORY BANK *(The Memory Bank)*

Two miles below Castic City on the colony world of Insculpo lies the Memory Bank. It is supposed to be top secret and is officially illegal, but it has thousands of clients. Memories are what keep this colony going. They literally power it: they light the lights, pump the air and keep the people alive. Many years ago, the colony was spent; all its resources were exhausted. Then the boffins made a breakthrough with the neural crossroad, the information network the colonists access just by thinking about it, no surgery required. Since then, Insculpo has closed the spaceports: no-one in, no-one out. And the colony has grown. These days, the crossroad is mainly advertising, but it's key to the survival of Castic City.

The people of Insculpo survive by being remembered. The memories provide power to the colony, and the people are kept alive. For the majority, this works fine. But there are always those who fall through the cracks and get forgotten. The lonely and the loners; those with no friends or relatives. Remembering yourself isn't enough, and so the Memory Bank was created.

The Memory Bank is the last line of recollection. It links with the crossroad to remember those who would otherwise be forgotten. Inside, the Memory Bank is like being within a huge cathedral of metal, echoing in the empty space, its ceiling supported by columns perhaps nine hundred feet high. Lining the distant walls are tiny points of light which might at first be mistaken for windows. But moving closer, they resolve themselves as televisions, thousands of touch-sensitive screens stacked from floor to ceiling. On each screen is a face. Each is that of a person who will be forgotten unless they are remembered by the Memory Bank's Archivist.

When the Doctor and Turlough arrived in the Memory Bank, the Archivist was a frail old man. He has been Archivist for forty-seven years and has spent the entire time accessing memories of the Bank's clients from the crossroad in order to keep them alive. Fused to his hands is what appears to be a glowing book, actually an electronic interface attached to his nervous system. The book opens and its pages turn by his mental commands. From the pages, the Archivist selects a memory and it will be downloaded

from the neural crossroad for him to recite aloud. The Archivist's life has been spent continually recalling and reciting the memories of others in order to keep them alive, and he will be eager to relinquish this burden to somebody else.

The Archivist must remember each person at least once every two cycles. If anyone is forgotten for longer, the screen with their face on it will crack, while in the city above, the person will begin to fade from existence. Her skin will begin to prickle like pins and needles, while the people around her will not even notice her any more. The crossroad transfer causes a short time delay before she finally fades from reality, but only a few minutes. During that time, she may still be recovered if only somebody remembers her – but to the people of Insculpo, she is already gone. But the Forgotten leave something behind. A shape forms in the space where her shadow used to be, perhaps drawing energy from the neural network to bring itself into existence. Some kind of animal, a slavering beast with a ravening maw and vicious teeth, which runs loose in the city until dealt with.

THE ARCHIVIST



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

SKILLS
Knowledge 3, Technology 1

TRAITS
Frail (Major) – Takes 2 additional points of damage each time he takes Attribute damage
Obligation (Major) – Recollection
Slow (Minor)

EQUIPMENT
Archive Interface

TECH LEVEL: 6

STORY POINTS: 4



The Memory Bank is controlled by the Archive Intelligence named Archie. This disembodied AI is in the Bank's machinery and can take on the voice of whomever the Archivist wishes, but often defaults to the Archivist's own voice. Among the facilities in the Memory Bank is a transmat to (and from) anywhere in the city.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Insculpo's reliance on the memories of its inhabitants is not down to the development of the neural crossroad as many people believe. Years ago, the colony's rulers were facing disaster as

ARCHIE, THE ARCHIVE INTELLIGENCE

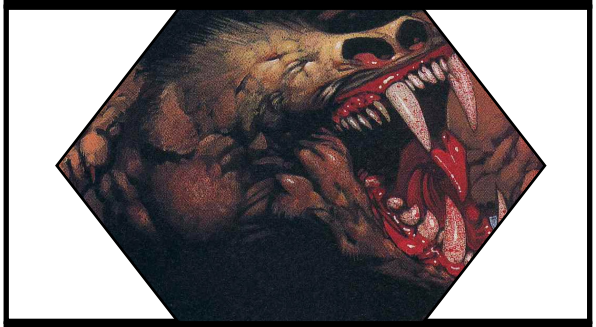
ATTRIBUTES: Awareness 4, Coordination N/A, Ingenuity 3, Presence 2, Resolve 3, Strength N/A
SKILLS: Convince 1, Knowledge 2, Technology 4
TRAITS: By the Program, Control (Major: Limited to the Memory Bank's systems), Environmental (Major), Impaired (Major: Limbless), Robot
TECH LEVEL: 6
STORY POINTS: 2

the planet's resources were exhausted. Then a baby Hux turned up and offered them unlimited power in exchange for a few memories. The Hux are a race of insatiably hungry creatures with big psychic brains. Each Hux has a different diet, and the favourite food of the one that arrived on Insculpo is memories.

The Hux would normally only feed in person. But the rulers eagerly agreed with its proposition and hooked it up to the neural crossroad, from which point it has had an entire planet to gorge on. Since then, it has grown fat and bloated, hidden away in the tunnels beneath Castic City's power station. Too big to move and hooked up to the generators, it looks like nothing more than a huge ball of fat with an ugly face at one end, a face that resembles those of the Forgotten creatures that occasionally appear in the city above. The Hux syphons off the psychokinetic memories from the crossroad, feeding some of it back into the generators to power the city.

This Hux is a picky eater. With so much rich food available for it, the Forgotten don't inspire enough memories to be worth farming. So it just swallows them whole, removing them from physical existence and controlling the psychic imprint they leave behind. If the neural network can be used to fill each of the Forgotten beasts with new memories, they could be overwritten and driven out.

FORGOTTEN BEAST



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

SKILLS
Athletics 2, Fighting 3

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

TECH LEVEL: N/A

STORY POINTS: 5

THE HUX



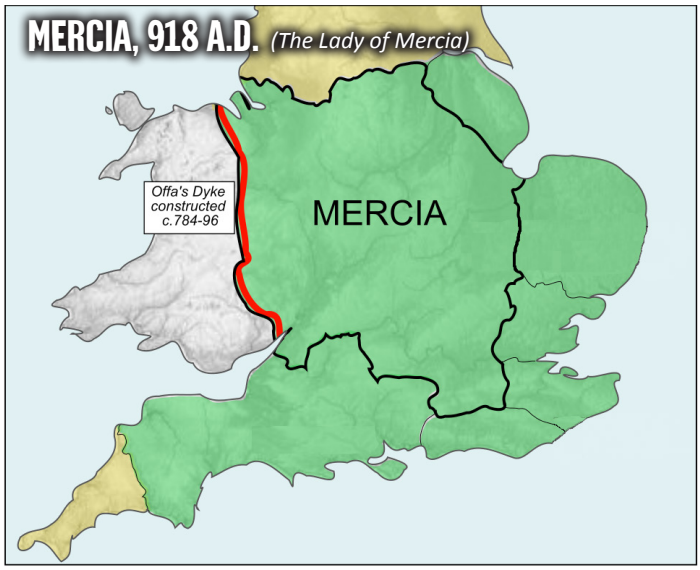
AWARENESS	5	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Knowledge 5, Technology 3

TRAITS
Alien
Alien Appearance
Psychic
Repulsive
Size – Huge (Minor)
Slow (Major) – Immobile
Special – Devour Memories: Contest of Presence + Resolve; the Hux can choose to inflict 4(2/4/L) damage if it wins, creating a Forgotten beast if its victim dies

TECH LEVEL: 6

STORY POINTS: 6



The Dark Ages are called that for a reason: the lack of historical information makes much of this period obscure to modern scholars. For a time traveller, this means that there is ample opportunity to explore little known times and places, perhaps filling in the gaps. It also means that they may themselves become part of established history without even realising it.

By 918 AD, towards the end of the Dark Ages, the Kingdom of Mercia covers much of the midlands of what will later become England, with its capital at Tamworth. But it is besieged on all sides: to the west by Wales; to the north by the Kingdom of York; to the east, by the invading Danes who have annexed Mercian territory in East Anglia into the Danelaw; and to the south by the Kingdom of Wessex, whose ruler, Edward of Wessex, is brother of the Mercian Queen Æthelfrid.

Æthelfrid is the daughter of King Alfred the Great of Wessex. She became "the Lady of Mercia" on the death of her husband, Æthelred, at the Battle of Tettenhall in 911, at which the forces of Mercia and Wessex inflicted heavy losses on an army of Danish Vikings. Æthelfrid is a formidable woman and a true warrior queen, both a skilled fighter and an expert military tactician. She has planned and built a series of fortresses in the west midlands, and has carried out repeated attacks against the Danes in the north-east. In 916 she led an expedition into Wales to avenge the murder of a Mercian abbot, capturing the wife of the Welsh king in the process.

For much of her reign, Æthelfrid has allied herself with her brother, Edward of Wessex, and it is due to her support that Edward has been able to resist the Danes in the south of England. However, Edward is not trustworthy and has designs on expanding his rule to include Mercia, viewing his sister as a mere woman without the right to rule a kingdom.

Æthelfrid is supported in her rule by her daughter Ælfwynn, whose youth makes her more headstrong and impetuous than her mother. Æthelfrid often has to rein her daughter's more rash actions in. But the Lady of Mercia is no coward and often has to take strong action in a time when her kingdom is threatened on all sides. Like anyone from her time, Æthelfrid is likely to view advanced technology as evidence of sorcery. However, away from her soldiers and servants, she might be persuaded to have a more open mind, if it is to her benefit.

In 918, the people of York have promised to pledge their loyalty to Æthelfrid in return for her support against Norse raiders from Ireland, and she is to travel to York for them to pay homage to her. Typically, the Dark Ages do not reveal what happened to her, except that she died before this could take place and was succeeded briefly by her daughter before Edward assumed control. This makes 918 AD an ideal year for time travellers to visit Mercia and become involved in local affairs.

QUEEN ÆTHELFRID



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

SKILLS
Athletics 2, Convince 4, Fighting 5, Knowledge 4 (AoE: Military Strategy), Marksman 2, Subterfuge 1, Survival 3

TRAITS
Adversaries (Major) – The Danes; the Welsh
Authority (Major) – Queen of Mercia
Brave
Tough
Voice of Authority

EQUIPMENT
Sword: Strength +2 damage
Armour and Shield (4 points)

TECH LEVEL: 2

STORY POINTS: 8



Although the kingdom of Mitanni has fallen into obscurity in modern times, in the 15th and 14th Centuries BC it was a power that rivalled Ancient Egypt (see *L6*) and the Hittites.

The origins of Mitanni lie in a power vacuum left by the collapse of Babylon, a series of weak Assyrian kings and internal conflict within the Hittites. Within this vacuum, the Hurrian tribes and city states united under a warrior aristocracy. The heartland of Mitanni was situated along the upper Khabur River in Mesopotamia, between the Euphrates and Tigris, with its capital at Washukanni. Mitanni quickly expanded west to Aleppo in Syria and made Canaan and Assyria its vassal states. Kizzuwatna in the west and Ishuwa to the north were important allies against the Hittites, whom the Mitanni tried to restrict to the Anatolian highland. By the late 15th Century BC, the areas corresponding to what are now south-eastern Turkey, north-eastern Syria, northern Iraq and north-western Iran were all under the direct or indirect control of Mitanni.

Mitanni's interest in Syria brought it into conflict with Egypt. During his eighth campaign in the region, Pharaoh Thutmose III defeated the king of Mitanni and his allies. Although the Egyptians reached the Euphrates and ravaged many Mitanni cities along its banks, they were unable to gain control of the Syrian interior. In the reign of Amenhotep II, the father of Erimem, Mitanni regained its influence over the territories conquered by Thutmose III, leading to further conflict between the two powers.

At the end of the 15th Century, Amenhotep defeated the Mitanni in battle, and their king Gadamere sued for peace by offering his daughter Miral as a wife for the Pharaoh's son. However, the Mitanni were not to be trusted and this was just a plot to enable Miral to get close enough to Amenhotep to be able to assassinate him. Under the pretence of friendship, the Mitanni army supported the Egyptians in driving off a Nubian assault from the south. But again, this allegiance was merely a ploy to lull the Egyptians into a false sense of security. Behind the scenes, all this was being orchestrated by a traitor within the Pharaoh's court, the duplicitous priest Horemshep (see *V45*).

Despite these setbacks, a genuine alliance between Egypt and Mitanni developed during the reign of Pharaoh Amenhotep III in the early 14th Century. This was probably the height of Mitanni's powers, and its influence waned disastrously over the subsequent decades. A pro-Assyrian faction appeared in the royal court, and Mitanni influence over Assyria was turned around so that it was Assyria that now influenced Mitanni. Towards the end of the 14th Century, the kingdom was riven by a war of succession. The Hittites invaded the northern Mitanni vassal states and eventually conquered the capital Washukanni. Finally, in the 13th Century, the kingdom was annexed by the Assyrian king Shalmaneser I.

Although the Mitanni kingdom was a mayfly in comparison to the longevity of Ancient Egypt, during the two centuries of its existence, it was a considerable force. Mitanni's military superiority over its neighbours may be attributed to its use of two-wheeled war-chariots introduced by the warrior elite and driven by the Marjannu people who were subjects of the Mitanni.

MITANNI SOLDIER

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

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

TRAITS
Brave; Officers also have Military Rank.

EQUIPMENT
Sword or Spear: Strength +2 damage
Bow and Arrow: 3(1/3/4) damage
Bronze Scale Armour: 4 points of damage reduction

TECH LEVEL: 2

STORY POINTS: 1-3

HORSE

Attributes: Strength 7, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 2, Survival 1
Traits: Fast (Major), Natural Weapon – Trample (Strength +2 damage if it runs over smaller creatures), Tough

WAR-CHARIOT
Armour: 5 **Hit Capacity:** 10 **Speed:** 1 less than the Speed of the horses pulling it.



Mojox is a cold, dry world even during the summer season. In the winter, it becomes more inhospitable, and at night the temperature drops low enough to freeze a person solid. Most of the human-like Mojoxalli stay within the cities. The Mojoxalli are a civilised people with a generally high intelligence. At the last count, there were two billion of them, but the population has been steadily decreasing since the invasion.

For the past five years, Mojox has been under Dalek occupation, its people reduced to a slave labour force used to pump the vilonium to be found beneath the planet's surface. The vilonium is what brought the Daleks here, to be extracted for use as fuel. But vilonium is a dangerous substance to rely on for energy production. It's far too volatile and would be better used as a weapon than an energy source. The Daleks could pump the stuff remotely of course and it would be far more efficient, but they still use the Mojoxalli. Perhaps they just enjoy owning slaves. No one keeps track of how many are lost each day manning the vilonium pumps; if you're hit by a vilonium discharge, there's nothing left as evidence, nothing at all.

Five years ago, just after the occupation started, the Doctor and Nyssa were brought to Mojox as captives of the Daleks, and now they work for them. The Doctor is their best agent and has managed to infiltrate the Mojoxalli resistance and gain the trust of its leader, the secretive Toru. Nyssa is the Daleks' Chief Virologist. She has been working non-stop on developing Virus Six-P-Eighty-Four with which the Daleks hope to finally secure their hold on Mojox.

When infected by Virus Six-P-Eighty-Four, the Mojoxalli will within seconds become enraged and want to attack and kill each other. It compels Mojoxalli to want to destroy their own kind, so that when it is released into the atmosphere of Mojox, they will wipe each other out, ending what paltry resistance is left within a few hours. That is the theory. At the moment, Nyssa is still having problems with the Mojoxalli immune system. The test subjects all respond immediately to the virus, but some only exhibit minor symptoms such as itching or some retrograde thought function. Not all of them become violent; some just become confused or simple-minded. Nyssa knows that the Daleks will not put up with her failures forever.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Five years ago, just after the occupation started, the Doctor and Nyssa were brought to Mojox as captives of the Daleks. But they quickly escaped in the TARDIS, believing that they had been in just another Dalek base, not on a subjugated world. If they had realised the truth, they would have stayed and tried to help the Mojoxalli. But they didn't.

However, before their escape, the Daleks had taken genetic samples of the pair and used them to create their own duplicates. Only one of each is active at any one time, in order to keep up the illusion that they are the original Doctor and Nyssa. Genetically, the duplicates are not quite identical to the originals, as the Daleks cannot resist introducing some of their own DNA into the mix. But visually, they are indistinguishable.

The secret of the duplicates can be found in a remote outpost storage area. There, beyond the electronically locked doors and behind screens of plastic sheeting, are banks of cryogenic storage units, dozens of them, each containing a duplicate of the Doctor or Nyssa. Fresh duplicates can be revived if the old ones wear out or are killed. Or if they start to demonstrate a conscience and have to be exterminated…

The duplicates are loyal to the Daleks and each believes that they have always worked for them. The Daleks copied not just their bodies but their mental engrams too, taking care not to transplant the moral centres. The Doctor has just enough of the original's personality to convince the rebels he is on their side. Of the two, it is the Nyssa duplicate which senses there is something wrong, but she has no way of knowing what.

VIRUS SIX-P-EIGHTY-FOUR [Minor Gadget]
Traits: Infection (Major), Restrictions – Easy to resist (Difficulty 9 roll; "Yes But" success results in minor or temporary side-effects); only affects Mojoxalli
Cost: 1 point

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Land O'Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 2
SENTIENT SPECIES: Mojoxalli (and Dalek invaders)
TECHNOLOGY LEVEL: 5 (Daleks 9)

MONDAS *(Spare Parts)*



As Mondas, former twin planet of Earth, approaches the farthest point in its journey away from the Solar System, light years from any stars, its population has been reduced to a few thousand individuals eking out a harsh existence in a sealed biosphere, an underground city beneath a stone sky. Rationing to conserve food and curfews to control power (as well as keep law and order) are the norm. ID cards are mandatory. Most of the population have a "make do and mend" mentality, though there are always those who work outside the system, such as black marketeers and other troublemakers. Food is grown in the hydro-houses, mainly root vegetables like turnips and beetroots. Luxuries such as tea and wine are a thing of the past, apart from whatever supplies have been horded away.

Society on Mondas is a close parallel to that of 1950s Britain, London in particular, with period features such as tramlines and picture houses (the latter now closed). Television, radio and a phone system with a manned switchboard all exist. Even the inhabitants' names sound English: Yvonne Hartley, Thomas Dodd and Mrs Ginsberg being examples. Titles are based on professions, such as Doctorman, Sisterman and Crewman. There are the remnants of an old religion, with the Church of Former-Day Souls still a prominent landmark in the city. There is even a Holiday that is a close analogue to Christmas, but which seems to commemorate Mondas's journey through space: the Holiday trees represent the forests that once covered the surface; the decorative lights are the stars above the stone sky; the baubles are the worlds Mondas passes, the winding tinsel is the journey itself, and the star on top is the Sun they have left behind.

Although fully converted Cybermen have not yet been developed (at least, not so far as the public are aware), cybernetic enhancement is commonplace. Many citizens have artificial limbs or organs to replace damaged or diseased ones. There is also an underground trade in organic body parts. While police are still recognisably human and do not yet have the Cybermen's faceplates, they are heavily augmented, as are their horses. Despite the scarcity of resources, domestic pets are still in evidence, with cybernetic songbirds such as the Trillerby Mark II being popular. Cybermats (or 'mats for short) were the latest craze a while ago, though whether they once had a domestic function is unclear. They don't yet have the full offensive capability of later models, but they are prone to break their programming and chew through power cables. Matcatchers use power generators called cheesers to trap rogue 'mats, which tend to nest and swarm in search of energy sources.

The city is governed by the Committee (see *V14*), an unseen group housed in the Committee Palace in the centre of the city. It is the Committee which has overseen the conversion to geothermal power that Mondas now relies on; and it is the Committee which has imposed the controls and restrictions necessary for the survival of Mondas. But it is doing so much more that the public is not aware of. Under cover of a programme to put a man on the surface of Mondas for the first time in generations, it has pursued advances in cybernetic technology to the extent where

PLANETARY DATA

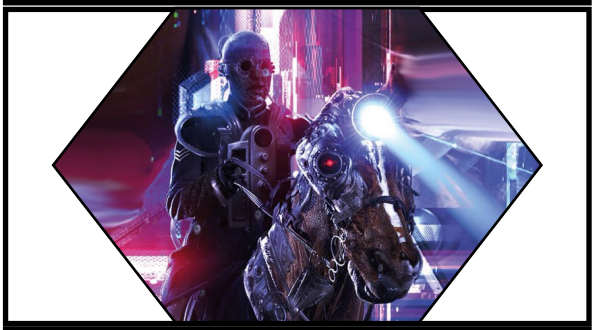
SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: Mondasians
TECHNOLOGY LEVEL: 5

full cyber-conversion is now a possibility. It has also had planetary propulsion engines built to allow Mondas to be piloted back to the Solar System.

The Sisters of the Church of Former-Day Souls act as the Committee's agents. In particular, they are selectors whose job is to identify suitable citizens to be called up. But instead of being augmented to be assigned to a work details near the surface, the draftees are secretly subject to full cyber-conversion so that they can work on the propulsion engines. The sight of the black void of space drives Mondasians mad after so long underground, and emotions are removed from the converts to prevent this. Nevertheless over eighty percent die on the surface.

Despite the efforts of the Committee and its teams of scientists, Mondas is rapidly approaching its greatest danger yet. The Cherrybowl Nebula is a region avoided like the plague by most spacefarers. It is a crucible of unstable primal energy capable of ripping Mondas apart. Already, it is putting the sealed biosphere under immense strain, and unless the planet's propulsion energy can change its trajectory sufficiently, Mondas is doomed.

AUGMENTED POLICEMAN



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

SKILLS
Athletics 3, Fighting 3, Marksman 2, Technology 1

TRAITS
Armour (3 points)
Authority (Minor)
By the Book
Cyborg
Distinctive
Unattractive

EQUIPMENT
Whip: Strength +1, with a range of 4 metres

TECH LEVEL: 5

STORY POINTS: 2-4

ENHANCED HORSE

Attributes: Strength 8, Coordination 3, Awareness 3
Skills: Athletics 4, Fighting 2
Traits: Armour (3 points), Cyborg, Fast (Major)

ROGUE DOMESTIC CYBERMAT



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

SKILLS
Athletics 4, Subterfuge 4, Survival 2, Technology 3

TRAITS
Alien Appearance
Alien Senses - Energy sources
Armour (5 points)
Climbing (Major)
Cyborg
Jumping
Natural Weapon (Minor: Bite – 2(1/2/3) damage)
Weakness (Minor) - Drawn to energy sources, must make Ingenuity + Resolve roll against Difficulty 12 to resist

TECH LEVEL: 5

STORY POINTS: 1-2



MONTE CARLO *(The Veiled Leopard)*

Monte Carlo is an administrative area of the principality of Monaco, situated along the French Riviera. Its world famous hotel and casino complex has made it an international byword for the extravagant display and reckless dispersal of wealth.

The original idea of opening a gambling casino in Monte Carlo was suggested by Princess Caroline around 1850 in order to save the House of Grimaldi, the royal family of Monaco, from bankruptcy. The first casino opened in 1856 at a temporary location in La Condamine and moved several times before finally settling on its current location and expanding hugely in the 1870s and 1880s. Despite all the additions and extensions over the decades, the façade has retained a distinctly Beaux Arts style.

Monte Carlo is renowned for its opulence and as being a haunt of the rich and famous. Visiting time travellers might find themselves rubbing shoulders with elegant aristocrats, famous movie stars, decadent playboys, suave secret agents or shady gangsters. It is the place to be seen (or, in some cases, not seen) on the Mediterranean coast. Citizens of Monaco, however, are forbidden to enter the gaming rooms of the casinos in Monte Carlo, a policy enforced by checking identity documents at the doors.

The Doctor sent Peri and Erimem (see *A3*) to Monte Carlo in the 1960s in order to prevent the theft of the world's most valuable diamond, the Veiled Leopard, so called because of its flecks which resemble a leopard's spots. What could be simpler? Except the diamond has been targeted by the notorious thief known only as Janus… both of them.



LADY LILLIAN HAWTHORNE (JANUS)



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

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

TRAITS
Attractive
Breaking and Entering (+2 bonus on Subterfuge rolls against security systems and similar)
Code of Conduct (Major) – Steal from the corrupt, give to the poor
Dark Secret (Major) – Janus
Noble
Run for Your Life!
Silver Spoon
Wanted (Minor)
Wealthy (Major) – Stinking rich

EQUIPMENT
Skeleton keys and other burglary tools
Calling card (card with image of Janus, always left at the scene of the crime)

TECH LEVEL: 5

STORY POINTS: 12

PETER MATHIS (JANUS)



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

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

TRAITS
Breaking and Entering (+2 bonus on Subterfuge rolls against security systems and similar)
Charming
Code of Conduct (Major) – Steal from the corrupt, give to the poor
Dark Secret (Major) – Janus
Face in the Crowd
Run for Your Life!
Wanted (Minor)

EQUIPMENT
Skeleton keys and other burglary tools
Calling card (card with image of Janus, always left at the scene of the crime)

TECH LEVEL: 5

STORY POINTS: 12

PLAYING THE TABLES

Whilst gaming at a casino can be simulated by simple rolls between the competing characters, it might be more fun for the GM to use rules which more accurately convey the different games available. The following has been adapted from the gambling rules in Victory Games' *James Bond 007* RPG, published way back in 1983.

Unless otherwise stated, the Difficulty of dice rolls is 12, and the required Skill may be substituted with Craft if the character has a suitable speciality.

Baccarat
In Baccarat, the object is for the player's cards to total as close to 9 as possible but not exceed it. Aces count as 1, and tens and court cards as 0. Bets are placed before the first two cards are dealt and again before the third card (if any). On a 0 to 4, the player must draw a third card; on a 5, they may stand or draw; or 6 or 7, they must stand; and on 8 or 9, the player turns over the cards and wins if their hand is highest. A tie is discarded.

To simulate Baccarat, a character makes an Ingenuity + Knowledge roll to determine the value of the first two cards dealt: with a Failure, a third card must be drawn (and a second roll made); with a Success, the character may draw (and therefore rolls again) or stand; with a Good or Fantastic result, they must stand. Any second roll supersedes the first. The best result wins, or in the case of a tie, the hand is discarded and bets returned.

Blackjack (Twenty-One)
The object of blackjack is to come as close to 21 as possible, but not over. Bets are placed before the first two cards are dealt and again before each subsequent card. Aces count as either 1 or 11 (player's choice) and court cards as 10. Ties result in a discarded hand and returned bets.

To simulate blackjack, a player makes up to two Ingenuity + Knowledge rolls. The first roll provides the value of the initial two cards (in terms of Fantastic, Good, Success, etc). If the player decides to roll again, the second roll supersedes the first and provides the result following the deal of the additional cards. The best result wins, and a Fantastic result indicates a natural 21 and beats everything else other than another natural 21.

Poker
Poker comes in many different varieties, with the object being to have the most valuable hand at the end of betting, value being determined by probability. Poker is very dependent on player skill, as a "losing" hand can beat a "winning" hand by bluffing. As such, the results indicate the winner, rather than the absolute value of the hand.

To simulate poker, a player makes up to two Awareness + Convince rolls. Again, the first roll provides the value of the initial cards dealt (in terms of Fantastic, Good, Success, etc). If the player decides to roll again, the second roll provides the result following the deal of the additional cards and supersedes the first roll. A Fantastic result on both first and second rolls represents a high straight flush or a royal flush and beats any other Fantastic result.

Roulette
In roulette, players bet on the outcome of a spin of the roulette wheel. Bets may be placed on either a single number or a range of numbers, the colours red or black, or whether the number is odd or even.

To simulate roulette, two 10-sided dice are needed to generate numbers from 1-100. The player chooses which bet they are making from the table and rolls the dice. As roulette is a game of pure chance, no Attribute or Skill score is added, but the player may spend a Story Point to re-roll the dice. They win if the result is equal to or lower than the number in the Winning Chance column, and the winnings are as listed under Pay-Out.

Bet	Winning Chance	Pay-Out
Straight Up	03	35 to 1
Split Bet	05	17 to 1
Three Number Bet	08	11 to 1
Corner Bet	11	8 to 1
Five Number Bet	14	6 to 1
Six Number Bet	16	5 to 1
Dozens or Columns	32	2 to 1
Red, Black, Even, Odd, 1-18 or 19-36	49	1 to 1



Two thousand years after the 4th Doctor advised Professor Sorenson to concentrate his research on deriving energy from the kinetic force of planetary movement instead of anti-matter (see *Planet of Evil*), the 5th Doctor discovers the far-reaching impact that his glib comment has had on an entire civilisation.

Thirty thousand plus years beyond the 21st Century, on the very edge of the universe, the Morestran Empire spans a diameter of eighty million light years and contains one thousand four hundred and twenty-seven inhabited solar systems. Rule of the Empire is contested between the Imperium and the Morestran Orthodox Church. Despite the advances of over thirty millennia, women are considered second class citizens, their role in society largely limited to staying at home and raising children.

The Empire is so vast that many of its territories only nominally belong to it due to technological limitations, and the systems' allegiances to the Imperium or the Church is hotly contested, to the verge of civil war. Of the Outer Systems, eight hundred and ninety-two are presently beyond the technological reach of the Empire. Their resources are all but drained by the Church's Energy Tower project and none retains the capability for space travel. The Imperium believes that ninety per cent of the inhabitants will claim fealty to the Church should the projected New Technological Age reach them. The Inner Systems, however, maintain a limited contact with the Empire. Seventy-one per cent of systems can be considered Church controlled, twenty-five per cent are Imperial systems and the remaining four per cent are currently undergoing civil wars with no overall control. Strategic advantage, however, remains with the Imperium, who control the Central Morestran Systems, including the homeworld Morestra, also known as Alpha Major.

The Imperium is based in Capital City on Morestra, in the persons of the Emperor and his two sons, the regents Hippolito and Antonio. The brothers are reputed to be leaders of the Cult of Science, a renegade group that works against the Church.

The Church is governed by the Grand Council of Cardinals, based on the planet Archetryx in the Beta System. The Council reports to His Papal Majesty Luciani XVII. The Church's holy book, the *Leyenda Negra*, tells the story of events on Zeta Minor two thousand years ago involving the 4th Doctor ("the saviour of the Morestran race") and his handmaiden, Sair-Ah.

On his return from Zeta Minor, the so-called Planet of Evil, Professor Sorenson gave his name to the Sorenson Academy. It was the dawn of the New Age. Since then, the Academy has laboured day and night to find the solution to the Great Scheme and solve the Morestrans' energy crisis: the harnessing of kinetic energy derived from the movement of planetary bodies, as spoken of by the Doctor. It took a hundred years for the concept of Torre del Oro, the Energy Tower, to emerge and another nineteen hundred to build it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Energy Tower is grounded on the planet Omega Major, growing from its host planet like a gigantic white parasite. It is hundreds of miles tall, reaching up and out of the atmosphere and is designed to translate Omega Major's spin into enough energy to last an eternity. The Tower has been the sacred project of the Church and has bankrupted the Empire. But as it now nears completion they have realised that it cannot work. The Doctor's passing remark two millennia earlier has sent them all up a technological blind alley. The Church cannot allow this failure to be made public or to reach the ears of the Imperium, so they have embarked on a cover up, sealing off the entire Omega System and setting another plan in motion.

With harnessing the kinetic energy of planets proving impossible, the Church believes it has found a way to safely remove anti-matter from the planet Zeta Minor. Under the "Zeta Project", headed by the Church's top agent, Kristyan Fall (a.k.a. the Zero Man, see *V59*), they have secretly been sending hapless peasants and political prisoners to an asteroid, Zeta Major, where they are synthesising anti-matter in their living cells. The mutated creatures are then transported to Zeta Minor and left there, while an equivalent mass of anti-matter is removed, maintaining the balance. Or so they believe. In reality, this does not work, and the increasing mass of anti-matter being extracted will soon result in the destruction of both universes, if it is not stopped.

NICAEA, 325 A.D. *(The Council of Nicaea)*



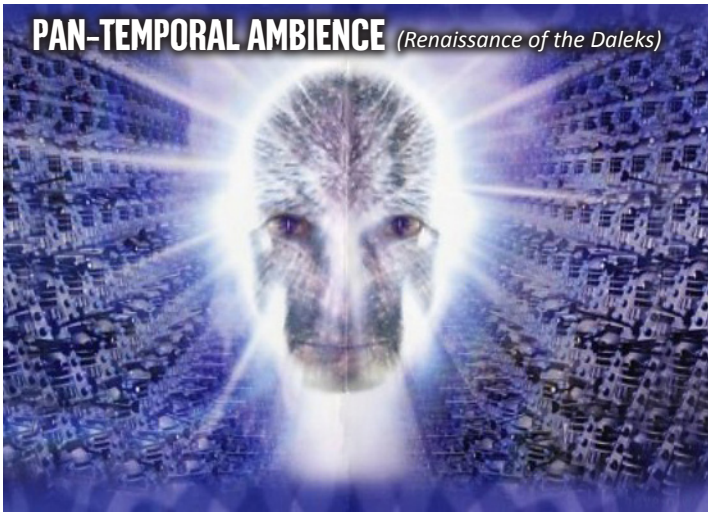
In ancient times, Nicaea was a city located in what is now north-western Asiatic Turkey; its ruins now lie within modern day İznik. From the 3rd Century BC, it fell under the control of the kings of Bithynia and vied with Nicomedia as the pre-eminent city of the kingdom. Along with the rest of Bithynia, Nicaea was annexed into the Roman Empire in 72 BC. It remained one of the most important urban centres of Asia Minor throughout the Roman period, with the Governor of Bithynia et Pontus having his seat of government there.

Nicaea is located at the eastern end of Lake Ascanius, with its west wall rising from the lake itself, and is bounded by ranges of hills to the north and south. The city is surrounded by 5 kilometres of walls about 10 metres high, in turn surrounded by a double ditch. The walls include over 100 towers, and the only entrances into the city on the land-bound sides are via four large gates. Nicaea was built after the Hellenistic fashion, with regular streets forming a square covering around 50 hectares. Although it had been severely damaged by an earthquake in 123 AD and was sacked by the Goths in 258 AD, Nicaea was a large and prosperous city in the 4th Century, and a major military and administrative centre. Great festivals were celebrated there in honour of various gods and emperors, and in 325 AD Constantine the Great (see *A29*) convened the First Council of Nicaea in the city.

The First Council of Nicaea was called in order to decide upon whether the beliefs of Arius (see *A21*), a priest from Alexandria, were to be accepted into the Christian orthodoxy or declared heretical. Arius was teaching his followers that as Jesus Christ was created by God, the Son was neither coeternal nor consubstantial with the Father, as Jesus had only existed from the point of His creation. This was in contrast to the orthodox sermons of Bishop Alexander of Alexandria, who taught that God the Father, Jesus Christ and the Holy Spirit are all of one substance.

Alexander had not immediately responded to what he considered to be Arius's heresies, and by the time he did, the Arian doctrine had spread far beyond his See and was being debated throughout the Roman Empire. Constantine considered divisions within the Church to be a threat to the stability of the Empire and called the First Council of Nicaea in order for the bishops to debate the issue and decide one way or the other. As a result, Christians have descended upon Nicaea from across the known world. Although the debates in the Council are to be conducted by the bishops within the Imperial Palace, discussions are taking place in the houses, taverns and streets of Nicaea. The decision will be taken by the Council, but the common people have their own views and the topic is on everyone's lips.

As a result of the heated opinions and debates, Nicaea is not a safe place to venture out after dark. Supporters of both sides gather in the streets and alleys, and discussion can quickly turn to argument and even violence. Despite the Christian beliefs of Arius and his opponent Athanasius (see *V2*), who is here to represent the elderly Bishop Alexander, their most fervent followers are not necessarily peaceful, and mobs can swiftly get out of control. Time travellers caught in the middle of this can easily become separated and lost in the crowds, prey to the sectarian violence which the Council has sparked.



The Pan-Temporal Ambience exists at a place sideways in time where all the time tracks converge. It is an artificial dimension created by the Daleks to monitor and influence the timelines. In appearance, it is a place of light, a white plain glowing beneath the hundreds of suns that hang over it. The ground looks like snow or perhaps clouds so solid that you can walk on them, while in the distance, what at first appear to be blue-tinged mountains loom, faint in the distance. Getting closer, these resolve themselves as gigantic non-natural artefacts that form a vast city. Closer still, the structures themselves are seen to be built of Daleks, towers of them reaching up to the sky, all bonded together like stacked molecules. The Doctor compared the city to Logopolis and perhaps he was not so far from the truth as it is the group mind of these millions of interlocked Daleks that maintains the continued existence of the Ambience.

The Ambience is not space at all, but time. It is an island carved out of the dimensional nullity. From here, the Daleks are influencing the timelines to permeate them with the notion of "Dalek-ness". Dalek concepts and memes are being introduced throughout Earth history, their voices being half-heard as a babble at the back of the mind. The Daleks are monitoring Earth wars and are encouraging them, making humanity more Dalek-like. In the 22nd Century of an alternative time track, instead of the Dalek invasion which was eventually overthrown with the aid of the 1st Doctor, millions of toy Daleks have been manufactured. Each is actually a real, miniature Dalek complete with deadly exterminator, ready to implement the master plan.

The Ambience is moderated by a grotesque creature known as the Greylish. It is humanoid, but gross in appearance, like a cross between a human and a Dalek mutant. It hears every word spoken and understands every language. It does not share the Daleks' hatred and malevolence, but impartially monitors their activities. Unknown to the Greylish itself, it was created to be the Seed Dalek, from which trillions of microscopic Daleks have been generated. These nano-Daleks, protected in their scaled-down battle shells, will be disseminated by the toy Daleks and will enter every human on Earth, making them receptive to Dalek commands. When the nano-Daleks are deployed, the entire human race will become the willing and contended slaves of the Daleks, making the failed invasion of the 22nd Century no longer necessary.

Under the overview of the Greylish, the Ambience has become the Daleks' battle-base, from which they can watch over all the time tracks. Although it is a creature of the Daleks, the Greylish does not share in their ambitions. The Ambience is maintained by the Daleks' structured mind-share with the Greylish at the centre. The Greylish does not understand its own origin or its role as the source of the nano-Daleks. If it realises this, it may not wish to continue as a Dalek slave. Its position as the fulcrum of the Ambience means that it takes but one thought for the Greylish to regress this place back to the dimensional nullity from which it was created.

THE GREYLISH

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

SKILLS
Convince 2, Knowledge 7, Science 5, Technology 3

TRAITS
Alien
Alien Appearance
Alien Senses – Sees and hears all
Enslaved
Immunity - Radiation

TECH LEVEL: 9
STORY POINTS: 6

TOY DALEK

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 3, Resolve 4, Strength 1
Skills: Convince 3, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 5, Survival 4, Technology 8
Traits: Alien, Alien Appearance, Armour (5 points), Cyborg, Environmental (Major), Fast (Major), Natural Weapon (Special: Exterminator – L(4/L/L) damage), Scan, Size – Tiny (Major), Technically Adept, Vortex
Tech Level: 9
Story Points: 1-3

NANO-DALEKS [Major Gadget]
Traits: Hypnosis (Major)
Cost: 2 points



PARIS, 1626 *(The Church and the Crown)*

Paris in 1626 is under the rule of King Louis XIII (see *A47*) and his chief minister Cardinal Richelieu (see *A25*). At this time, it is the largest city in Europe, with a population of half a million and its size only matched by that of London. Not unusually for a growing city of this period, its walls do not mark the real edge of the city, with some rural areas with gardens and orchards lying within them in some places, and buildings and houses outside of them in others.

On the right bank of the Seine lie the Faubourgs (suburbs) of Saint-Honoré, Montmartre, Saint-Denis, du Temple and Saint-Antoine, the latter filled with artisans and workshops. On the left bank, the Abbey of Saint-Germain-des-Prés is a virtual town, with its own fair and farms; and the Faubourg of Saint-Jacques is largely occupied by monasteries. Also on the left bank, the royal Luxembourg Palace has been under construction since 1615, having been commissioned by Louis XIII's mother, then ruling France as Regent. Its interior is decorated by Peter Paul Rubens, and its Italian Renaissance gardens are watered by a Roman aqueduct specially reconstructed for the purpose. Encouraged by the building of the Palace and the availability of water (previously in short supply here), noble families have also built houses on the left bank, in a neighbourhood that has become known as Faubourg Saint-Germain. But since 1617, the Queen-Mother has been living in exile in the Château de Bois in the Loire Valley, her supporters having been executed or dismissed.

Although Louis appointed Cardinal Richelieu to unite France under his rule, the relationship between the pair is uneasy. Although Louis recognises that he is dependent on Richelieu's political and military experience, he finds the Cardinal to be overbearing and serious. Conversely, Richelieu views the young King as immature and childish, prone to ignoring his responsibilities in favour of entertaining himself and his guests. This has encouraged the rise in political intrigue at court as each tries to outmanoeuvre the other in their machinations.

In 1622, Louis created the Musketeers, an elite unit of soldiers able to fight both on foot as infantry and on horseback as dragoons. They have quickly gained a reputation for rowdy, boisterous behaviour and swashbuckling action. But this has led to a rivalry with the soldiers of Cardinal Richelieu's personal guard, and members of these two units are frequently engaged in brawls and duels in the taverns and alleyways of Paris, with each being fiercely loyal to their commander.

Although the French Wars of Religion ended almost thirty years ago in 1598 with the Edict of Nantes, under which the Protestant Huguenots gained substantial rights and freedoms, trouble between Catholics and Protestants have continued well into the 17th Century. The enforcement of Catholicism in Béarn in south-western France has led to another Huguenot revolt, but by 1626, the Protestants hold only two fortified towns, La Rochelle and Montauban. Protestants of any description are therefore viewed with deep suspicion in Paris, if not with outright hostility.

MUSKETEER

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

SKILLS
Athletics 4, Fighting 5 (AoE: Swordsmanship), Marksman 4, Medicine 1, Subterfuge 3

TRAITS
Brave
Charming
Distinctive
Obligation (Major) – Louis XIII
Obsession (Minor) – Rivalry with Richelieu's guards

EQUIPMENT
Rapier: Strength +2 damage
Flintlock Pistol: 4(2/4/6) - takes a full Round to reload
Flintlock Musket: 6(3/6/9) - takes a full Round to reload

TECH LEVEL: 3
STORY POINTS: 3-5

THE PETERLOO MASSACRE *(The Peterloo Massacre)*



The Industrial Revolution in early 19th Century Britain was a time of great social upheaval. Alongside the rapid industrialisation of the north of England and the associated migration of many workers from the country to the cities, the aftermath of the Napoleonic Wars saw an economic depression. Widespread poverty was worsened by the introduction of the Corn Laws, which imposed restrictions and tariffs on imported grain in order to protect inferior domestic crops and resulted in rising food prices.

Against this backdrop, radical agitation for political reform was attracting popular support amongst the working class, particularly with the cotton loom weavers of South Lancashire. In 1817, a mass gathering at St Peter's Field, an area of cleared land in Manchester, intending to march on London was dispersed by the King's Dragoons Guards. In January 1819, a crowd of 10,000 gathered at the Field to call on the Prince Regent to select ministers who would repeal the Corn Laws and passed off without incident. But in July, the local magistrates warned the Home Secretary that they feared a general rising to be imminent.

The radicals of the Manchester Patriotic Union organised a peaceful demonstration to take place at St Peter's Field in August 1819. A letter from the Union's secretary to the famous orator Henry Hunt inviting him to chair the meeting was intercepted by government spies and interpreted to mean that an insurrection was being planned. Despite attempts by the authorities to ban it, the meeting went ahead on 16th August.

Fearing a riot or rebellion, the magistrates had arranged for a force of over two thousand infantrymen, hussars, yeomanry and special constables plus an artillery unit to be deployed nearby. Estimates as to the size of the gathering vary, but there are likely to have been in excess of 50,000 people (unarmed men, women and children), which concerned the magistrates further. At 1.30pm the magistrates concluded that "the town was in great danger" and an order was given for Henry Hunt and other leaders to be arrested, requiring the support of the military.

The first unit to respond was the Manchester and Salford Yeomanry, a volunteer cavalry force comprised of local businessmen, who entered the Field along a path cleared by special constables. They were essentially a private militia, and some contemporary reports claim that many of them were drunk. As the demonstrators linked arms to stop them, the Yeomanry panicked and began to use their sabres to cut their way through, slashing indiscriminately at the crowd. When they reached the hustings and arrested Hunt and his fellows, the 15th Hussars were ordered to rescue them and charged into the crowd from the east, followed by the Cheshire Yeomanry from the south. With the main exit from the Field blocked by the 88th Regiment of Foot standing with fixed bayonets, it was difficult for the demonstrators to escape.

The exact number of casualties has never been confirmed, but the official plaque records 15 deaths and over 600 injuries. Among the fatalities were a pregnant woman and a young child. In the immediate aftermath, the demonstration's leaders were arrested and many were subsequently convicted for sedition or similar offences. Within a day or two, eye-witness accounts were published in the London and national press, and a sense of horror and indignation spread throughout the country. Politically, the Peterloo Massacre (as it was dubbed by the editor of the Manchester Observer) resulted in numerous measures to crack down on radical organisations and demonstrations. But although the Massacre had no effect on the speed of reform, all but one of the reformers' demands (that of annual parliaments) were eventually met and it is now seen as a step on the road towards universal suffrage in Britain.

The Peterloo Massacre itself is terrible and dramatic enough to form the basis for a pure historical adventure without the need for any alien involvement. But if the GM wants to add a science fiction angle, then it also provides a pivotal point in British social history which could be manipulated to destabilise one of the most powerful nations on Earth, an ideal target for villainous interference. When the Doctor, Tegan and Nyssa arrived just south of Manchester two days before the demonstration at St Peter's Field, they found themselves involved in the human tragedy as it unfolded, with the added threat of a rich industrialist interested in acquiring the secrets of the Doctor's TARDIS.



Three thousand years before its destruction, Traken was still in the period later known as the Primeval Time. This is the time before the creation of the first Keeper of Traken, and the Consuls still commune directly with the Source, the machine like a living sun which shines its light on Traken. The Source protects and maintains the Union of Traken and provides guidance to its people. It regulates Traken's climate, imposes judgement on its people and provides almost limitless power for them. At this time, there is not even a Source Manipulator for the Consuls to use, and the Source is therefore left to regulate itself.

The people of Primeval Traken believe themselves to be safe under the protection of the Source. It destroys any evil which enters the Union, either by burning it up completely or calcifying it into the Melkurs that stand in the gardens. The people are still superstitious in this era. Although they have left religion behind them, they believe that there is absolute evil in the universe, which can corrupt a person's soul, manifesting as physical illness. Trakenites particularly fear an entity called Kwundaar, whose forces circle just outside the Union but are unable to enter because of the power of the Source.

The Consuls who govern Traken have become arrogant and complacent, considering other species to be lesser races. They view the Union as a perfect paradise, safe from outside influence or attack. But as the Doctor pointed out, Traken still has the death penalty (used in very rare cases in order to prevent the spread of evil) and it is ruled by an elite elected by an elite. The Consuls are hidebound, their actions restricted by protocol and procedure, making them ineffective in an emergency.

There are still diseases on Traken in this period of its history, though by Nyssa's time they had all been eradicated. Shayla, one of Traken's most noted doctors, lives at the end of the Primeval Time. Although she is a very talented physician, she too also believes in the corruption of the soul if it is exposed to evil.

Having been under the protection of the Source for thousands of years, the people of Traken no longer have much in the way of psychic defences. Having fallen out of use, they have atrophied, and Trakenites are no more protected against mental assault than mere humans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kwundaar (see *V60*), the alien entity that the Trakenites consider to be evil incarnate, was once their benevolent god, though this has since been kept secret by the Consuls. It was Kwundaar who created the Source for them before he was banished. It was after Kwundaar tried to seize control again that Shayla became the first Keeper of Traken in order that someone could guide the Source and restore Traken to its state of paradise, thus bringing the Primeval Time to an end.

SHAYLA

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

SKILLS
Convince 3, Craft 2, Knowledge 2, Medicine 6, Science 4, Technology 2

TRAITS
Biochemical Genius
Code of Conduct (Major) - Healer
Empathic
*After Shayla becomes Keeper, the power of the Source makes mere stats meaningless. As a bare minimum, she gains Clairvoyance, Immunity (all damage), Indomitable, Obligation (Major: Traken), Psychic, Telepathy and Teleport, though the Source's limitless power provides much more than this.

TECH LEVEL: 7
STORY POINTS: 12

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Trakenites
TECHNOLOGY LEVEL: 7



The Psychodrome is a vast space station, like an artificial planetoid, protected within a forcefield and powered by a red giant star. Its exterior is geometrically perfect, betraying its artificial origins. But its interior appears at first glance to be an enormous natural cavern, an underground chamber like a cathedral whose stone walls are honeycombed with the entrances to dozens, perhaps hundreds, of tunnels. On closer inspection, the rocks of the chamber are smooth, not as a result of erosion, but as though crafted by artificial means. The tunnels twist and divide in a complex pattern and the layout seems to change, making navigation difficult. Although the place is clearly engineered, it has an organic look to it, almost like a neural network. Shortly after new visitors have arrived here, the place starts to come alive. Formations moulded into strange shapes glow green and flashing lights dart through the rock like electrical impulses.

The Doctor speculated that the Psychodrome might have been constructed to be a crucible, a melting pot to enable its creators to share the contents of their minds. With multiple minds fused together as one, they would have been able to manipulate the environment of the Psychodrome with the power of thought. But who these creators were and what happened to them is unknown. The Psychodrome responds to any living mind that enters it, plucking concepts and thoughts from both the conscious and the subconscious, and using the raw clay of the place to turn them into reality. The landscape of the interior grows buildings and structures resembling those of the memories the Psychodrome encounters, but changed and twisted so as not to be immediately recognisable.

Living creatures are also created unbidden from visitors' thoughts. When the TARDIS landed in the Psychodrome, it created a separate group of living avatars from each of the ship's passengers, each individual being based on the subconscious feelings of one of the time travellers towards their friends. So, one group was comprised of a galactic adventurer and his companions, based on how Tegan saw the Doctor, Nyssa and Adric. A second group consisted of the crew of a crashed spaceship and was based on Adric's view of the Doctor, Nyssa and Tegan. A third group was King Magus, his Queen and their son, the Prince, drawn from Nyssa's mind. And the fourth group, from the Doctor's subconscious, included versions of Adric, Nyssa and Tegan in the roles of members of a monastery. Each creation bore some resemblance to the person they were based on, but contorted through the subconscious minds of their friends.

Unfortunately, most minds entering the Psychodrome are unaware of its function and their subconscious thoughts are unguarded. As a result, it picks up the negative emotions, prejudices and resentments as well as the positive ones, and amplifies them. The creations are caricatures of the real thing, often focussing on one characteristic, such as Adric's zeal for knowledge, Tegan's cynicism, Nyssa's altruism and naivety, and the Doctor's sense of adventure. But other influences also appear. King Magus, for example, was based not only on the Doctor, but contained traits drawn from Nyssa's father, the Monitor on Logopolis and even the Master, making him particularly untrustworthy. None of these creations are initially aware that they are not "real" people, though they may eventually work it out for themselves.

The Psychodrome also draws on past experiences to create things based on the worst fears harboured in the dark recesses of the visitors' minds. Deadly monsters might lurk in the tunnels, savage tribes may inhabit the cavern, and plagues might sweep through this artificial realm. Inevitably, the people of this place also incorporate some of the worst traits of their real-life counterparts, and old hatreds and power struggles will be rekindled.

Visitors might be able to use the nature of this place to their advantage, changing the environment to help themselves. Although the living creations are the product of the subconscious and therefore beyond the ability of the conscious mind to create or control, inanimate objects may be possible with appropriate rolls and expenditure of Story Points. Creating a simple hole in a wall in order to escape a cell might require a Difficulty 15 Resolve + Convince roll and cost 1 point. Anything larger or more complicated would require a higher Difficulty and more Story Points, and the avatars might be able to use this trick themselves if they learn of it.

The GM can use the Psychodrome as an ideal setting for some deeper roleplaying among the players. What do the characters really think of each other? How will this manifest in the people created in this environment? Can the characters face their worst fears? And perhaps most importantly, can they overcome their hidden resentments towards each other in order to survive the Psychodrome? The inhabitants and dangers of this place should be created by the GM to provide a dark mirror of the party's recent experiences. Because the challenges of the Psychodrome are so personal to each visitor, no stats for its inhabitants are provided and they should be tailored for the players and their characters.

The aim of such an adventure will usually be to survive the Psychodrome and escape. But that might not be so easy if the party's TARDIS has been sequestered by one of the groups they encounter, or if it is lost within the shifting tunnels. A key element should be for the players to defeat their alter egos. Each of these artificial people relies on the doubts and fears of the mind that created it. If their original can conquer those doubts and fears, the avatar will dissolve back into the clay of the Psychodrome. Although they can also be killed by conventional means, this allows the opportunity for advanced role-playing skills to come into play, and those who rise to the challenge should be rewarded with Story Points.



The Unukalhai system, otherwise known as Alpha Serpens Caput, lies within the region of what was once Tzun space. By the time that the Doctor lands there in 2371 to overhaul the TARDIS, the Tzun Confederacy has been destroyed by the Veltrochni around two hundred years before (see *The Second Doctor Expanded Universe Sourcebook*). The system has eight planets, the fourth being a sulphurous ringed gas giant named Indra and is large enough to be classed as a brown dwarf. The sixth moon of Indra is Raghi, home to a human colony. Raghi was terraformed by Earth's Colonial Office circa 2247. Before the atmosphere processors started their work, it was a dead world, right down to the bacteriological level, and every lifeform from the single-cell up was brought from Earth. It was a huge undertaking, taking forty million people and nearly a quarter of a century.

Normally, only the largest of the Earth corporations could have funded such a vast terraforming project. But Raghi was in fact a purely cultural effort, having been funded solely by public donation. The colonists are overwhelmingly of Indian descent and Hindi is the official language. The population is now one hundred million. In the larger cities like Kuru, traditional gilt domes and dizzying spires mix with more utilitarian and modern architectural styles, and the air is filled with buzzing traffic. Raghi's society is still largely divided into the four main Hindu castes: the Sudra are the labourers; the Kshatriya are the soldiers; the Vaisya are the mercantile class; and the Brahmin are medics and teachers. Raghi is made up of a number of provinces, each governed by a preceptor. Officials are selected at random by a computer program to give a fairer demographic spread and means that power-seekers have no more chance than anyone else.

By comparison, the third moon of Indra is small, has no atmosphere and only one-sixth Earth gravity. Its mountainous surface is dotted with volcanic peaks and criss-crossed by sluggish rivers of molten lava. This moon has been named Agni, after the Hindu god of fire. Agni's position in the densest part of the synchrotron radiation belt in Indra's magnetosphere forms one terminal of a magneto flux tube, a conduit for vast electrical discharges. A heavily radiation-shielded complex on Agni channels and stores the energy harvested from the five million or so amps blasted out from Indra, and is the main source of energy for Raghi. The collection aerials on Agni were built long ago by an unknown alien race (actually the Tzun). They and the ruined base that the human complex has been built on top of are all constructed from the mineral terullian.

Every couple of years, Agni is also host to a harvest of the airavata, creatures that live in the clouds of Indra, feeding on drifting protein strings formed from organic matter drawn up from the deeper layers of the atmosphere by the gas giant's perpetual storms. Airavata are billowing masses of gelatinous protoplasm contained within a surprisingly delicate skin and trailing mile-long tentacles like an enormous jellyfish. They can defend themselves by releasing powerful electrical discharges. Airavata DNA contains a natural radiation decontaminant, which spacer corporations find rather useful. Although cloning the material from tissue samples might be cheaper in the long run, Raghi is still a young colony and their economy probably wouldn't survive without the income from the harvests. Although there are some who would like to impose restrictions, most of the colony's governors are against this.

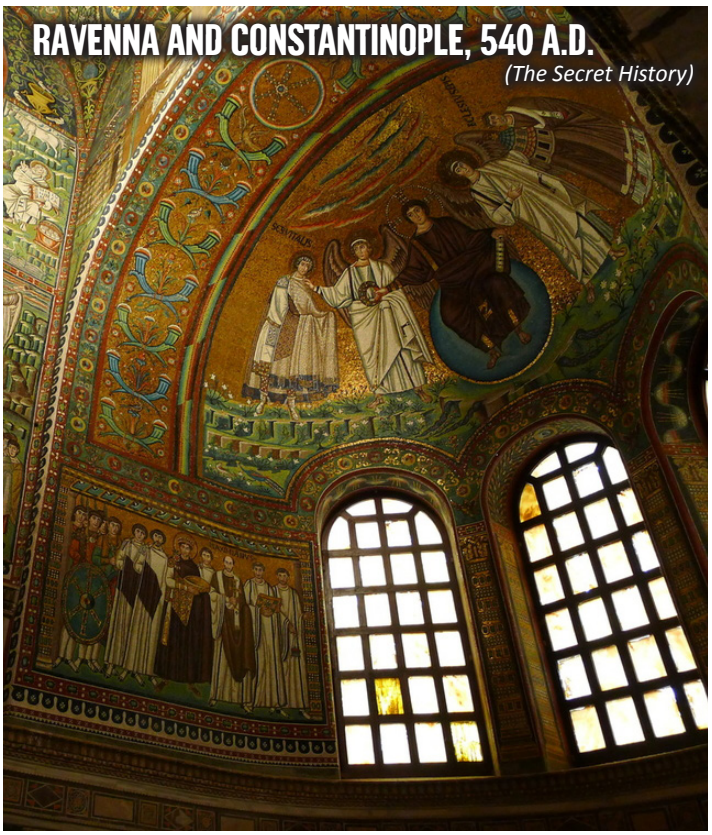
The entire sector of space in which the Indra system lies is rich in terullian. Terullian is a very good energy resonator, and can be programmed as software definable, allowing its very structure to be controlled remotely. The entire Tzun Confederacy was built on the stuff, figuratively and literally. As a result, there are ten thousand worlds or more scattered with terullian all there for the taking, both in unused deposits and salvage from ruined Tzun ships and colonies. The Sontarans have been seeking a bridgehead in the sector for millennia, but were kicked out by the Tzun. With the Confederacy gone, it is once again a strategic target for the Sontaran war machine, and their Rutans foes have already launched thousands of remote probes into the sector.

AIRAVATA

Attributes: Awareness 1, Coordination 3, Strength 10
Skills: Fighting 1, Survival 4
Traits: Alien, Alien Appearance, Alien Organs (Minor), Environmental (Minor: Indrian atmosphere), Flight (Major), Natural Weapon (Major: Electrical discharge – L(4/L/L) damage), Size – Huge (Major), Trade Value (Special)
Story Points: 1-2

PLANETARY DATA: RAGHI / AGNI

SIZE: Medium / Small
GRAVITY: Earth-like / Low-Gravity (1/6th Earth)
LAND MASS: Earth-like / The Rock
ATMOSPHERE: Earth Standard / None
CLIMATE: Temperate / Arctic
SATELLITES: 0 / 0
SENTIENT SPECIES: Humans / None
TECHNOLOGY LEVEL: 6 / N/A



RAVENNA AND CONSTANTINOPLE, 540 A.D.

(The Secret History)

When the Doctor visited it in 540 AD, the city of Ravenna near the north-east coast of Italy was the capital of the Western Roman Empire, now under the rule of the Ostrogoths. The former Roman Empire had been divided for several centuries by now, both out of administrative necessity and as a result of various invasions. The Eastern Empire, ruled from Constantinople (and often called the Byzantine Empire) is now the only truly Roman Empire still standing, with Ravenna as the capital of the Kingdom of the Ostrogoths. The Ostrogoths occupy large parts of Italy at this time, and Ravenna is their great city, conceived as a rival to Constantinople or even Rome itself.

In 540, many of the buildings in Ravenna appear to be half-ruined, or maybe half-constructed. It is the middle of the Gothic Wars, with the forces of General Belisarius re-conquering Italy for the Eastern Roman Empire. Having taken Naples and Rome, they are now marching on Ravenna, and the Ostrogoths have offered to make Belisarius their emperor in an attempt to avoid a battle they believe they cannot win.

By contrast, Constantinople in the east is a thriving city of half a million people. It has been the subject of a major programme of new public buildings ever since the Emperor Justinian I came to power in 527. Constantinople is famed for its architectural marvels, including the Greek Orthodox cathedral of Hagia Sophia, the Imperial Palace, the Galata Tower and the Hippodrome. The Hippodrome is popular both for its horse and chariot racing events, and as a place where political debate and criticism is expressed openly. But public order is a major issue at this time. Adherents of two factions of Christianity identify themselves by their allegiance to the horse-racing parties of the Greens and the Blues, and form gangs that engage in street fighting after dark.

Traditionally known as Justinian the Great, Justinian's reign is dominated by his ambition to reunite the Western and Eastern Roman Empires, an ambition that is on the brink of success with Belisarius closing on Ravenna. It is also characterised by his attempts to unify the Christian faith under the orthodox doctrine set out by the Council of Nicaea in 325 AD (see *L62*). As a result, followers of other faiths or doctrines are persecuted, and paganism is being stamped out throughout the Empire. Despite the historical reputation of his achievements in partially restoring the Roman Empire and the proliferation of building works in Constantinople, Justinian was in person a vain and capricious ruler.

Only a year after the Doctor's visit in 540 AD, Constantinople was crippled by an outbreak of plague, "the Plague of Justinian", which afflicted the whole of the Mediterranean Sea. Estimates of the number of victims range from 25 million in the initial outbreak and 50 million during the pandemic's recurrence over the following two centuries. The Emperor himself contracted the disease but survived.

JUSTINIAN I



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

SKILLS
Convince 3, Craft 2, Knowledge 3, Subterfuge 1

TRAITS
Authority (Major) – Emperor
Selfish
Wealthy (Major) – Stinking rich

TECH LEVEL: 2

STORY POINTS: 8

THE RINGPULL *(Ringpullworld)*



During the Dark Times more years ago than the mind can cope with, the Beyenne-Hofri-Annaat Sector of the cosmos was amazingly advanced for its time. But its people were so aggressive and keen to exploit the resources of all the worlds around them that they rampaged across the territories of their neighbours. The so-called Civilised Worlds banded together to come up with a solution to this threat. In their desperation, they summoned forth the Dark Ones from their twilight dimension for assistance. The Lord of the Dark Ones came in person to hand over the means of their salvation to the President of the Civilised Worlds. What this Dark Lord provided looked like nothing more than a small tin can, its surface scratched and dull. But despite its prosaic appearance, this can contained the gift of transcendentalism, and the Civilised Worlds sealed the entire Beyenne-Hofri-Annaat Sector within it, cutting it off from the rest of the universe forever.

The knowledge of what happened to that small tin can after it was used by the Civilised Worlds is long since lost. But the Doctor found it again in an abandoned museum on a dead and virtually forgotten world at the edge of the universe, which was referred to in the ancient star charts as Must. Despite the passage of eons, the can looks largely as it did when it was brought into our universe by the Lord of the Dark Ones: like a dull and scratched tin. It was when the Doctor began examining it with a set of extra-dimensional tools from the TARDIS that the can activated, glowing brightly, and dragged all those nearby into the miniature universe within.

These days, very few people know anything of the enclave universe within the can. It consists of a single star system, that of the Beyenne-Hofri-Annaat Sector. The sentient species of the inhabited planet of that solar system are the descendants of those ancient marauders that once terrorised the Civilised Worlds. They look like a cross between hermit crabs and jackals, with vulpine faces, crusty exoskeletons and twitching, armoured legs all over their bodies. Their spaceships are semi-organic, with bony and fleshy walls and floors.

Floating in space in this pocket dimension is the means of escape back to our universe, an aperture sealed by what Tegan nicknamed the Ringpull. And indeed, this phenomenon does resemble the ringpull on a drinks can: a huge flat ring the size of Great Britain, its surface a dull and scratched silver, with a thicker bit attached to its perimeter where the actual seal is located. That's where you can puncture the skin between the universes, if you have the right tools.

The Ringpullworlders of this universe, the former Beyenne-Hofri-Annaat, have never been to the Ringpull. They believe it to be sacrilege to even approach it, let alone tamper with it. But if you were to pilot a ship to the Ringpull, you would find its interior to be curiously plush, like being inside an old-fashioned cinema. Intruders will undoubtedly have to overcome fiendishly cunning logic puzzles and traps placed there to prevent the less intelligent from penetrating the Ringpull's inner sanctum. The chamber at the heart of the Ringpull is a small silver room with the seal itself hovering in mid-air. It cannot be opened, damaged or affected in any way by sheer force, and requires special tools (such as the extra-dimensional tools the Doctor has in his TARDIS) to open. Even then, a Difficulty 15 Ingenuity + Technology roll is required.

If the seal is breached, the release of energy is enough to destroy anyone foolish enough to still be in the central chamber of the Ringpull. The whole of the Ringpull universe will then surge towards the opening aperture, rushing through and swiftly growing to match the dimensions of the universe outside, until it is finally restored!

Of course, once the Ringpullworlders are aware of the possibilities waiting for them in the unimaginably larger universe beyond, their former taboo about approaching the Ringpull will swiftly vanish…

RINGPULLWORLDER

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 2, Resolve 4, Strength 4
Skills: Athletics 2, Fighting 3, Marksman 4, Technology 3, Transport 4
Traits: Additional Limbs x2 (Arms), Alien, Alien Appearance, Armour (5 points), Fear Factor 1
Equipment: Blaster – 6(3/6/9) damage
Tech Level: 6
Story Points: 1-3



Safeplace is a ringworld which acts as a neutral space and is located around 32,000 light years from the Solar System. As a ringworld, the surface of Safeplace is vast and everything is plentiful. But the last time the Doctor was in the area, the whole region was at war. That conflict was eventually settled and a peace treaty was signed. A castle was constructed on Safeplace to act as a place where future disputes could be resolved and war prevented.

There are numerous different races present on Safeplace, but the dominant people in the district of the castle are the Valdigians. They are one of the more civilised insect-like species of the universe, resembling human-sized flies or bees, complete with buzzing wings. Like many of the other people on Safeplace, they are descendants of refugees from the war. Valdigians are a superstitious people who believe in the efficacy of sorcerous charms and counter-charms. Certain ranks and professions among them are distinguished by wing markings, such as Valdigian guards having distinctive stripes.

Valdigian society is nominally an elected monarchy, but the old war has given them a distrust of rulers. Under their laws, their kings can only rule from the age of 23, until which time a provisional government keeps the peace and only gets involved when it has to. So they elect a child as king, who agrees to step down at the age of 22 in exchange for a generous pension for the rest of his life. In effect, the monarchy is only a symbolic position, and the provisional government is a permanent state of affairs but keeps a very light touch.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The castle on Safeplace is actually a disguised segment of the Key to Time. On the one hand, this explains why it has been an excellent location for peace talks, as it encourages people to want to find a balance. But on the other, if it is ever converted back into the segment, it would be disastrous for anyone unlucky enough to be inside at the time.

To make matters worse, the living tracer known as Zara (see *V124*) has been manipulating the Valdigians for years as she tries to locate the segment that she knows is here somewhere. She senses its presence all around her, but can't pinpoint it. Zara has become known as the spirit of the castle and has visited once a year since before anyone can remember. She has "helped" and advised the Valdigians, meddling to further her quest – and maybe also just for the fun of it.

VALDIGIAN



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

SKILLS
Athletics 3, Convince 1, Craft 2, Marksman 2

TRAITS
Additional Limbs - arms
Alien
Alien Appearance
Brave
Flight (Major)

TECH LEVEL: 6

STORY POINTS: 1-3

PLANETARY DATA

SIZE: Special (ringworld)
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Valdigians (and many other species)
TECHNOLOGY LEVEL: 6



The planet Samur lies at the furthest reaches of the Madeleine Cluster, deep inside Rutan-occupied space. It marks the point of the Sontaran Empire's furthest incursion into Rutan space. Ever since the conquest of Samur, the Sontarans have concentrated their resources further back in the Cluster… much further back.

Before the Sontaran-Rutan War overtook it, Samur was a retreat, a chance to recharge one's batteries in a relaxed but nonetheless stimulating environment. People from across all of the Middle Galaxies used to come to Samur in search of sanctuary, solace or peace of mind. In its former days, the Citadel of Samur stretched the length of the planet. It had its own complex ecosystem, a symbiosis between the buildings and those who dwelt within them. Shoes, boots, slippers and footwear of all kinds were strictly forbidden within the precincts of the Citadel. The Wall of No-Division ran right around Samur. It wasn't so much a wall, more of a piece of concept art: one began walking on one side of the barrier and ended up on the other, so the Wall wasn't really a wall at all.

But at the height of the Sontarans' advances into Rutan space, Sontaran Commander Stabb (see *V36*) dropped one hundred canisters of Agent Z/002 onto Samur with devastating results. Twenty years later, its palaces and courtyards are crumbling and covered with a carpet of purple moss. Where the stone is exposed, it appears to be cracked and brittle, as if drained of the energy that binds its molecules together.

Apart from the ubiquitous moss, the only life on Samur – if they can even be termed alive – are the seven Witch Guards (see *V119*), alien mercenaries hired by the Samurians to protect them. These wraiths somehow survived the Agent Z/002 bombing and continue to haunt the ruins and will prey upon any who dare to visit this doomed and desolate world.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Witch Guards
TECHNOLOGY LEVEL: 7

AGENT Z/002

Agent Zed Oblique Stroke Zero Zero Two is a biological weapon that the Sontarans used to carpet-bomb Samur twenty years prior to the Doctor's visit. For maximum effect, it is normally delivered in canisters detonated in a planet's troposphere. But for more localised impact, smaller bombs may be used.

Any organic material coming into contact with Agent Z/002 will find itself under attack. A character must make an immediate Resolve + Strength roll against Difficulty 12 and continue to make such rolls every 10 minutes until they either fail a roll or they are decontaminated in some way. Failure means that they begin taking damage at the rate of 1 point per minute as they are transformed into the purple moss-like substance that now covers most of Samur. Full transformation occurs when at least three Attributes are reduced to zero.

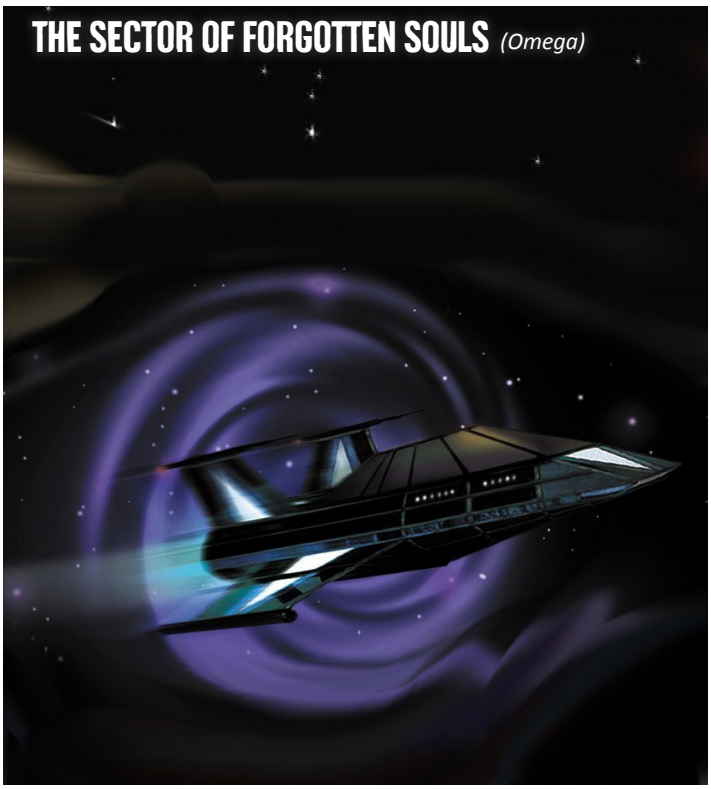
Once transformed, the moss itself looks inanimate, but its underside is covered in a writhing mass of tendrils which will quickly root themselves in any surface they contact, including living tissue. The tendrils then begin to drain whatever it is attached to of all energy at a rate of 1 point of damage per 10 minutes, destroying any Armour or similar in the process. Removing the moss from a person's flesh causes an amount of damage depending on the coverage the moss has achieved (minimum 2 points) and may well leave traces which will rapidly grow again; a Fantastic Ingenuity + Medicine roll is needed to avoid this. Rather than start to devour a limb first, the moss is likely to slowly crawl towards the more vital parts, such as head or torso and start their feast there.

Sontarans regularly use nutrient baths to regrow lost tissue in the field and reinforce inoculations against their own biological weapons, including Agent Z/002. A full nutrient bath would doubtless kill non-Sontarans, but if the Agent's antigen could be isolated it might be used to treat a victim of infection or kill the moss.

Left unchecked, even a small amount of Agent Z/002 is sufficient to destroy an entire planet, wiping out all life and even reducing buildings and structures to dust as they are drained of energy by the moss.

AGENT Z/002 [Major Gadget]
Traits: Infection (Major)
Cost: 2 points

THE SECTOR OF FORGOTTEN SOULS *(Omega)*



The Sector of Forgotten Souls lies 9.6 light years from Gallifrey in the constellation of Ao within the Veil Nebula. It was the location of Qqaba, the Star of Jartus, which was detonated by Omega to create the black hole that powers the Time Lords' time travel. The Sector supposedly contains the "oldest" area of time in the universe, making it ideal for Omega's (see *V77*) purposes.

Qqaba was one of the last of the Population III stars, the oldest of the star types. In the early days of the universe, Population III stars were the fuel for vast newly created galaxies. They were supermassive stars, exhausting their fuel three or four hundred times faster than Population I stars such as Earth's sun.

In modern times, the Sector of Forgotten Souls is something of a tourist attraction. Real time tourism is very much a thing of the past. Nowadays, Jolly Chronolidays operates tours to the Sector without the tedious business of time travel and puts on re-enactments for their clients. En route to the Sector, the Jolly Chronolidays shuttle takes in such sights as the beautiful indigo moon of Kalveron and the planet Eula, where the primitive tribes believe that the flashing lights in the sky (caused by tourists' cameras aboard the shuttle) are angry gods breaking off bits of their sun.

At their destination, the shuttle docks with the Jolly Chronolidays Heritage Centre, a space station decked out to be a replica of Omega's sun skimmer, the Eurydice, which launched his stellar manipulator into Qqaba. The Heritage Centre uses its invisibility cloak to seemingly materialise out of nothing, as if Omega himself were returning from his exile. On board, the holidaymakers are "treated" to re-enactments of scenes aboard the Eurydice (though their historical accuracy is suspect), and tea and scones in the Prydonian Pantry (which are reputedly much better than the refreshments available at the Eye of Orion).

The Sector of Forgotten Souls is an area of dimensional instability, so visiting tourists must remain within the safety of the Heritage Centre. Only TARDISes are able to navigate deeper into the Sector, and only Time Lords can survive unprotected as the dimensions flux around them. Dimensional anomalies abound, and it is even possible that the real Eurydice might manifest itself, dragged from the distant past.

PSIONIC RADIATION

High levels of psionic radiation in the Sector of Forgotten Souls affect those with the Psychic trait. While in the Sector, anyone with Psychic gains a +2 bonus on all rolls to use their psychic abilities and a +2 applied to their Resolve solely for the purpose of determining the range or effect of their powers. For example, a Psychic with Resolve of 4 would determine the range of their Clairvoyance and Telepathy, and the weight they could lift with their Telekinesis, as if their Resolve were 6.

The stress caused by the high background psionic radiation can also have an effect on the mental stability of characters, whether Psychic or not. Characters with traits like Eccentric, Obsession or Phobia will find their abnormal behaviour heightened. In game terms, they will have a -2 penalty on any rolls to resist the effects of these traits while in the Sector of Forgotten Souls. In more general terms, the GM and players can use it as an opportunity to exaggerate their mental weaknesses.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Omega's fragile mental state is particularly susceptible to the effects of the Sector of Forgotten Souls, especially now his new physical body is inhabited by two personalities: his own and a copy of the Doctor's mind from his biodata extract. These two personalities operate on a completely separate basis as they vie for control, the one not even being aware of the other. The Omega-persona believes that he is Omega, while the Doctor-persona believes that he is the Doctor. In times of stress, Omega must make a Difficulty 21 Presence + Resolve roll or switch from the one to the other.

Omega subconsciously generates psychic images while in the Sector of Forgotten Souls. Omega is not aware that he is doing this and believes them to be real. While in his Doctor-persona, he even generates and converses with images of himself as Omega. Omega can also subconsciously control the actions of others to fit in with his own insane delusions of the world about him, for example influencing one of the Jolly Chronolidays re-enactment actors to become his treacherous colleague, Vandekirian.

SHADOW-SPACE *(Masquerade)*



Similar to a virtual reality, Shadow-Space is an experimental physical realm constructed inside a pocket dimension. It is part of a project to facilitate space travel over vast distances, with the astronauts' minds downloaded into avatars in Shadow-Space, while their physical bodies remain in stasis in the real world, Home-D (Home Dimension). During the development of Shadow-Space, Home-D is the space station SORDIDE Delta (see *L78*).

Inside Shadow-Space, the environment is a series of pre-programmed scenarios which play out to keep the minds occupied while their physical bodies travel through deep space. The process makes the minds less likely to atrophy, as they would if kept disembodied as downloads or compressed menta-scans. During the development of Shadow-Space, the preferred scenarios are *Dangerous Liaisons* style stories set in 18th Century France. However, it can be programmed with other environments as desired or as randomly selected by the system. The minds inside Shadow-Space are assigned characters by the system's narrative engine. They literally become their characters, forgetting their real lives and that they now inhabit avatars within a pocket dimension.

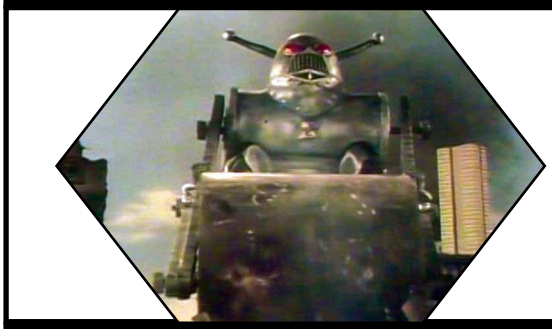
A number of interface portals are hidden in various locations in Shadow-Space, from which the environment can be controlled or damage repaired in emergencies. The editing system that deletes corrupt or anomalous data is represented as a monstrous robotic steamroller called the Steamroller Man, which attempts to roll over any part of the environment that needs to be deleted, including intruders. Its visual appearance was created as a joke by one of SORDIDE's technicians. The Steamroller Man repeats verses from a children's nursery rhyme as it travels, such as: "You don't count… Don't belong… You'll be mine to roll upon…"

The failsafe in Shadow-Space is the Dead Man, a representation of the dead man's switch. In the *Dangerous Liaisons* scenario, its appearance is as an old man deep in the cellars below the château. The damage caused by an alien incursion into Shadow-Space has rendered him temporarily blind and raving madly. The Dead Man is surrounded by rats – or RATS, Random Access Tools capable of repairing damage to Shadow-Space or its systems. The Dead Man and his RATS can affect Shadow-Space in a manner similar to manipulating the Matrix (see *The Time Traveller's Companion*). If the Steamroller Man and the Dead Man make contact, Shadow-Space and everything in it will be destroyed, the ultimate defence.

When the TARDIS brought the Doctor, Nyssa and Hannah Bartholomew into Shadow-Space, the system's programming also affected their minds, and they were recreated as an English Doctor touring Europe, accompanied by his ward and her governess. In a similar manner, Shadow-Space can provide a mysterious setting to kick off an adventure or even a campaign, with the players starting seemingly in media res, believing themselves to be characters in whatever scenario the system has generated. Regular Awareness + Ingenuity rolls can be made by the interlopers (with Difficulty at 15 or greater) in order to notice something amiss in the environment or to momentarily remember something of their real lives.

Anyone killed in Shadow-Space while inhabiting an avatar will find their mind flung back out into their real body. But the effect on time travellers who have physically materialised in Shadow-Space will be fatal!

STEAMROLLER MAN



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	1	STRENGTH	9

SKILLS
Athletics 2, Fighting 4, Technology 3

TRAITS
Alien Senses (Anomalous data)
Armour (10 points)
By the Book
Environmental (Major)
Robot
Size – Huge (Minor)
Teleport (Restriction: costs 1 Story Point per use)
Trample (inflicts Strength damage to any creature it runs over)
Special – Failsafe (If the Steamroller Man and the Dead Man connect, they trigger the destruction of Shadow-Space)

STORY POINTS: 2

NOTE: The Steamroller Man currently has By the Program instead of its more usual By the Book, because his programming has been limited as part of an attempt to find a cure to an alien virus that has struck the crew of the SORDIDE Delta.

DEAD MAN



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

SKILLS
Convince 3, Marksman 5, Technology 5

TRAITS
Alien Senses (Anomalous data)
By the Book
Environmental (Major)
Natural Weapon (Major: Shadow-Space Disruption - L(4/L/L) damage)
Robot
Special – Failsafe (If the Steamroller Man and the Dead Man connect, they trigger the destruction of Shadow-Space)
Special – Shadow-Space Manipulation (see the Matrix rules in *The Time Traveller's Companion*)

STORY POINTS: 8

NOTE: The Dead Man currently has the following additional traits: Eccentric (Major), Impaired Senses (Blind). He also has By the Program instead of its more usual By the Book.

RATS: RANDOM ACCESS TOOLS

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 3, Strength 1
Skills: Athletics 3, Convince 1 (only for Shadow-Space Manipulation), Fighting 3, Subterfuge 4, Technology 5
Traits: By the Program, Environmental (Major), Fast (Minor), Robot, Size – Tiny (Major), Swarm 6, Special – Shadow-Space Manipulation (see the Matrix rules in *The Time Traveller's Companion*)
Story Points: 2



The planet Sharnax lies within the Drashani Empire, a feudal but technologically advanced civilisation of space-farers which has been at war with itself for decades as rival Royal Houses vie for the throne. Sharnax is a fairly nondescript planetoid. Its surface is largely made up of marshland, with very few places solid enough for a spaceship to land. The atmosphere is very mildly acidic. Not enough to be immediately dangerous, even with prolonged exposure over the short term. But anyone who spends months or years on Sharnax and doesn't take measures to protect themselves will begin to see and feel the corrosive effects. The GM should determine how this affects each individual's stats. Obvious suggestions would be to remove a character's Attractive trait (if they have it), add Unattractive and perhaps even Alien Appearance in extreme circumstances. There might also be an effect on a character's Attributes or Skills, particularly physical ones such as Coordination, Strength and Athletics.

Sharnax has no sentient life on it these days; for the last forty years, it has been an Igris world. The Igris are a genetically modified slave race created by the Drashani. They were designed for mining and building, and as cheap labour on planets with difficult terrain or environments. They are eight feet tall bipedal, sabre-toothed monsters with sharp claws to cut away rock and skin like iron to protect them from heat and cold, making them almost unstoppable. There is a major drawback with them: if provoked, Igris go berserk and attack everyone who gets in their way. The Drashani have learned not to anger them, and incidents have so far occurred only in a handful of isolated communities. But Sharnax used to be a major mining post, until the workers aggravated the Igris. The creatures slaughtered the miners and have killed everyone else who has landed here since. Now thousands of Igris roam the surface.

There are still a few abandoned mining bases scattered across the surface of Sharnax. Some of these may still have power and a working forcefield to protect them from the atmosphere (and incidentally from marauding Igris). Characters finding themselves marooned on Sharnax might even be fortunate enough to discover a base with a shuttle still in good enough repair to get themselves off the planet – if they can make it past the Igris to the base of course.

Although Igris can be trained to undertake manual tasks, their intelligence is little more than that of an animal. They cannot speak and can only understand basic commands. Perhaps due to the mutation in his brain, Prince Kylo (see *A51*) of the Royal House of Sorsha has found that he has an innate affinity with the Igris.

IGRIS



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

SKILLS
Athletics 2, Fighting 4, Survival 4

TRAITS
Alien
Alien Appearance
Armour (10 points)
Environmental (Minor) - Heat, cold and acidic environments
Fear Factor 1
Frenzy
Natural Weapon (Minor) – Claws: Strength +2 damage

TECH LEVEL: N/A
STORY POINTS: 1-3

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Swampworld
ATMOSPHERE: Earth Standard (but see text)
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A (formerly 6)

THE SINKING OF THE LUSITANIA *(The Sirens of Time)*



The sinking of the ocean liner *RMS Lusitania* by the German U-boat *U-20* on Friday, 7th May 1915 is a fixed point in time. Although it did not immediately result in the United States entering the First World War on the side of Britain, it stirred up anti-German feeling among Americans and contributed to the willingness to declare war less than two years later.

The Cunard Line launched the *Lusitania* in 1906 to work on the competitive North Atlantic crossing. It was briefly the world's largest ocean liner, until the launch of its sister ship *Mauretania* later that year, and held the Blue Riband for the fastest Atlantic crossing from 1907 until 1909, when that record too was taken by the *Mauretania*. Both the *Lusitania* and *Mauretania* were fitted with revolutionary new turbine engines able to maintain service speeds of 25 knots (46 km/h; 29 mph).

When the *Lusitania* was built, she was part-funded by the British government on the proviso that in the event of war, she could be converted into an armed merchant cruiser (AMC), and a secret compartment was built into her for the purpose of carrying arms and ammunition. At the outbreak of the First World War, she was requisitioned by the British Admiralty and put on the official list of AMCs. But she carried on with her business as a passenger cruise liner between New York and Liverpool.

By 1915, the Germans were using a new naval weapon: the U-boats. On 4th April 1915, Germany declared the waters around the British Isles a war zone, and Allied ships encountered in this area would be sunk without warning. In response to this new threat, the *Lusitania* was ordered not to fly any flags in the war zone, in contravention of the Cruiser Rules which set out the terms for naval engagements.

On 22nd April 1915, the Imperial German Embassy placed an advertisement in 50 American newspapers, including those in New York reminding potential liner passengers that any vessels flying the flag of Great Britain or any of her allies within the declared war zone would be "liable to destruction". Nevertheless, the *Lusitania* departed New York for Liverpool on 1st May, with 1,266 passengers and 696 crew on board, including 139 U.S. citizens.

On 7th May, she was running roughly 11 miles off the Old Head of Kinsale, a headland on the South coast of Ireland, when she crossed in front of *U-20*. The U-boat's commander, Kapitänleutnant Schwieger, gave the order to fire one torpedo at the liner. The torpedo struck the *Lusitania* on the starboard bow, just beneath the wheelhouse, and was followed moments later by a second explosion (the cause of which has since been the subject of much speculation). The liner quickly foundered, listing to starboard.

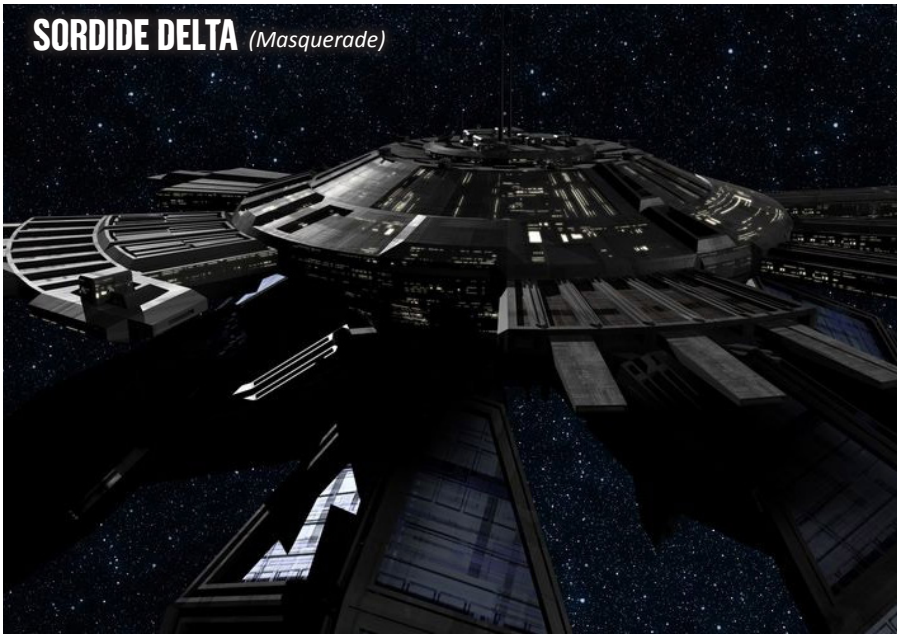
Conditions for launching the lifeboats were difficult due to the list and the rapidity of the sinking, and only 6 out of 48 were launched successfully. The *Lusitania* disappeared beneath the surface eighteen minutes after being struck, with 1,191 of the 1,962 people aboard losing their lives. Most of those lost were either British or Canadian citizens, but of the 139 Americans on board, 128 died.

The sinking of the *Lusitania* caused an international outcry. The Germans published a statement that, as the liner had been carrying "contraband of war" (including rifle cartridges, shell cases and non-explosive fuses, all unknown to the British public), U-20 had a right to destroy her despite there being civilian passengers on board. The British government felt that the Americans had to join the war now, but President Woodrow Wilson refused to act. The issue was a topic of hot debate in the United States and correspondence was exchanged between the U.S. and German governments over the following months.

In September 1915, the German navy revised their rules of engagement such that no attacks on passenger liners were to be permitted at all. But in January 1917, the German government announced that it would once again conduct full unrestricted submarine warfare. Together with the Zimmermann Telegram (an intercepted diplomatic communication from the German Foreign Office, proposing a military alliance between Germany and Mexico), this finally pushed American public feeling to the point that the United States declared war on Germany on 6th April 1917.

As a fixed point in time, the sinking of *RMS Lusitania* on 7th May 1915 is a key event in the First World War and therefore the history of the 20th Century and beyond. Any time travellers present on or in the vicinity of the *Lusitania* or *U-20* at that time could easily trigger changes to the unfolding events that will have far-reaching implications for the development of the Earth.

SORDIDE DELTA *(Masquerade)*



The Scientific Outpost for Research and Development of Intra-Dimensional Energies, better known as SORDIDE Delta, is a space station located near to both the Nextan Rim, home of the Vasteryoi, and the sector of space inhabited by the Tendragon (see *V109*). During the years of mankind's expansion into space, it was set up to facilitate new ways of traversing the universe. Its researchers have been working on a means of protecting the human life-force while its shell weathers energies inimical to its existence. The station is equipped with the most modern medical and scientific technology and has reached an advanced stage of development of a concept termed Shadow-Space (see *L74*), intended to be a physical realm constructed inside a pocket dimension and fitted to specially designed spacecraft.

Earth Central needs the human empire to spread beyond this galaxy. But test pilots were driven insane by the strain of warp mechanics or schism-shift travel. Shadow-Space technology would make super-distant space travel possible for human astronauts by transferring the mind and psyche from an astronaut's body into a living avatar within the pocket dimension. Within Shadow-Space, a pre-programmed environment similar to virtual reality is established to keep the mind active. While in Shadow-Space, the real world is known as Home-D (Home Dimension).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The nearby Vasteryoi and Tendragon resent the presence of humans, whose empire has stolen their planets. Working together, the two races have introduced a virus on SORDIDE. Their plan is to turn the station's crew into carriers of the next galactic plague, in an attempt to eradicate humans from the galaxy. The virus amplifies emotions in its hosts until they are driven mad and die. Most of the crew were infected, and nearly all succumbed.

Some of the crew worked on developing a cure. Tests showed that enforced muscular inactivity allows the body to adapt to the virus and survive it, so long as emotional activity is also suppressed. The only way to control the illness is to control emotions, to take on more robotic attitudes. In Shadow-Space, there was a single programmable robot, the Steamroller Man. It was stripped down, its coding taken apart and the peripheral interfaces were used to drain off emotional responses. While the survivors downloaded their minds into Shadow-Space, their real bodies are kept in stasis in Home-D. But even if woken, their personalities now contain just the unemotional computerised aspects.

Professor Helen Towers is Deputy Tech-Supervisor of the development team. In essence, she is space-age middle-management, intent on keeping the team on track. In the aftermath of the virus, she is an emotionless shadow of her former self.

While the invaders were thwarted and the virus was destroyed, the survivors were left on SORDIDE Delta with their emotions suppressed and no hope of rescue.

PROFESSOR HELEN TOWERS

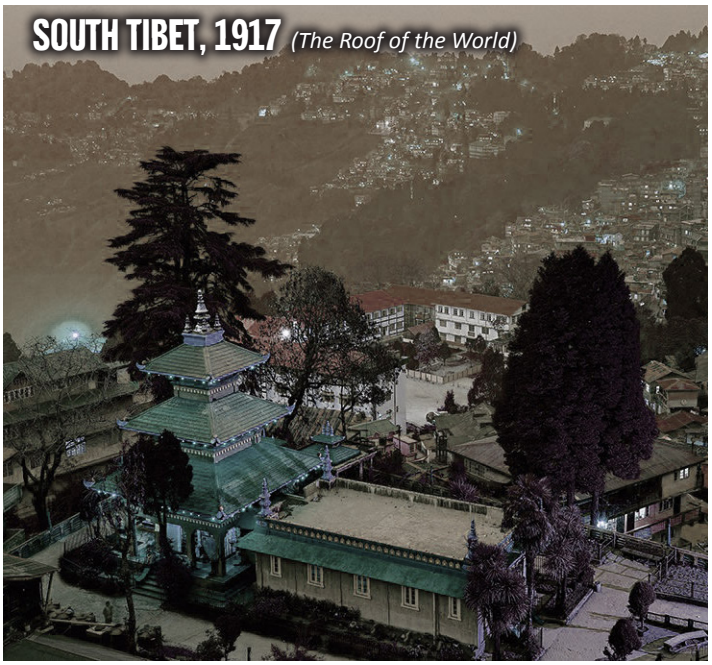
AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 1, Knowledge 2, Medicine 2, Science 3, Technology 4 (AoE: Shadow-Space), Transport 2

TRAITS
Attractive
Eccentric (Major) – Totally emotionless
Technically Adept

TECH LEVEL: 6
STORY POINTS: 8

SHADOW-SPACE FORM: Helen's avatar in the Dangerous Liaisons scenario is the quiet, sullen niece, Hélène. In this form, her Presence is restored to 3, and she has Amnesia in place of the Eccentric trait.



In 1917, ownership of the area of Tibet south of the McMahon Line is a matter of international dispute. According to the Simla Accord, agreed in 1914 between representatives of the British and Tibetan governments, it is a region within British India. But this position is rejected by the Chinese (and officially by the British Government as being contrary to the Anglo-Russian Convention of 1907, with the British negotiator at Simla having acted against his instructions). In practice, in 1917 it is administered by the government of India as part of the state of Arunachal Pradesh. The McMahon Line extends for 550 miles, from Bhutan in the west to a point 160 miles east of the great bend of the Brahmaputra River, largely along the crest of the Himalayas.

For the British, South Tibet is a useful base from which to launch expeditions into the Himalayas. The best way to get there is by rail, using the so-called "Toy Train", a narrow gauge railway operated by the Darjeeling Himalayan Railway, which runs from the city of Siliguri to Darjeeling. The route covers 48 miles and rises almost 7,000 feet, a steady but slow ascent which aids acclimatisation with the altitude. Darjeeling represents the last opportunity for an expedition to take on provisions, and from there it is an arduous trek, first by cart and then on foot, to wherever the base camp is being established.

Perhaps the most obvious evidence of British rule just outside Darjeeling is the Grand Imperial Hotel, at which the Doctor hoped to be able to watch an international cricket tournament. It was here that the TARDIS crew encountered General Alexander Bruce, a British army officer who had organised an expedition led by Lord Mortimer Davey, which has since gone missing in the Himalayas. General Bruce has a reputation as a war hero, and his exploits in Khartoum, Java and the Boer War are well documented. The reports are however largely the products of Bruce's own exaggerations and fabrications. Although he is indeed a brave officer, Bruce is not truly a war hero, but a crass, overbearing bully who craves fame, recognition and glory. Even his rank is purely honorary, rather than deserved. Despite this, General Bruce is an honourable man and is preparing to lead a second expedition to find Lord Davey, particularly as he fought alongside Davey's father in South Africa.

Despite all of General Bruce's efforts, Lord Davey's expedition has already met its doom in the Himalayas. It had discovered a plateau above their base camp, on which was the entrance to an enormous cavern carved out of solid ice in the side of the mountain. Inside, the cavern has been carved into the shape of a vast pyramid. This is the White Pyramid, within whose icy walls the Great Old Ones (see *V41*) have been trapped for thousands of years. But they are still alive, and their consciousness seeks a means to engineer their release. If the Great Old Ones escape from their frozen tomb, they will once again be all-powerful, destroying everything and killing everyone on Earth before venturing back to the stars.

GENERAL ALEXANDER BRUCE



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

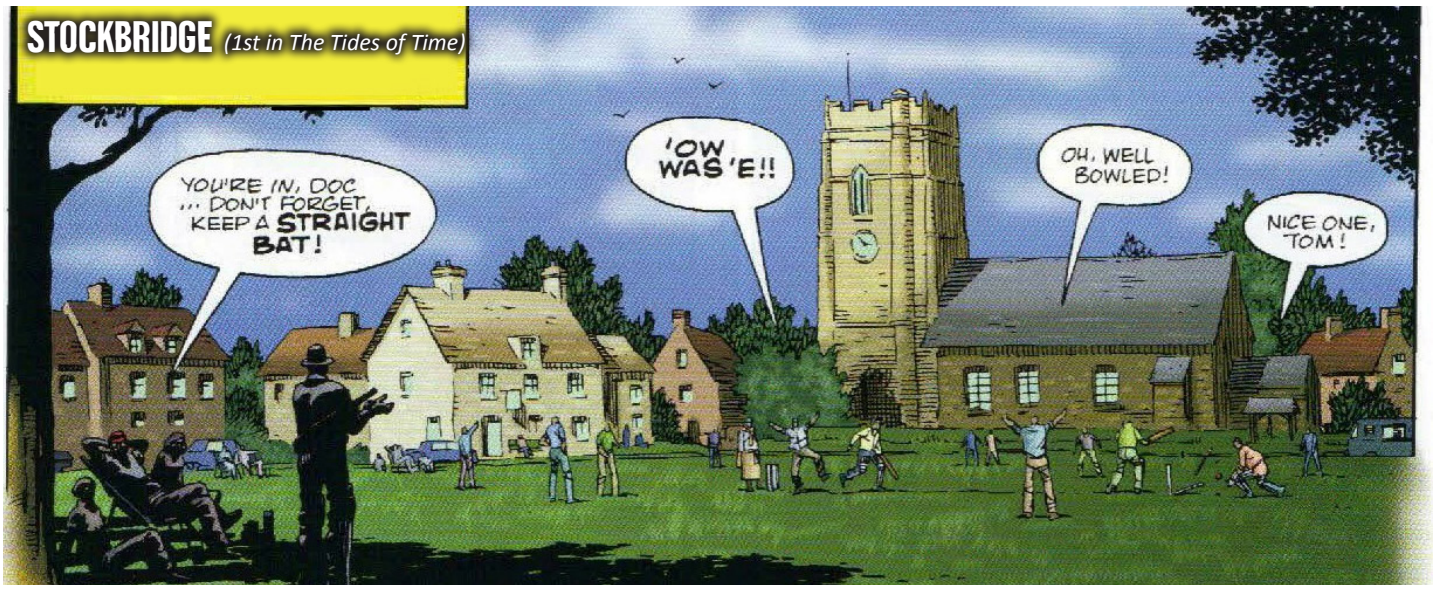
SKILLS
Athletics 3 (AoE: Cricket), Convince 2, Fighting 2, Marksman 4, Medicine 1, Survival 4, Technology 2

TRAITS
Brave
Code of Conduct (Major) – Officer and gentleman
Military Rank (Special) – General
Obsession (Major) – Fame and glory
Voice of Authority

EQUIPMENT
Service revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 8



The picturesque village of Stockbridge in the south-west of England seems to be a magnet for strange and unusual occurrences, and perhaps this is what has also led to the Doctor's frequent visits. Several incarnations of the Doctor have found themselves in Stockbridge, but it is the 5th Doctor that seems to have spent the most time here. In fact, this incarnation became a well-known local figure in the late 20th and early 21st Centuries as a regular member of the Stockbridge Cricket Club. For several summers, the Doctor would arrive in the village near the start of the cricket season and leave promptly after the final match in early autumn. During these sojourns, the Doctor and whichever companions he was travelling with at the time would stay at one of the village pubs, while the Doctor himself played cricket in the matches against rival villages at the weekend.

Stockbridge dates back to at least the 12th Century, when it was a hamlet huddled outside the walls of Stockbridge Castle, residence of the Earl of Mummerset (see *A41*). Although the castle is nothing more than a ruin by the 21st Century, it was an impressive structure in the Middle Ages, incorporating a bailey wall, a barbican and a moat, with a secret tunnel running from the wine cellars to a hollow oak in nearby Wells Wood. In those times, the oak still showed Roman graffiti, evidence perhaps of a settlement having been here for another thousand years beforehand. Legends of demons making their lair in the castle while the Earl was away with the Crusades have influenced the Mummers' Plays which have remained a Christmas tradition of Stockbridge into the 21st Century, and possibly beyond (and which include among the characters a doctor who travels in a strange blue cart larger within than without).

These days, Stockbridge is home to St Justinian's Church, J. Grubb's General Store, a duck pond, a cricket green and no less than three village pubs: the Redfern Inn, the Green Dragon and the Turk's Head. The Doctor believed that there was a fourth pub, the Fox Inn, but he was unable to locate it and so may have been mistaken. St Justinian's includes the tomb and memorial of St Justin of Wells (see *A11*), a Medieval knight who aided the Doctor against the demon Melanicus (see *V69*). Prominent residents of Stockbridge include UFO-spotter Maxwell Edison (see *A49*) and the 8th Doctor's companion, Izzy Sinclair, whose parents were landlord and landlady of the Redfern Inn at the time she first met the Doctor.

In 1950 in an alternative timeline, Stockbridge itself vanished, trapped within a stasis field generated by an exploding Rutan ship (the Rutans being the truth behind the Medieval legends of demons). Within the stasis field, time repeated itself endlessly, so that a confusing mix of events from 1950 to 2009 replayed themselves on a daily basis and nobody truly died, until the stasis field finally failed and the alternative timeline was negated (see *V112*).

Looking into the future, by the 45th Century Stockbridge has been preserved beneath an environment dome. Outside, most of the Earth has been rendered uninhabitable by extreme solar flare activity. The village is operated as the Stockbridge Heritage Experience, one of only three such sites in the Northern Hemisphere, offering visitors the long-lost delights of a real English village. However, it is an expensive project and inevitable cutbacks have meant that Stockbridge is badly in need of restoration and the staff has been reduced to three. The "villagers" are just nth generation clones and the birds and animals are all ALs (Artificial Lifeforms). Unfortunately, the village is a secret Dalek base by this time, part of their plans for the conquest of mankind (see *V84*). In order to prevent any Dalek technology falling into the wrong hands, the environment dome is destroyed, marking the final end of Stockbridge itself.

Rutans, Daleks, Melanicus, the Celestial Toymaker and many other alien threats have centred themselves on Stockbridge over the centuries. Whether this is as a result of blind chance, the frequent presence of the Doctor in the village or some other, as yet undiscovered influence remains unknown. But Stockbridge is a useful place for time travellers to relax in between adventures, while also offering the possibility of escapades all of its own.



The Nekromanteia region is an accursed place of dark rumours. At its centre is the system also named Nekromanteia, whose primary planet is Talderun. This is an inhospitable world and its inhabitants, the Witches of Talderun, greet visitors by killing them or, worse, capturing them alive for use in their rituals. In either case, the end result is that their bodies are torn apart and devoured by the Witches.

The Witches of Talderun are undead revenants, inhuman monsters who worship an entity called Shara (see *V96*) and protect his temple from outsiders. They are uniformly female, and their insane cackles and shrieks fill the air for miles around, striking terror into the hearts of any who hear them. Being undead, the Witches are unharmed by gunfire or similar small injuries, but must be blown apart or destroyed by fire or energy weapons. Even if killed, they can pull themselves back together and resume their semblance of life. The leader of the Witches is Jar Dor Kal, who leads her sisters in their worship of Shara and in their necromantic rituals. She commands a fleet of 2,000 fighter ships which bring down any intruders who approach the planet. The area around the Witches' temple is littered with the remains of wrecked spacecraft, and any survivors will have been taken alive to act as sacrifices in their ceremonies.

The Witches draw their power over death from the 700 foot tall tower that forms an alpha energy converter and is located over the Temple of Shara. The converter emits EM energy with readings that are off the scale and generates particles that, contrary to the laws of physics, don't exist in space-time. The energy emissions are even detectable from the homeworld of the Imperial Solar Corporation light years away. As a result, the Corporation has sent its fleet under Commander Harlon (see *V13*) to investigate and if possible steal the secret of its technology.

The focus of the energy converter, which acts as its lodestone, is in the amphitheatre of the Temple of Shara. It is in the form of the skeleton of a gigantic alien centaur, all that remains of Shara in this physical universe. This relic is the source of power for the energy converter. It has no mass and no physical existence, solid objects passing straight through it. During the Witches' ceremonies, it glows with energy and seems to come to life.

If the relic is removed or disturbed, the energy converter will quickly fall out of balance with catastrophic results. Without its lodestone, the converter will seek alternative sources of power, destroying first the planet and then the entire Nekromanteia system, before the reality bubble that Shara now exists in will fail and space-time itself will begin to unravel.

JAL DOR KAL

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

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

TRAITS
Clairvoyance
Eccentric (Major)
Fast Healing (Special)
Immortal (Special)
Immunity – Bullets and other small wounds
Fear Factor 1
Loud
Psychic
Raise from the Dead – see *The Fourth Doctor Expanded Universe Sourcebook*
Unattractive

TECH LEVEL: 7
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Witches
TECHNOLOGY LEVEL: 7

THE TARANTULA NEBULA AND HELIOPAN *(The Star Men)*



The Large Magellanic Cloud, a satellite galaxy of the Milky Way, is home to the Tarantula Nebula, the most active star-forming region in the Local Group of galaxies. It is full of new stars, intense radiation and stellar winds, making it inhospitable to say the least. The stellar winds heat some areas to millions of degrees, and the radiation makes electronic scans and communications within the Nebula all but impossible.

But despite these hostile conditions, life appeared in the Nebula in the 54th Century. Not life from our universe though, but from another universe in which the laws of physics are vastly different. The so-called Star Men, the Keltin (see *V54*), have formed a portal into our universe, choosing the Tarantula Nebula as its conditions are perfect for them. They have established a bridgehead on a small planetoid within the Nebula, an unnamed lump of hellish rock right in the path of the stellar winds. So far, only one of their ships has entered our universe and now serves as the Star Men's citadel on the planetoid, its angular lines designed to deflect the stellar winds.

The Keltin have brought a slave labour force with them, members of other alien races from their universe, and set them to work quarrying a mineral called solonium from the rock. Solonium is a ferrous mineral saturated with x-rays, which the Star Men absorb for energy. It is plentiful in the radiation-blasted environment of the Tarantula Nebula, particularly on a planetoid as close as this one is to its star.

Within their citadel, the Star Men have set up a portal back into their own universe, which they term "the Dark" as they have drained all but one of its stars' energy, leaving it virtually lightless. The Star Men's worst punishment for their slaves is to fling them through the portal back into the Dark, where they will have no hope of survival. The portal emerges on the planet Heliopan, the last planet of their universe that the Star Men conquered. It is a truly alien environment, like something from a nightmare. The differing physical laws of the Star Men's universe mean that it takes some time for anyone from our universe to adjust to it. Initially the brain cannot make sense of what it sees, everything appearing twisted and wrong. Even trying to interpret the colour of the sky hurts. Once the brain adjusts, a shale-covered landscape of wind-wracked plains and desolate mountains solidifies.

Heliopan was once a beautiful world under the heat of three suns. Now there is only one left, the other two having been reduced to husks as the Star Men devoured them. One by one, the galaxies of this universe have gone dark, until now there is just this one corner of light left. Heliopan was once home to a race of lizard men, but they are now all but extinct since the Keltin invasion. The surface of Heliopan is now the hunting ground of the Krail beasts, horned predators whose shrieks and howls constantly reverberate through the air. Krail are fearsome creatures but they fear the dark, so the best defence is to retreat into the many caves which now litter Heliopan's surface.

Once they had conquered Heliopan and drained two of its suns, the Star Men found a way to tear an opening between universes. Ours was not the first they visited, but it is the first that they found to be suitable, filled as it is with billions upon billions of galaxies. The rift, the door to our universe that the Star Men created, hangs in the air above Heliopan. It is a huge rip in reality through which fleets of ships could pass, maybe even a small planet. But as a means of returning to our universe, it is inaccessible from the surface of Heliopan. When they are ready, the Keltin's ships will pour through in force to conquer our universe.

KRAIL BEAST

Attributes: Strength 7, Coordination 4, Awareness 4
Skills: Athletics 2, Fighting 3, Survival 4
Traits: Alien, Alien Appearance, Natural Weapon (Minor: Horns – Strength +2 damage, or Strength +4 following a charge attack), Tough

PLANETARY DATA: HELIOPAM

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: A race of lizard men, now virtually extinct
TECHNOLOGY LEVEL: Formerly 5



THE TIME REEF *(Time Reef)*

Space coral is a dangerous thing. If a single speck attaches itself to a ship's hull, then very soon it will have covered the vessel and rendered it helpless. When Thomas Brewster (see *A13*) stole the Doctor's TARDIS and materialised it inside a pocket of non-existence, a bubble of time in the Vortex, a minute particle of space coral on its outer plasmic shell quickly grew to form what can only be described as a reef, with the inoperable TARDIS fixed fast within its folds and crevices.

The size of the bubble dimension is difficult to gauge, but is perhaps a mile or so across. Fortunately, it contains both gravity and a breathable atmosphere. The skin of the bubble is the Vortex itself, a mesmerising, ever-changing maelstrom of colours which gives the impression of the reef being under water. The coral is still growing and now comprises a sizeable chunk of rock-like material, like a small asteroid forming the ground in this pocket dimension. It will eventually grow to fill the bubble completely, crushing anyone and anything still in it if they cannot escape.

Foremost among the time reef's current inhabitants are Commander Gammades and his crew. Their steam-powered time galley, the *Gamma*, is lodged fast in the coral, its engines damaged in the crash-landing. Gammades and his men are Kalimerans, one of the classical pioneers of trans-temporal voyaging. Their culture is remarkably similar to that of the ancient Greeks. They believe in the power of destiny and curses, and their galleys carry a stock of live goats for regular sacrifices to their gods. In his youth, Gammades visited an Oracle who foretold that he would die in battle. But at the Burning of the Sable Empire, a wounded Sphinx cursed him to eternal life. Gammades has become enraptured by another of the forced denizens of the time bubble, the Lady Vuyoki, but his advances have so far been rebuffed. The Commander's men are a rough lot, but are war veterans loyal to their captain.

Lady Vuyoki was the sole passenger on her ship, which has beached on the reef. She is a noble of Grand Maribu from towards the far end of time. Vuyoki claims she was chosen to be the bride of Maribu, their sun, and was placed in a large jar, her bridal vessel, to be led from her Afterdeath to her new life by the all-knowing spirit known as Old Birth. The truth is that she murdered two thousand of her slaves and was sent into space as a sacrifice. Lady Vuyoki is a bizarre and capricious character, her manner switching from regal to friendly to angry to whimsical at a moment's notice. She regards all others as her slaves. Deluded, Vuyoki continues to wait in her jar for the arrival of a messenger from Old Birth, occasionally accepting visitors, particularly if they come bearing gifts.

The final inhabitant of the reef at this time is a monstrous creature known as the Ruhk. It is feared by Lady Vuyoki and even by Commander Gammades and his men, and prowls the shadows in the cracks of the reef. The Ruhk is a sinister man-crow which uses its talons to crawl up and down the walls of the ravines, purportedly hunting for carrion. It is semi-sentient and can speak in a guttural, croaking voice. The Ruhk is a pan-dimensional creature from an eternal everness beyond the passages to time. In its own domain, its feet never touch the ground, but this pocket world binds it to the reef and has rendered it sightless. It can still sense the world around it in some way, possibly by scenting fear in others. The Ruhk's true form is more powerful and beautiful to behold, but in our universe, it would most likely crumple under the weight of dimensions. The Ruhk has a nest hidden in a ravine in the reef, where it has taken the herd of sacrificial goats stolen from the *Gamma*.

Although Brewster managed to wrench the TARDIS free of the reef and the time bubble, he had already traded its conceptual geometer to Commander Gammades. One of Gammades' crew donned an opposable gravity suit and tried to carry the geometer high up into the sky of the bubble to act as a beacon, but had to cut his safety line to escape the Ruhk. He floated up to the skin of the Vortex and is now pinned against it, caught in a few seconds of repeating time and circling the reef every hour or so like a moon. Gammades hopes the geometer's signal will summon help, but the Ruhk is desperate to shut it down as it will attract more of his kind like moths to a flame to be trapped here. Above all else, everyone must escape this place before either the coral crushes them or the unstable dimensions finally break down completely.

COMMANDER GAMMADES



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

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

TRAITS
Brave
Code of Conduct – Hero's Code
Eccentric (Minor) - Superstitious
Friends (Minor) – His crew
Immortal (Major)
Military Rank (Major x3) - Commander
Voice of Authority
Vortex

EQUIPMENT
Sword: Strength +2 damage

TECH LEVEL: 8

STORY POINTS: 6

THE GAMMA
Armour: 5 **Hit Capacity:** 20 **Speed:** 6*
Traits: Forcefield (1 level), Scan, Transmit, Travel, Vortex
Weapons: Harpoons – 5(2/5/7)
Story Points: 6

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

LADY VUYOKI

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

SKILLS
Convince 3, Craft 2, Knowledge 1, Subterfuge 2

TRAITS
Attractive
Dark Secret (Major)
Eccentric (Major)
Noble
Outcast
Selfish
Silver Spoon
Voice of Authority

TECH LEVEL: 8
STORY POINTS: 4

THE RUHK

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

SKILLS
Athletics 2, Convince 1, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Alien
Alien Appearance
Alien Senses
Climbing (Minor)
Fear Factor 1
Impaired Senses (Major) – Blind
Natural Weapons (Minor) – Beak and Talons: Strength +2 damage
*In its pan-dimensional form, the Ruhk loses its Impaired Senses and gains Aura (Awe), Flight (Major), Environmental (Major), Immunity (Physical damage) and Vortex.

STORY POINTS: 6



Izdal was revered as the greatest hero of the Martians. It was Izdal who sacrificed himself to demonstrate to his people that Mars was dying and that they must leave to find a new home. He stepped out onto the surface of Mars, facing the "Red Dawn" unprotected. His death as a result of the intense ultraviolet radiation shocked the Martians into migrating from Mars. His sacrifice was immortalised by the construction of the Tomb of Izdal on the Martian surface. Acting as both a tomb and a memorial, the Tomb of Izdal includes the Hall of Memories, a museum of sorts, with murals commemorating the construction of the Tomb, and artefacts such as statues and weapons.

The Tomb of Izdal is a half-mile wide structure. From the outside, it might be mistaken for a hill rising from the Martian dust. But inside, its artificial nature is clear. Its atmosphere is breathable, but is heavy in nitrous oxide, giving it a distinctive smell. The walls, floors and ceilings of the complex are constructed of a mottled green material, perhaps the same as the Ice Warrior armour. Corridors and outer chambers lead in towards the central tomb. All doors are opened by pressing a hand plate, but will only respond to those whose thoughts are honourable. Those with a suitable positive trait, such as a relevant Code of Conduct, will have no problem; anyone with negative traits such as Cowardly or Selfish (or with ulterior motives) cannot get the doors to open, no matter how hard they try; and everyone else must make a Resolve + Convince roll against a Difficulty of 15.

Either side of each door is an alcove filled with a block of ice, kept frozen by a super-cooling process (the temperature in the Tomb remains just above freezing). A gigantic figure can be dimly made out within each. In the central chamber, there are over a dozen more alcoves positioned around the circular wall. In the middle of the room, Izdal lies in a sarcophagus similar to a Medieval stone tomb on Earth. Within it, preserved in a block of ice, is the body of Izdal himself. Izdal is dead, but the figures in the alcoves are all alive. These are the Ice Warriors selected for the honour of being Izdal's guardians, and to retain the Martians' territorial claim over Mars. Their leader is Zzaal, appointed Lord Commander of his personal guard by Izdal himself. Naturally, they are all in suspended animation within the ice blocks, but if the Tomb is disturbed, they will awaken to assess the situation and protect their ancient hero.

Zzaal is an Ice Lord, one of the slimmer Martians of the aristocratic class. He is an honourable Martian, but will deal with any threats or treachery harshly. Like all of his retinue, he reveres Izdal and will die to protect the Tomb. His adjutant is Sub-commander Sstast, a massive Ice Warrior whose loyalty to both Lord Zzaal and to his duties is absolute. Zzaal and his warriors have access to an extensive armoury with the Tomb, including a Defence Chamber from which sonic torpedoes can be launched, and a tank-like mobile cannon.

LORD ZZAAL



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

SKILLS
Convince 4, Fighting 5, Knowledge 3, Marksman 4, Survival 3, Technology 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Honourable
Cyborg
Natural Weapon – Sonic Gun: L(4/L/L) damage
Obligation (Major) – Guard the Tomb of Izdal
Slow – Speed halved in Earth-like environments
Voice of Authority
Weakness (Major) – Heat (see *The Second Doctor Sourcebook* for details)

TECH LEVEL: 6

STORY POINTS: 10

MOBILE CANNON
Armour: 20 **Hit Capacity:** 30 **Speed:** 6
Traits: Environmental (Minor: Cold, radiation), Scan, Transmit, Travel **Weapons:** Cannon 30(15/30/45)
Story Points: 5

THE TOMB SHIP OF TARAK-TAKAYO *(Tomb Ship)*



A giant stone edifice has been travelling through space for eons. Rumours have built up around it and become myths, so its true nature has been lost to time. Many believe it to be a treasure house. But in truth it is a tomb-ship, the last resting place of Tarak-takayo, last of the God-Kings of the incredibly advanced and ancient civilisation of the Arrit, long since extinct. If they had survived, the Arrit would be rivals to the Time Lords!

Like many ancient tombs, the ship is full of stone galleries and corridors, with frescoes depicting the past life of the Arrit. The frescoes project as holograms and voice commentaries via a photon converter as visitors pass, creating light and power from air. The commentaries are quite abstract, detailing death and the promise of life to the worthy:

The God-King dies, and we mourn in the darkness left behind.
He dies again and we shall rejoice eternally in his divine light!
They will come to him and offer their sacrifice.
They walk the path of trials and pain!
The greatest treasure is with the one who offers it to him.
Death has drawn you here, the one who faces its embrace brings the gift.
Their gift will release the light.

Treasure hunters who find a way into the tomb-ship should not be surprised to find it is full of tricks and traps. Walls move to separate people from each other. Teleport pads transport individuals into solid walls. Gravity traps and falling ceilings crush intruders. The traps usually result in death, but each one has a means of escape if it can be worked out in time. But the desiccated corpses of those who failed, maybe centuries before, litter the corridors.

Some of the walls have marks in the stone. These are the encoded representations of different modulated frequencies, mostly at the higher end of the Kepler Scale, depicting the radio wave sounds emitted by the stars: the music of the spheres which forms the notes of the God-King's funeral march. Following the correct notes will lead to the burial chamber.

Intruders will also encounter the genetically-engineered slaves of the Arrit, large insect creatures with chittering mandibles who number in the thousands: the Arrit-ko. Unlike their former masters, the Arrit-ko have low intelligence. They are programmed to protect their God-King, serving him until the tomb-ship reaches its destination. Aggressors cannot hope to survive against the Arrit-ko's sheer numbers, and many intruders end up as the insects' food.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A further inhabitant of the ship is Jhanni, the survivor of a family of tomb-robbers who was left for dead by her mother years ago (see *V114*). She has survived by killing Arrit-ko for food and has crafted armour from their carapaces and a knife from a mandible. Jhanni has even learned a few words of the Arrit-ko language. She has somehow formed a primitive psychic link with the insects and can sometimes influence their behaviour.

The price of entry to the throne room of the last of the Arrit God-Kings, as demanded by the hologram-frescoes, is a sacrifice. Those who offer others will be denied entry. Only those devoted enough to sacrifice themselves will be admitted. Inside, Tarak-takayo's nine-foot tall body sits on a crystal throne in his funereal robes. He looks as if he died only yesterday, the result of a cellular suspension field generated by the throne. But it's not just a suspension field and the God-King's brain is still alive, or active at least.

Tarak-takayo's crown is embedded into his skull. It is a psychic amplifier, and the tomb-ship is controlled by the same psychic matrix as controls the Arrit-ko. Whoever manages to enter the throne-room will have passed all the tomb-ships tests. Not just intellect, logic and strength, but willingness to face death, to offer

one's life for others. The crown requires the willing sacrifice to link their mind into the psychic amplifier and, with the mind of the God-King, form a trigger to detonate the ship. If the sacrifice fails to do this quickly enough, Tarak-takayo will become angry and may detonate the ship anyway.

As well as being a tomb, the ship is also a giant floating bomb, powering up as it completes its journey. It is programmed to detonate in a supernova-sized explosion, becoming a God-Star. Over the years, Jhanni's resentment at being abandoned by her mother has already linked to the psychic matrix. This rage has diverted the tomb-ship, leading it to end its journey in one of the Vespertine Cluster systems, inhabited by millions of souls. Planetary heavy energy batteries would take hours to crack through solid Arrit God-Stone, and only a team on the inside have a chance of succeeding in time…

ARRIT-KO



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

SKILLS
Athletics 2, Fighting 2, Subterfuge 1

TRAITS
Alien
Alien Appearance
Enslaved
Natural Weapon (Minor) – Mandibles: Strength +2 damage
Networked (Major)
Tough

TECH LEVEL: 1

STORY POINTS: 1-3

JHANNI



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

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

TRAITS
Obsession (Major) - Revenge
Networked (Major) – The Arrit-ko
Quick Reflexes
Run for Your Life!

EQUIPMENT
Arrit-ko Carapace Armour (2 points)
Arrit-ko Mandible: Strength +2 damage

TECH LEVEL: 7

STORY POINTS: 4

TARAK-TAKAYO

As a virtual corpse, Tarak-takayo doesn't have the full range of stats. His mind within the psychic matrix retains Presence 6, Resolve 8, Convince 5 and the Psychic trait. It is linked to the controls of the tomb-ship and can trigger its detonation.

TRION *(Turlough and the Earthlink Dilemma)*



For over nine thousands years, the Clans ruled Trion and the Trion colonies. The Clansfolk proclaimed themselves Masters of Trion and the Eighteen Suns and Physical Rulers of the Galactic Core. Their regime was harsh and dictatorial, but based on scientific research and technological development. Everything was secondary to the pursuit of scientific achievement to make life better, richer and freer. The good things of life became more plentiful, shortages were a thing of the past and the vast mass of the populace (who were not of the Clans) were left to get on with their own lives, organising themselves as they best pleased. If they chose war and savagery, as they did from time to time, that was their affair. The Clans did not interfere.

The empire expanded. Everyone recognised Clan supremacy, and in return for that recognition the Imperial Clans, as they became known, were happy to pass on the fruits of their research. Yet certain problems were never resolved. Time travel seemed forever just out of reach (rumoured to be due to the interference of the Time Lords), and a comprehension of the way in which the four fundamental forces that link the Universe combine was similarly unattainable.

But freedom and plenty was assured, and the Clans remained secure in their remote citadels deep in the forests of Trion. But the Clans failed to notice a change in the everyday politics that eventually led to the revolution that brought them down. The Imperial Clansmen and women were exiled to old, now deserted colonies and uncivilised planets far from Trion influence.

The revolution made some Trions uneasy, and their concerns bore fruit with the growing control of Trion by the ageing but forceful Rehctaht, the most dominant unforgiving woman the planet had ever known. Although she was backed by a race of mysterious aliens known as the Gardsormr, her rule lasted a mere seven years. She had promised liberty and the chance to develop new Trion technology, but the developments failed and liberty proved to be a myth. As the economy declined, a second uprising brought in the counter-revolutionary Committee of Public Safety. Exile orders were rescinded and Clansmen and women were encouraged to return. One such was the Doctor's companion, Turlough. Like many of the former exiles, he was treated as a hero and was implored to aid the return to the old ways, but without the Clans living in splendid isolation. From then on, the Clans have lived more closely with everyone else, and Trion is ruled by a system that includes an elected Council, a Congress and a Parliament.

Trion (popularly referred to as the Home Planet) orbits twin suns:

the dominant, red-hued Major and the blue-hued Minor, a dwarf star. Between them, they bathe the Trion landscape in colours unknown on worlds with just a single sun. It has three moons: Cu Chulainn, Cu Roi and Njordr Nerthus. Njordr Nerthus is the largest but most distant from Trion. It is also the most boring and least attractive, boasting neither mineral riches nor any native life of any kind. Its thoroughly poisonous atmosphere means that any visitors must wear spacesuits. Despite a complete lack of alien ruins, bones or artefacts, a recent vidisplay programme has started a persistent rumour that it was the main settlement of the various aliens that visited Trion in prehistoric times. Regular passenger ships from Trion's capital to Njordr Nerthus make the journey in three hours; from some of the provincial ports, it is double that.

Trion's surface is divided into several landmasses and oceans. Transport around the planet is by means of Vacuum Tubes which travel at a thousand kilometres a minute. The northern hemisphere is dominated by a single continent, largely unpopulated. It is home to several prominent landmarks: the Sacred Temple, the even more sacred Mobile Castle and the National Museum of Natural History of the Home Planet. A law prohibits any building or enlargement of existing structures within a thousand kilometres of the Museum. The Mobile Castle is within the grounds of the Sacred Temple, and is a large square structure, thirty metres high. Unknown to the Trions, it is an ancient, alien spacecraft with time travel capability. It is speculated to be a relic of the Laima, one of the five known alien species that visited Trion when the Clansfolk's ancestors were still primitive, though the truth may turn out to be far stranger.

Slotsisland, an island in the ocean of the eastern hemisphere, is home to the Slots (pronounced almost as if it were "schlootz"). They are a different race to that of the Clansfolk, yet also humanoid. They stand a clear head taller than most Trions, with narrow eyes, dark skin and long, thick, jet black hair. They have more developed foreheads than Trions and incredibly long fingers and toes. Slots are able to speak the Trion language, but with a thick accent making them difficult to understand. Their numbers are dwindling.

Slotsruin is an abandoned Slot settlement found on Slotsisland, a ravine dug deep into the rocky landscape at least three hundred metres deep and two hundred metres wide, with buildings hewn from the sheer sides all the way down. At the centre is a tower rising to exactly the same height as the cliffs which form the edge of the ravine and devoid of any openings. The Slotsruin is the oldest monument of the Slots. Non-Slots are permitted to view it from the edge of the ravine or walk along the central roadway, but not to enter any of the buildings. The tower is solid and made of a mineral not found anywhere else on Trion. It is protected by a field surrounding it which repels all objects. The tower's age is unknown, maybe hundreds of thousands of years old.

Charlotteslund is home to the Giants' Drop, a vertical cavern whose depth is in exact ratio to the distance across as the distance of Cu Chulainn to Trion, and Trion to Cu Roi. The bottom of this pit is unnaturally smooth and is covered in a silvery metallic alloy several metres thick. The Drop is located below the Central Museum of Charlotteslund and is reached by a tunnel dug below the Museum and the ruins around it. Unnervingly, an invisible bridge of magnetic force allows visitors to walk across the Drop as if suspended in thin air, and the tunnel continues at the other side.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Slots are the descendants of the Laima, the alien race which hunted the Trions' ancestor for food. The Laima developed great psychological abilities and evolved beyond the need for the physical Universe. They planned to pass onto the next plane of existence, but found that the gravity constant of the Universe was running down in such a way as to make this difficult. So the Laima set up a gravity control unit on Earth to get around this. They left our Universe, leaving only a few of their number, the Slots, behind on Trion to monitor its progress. The tower in Slotsruin is the Slots' means of contacting the Laima. It may well have been the Laima's manipulation of gravity that drew the Tractators to Trion, leaving a horrific race memory in the minds of subsequent generations of Trions (see Frontios).

Incidentally, the gravity control unit has meant that every measurement of space-time on Earth has been skewed and every theory of the Universe has been influenced by it. Which is why humans erroneously believe that faster-than-light travel is impossible.

Giants' Drop was constructed by the Laima as a focussing point for their psychological powers. The Slots retain some of these powers, for example allowing them to interface with a TARDIS so that it can cross into alternate timestreams.

SLOT RACE PACKAGE
Cost: 3 points
Attributes: Ingenuity +1 (+1)
Traits: Distinctive (-1), Psychic (+2), Vortex (+1)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3 (Cu Chulainn, Cu Roi and Njordr Nerthus)
SENTIENT SPECIES: Trions, Slots
TECHNOLOGY LEVEL: 7



The planet Valderon was originally settled as a penal colony, to house the most dangerous criminals from across the Earth Empire. It is an Earth-type planet with normal gravity and breathable atmosphere. At first glance, it might look medieval, like a painting by Brueghel, with the main settlement comprised of a fortress surrounded by a small town. But the buildings are fitted with microwave antennae to harvest ambient electromagnetic energy and there are rather a lot of security cameras. Local building materials have been used in the settlement's construction, an indication that it has had to be as effective and self-sufficient as possible.

In the early 36th Century, over a hundred year after the colony was founded, prisoners are still sent here to be incarcerated in the fortress, which is the Alcazar, Valderon's penitentiary. But the planet is also being used to research a cure for Richter's Syndrome (see *L43*), a deadly virus which is sweeping the galaxy. The research is headed by Nyssa's (see *A8*) son, Adric Traken (see *A17*). Prisoners are given the option of "volunteering" to be test subjects or remaining in the Alcazar. Each subject is infected with Richter's and then injected with an antiviral compound to evaluate its efficacy at delaying the progress of the disease. After this, they are placed in cryogen storage until a cure has been found.

At this time, Valderon is governed by Prime Elector Sibor. Now in her sixties, she is still an ambitious and ruthless politician. Sibor has been in power for the past twenty years, since the so-called Day of the Miracle when everyone on Valderon woke up to find that they could speak and understand every language in the known universe. Shortly after this, Sibor revealed the existence of the Chronoscope, a mysterious device she keeps hidden away beneath the Alcazar and which provides her with predictions of future events. Whenever it predicts that a significant event is about to occur, it transmits its forecast to the Elector's residence. By using the Chronoscope's (see *V10*) predictions, Sibor has brought peace and prosperity to Valderon. Accidents, curable illness and all forms of crime are a thing of the past. Criminals are arrested and tried before they have committed the crime of which they are convicted, often before they have even thought of doing it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sibor has encouraged and supported Adric in his research not for altruistic motives, but for her own personal gain. Beyond Adric's research, Richter's has never reached Valderon; its glorious isolation has allowed it to flourish while other worlds have descended into chaos. But Sibor wants a cure to be developed so that she can use it as leverage against the Earth Empire. As soon as Adric and his assistant discover an antivirus, Sibor will have them both locked away in the Alcazar before they can transmit the formula back to Maxis Realtor. She can then hold the Empire to ransom: either they recognise Sibor as the new Prime Elector of the Empire, or they can watch all their citizens die slowly and painfully. Beneath her civilised veneer, Sibor might sound like a lunatic, but the Chronoscope has predicted that her plan will succeed and that the Empire will agree to her demands!

SIBOR

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

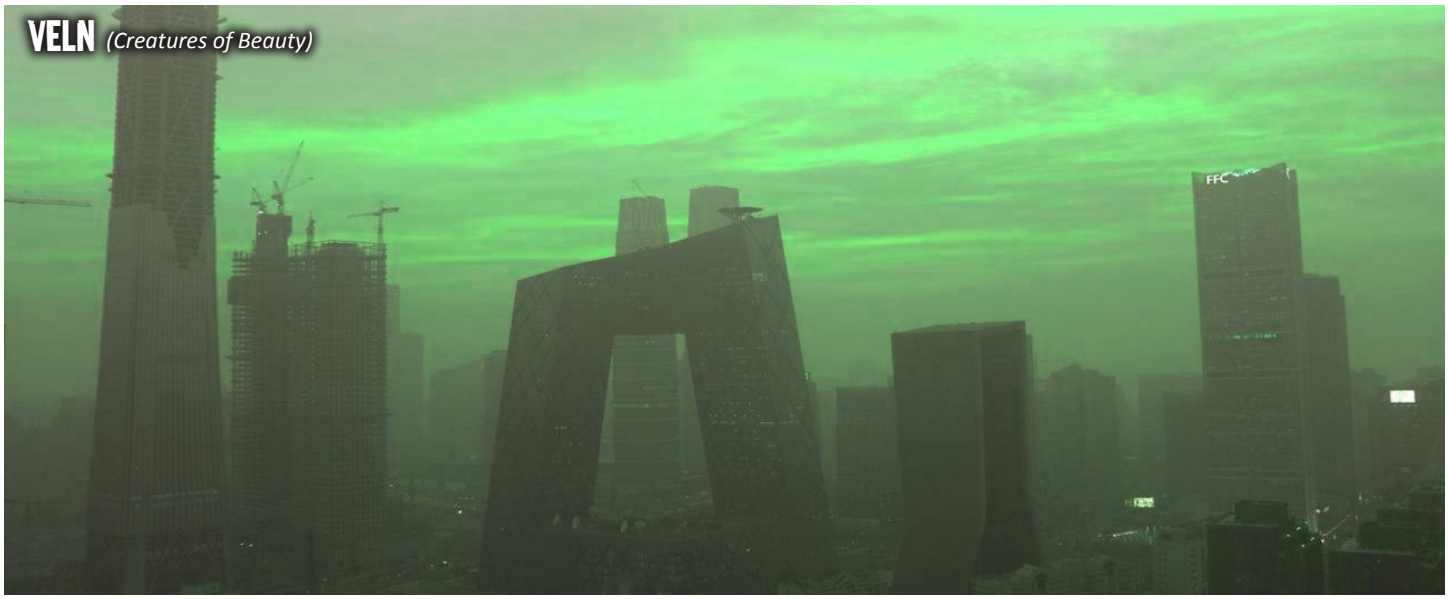
SKILLS
Convince 4, Knowledge 3, Medicine 1, Subterfuge 4, Technology 2, Transport 1

TRAITS
Authority (Major) – Prime Elector
Dark Secret (Major)
Voice of Authority

TECH LEVEL: 7
STORY POINTS: 5

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 7



VELN *(Creatures of Beauty)*

Veln is an Earth-like planet whose inhabitants are on the brink of developing space flight. At the time that the Doctor and Nyssa land there, the Veln already have orbital platforms, but not yet interplanetary travel. They are, however, aware of the existence of alien life, or more accurately of one particular alien race, the Koteem (see *V58*).

To the naked eye, the Veln are identical to humans, though almost all of them are ugly by human standards, verging on the disfigured. This is as a result of an accident involving a Koteem waste disposal ship in high orbit, which has spilled dyestrial pollution into the atmosphere. This accident is now four generations in the past and the dyestrial toxins have caused genetic changes in the population, causing skin lesions and mutation of the bone structure. Only the richest in Veln society can afford the expensive cosmetic procedures which can restore their former appearance. These fortunate few are termed "Beauties" and are generally despised by the rest of the populace. But the genetic mutations go deeper than this, and the Koteem project that the Veln will be a dead species within another four generations.

The dyestrial pollution in the atmosphere is also slightly toxic to breathe and Veln habitually wear pollution masks when venturing outside. Anyone breathing the air unprotected will take 1 point of damage per hour of exposure. The dyestrium gives the sky a bright emerald colour during the day, darkening to a deep blue as night falls.

Veln society is similar to that of late 20th Century Earth, but since the catastrophe it has started to break down. With the devastation of Veln's ecosystem and the collapse of agriculture, poverty and famine is almost universal. Governments are paranoid and their security forces are brutal. They are particularly concerned to root out Koteem agents, who have been known to infiltrate Veln society since the accident even though their presence in Veln space has been declared illegal.

Although the Doctor speculated that the dyestrial pollution might be countered by the ionisation of hydrogen, he omitted to mention this to anyone in a position to do anything about it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The catastrophe which resulted in the dyestrial pollution was not entirely the fault of the Koteem. Although they should not have been in the vicinity of Veln (space travel to the system having been forbidden by Resolution 4416 of the Galactic Central Council), the dyestrial waste spillage occurred when the Koteem ship entered the TARDIS's warp distortion field, the Doctor having materialised in orbit in order to carry out running repairs.

A faction of the Koteem is secretly working with sympathetic Veln to perfect a surgical procedure that combines their own life essences within a Veln body in order to produce a new, hybrid species and prevent the complete extinction of the Veln.

VELN RACE PACKAGE
Cost: -1 point
Traits: Unattractive (-1)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Non-Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Veln
TECHNOLOGY LEVEL: 5



THE WAYWALKERS' WORLD *(The Becoming)*

On an unnamed world in a totally unmapped section of the Pandana system, the Doctor and Turlough chanced upon a primitive agrarian society populated by a people who call themselves the Waywalkers. The village of the Waywalkers lies in a lush, walled valley of cultivated land surrounded by barren, icy mountains. This world orbits its sun in a wide ellipse, and at the time of the Doctor's visit, it is entering one of its periodic and protracted winters. The sun has grown smaller in the sky and the climate is becoming colder and more inhospitable, making life more difficult for the Waywalkers. The village's crops are failing, and they are not yet developed enough to understand that their life needs to change if they are to survive. Even if the Waywalkers could understand what is causing the changes to their world, their culture is a rigid one and depends on strict rules and customs, making it hard for them to adapt to the new conditions.

The Waywalkers are humanoid, but their flesh is translucent and they are scrawny by human standards. But they have the ability to speed their recovery from injuries by concentrating on the damaged areas. If injured, the surrounding flesh becomes cloudy and opaque. Waywalkers don't have names for themselves, merely calling each other by their function: Farmer, Weaver, Defender. Those too young to have a designated function are just known by the generic title Waywalker.

Each young Waywalker undertakes a ceremonial rite of passage in order for their function to be chosen. At a certain age, they trek up into the mountains alone, venturing above the treeline to find the sky roots, plant roots which emerge from the snow and grow into the air. There is danger up in the mountains, and not just from the cold and the risk of landslips or falls. This is the realm of the Hungerers, ape creatures whose howls carry far on the winds. Hungerers are insatiable beasts and are the reason that the Waywalkers' village needs its walls. They are considered unclean creatures who hunt the Waywalkers to crack open their skulls and devour their brains. But they are not entirely unreasoning. Their howls have a call and response pattern, and they use them to

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Rock
ATMOSPHERE: Earth Standard
CLIMATE: Varies with the planet's elliptical orbit (currently Cold)
SATELLITES: 1
SENTIENT SPECIES: Waywalkers
TECHNOLOGY LEVEL: 2

communicate and coordinate their hunt.

Among the sky roots, a young Waywalker will search for a yellow, grapefruit-sized pod called an ambrichor, carefully gathering one to take to a cave known as the Cavern of Becoming. Most of the Cavern is taken up by some sort of gelatinous substance. This is the Pathmaker, a single, vast organic lifeform made of the same jelly-like fluid which is found within the ambrichor. To complete the rite of passage, the Waywalker cracks open the pod and drinks its contents before walking into the gelatinous mass of the Pathmaker, letting it absorb them. As they do so, the substance of the Pathmaker fizzes around them. Tiny bubbles drifts upwards, breaking free of the Pathmaker and floating away through a gap in the roof of the Cavern. They are carried by the winds until they lodge in the air roots, latching onto them and feeding off them. They become the next crop of ambrichor for other Waywalkers to find.

Meanwhile, drinking the ambrichor helps the Waywalker form a bond with the Pathmaker, the larger creature absorbing their thoughts and preserving them within itself, adding to the stored sum of memories. All Waywalkers can hear the voices of their ancestors in their head, a form of race memory encoded to ensure future survival in a hostile environment, like having a head full of past selves to guide them. But only those who go through the Becoming ritual get to add their own voices to the chorus. In doing so, the Pathmaker chooses a path for the Waywalker, so that they can return to the village with a function and a title.

But occasionally, a Waywalker is rejected by the Pathmaker, particularly if they have original thoughts or memories which are at odds with the traditions of their people, or ideas which they are reluctant to let go. Such rejects have no function and are not admitted back into the village. Within a matter of an hour or so, they begin a transformation, their flesh taking on colour and growing coarse fur, and their features becoming more brutish. These creatures are the Hungerers, who are cast out of the village to hunt the Waywalkers in the mountains, seeking to devour their brains in a vain attempt to gain their knowledge.

The Waywalkers, the Pathmaker and the Hungerers are all just different forms of the same creature. But whether they are the result of natural evolution or not is unclear. It's a big universe and one-in-a-billion chances happen. Perhaps the Waywalkers and the Pathmaker evolved together. Or perhaps they are the vestiges of an old colony ship, an organic computer and its gestalt crew. Who knows? Whatever the truth, the process is a perfect cycle which has enabled them all to survive on this world for uncounted generations. But with the climate changes becoming more severe and prolonged, such an inflexible system is no longer the best way to ensure long-term survival. How can the Waywalkers be convinced that they need to break the cycle in order for their society to adapt?

WAYWALKER RACE PACKAGE
Cost: 2 points
Attributes: Strength -1 (-1)
Traits: Alien (+2), Alien Appearance (-2), By the Book (-1), Fast Healing (Major) (+2), Networked (Major) (+2)

HUNGERER

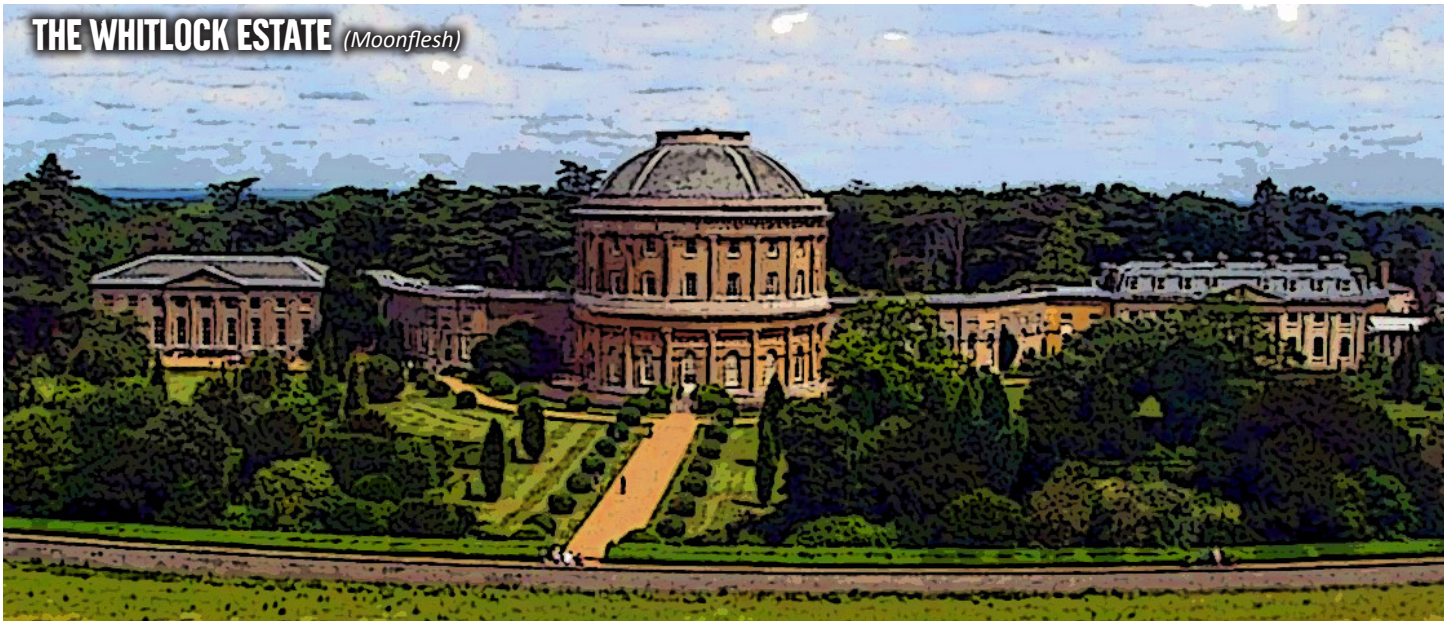
Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 1, Resolve 3, Strength 6
Skills: Athletics 4, Fighting 4, Survival 3
Traits: Alien, Alien Appearance, Fear Factor 1, Keen Senses (Minor: Smell), Natural Weapons (Minor: Claws and Fangs – Strength +2 damage), Outcast, Tough

THE PATHMAKER

Attributes: Awareness 1, Coordination 1, Ingenuity 2, Presence 4, Resolve 4, Strength 1
Skills: None
Traits: Alien, Alien Appearance, Impaired (Mute and limbless), Networked (Major), Psychic, Size – Huge (Major), Slow (Major), Telepathy
Tech Level: N/A
Story Points: 0



THE WHITLOCK ESTATE *(Moonflesh)*



The Whitlock Estate has been in the Whitlock family for over four generations. Located in Suffolk, the house is a magnificent building, but its condition began to decline while under the ownership of Nathaniel Whitlock, a big game hunter of some renown during the Edwardian period. The estate originally achieved some prosperity under Mr Whitlock's father, who was a career soldier serving in the Crimea and who made his fortune importing and selling tea from East India.

As the only son, the Whitlock Estate fell to Nathaniel after his father's death. He married his sweetheart Audrey and the couple had a daughter, Phoebe. After Audrey died of a fever in 1901, Nathaniel distracted himself by increasing the frequency of his hunting trips. His well-travelled life includes expeditions to Africa, the Americas and Greenland. In 1905, he learned from the Sioux how to hunt buffalo with a bow and arrow, mastering the skill in a single summer. Whitlock's first rule of hunting is 'Keep your wits about you at all times – and keep your gun loaded!' His second is 'Waste nothing!'

As Whitlock's absence has increased, the estate has gone into decline. With less need for staff at home, they have been let go one by one as the family fortunes have begun to run out. Many of the more valuable pieces of furniture have been sold off to support Whitlock's ventures. He has replaced them with curios and mementos from his global expeditions, including stuffed animal heads and a collection of stone and wood totems from native Americans. Whitlock also returned from the Americas with a new factotum in the form of a Sioux warrior named Silver Crow and a gem called the Moonflesh (see *V110*).

By 1911, in order to raise funds for his hunting trips, Nathaniel has stocked his estate with exotic animals and offers parties the opportunity to shoot all manner of beasts: the estate is home to African elephants, rhinoceroses, a pair of Bengal tigers, lions, gorillas and probably many other species. The only animals which he allows in the house are his dogs, Brutus and Portia. All manner of guests pay to enjoy hunting weekends and tours of the estate. Nathaniel also undertakes lecture tours during which he exhibits the Moonflesh. When not on exhibition, the Moonflesh is displayed under a glass dome on the sideboard in his drawing room.

The Moonflesh is a crystalline red rock that glitters strangely. When he was eighteen years of age, Silver Crow danced the ghost dance as is the tradition of the Sioux people, to reunite the living with the spirits of their ancestors. During the dance, Silver Crow fell into a trance in which he felt his mind leaving his body and travelling up to join with the Wakan Tanka, the Great Spirit. When he eventually woke, he was holding the Moonflesh in his fist. Silver Crow believes that it was given to him by Wakan Tanka. When Nathaniel Whitlock returned to England, taking the strange gem with him, Silver Crow became his servant in order to keep an eye on it.

The Moonflesh holds a dark secret: if the integrity of the rock is disturbed, scratched or shattered for example, a form of energy will be released. The crystalline substance of the Moonflesh has 3 points of Armour, but anytime this is exceeded and the gem takes damages, a roll of two dice is required and any result greater than 12 minus the damage indicates that it has been activated. Once active, it will begin to writhe and take shape, becoming a being of energy, an entity from the Prime Cluster.

In addition to the opportunities for adventure provided by the Moonflesh, the Whitlock Estate offers a country house setting from the 1850s onwards. With a Victorian hierarchy of well-to-do family upstairs and servants running the house downstairs in the late 1800s; through to the bare 'hunting lodge' with native American manservant at the turn of the century; to the 1920s, when Phoebe and her husband Hector Tremayne opened the Estate to the public as the first wildlife park in England.

NATHANIEL WHITLOCH



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

SKILLS
Athletics 2, Convince 2, Fighting 2, Knowledge 1, Marksman 5, Medicine 1, Subterfuge 2, Survival 5, Transport 2

TRAITS
Brave
Crack Shot
Fame (Minor)
Sharpshooter
Wealthy (Minor)

EQUIPMENT
Hunting Rifle: 7(3/7/10) damage

TECH LEVEL: 4

STORY POINTS: 12

BRUTUS AND PORTIA – NATHANIEL'S DOGS

Attributes: Strength 3, Coordination 3, Awareness 5
Skills: Athletics 4, Fighting 3, Survival 2
Traits: Alien Senses (Tracking Scent), Keen Senses (Minor: Smell), Natural Weapons (Minor: Jaws – Strength +2 damage)

Adventure Seed: War Games
1880s: General Whitlock, Nathaniel Whitlock's father, has opened his grounds to his old battalion for war games. But the troops are disappearing one by one!

SILVER CROW



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

SKILLS
Athletics 3, Convince 1, Craft 2, Fighting 3, Knowledge 2, Marksman 5, Medicine 1, Subterfuge 3, Survival 5

TRAITS
Astral Projection – Silver Crow can perform rituals to enter the spirit realm (see *The Third Doctor Expanded Universe Sourcebook*)
Brave
Crack Shot
Distinctive
Five Rounds Rapid
Marginalised
Psychic Training
Sharpshooter

EQUIPMENT
Bow and Arrows: 3(1/3/4) damage

TECH LEVEL: 4

STORY POINTS: 12

Adventure Seed: The Unicorn and the Rock
1920s: The Unicorn has been reported in Norwich. Who's to say the dashing jewel thief will not pay a visit to the Whitlock Estate now their fortunes have turned with the opening of the first wildlife park in England and the visit of King George V? Part of the Royal Tour will include a viewing of the Moonflesh!



THE WINTER PLANET *(Kiss of Death)*

Prior to the revolution on Trion (see *L88*), many of the well-off Clansfolk owned stellar retreats on planets throughout their empire. Vislor Turlough's family was no exception. They built a magnificent palace on a rock little more than an oversized asteroid, which they called the Winter Planet. There are over a hundred planetoids of around the same size in its system, most of them owned by Trions, but all of them abandoned at the start of the war.

Years later, when Turlough was taken to the Winter Planet again, he found the palace to be badly in need of restoration. It is, however, structurally intact and still opulently furnished and decorated with paintings and sculptures (under a coating of dust). From space, the planetoid is white, frozen and covered with ice, though there are still signs of the former cultivation of the fields of the palace's estate. On the surface, there is only residual artificial gravity in the gravity wells, meaning that the local gravity field is in flux. The gravity is normally slightly lighter than Earth standard, but could shift and crush visitors at a moment's notice, particularly in and around the wells themselves, or fade and leave them floating away.

Beneath the palace is a network of catacombs bored from the solid rock of the Winter Planet. The entrance to them is hidden behind a secret door in the palace, though Turlough knows how to find and open it. However, anyone venturing into the catacombs is likely to run into the sentient security system known as the Morass, installed centuries back by Turlough's great-grandfather.

In his youth, Turlough used to play in the winding corridors of the palace and with his girlfriend Deela (see *A30*) discovered a secret extra-dimensional void or vault they termed their "Bubble". Initially, the entrance to this was tied to the DNA of Turlough's family so that only he or his relatives could open it. Turlough changed it to respond to a random mix of his and Deela's DNA, and it can now only be opened by them kissing while touching the wall the entrance opens in.

Turlough's great-grandfather was a smuggler and used the void to store contraband for space pirates in the ultimate safe house, programming the palace's sentient security system, the Morass (see *V71*), to protect it. His own great-grandfather had been an ambassador and a member of the Royal Court. He offered the vault as a hiding place for the Trion Queen in the event of an attack or invasion. The entire regal entourage could shelter inside, leaving no heat traces, no life signs, nothing. So the invaders would deduce that the palace was empty, the world deserted, and leave again.

Deela's father found papers claiming that the Queen did indeed hide here with her entourage, and that they took certain treasures in with them. Treasures that the old ambassador agreed to store there in case of future incursions. But Turlough and Deela never found this forgotten hoard, partly because they never searched for it, but mainly because it was in another secret vault within the Bubble: a hidden compartment within a compartment.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The inner void is keyed to the DNA of Turlough's family alone. If anyone should manage to locate and open it, they will find that it does contain the treasure that Deela's father found mention of. It also contains a skeletal corpse with a hole blasted through its ribcage: Turlough's great-grandfather, the smuggler. Quite who killed him is a mystery long lost to time. It is clear that whoever it was had penetrated the inner void, but also that the old smuggler had managed to activate the Morass. The near-mindless creature was programmed to protect him, but not the treasure. All that remains of it – jewellery, sculptures and paintings – is still there, but smashed and broken up, pulverised by the Morass as it dealt with the intruders.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like (artificial)
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: 7



This hot, jungle world lying within the borders of the expanding Earth Empire doesn't have a name. In the Imperial records, it's just listed by the designation "YT45". There are no sentient species on YT45, and on first arrival, during daylight at least, it might appear to be an unspoiled paradise. By this illusion will quickly be dispelled by the profusion of aggressive plant life. Carnivorous species such as Methuselan poppies, Gavinci's strangle weed and Kemsel moss all prey on each other and the native fauna. Although most of this world's plants are inanimate, some can use their tendrils or vines to attack their prey. Perhaps there may even be some species as yet undiscovered that are fully mobile.

Characters with the Psychic trait may feel what can only be described as a "presence" inside their heads while in the jungle (requires a Difficulty 9 Awareness + Ingenuity roll). This is a clue to the nature of what is perhaps the most dangerous species on YT45: the Kyropites (see *V61*). These bushes are comprised of a tangle of vines and branches, topped with clusters of purple blooms, and despite their appearance they are deadly, sending those who venture too close into a deep sleep from which they will never awaken.

In addition to the threat of the Kyropites themselves, these plants have developed a symbiotic relationship with a species of primates that an Earth expedition to the planet has termed the Jekels. Jekels resemble Earth lemurs, but ones with oversized and razor-sharp incisors. The Kyropites have used their telepathic abilities to influence the behaviour of these creatures in order to protect the plants from aggressive intruders. By day, the Jekels are friendly. But by night, they become savage and packs of them roam through the jungle attacking anything they encounter in a berserk frenzy. And with the diurnal cycle on YT45 lasting 114 hours, it can be a long time until the relative safety of sunrise!

Despite the perils of YT45, the potential of the Kyropites has brought a joint military and scientific expedition here, under the command of Major Takol and Professor Hayton. Earth High Command is interested in extracting and refining the chemicals produced by the Kyropites that allow them to exert a measure of mental control over animal life and to stimulate telepathic ability. Both Takol and Hayton are planning to use the opportunity for their own commercial advantage, and intend to sell the plant extract on the open market. They are both ruthless and self-serving, and will not hesitate to kill anyone who threatens their plan on this remote and inhospitable world.

PROFESSOR HAYTON

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 3, Strength 3
Skills: Convince 2, Knowledge 1, Medicine 4, Science 3 (AoE: Botany), Technology 3
Traits: Bio-Chemical Genius, Selfish
Tech Level: 6
Story Points: 4

MAJOR TAKOL

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 4, Resolve 3, Strength 3
Skills: Athletics 2, Convince 3, Fighting 2, Marksman 3, Subterfuge 2, Survival 1
Traits: Military Rank (Major)
Tech Level: 6
Story Points: 4

JEKEL

Attributes: Strength 5, Coordination 6, Awareness 4
Skills: Athletics 4, Fighting 3, Survival 4
Traits: Alien, Alien Appearance, Frenzy, Keen Senses (Minor: Vision). Natural Weapon (Minor: Fangs – Strength +2 damage)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 3
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A



Zaltys has a reputation for not being very hospitable. It's not the lurid landscape of orange beaches under purple skies (which are garish enough to give one a headache) so much as the people themselves. Zaltans look more or less human, maybe a little taller than average. But although they prize politeness and good manners, the people of Zaltys are xenophobic, harbouring a hatred and fear of aliens, and consequently cutting themselves off from the rest of the galaxy. The atmosphere might be clean and breathable, but the welcome will be less than friendly: the penalty for transgressing Zaltys's first law of planetary isolation is death! Other worlds therefore know little about Zaltys other than that its people prefer to live in underground cities accessed by entrances protected by glass domes.

There is one Zaltan who does not share his fellows' distrust of all things alien: the scientist and diplomat Perrault. He is probably the only Zaltan to have visited other worlds, and that has generally been only to stress that Zaltys won't be opening up channels of communication or trade with its neighbours. It was on one of these visits that Perrault rescued Gevaudan (see *A37*), a wounded Vulpine who had escaped from an attack by space raiders. Perrault took Gevaudan back to Zaltys and nursed him back to health, the Vulpine becoming the only alien on a planet of xenophobes.

Seven months ago, all signals from Zaltys just ceased. Once it was clear there was no getting through to anyone, the whole of Zaltys was placed under quarantine for fear that its people may have fallen prey to a plague. What the outside galaxy doesn't know is that Perrault had detected a meteor on a collision course with Zaltys, a meteor big enough to wipe out his entire race. To save themselves, the populace has entered into hibernation in hundreds of thousands of cryogenic stasis capsules deep underground. Only Gevaudan, Perrault and another Zaltan, Talia, have remained awake in order to ensure the revival of the others once the disaster is over.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The entire population of Zaltys has been duped. If anyone thinks to investigate, the mass, shape and trajectory of the approaching meteorite are all wrong. It will become clear that it's being piloted and is in fact a gigantic spaceship, the *Exemplar*, containing the vampire Clarimonde (see *V11*) and her undead army.

Despite his well-mannered and soft-spoken demeanour, Perrault is in league with Clarimonde. Perrault is a powerful psychic mutant and considers himself to be far superior to his fellow Zaltans, who he thinks of as blinkered, wilful, xenophobic ignorants. His diplomatic missions off-world have shown him how glorious the universe is. In return for giving Clarimonde his planet and all its hibernating inhabitants, Perrault wants to be transformed into an immortal vampire in order to have time to fully appreciate it. Even his close friend Gevaudan does not know of Perrault's treachery.

PERRAULT

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

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

TRAITS
Dark Secret (Major)
Psychic
Technically Adept
Telepathy
Well Mannered

TECH LEVEL: 6

STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Zaltans
TECHNOLOGY LEVEL: 6



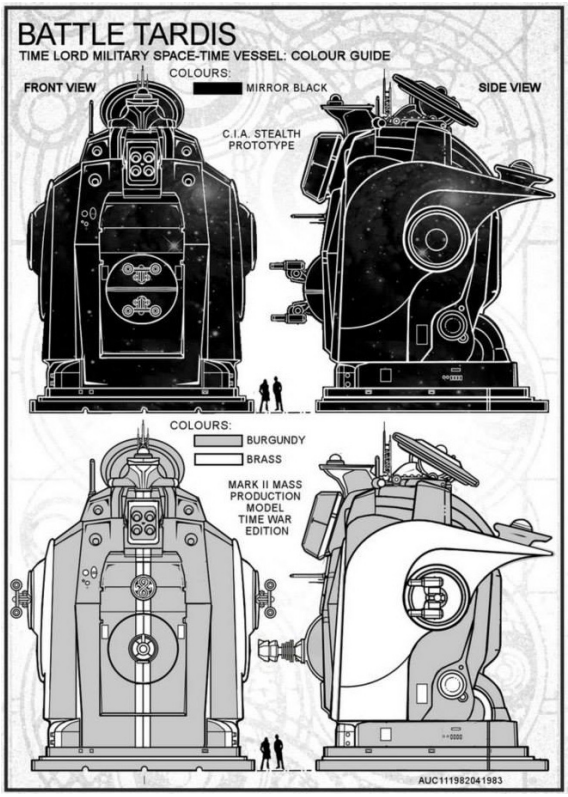
GADGETS AND ARTEFACTS

BATTLE TARDISES *(The Stockbridge Horror)*

The Battle TARDISes of the pre-Time War era are a far cry from the war machines that were to come later. Rather than being designed as weapons in their own right, these are built more or less using the same technology as standard TARDISes, but with armaments and other enhancements grafted on.

The Time Lords of this period are not prepared for all-out temporal conflict. They are complacent enough to believe that their almost mythical reputation is more than enough to cow any potential aggressors and if Battle TARDISes are deployed, they are likely only to be needed to face an enemy down. Consequently, they do not have chameleon circuits as their appearance itself is intended to intimidate the opposition. Externally, Battle TARDISes are huge gun-metal grey fortresses over 30 metres tall and studded with gun ports.

Battle TARDIS armaments vary from one machine to the next. Many are equipped with a Temporal Vector Eliminator capable of removing any single object from history, even up to the size of a small moon. But the favoured weapons of Battle TARDIS commanders are time torpedoes. A salvo of time torpedoes freezes time around the target, trapping them in a temporal holding pattern within a locked second.



The outer plasmic shell of later models is comprised of living metal which can change shape and add armour and gun ports as needed. These models have Face in the Crowd instead of Distinctive, and can increase Armour for a single scene by spending Story Points (on a 1:1 ratio).

BATTLE TARDIS



AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	6

SKILLS
Knowledge 5, Marksman 2, Science (Temporal Science) 5, Technology 5, Transport 2

TRAITS
Brave, Clairvoyance (Special), Fast Healing, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, War Machine, *Argumentative, Distinctive, Impulsive, Restriction (Tricky Controls, 6 Pilots)*

GADGET TRAITS
Delete (Temporal Vector Eliminator: see the War Machine Trait on page 121 of *The Time Traveller's Companion*), Forcefield (Special), Scan x3, Time Loop (Time Torpedoes: see the Time Loop Trait on page 73 of *The Time Traveller's Companion*), Transmit

ARMOUR: 40

SPEED: 15 (materialised)

STORY POINTS: 20



COMMUNICATIONS NODE *(The Toy)*

Before the Doctor stole the TARDIS and fled from Gallifrey, his old friend Koschei (who would later be better known as the Master) gave the Doctor's granddaughter Susan a gift in the form of a beautiful crimson jewel, glowing slightly with an inner light. The Doctor described it as merely a toy, but it was actually a communication node, a telepathic conduit to an intergalactic transdimensional network whose users can communicate and comment on anyone and anything in time and space without moving from where and when they are – providing the anyone or anything has been uploaded first. Those connected to the network will find that their physical body remains behind, and the network projects a virtual body to anywhere in time and space, where they can be seen and heard only by other users of the network.

A rivalry between the Doctor and Koschei had already developed at this point, and Koschei must have foreseen that the Doctor was planning to leave Gallifrey. Koschei intended to use the node to gain an insight into the Doctor's travels by using it to contact Susan at any point in the future. Susan wasn't particularly interested in using the node at first, but she later got a taste for it. In fact, using a communication node can become addictive and it took quite an effort for the Doctor to wean her off it.

Afterwards, Susan kept the jewel in a metallic casket covered with Gallifreyan symbols, and the Doctor hid it away in a room deep within the TARDIS, behind a locked door with a handwritten "KEEP OUT" sign on it, along with various other dangerous or powerful artefacts. The node is still there and still active, almost alive, and occasionally calls out to the minds of any of the TARDIS's passengers it detects. Minds with latent psychic abilities, such as Nyssa's, may find their dreams influenced, drawing them to the locked room. When awake, they will hear a voice calling to them, asking to be their friend and guiding them to the metallic casket.

A person whose consciousness has already been uploaded into the node can use it safely, though Resolve + Convince rolls are needed to navigate and locate specific subjects (with Difficulty levels starting at 9). But any other person who touches the crimson jewel must make a Difficulty 12 Presence + Resolve roll or their mind will be unwittingly (or perhaps reluctantly) connected to the network. They most likely will find themselves apparently projected to somewhere on Gallifrey in the distant past, and probably in the presence of Koschei (who may mistake them for Susan). A Bad result also means that the subject's physical body takes 2 points of damage, and a Disastrous result 4 points, from the psychic strain manifesting as physical trauma.

The addictive nature of using a communication node means that 1D6 hours after each use, the user must make a Presence + Resolve roll or be compelled to have another go. The Difficulty level of this roll starts at 6 on the first occasion and increases by 2 for each subsequent use. Once addicted, only a Fantastic roll will break the compulsion.

COMMUNICATION NODE [Special Gadget]
Traits: Clairvoyance, Telepathy, Transmit, Vortex, Restrictions (Requires a psychic connection to the node; becomes addictive)
Cost: 3 points



DOCTOR DEMONIC'S TALES OF TERROR *(Special Features)*

Doctor Demonic's Tales of Terror is a cult British horror film made in the 1970s. It is a portmanteau film, one larger movie made up of four individual stories, each linked by a character in each segment played by legendary actor Sir Jack Merrivale, including the titular Doctor Demonic.

Doctor Demonic has since fallen into obscurity, and it is perhaps best remembered for the so-called "Curse of the Devil's Whisper", a series of accidents that occurred during the filming of the film's first segment, *The Devil's Whisper*, including the death of props handler, Laura Price. The Curse includes an entire scene which went missing after filming. The entire sequence had to be re-shot as a whole night's work vanished. All the props, script pages and footage were gone, and there was a three-hour gap in everyone's memories. It remains a mystery to this day.

Years later, the film's director, two of the principal stars and one Dr John Smith, the historical advisor on *The Devil's Whisper*, are meeting again to record a commentary track for the twenty-fifth anniversary DVD. What could possibly go wrong?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secret of the Curse of the Devil's Whisper is that the entire film was devised by an alien Rasht (see *V85*) to create multiple hosts for embryos of its own species to take over. The Doctor had already driven this Rasht nursemaid out of its original human host over a century earlier, and it had retreated back into the seeding device that had brought it to Earth. This was in the form of circular metal disc, like a shield or plate, covered in symbols and was lost somewhere in the wilds of Norfolk. But eventually some poor soul found it and their mind was taken over by the Rasht.

This time, the 1970s offered the means for the nursemaid to arrange for a mass propagation of Rasht young. It wrote the script of *Doctor Demonic's Tales of Terror* and arranged for filming to take place at the real-life location of the legend that the story of *The Devil's Whisper* was based on. By using the seeding device as a prop in the film, and including the Rasht ritual phrases in the script, it could ensure that all the cast and crew working on that key scene would be possessed by the embryos. And when the film was released, everyone who watched it in the cinema would be similarly taken over, as they heard the Rasht phrases spoken as the symbols on the seeding device were visible on screen.

Except that the Doctor intervened again, interrupted the filming and managed to drive the Rasht out for a second time… or so he thought. He destroyed the footage, the soundtrack, the script pages and the seeding device, so that when the scene was remounted the following day, it no longer included the correct rituals. But unknown to the Doctor, the Rasht nursemaid has survived in one of the people who were present on set at the time of the original filming of the key scene.

The Doctor has also forgotten that there was a second ceremony filmed for a different scene chronologically later in the movie, but filmed earlier and including footage of the seeding device. All that is needed is for the Rasht to recite the rituals while their would-be victims watch the scene for the dimensional tunnels to open up in their minds and the Rasht embryos to take control. The recording of a commentary track is an ideal opportunity, with the added bonus that a DVD release will expose thousands of people to Rasht possession as they listen to the commentary. But which of the people present is the Rasht nursemaid? And how can the Doctor prevent him or her from reciting the trigger phrases?

Further information on Rasht rituals (and the effect that viewing the symbols while hearing the phrases spoken will have) can be found in the entry for the Rasht themselves.



DOCTOR WHO DISCOVERS *(The Kingmaker)*

During the Doctor's stay on Earth, he realised that UNIT wasn't such a top secret establishment as it claimed (particularly after the incident with the Loch Ness Monster in the Thames) and that he himself had become a reluctant celebrity. This resulted in him being approached by a publisher to write a series of books. Although the Doctor hoped to be commissioned to pen a series of ground-breaking observations on the human condition as seen from an outsider's point of view, he instead found that he was given the choice between a range of children's educational titles or a novelty cookbook! Naturally, he opted for the former, and the first book in the series, *Doctor Who Discovers Prehistoric Monsters*, was soon published. Originally, the title was to have been *The Doctor, Who Discovers Prehistoric Monsters*, but the title was changed due to an error in the design department. A further four books were published: *Doctor Who Discovers Space, Doctor Who Discovers the Conquerors, Doctor Who Discovers Strange and Mysterious Creatures* and *Doctor Who Discovers Early Man*.

The sixth and final book in the series, *Doctor Who Discovers Historical Mysteries*, was never completed, a fact that the 5th Doctor was reminded of when a nine-foot tall robot with glowing eyes and lasers materialised within the TARDIS. The robot was sent from a time in the future when all the publishers have been bought out by one all-powerful monolithic company that owns all the authors throughout history, including the lazy ones who were paid advances and never bothered to finish their books. The company has therefore sent their robots back in time to remind them that they have manuscripts to complete... at laser-point if necessary.

The *Doctor Who Discovers* books don't really contain enough detail to justify even a +1 bonus on rolls to know something. But the GM might use them to provide a specific piece of information. They could also be used to introduce some postmodern humour to the game or to form a launching point for any number of adventures. If the Doctor is a member of the players' group, he might need to jaunt back and forth through time, undertaking research to complete his magnum opus on Historical Mysteries. Cue adventures involving the Princes in the Tower, Roanoke, Jack the Ripper, Kaspar Hauser and many others. Alternatively, in order to complete a quest, the players may need to follow clues planted within each of the entries in one of the books, say *Doctor Who Discovers the Conquerors*, leading to encounters with Julius Caesar, Napoléon Bonaparte and Hannibal. Or perhaps the appearance of the laser-wielding robot will lead the players to a confrontation with its tyrannical masters in the 64th Century!

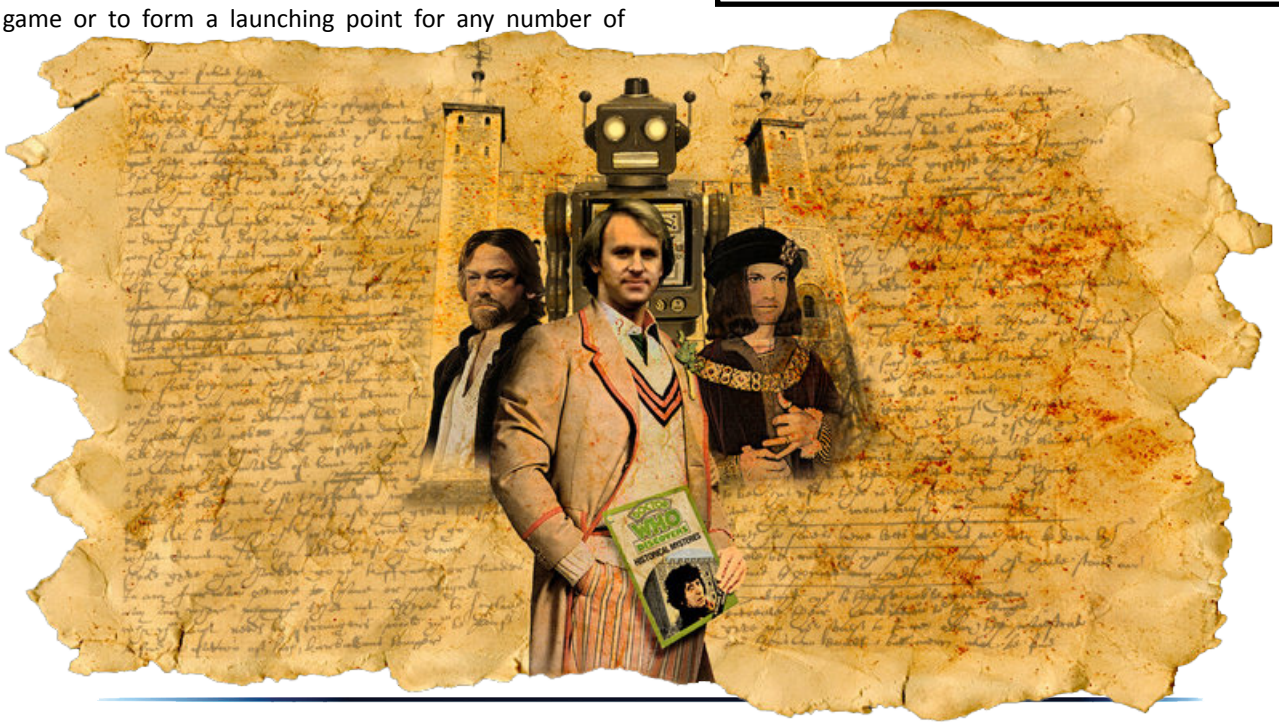
PUBLISHER'S ROBOT

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

SKILLS
Athletics 1, Convince 1, Fighting 2, Marksman 3, Technology 2

TRAITS
Armour (8 points)
By the Program
Natural Weapon – Laser Cannon: 5(2/5/7) damage
Robot
Vortex

TECH LEVEL: 8
STORY POINTS: 2



THE DREAMMAKER *(The Cradle of the Snake)*

In Pura City in the Manussan Year 2215 (see *L49*), dream therapy using mind crystals is all the rage, and celebrity scientist Rick ausGarten is making revolutionary breakthroughs in research and, more importantly, entertainment using his Dreammaker machine. Televised live on his show, *Dreamarama* on the Sundown Channel, members of the public sit in the so-called Chair of Dreams and look into the crystal at the Dreammaker's heart to create whatever they imagine. Rick refers to this process as matter realisation whereby pure thought goes into the crystal and solid objects, even living things, come out. The process – and Rick's show – is immensely popular, but it is not universally approved of. The Government Safety Inspector has voiced concerns about exposing members of the public to the Dreammaker live on air. But it is the old Snakeherd, Dadda Desaka, who has made the biggest fuss, demonstrating outside the Sundown building and claiming that Rick is cursed and will bring down all sorts of horrors on Pura City.

When activated, the Dreammaker scans the brain to map out its potential. The subject then needs to focus on what they want to realise, visualising it in detail, and anything actually created will appear within the nearby isolation chamber. But many of the creations are corrupted in some way, and in a storeroom at the back of the Sundown offices, Rick has a whole menagerie of bizarre, misshapen creatures which nature could not possibly produce.



THE DREAMMAKER [Special Gadget]
Traits: Matter Realisation (Special), Psychic (Special)
Cost: 8 points

MATTER REALISATION – SPECIAL GOOD TRAIT

Matter Realisation is a Special Good Trait which has Psychic as a prerequisite and costs 6 points to purchase. A character with this trait is able to create solid objects from their mind, requiring a Resolve + Craft roll and the expenditure of Story Points: for simple inanimate objects – Difficulty 15, 1 SP; complex inanimate objects (e.g. machines with working parts) – Difficulty 18, 2 SP; basic lifeforms – Difficulty 21, 3 SP; sentient lifeforms – Difficulty 24, 4 SP.

The results of the Resolve + Craft roll are listed in the table below. The Craft skill should be in a relevant, creative discipline (e.g. painting or sculpture) or there is a -2 penalty applied to the roll.

Roll	Result
Fantastic	Whatever was visualised has been created at zero Story Point cost.
Good	Whatever was visualised has been created.
Success	Something is created, but not what was intended, or it is flawed or corrupted.
Failure	Nothing is created.
Bad	Something bad is created.
Catastrophic	Something bad is created and the subject has some lasting psychological damage (GM's choice, but perhaps they pick up a suitable Bad trait or their Presence or Resolve is reduced by 1 point). Alternatively, the subject has been infected by a creature from the dark places of the mind, perhaps even the Mara itself…

HOMOGENITE *(The Emerald Tiger)*

Homogenite is a substance so rare that much of the universe considers it to be a myth. According to Nyssa, one of the research teams on Terminus spent twenty years looking for it and found no evidence whatsoever. However, although it is certainly very rare, it is no mere myth.

Each specimen of homogenite is a single crystal forged in the heart of a supernova and ejected just before the star collapses. Most homogenite crystals spend their entire existence drifting through the interstellar void and only in extremely rare instances does one collide with a planet. Even in those circumstances, the homogenite is usually destroyed by the resulting impact. Homogenite is a monocrystal: a single fracture and the entire crystal shatters. Only when a crystal is encased in an especially thick layer of protective meteorite does it survive. A crystal of homogenite will generally have 5 points of Armour, but if even a single point of damage gets through, the entire thing will shatter.

Legend has it that homogenite can cure any disease or wound by dividing and reassembling a patient's atoms into new, healthier patterns. It is part molecular hammer, part molecular adhesive, in that it breaks down and recombines molecules into viable combinations. Its curious predilection for life makes it the ultimate biological repair kit.

The crystal of homogenite that landed in India ten thousand years ago fused different species with each other and with both plant species and even inorganic matter. The homogenite itself became the Emerald Tiger (see *V28*), while other denizens of the hidden valley that it rules over include scarabs with gemstone carapaces, elephants with tusks of living tree trunks, frogs that sprout wings and enormous tigers with eyes of emerald and claws of diamond. Any living creature coming into contact with homogenite (or another creature infected by it) must make a Difficulty 12 Resolve + Strength roll immediately and each ten minutes thereafter to resist being changed by it. Curing or reversing this infection can only be done by destroying the homogenite itself.

HOMOGENITE [Special Gadget]
Traits: Fast Healing (Special), Infection (Major: Creates new life forms with available materials), Fragile (see text)
Cost: 6 points

THE JEWELS OF HELEN *(Past Reckoning)*

In 1873, Heinrich Schliemann discovered a fabulous treasure while excavating the ruins of Troy: a cache of gold and artefacts which were dubbed Priam's Treasure as Schliemann ascribed it to the mythical King Priam. More recent archaeologists have dated the items several hundred years earlier than Priam is supposed to have ruled Troy. But whoever they belonged to, Priam's treasure included the Jewels of Helen, a pair of diadems of gold pieces caught like fragments of sun on gold wire, supposedly worn by Helen of Troy. The Jewels were among the items held by the Royal Museums of Berlin until they disappeared from a protective bunker beneath Berlin Zoo in 1945. So far as the wider world is concerned, that was the end of the story until 1993, when many of the artefacts resurfaced in the Pushkin Museum in Moscow. Attempts by the German authorities to have the Treasure returned have been blocked by museum directors in Moscow, who have claimed it as restitution for damage done to Moscow in the Second World War.

But not all of Priam's Treasure rests in Russia. When the Doctor visited Trentillys Castle in the Welsh Marches in the late 1980s in order to look up an old friend, David Gosthorpe, he learned that David had passed away. David had squandered the family fortune on hunting down historical treasures, but had had to sell both the castle and his collection to pay off his debts. David's sister, Ellen Carter, was intent on recovering any items of value that her brother may have secreted away in the castle grounds, and was successful in finding a diadem which she believed to be one of the Jewels of Helen.

The Doctor recognised it as an alien artefact from the planet Tarron, a piece of living jewellery. When worn, the wearer completes a psychic circuit and their appearance is correspondingly enhanced. However, the psychic link is a dangerous one. The first time the diadem is put on by a character, they must make a Presence + Resolve roll against a Difficulty of 15, with the following results:

Fantastic: wearer gains Attractive and Charming traits with an additional +2 bonus
Good: wearer gains Attractive and Charming traits
Success: wearer gains Attractive trait only
Failure: no effect
Bad: wearer takes 4 points of damage from psychic feedback
Disastrous: wearer takes Lethal damage

Traits such as Psychic Training and Indomitable provide their usual bonuses. The roll is only made when the diadem is first put on; all subsequent occasions have the same result as the first.

Quite why an item of such exquisite beauty should be so dangerous is unknown. Perhaps over the centuries it has become faulty. Perhaps it was designed to be used by one specific mind. Or perhaps it was a weapon intended to kill an enemy of its creator.

THE JEWELS OF HELEN [Minor Gadget]
Traits: Attractive (Minor), Charming (Minor), Restriction (Major) – Requires Presence + Resolve roll to determine effect
Cost: 1 point

"LISTEN TO THE BEAT" BY RONNIE B. CLINTON *(Tweaker)*

Ronnie B. Clinton was one of the most misunderstood blues artists of the 1940s. The man was only appreciated after his death and by that time most of his work had been lost. There may be one or two demo recordings lurking forgotten in studio archives or in the hands of private collectors, but his only commercial release was *Listen to the Beat*, and very few copies of this have survived. In fact, by the early 21st Century, the Doctor believes that only one copy remains. It is very rare and very valuable. Priceless in fact. The Doctor has been hunting for it for years.

There is a very simple reason why virtually none of Clinton's work survives: almost every example has been located and removed… by the Doctor. Over the years, as copies have resurfaced, the Doctor has painstakingly tracked them down and destroyed them. And that's what he intends to do with the final copy of Listen to the Beat.

Ronnie Clinton died young, and what's on that record isn't his work. It is in fact a recording made by someone else but released under Clinton's name. It is a recording of a sound, just a voice, but it is something that should never be listened to. The voice imparts insidious, infectious ideas which have been encoded into the grooves. Playing the record would release the ideas and transmit them into the listener's mind. And it wouldn't stop there. Once infected, that person would pass the ideas to the next and the next and the next, like mass hypnosis.

Listen to the Beat is a terrible and subtle weapon designed to bring human culture crashing down overnight. But why hide the weapon on such an obscure recording? Quite simply, it makes the weapon difficult to detect and track down. But its creator knows that it will eventually be listened to by somebody, somewhere. It also speaks of the mind behind the voice. A stealthy, sneaky, wilfully sly mind. The recording is, quite literally, his Master's voice.

The voice on the record has Presence 4 and Convince 5 for the purposes of using its Hypnosis to affect whoever listens to it. If successful, it compels the listener to sow discord and anarchy, and grants the Hypnosis and Infection traits to enable them to pass its message (and those traits) on. The effect of the recording will spread through a population geometrically as more and more people are corrupted by it. If the voice were ever broadcast, it would be instantly catastrophic to society as a whole.

"LISTEN TO THE BEAT" [Special Gadget]
Traits: Hypnosis (Major), Infection (Major), Restriction (Minor: must be played on compatible audio equipment for initial trigger)
Cost: 3 points

MOLENSKI UNIVARIUS *(Singularity, The Axis of Insanity)*

In the absence of his sonic screwdriver, the 5th Doctor occasionally utilises a small gadget called a Molenski Univarius. He describes this as an all-purpose Time Lord tool, equivalent to a high-tech Swiss army knife, incorporating a magnetic pulse emitter, laser drill and sonic agitator The Doctor has claimed that it can repair anything – though why he hasn't used it on the TARDIS's chameleon circuit is perhaps a question best left unasked!

The Molenski Univarius provides a bonus to any rolls to build or repair items of equipment using the Technology skill (and is cumulative to any other bonuses the character might already have, including the Technically Adept trait if they have it). The Doctor has also been able to adjust its settings to emit subsonic signals of strength sufficient to cause distress in animals and to broadcast a jamming signal. By the judicious expenditure of Story Points, he might be able to adjust the tool for other purposes. In a pinch, the laser drill could even be used as a weapon.

MOLENSKI UNIVARIUS [Special Gadget]
Traits: Disable (Minor: blocks use of Transmit), Technically Adept, Transmit, Zap (Minor)
Cost: 4 points



NEURAL SCRAMBLERS *(The Jupiter Conjunction)*

Smallwave neural scramblers are handheld devices routinely issued to Earth and Jupiter Axis (see *V53*) military personnel in the 23rd Century and are intended to act as short-range non-lethal weapons. When switched on, any unprotected human within a radius of 30 metres must make a Difficulty 18 Resolve + Strength roll or fall asleep. They cannot be roused and will remain in this condition until the scrambler is switched off, when they will waken immediately. A scrambler emits a low whining sound when switched on. Note that the neural scramblers used by the military are designed for use on human minds, and they will need a little tampering with before they will have an effect on other species.

On the face of it, a neural scrambler is not a particularly flexible tool. But if its safety gate is switched off, it can affect electronics, and can be used to open or close electronic locks if pressed up against them and activated. Scramblers might be jury-rigged to have other effects on electronic devices by appropriate rolls and the expenditure of Story Points.



NEURAL SCRAMBLER [Minor Gadget]
Traits: Stun (only affects humans), Open/Close
Cost: 1 point

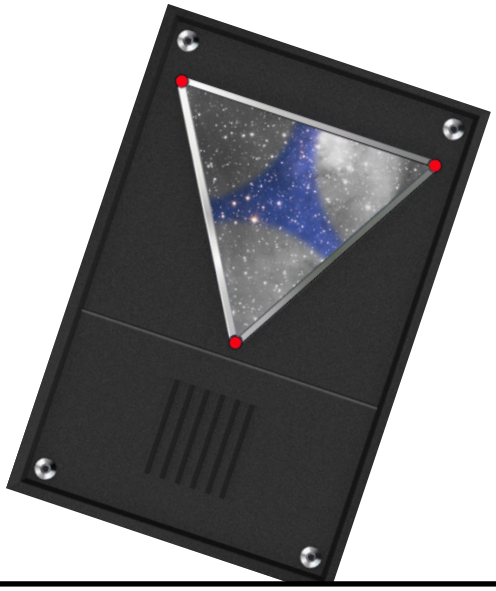
POCKET INTEROCITOR *(Renaissance of the Daleks)*

Nyssa designed a device intended to be a temporal communicator to enable her to talk with the Doctor across the space-time continuum while maintaining the same relative points in their personal timelines. It is based on actinoidal principles, using radioactive metals that are frozen in time so that, rather than decaying, they somehow preserve their energy. The Doctor named the device an interocitor, using a term from the 1955 science-fiction film *This Island Earth* as a joke which was lost on Nyssa.

When Nyssa is using her pocket interocitor to speak to the Doctor, it triggers a flashing light on the TARDIS console, the interocitor message notifier. Of course, getting a reply depends on the Doctor being in the console room at the time and noticing the light flashing. In Nyssa's experience, the Doctor is more often than not elsewhere at the crucial time. Even if he was there, she is not convinced that the device is working properly, and suspects that although the Doctor can hear her, she can't hear the Doctor replying. In fact, the interocitor does work, but it is unreliable. Each use requires a successful Difficulty 15 Ingenuity + Technology roll to establish a communication link.

Although Nyssa believes the interocitor is the result of her own ideas and engineering (which the Doctor thinks is a scientific near-impossibility given its temporal nature), she was in fact subconsciously guided by a multitude of spectral voices she has been hearing recently. These are part of a Dalek plan to spread the concept of "Dalek-ness" throughout time and space to enable them to manipulate history. Quite how the interocitor fits in with this plan is not yet apparent, but one of the 5th Doctor's very temporary travelling companions, Wilton, also had one that was designed under Dalek influence.

Despite the shortcomings of Nyssa's interocitor, the Doctor kept the device after she stopped travelling with him. His eighth incarnation gave it to Lucie Miller to use. Its principles may also have formed the basis for how the Doctor later modified mobile phones into the "superphones" used by Rose Tyler and others.



NYSSA'S POCKET INTEROCITOR [Minor Gadget]
Traits: Transmit, Restriction (Minor: Unreliable – see text)
Cost: 1 point

THE RELIC *(Excelis Dawns)*

Legends of the Relic, a holy artefact left behind by the Goddess, have been circulating on the world of Artaris for centuries. It is believed that the destiny of the planet is somehow tied up with it and the coming of the Warlord, the Hag, the Nun and the Ancient One. The stories say that the Relic is key to the afterlife on Artaris (see *L11*) and that whoever controls it controls the gates to Heaven and Hell.

The Relic's whereabouts is unknown to the general populace, but a map hidden in the library of the convent on Mount Excelis reveals its location to be somewhere in the swamplands that are the domain of the Zombie King.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

If it is found, the Relic appears to be nothing more exotic than a gold lamé handbag. Iris Wildthyme (see *A6*) purchased it in a bazaar on the planet Hyspero and accidentally left it on Artaris thousands of years ago, when she was young and drunk (though the truth is that she was brainwashed by its creators to take it back into Artaris's history).

The Relic has the power to grant immortality. Prolonged exposure is enough to extend the lifespans of all those nearby indefinitely, and it is this that has created the Zombie King and his hordes. If the handbag is opened, whoever gazes into it gains permanent immortality, but at the cost of their sanity. They will see the whole of the history of Artaris, past and future, including their own destiny, within the Relic, enough to break their mind. The result is that while they gain Immortal (Major), they also gain a Major Bad trait (such as Amnesia, Eccentric or Obsession) to represent their insanity.

Although the 5th Doctor didn't discover this during his visit to Artaris, the Relic was actually created by an alien race as a weapon to destroy an enemy war queen, who they knew would pass near to Artaris at a certain time. The Relic is the trigger of a bomb which has been charged by the energies of all the souls who have died on Artaris. The bomb is Artaris itself, which will be destroyed in the explosion along with everyone on it, but it will detonate only if the Relic is in its proper place in the Reliquary in the future city of Excelis.



THE RELIC [Major Gadget]
Traits: Immortal (Major; Restriction - Breaks the mind of any who gazes within it), Delete (Major – Planet of Artaris; Restrictions – One Shot; no restore for Delete function; must be in proper place in Reliquary)
Cost: 2 points

ROVAN'S HOARD *(The Ultimate Treasure)*

In the year 608,469.29 in the Galactic Time Index (1937 BC by the Terrestrial Calendar), Rovan Hathcorl Clemont Delermain Cartovall, son of Emperor Dorrian III and Empress Kalia of Cartovall, disappeared after ordering the crew of his private yacht to disembark at a remote Imperial outpost and piloting it on to an unknown destination alone. It was later discovered that he had secretly arranged for the contents of the palace treasury (estimated value in current terms $6.4x10^{11}$ stellar credits) to be loaded aboard the yacht. Among the treasure is rumoured to be the Book of Lineage of the Empire, containing the genetic records of all of Rovan's ancestors. Despite a multi-system search by the Imperial forces, neither Rovan nor his treasure was ever found.

Five thousand years later, Rovan's hoard is a legend. But there are a small handful of people who claim to know its location. If you have the right contacts – and enough money – the information can be bought, and it occasionally changes hands. But those who have set off on the trail of the treasure over the centuries have never returned.

The information is in the form of a set of galactic navigation coordinates, and the location they point to is not as empty as the space gazetteers would indicate. At coordinates 385.06 by 946.573 by 157.67 positive, there is a planet unknown to the rest of the universe: the planet of Gelsandor (see *L40*). Bored with his life at the Imperial court, Rovan left his treasure here and journeyed on into the universe, to live his life fully and experience the true riches of diversity and uncertainty.

The Seers of Gelsandor are the guardians of Rovan's hoard. Any who come to Gelsandor must complete a quest set by the Seers, and at the end of the quest lies the treasure, hidden behind one of four heavy metal doors deep within a labyrinth of caves. Those who reach this far will be given the choice of which of the doors they wish to open. This is the final test of the Seers: only one choice can be made, and once a door has been passed through, it cannot be reopened from within. The Seers of Gelsandor will be present to inform the questers of the choice they face. Any attempt to force more information from the Seers is futile, as they are all willing to die. The incomprehensibly advanced technology of Gelsandor means that none of the doors will open until the process is followed, and no amount of brute force will work on them.

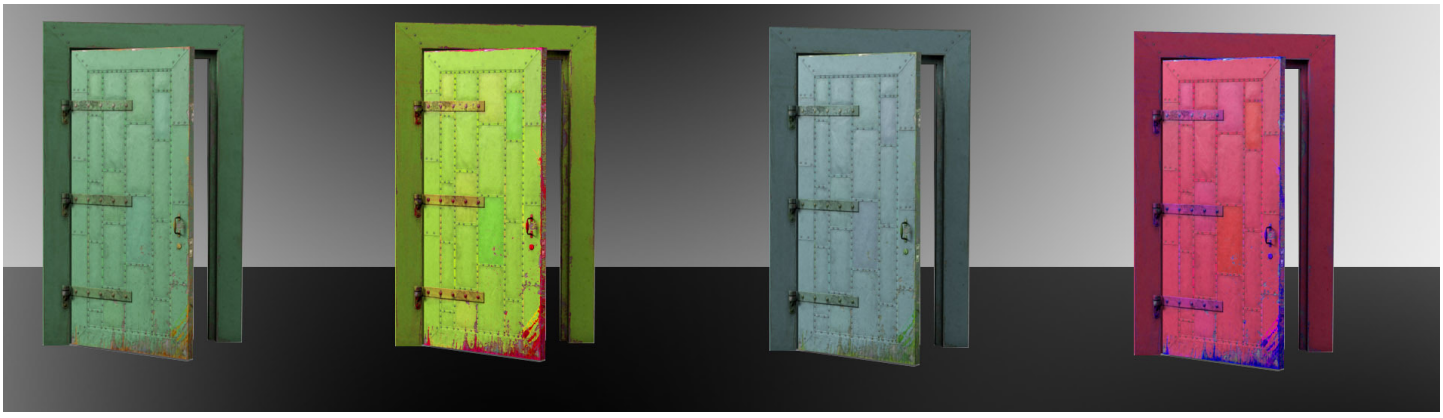
The Green Door: The Seers inform the questers that this door leads back to wherever their ship (or TARDIS) landed on Gelsandor. They advise any who do not wish to continue to choose this door.

The Yellow Door: This door leads to the "lesser treasure room". Within, there is what the Seers describe as "a collection of ephemeral material wealth". Beyond is a tunnel with a series of doors that ends in a chamber containing piles of jewellery and precious stones, bars of gold and other metals, rainbow-hued crystals and ancient paintings, all the material riches that anyone could desire. But the chamber is filled with an inert gas, invisible and undetectable. Whoever enters the chamber will indeed possess Rovan's treasures for the rest of their lives; but their lives will be very short indeed…

The Blue Door: This door will lead the questers to what they most desire, if they do not possess it already. The Seers advise that this door should only be chosen if the need is of the utmost urgency and you are certain beyond doubt it can be satisfied in no other way. Beyond the series of doors behind this one, a quester will find whatever it is they most desire, whether that is love or immortality or power. But this will be all in their mind. The quester will be trapped within their fantasy, unable to return to the real world, living out the rest of their lives believing that they had succeeded. There are already many, many creatures sleeping within this chamber, all dreaming their eternal dreams.

The Red Door: Through this door lies the ultimate treasure. It is "beyond meaningful description, limit or measure". Like the green door, this leads back to wherever the quester's ship (or TARDIS) is, as the ultimate treasure lies in the infinite possibilities of the universe itself.

When Rovan came to Gelsandor, he used his treasure to buy the cooperation of the Seers. While they used it to keep their planet a secret, they also covered up Rovan's trail. It also enables those who inevitably follow after him to learn a lesson in relative values. Any who have the means to find their way here are wealthy and capable enough already. If their greed overtakes them, then they will reap an appropriate prize!



SMART IMPLANTS *(Freakshow)*

Smart implants were outlawed under the Hexen-Brock Treaty sometime around the 13th Century. In fact, the Doctor was instrumental in preventing the attempted assassination of Jalakin Brock by a Tamaranian death squad who had been using the implants in their war against the Pashkul and wanted to prevent the treaty being signed.

The implants are small devices which are surgically introduced into the base of a creature's brain. Externally, they look and feel like a small ridged lump beneath the skin, usually on the back of the neck. They can be programmed to achieve a number of things. Sometimes they are beneficial to the character they are implanted in, such as adding a bonus on rolls using specified Attributes or Skills, particularly mental or social ones, in which case that character pays the cost of having them. But they can also have a negative effect (such as a penalty for certain Attributes or Skills) or be used to control the character they are implanted in, either by the device having the Hypnosis trait or just by the threat of detonating it. In this case, smart implants are a Gadget paid for by whoever controls them.

The problem is that smart implants are too smart. On Chalala Praetor, for example, they took control of the people they were implanted in and overthrew the government. After this, they were fitted with circuits which can be activated by an override unit, a small black box with a few simple controls on it. A character with the correct override unit can use it either to switch one or more of the implants it controls off or to detonate them – though the latter is fatal to the person they are in, instantly turning them into dust.

The smart implants used by Thaddeus P. Winklemeyer (see *V105*) on his sideshow exhibits are very basic versions which do not provide any bonus or penalty to their subjects' abilities. Winklemeyer uses them only to keep his exhibits in line, threatening to trigger the destruction of the implant of anyone who disobeys him or tries to escape from his travelling show. Naturally, he keeps the override unit well hidden.

WINKLEMEYER'S SMART IMPLANTS [Major Gadget]
Traits: Delete (person)
Cost: 2 points

SONTARAN GRAVITY CLUB *(Heroes of Sontar)*

Fleet Marshal Stabb (see *V36*) favours the use of gravity clubs in duels. Designed and built using similar technology to the gravity bar used by Styre in his experiments, the weight of the gravity club increases during combat. In a standard duel, each club begins with a relative weight of ten pounds. The combatants take it in turns to strike at their opponent, who may try to dodge or parry the blow before taking their turn to attack.

To simulate this in a game, a gravity club's weight is represented by the base Strength required to wield it without incurring penalty. Each point that the club exceeds its wielder's Strength incurs a -2 penalty. The initial weight has a base Strength of 2, which applies to each duellist's first strike, and the base Strength increases by 1 on each subsequent round of the duel. Any penalties apply both to the wielder's attack and their parry or dodge, as they must keep holding their own club or forfeit the duel.

The clubs' damage also increases after every third round of the duel (to a maximum of Strength +6). The following table summarises this for ease of reference:

Duel Round	Base Strength	Club Damage
1	2	Strength +2
2	3	Strength +2
3	4	Strength +2
4	5	Strength +4
5	6	Strength +4
6	7	Strength +4
7	8	Strength +6
etc	etc	Remains at Strength +6

Example: Fleet Marshal Stabb has challenged the 5th Doctor to a duel using gravity clubs. Stabb's Strength is 6, while the Doctor's Strength is only 3. During the first round of the duel, neither incurs any penalty and each will deliver Strength +2 damage if they manage to strike their opponent. By the fifth round of the duel, the base Strength for wielding the clubs has increased to 6. Stabb still incurs no penalty, but the Doctor now has a whopping -6 to hit, dodge or parry. Should either duellist successfully strike the other, they will deliver Strength +4 damage. The Doctor had better try to talk himself out of this very fast!



TARDIS INTERFACE STABILISER *(Mistfall, Equilibrium)*

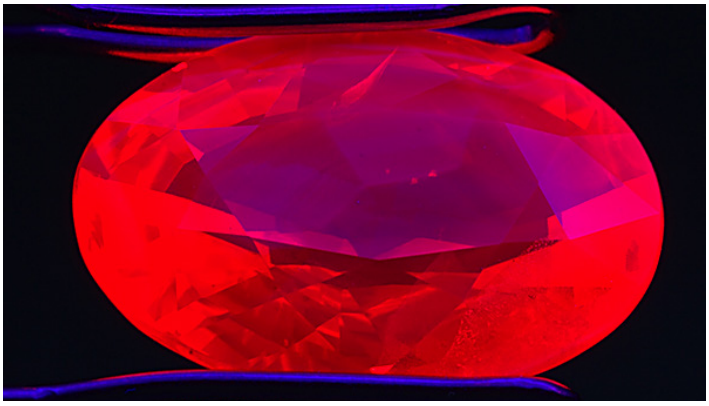
The interface stabiliser is a vital component on any TARDIS. In the Doctor's Type 40, it is accessed via a hatch under the console, alongside the comparator and the gravitic anomaliser. In appearance, it is a metal disc with a glowing red gem like a large ruby at its centre, with a connector on one side. If it is removed for inspection, simply holding the stabiliser up to the light is sufficient to reveal any flaws caused by damage to the crystal.

In practical terms, it is priceless. The interface stabiliser is what protects the TARDIS interior from severe external shocks, such as violent turbulence, extreme heat or cold, radiation and so on. Without a working stabiliser, the TARDIS occupants would be at risk of harm from a hostile external environment. In addition, without the stabiliser forming a seal, a TARDIS would leak energy into the Vortex, draining its power if left unchecked for more than a few hours. If the worst happens, the ship's outer shell could become completely detached from the internal dimensions, leaving the occupants without any means of exiting the TARDIS.

Despite all this, it is theoretically possible to fly a TARDIS without its stabiliser, but it's risky. The Doctor wasn't willing to attempt the violent journey through a CVE from E-Space back into N-Space until he had recovered the interface stabiliser from the person who had stolen it from his TARDIS.

In game terms, there is a -8 penalty on any attempts to fly a TARDIS without a working stabiliser. A Bad result means that the TARDIS has acquired additional system damage. If the GM has *The Time Traveller's Companion*, use the tables on pages 225-227; if not, the TARDIS requires 2D6 hours of repairs before it can be flown again. A Disastrous result means that the TARDIS interior has become detached from the outer shell (most likely leading to an entire new adventure while the characters stranded within try to find a way out).

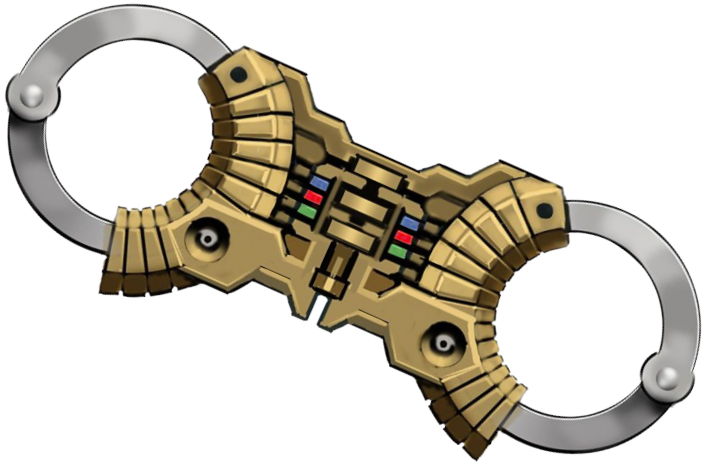
In addition, during the period without its stabiliser, a TARDIS's Forcefield is reduced by one level (i.e. from Special to Major, from Major to Minor, or from Minor to nothing), potentially rendering its interior vulnerable to damage from outside forces.



TEMPORAL HANDCUFFS *(Peri and the Piscon Paradox)*

Temporal handcuffs (often abbreviated to time cuffs) look like exotic manacles encrusted with buttons and switches. They are designed to fit around the wrists of most human-sized (or thereabouts) bipeds. Once activated, the cuffs occupy that exact spot in space until the end of time unless they are released by inputting the correct 6-digit code, moving forward in time at one second per second. Presumably, the spot they occupy is stationary relative to any moving object they are on (car, spaceship… planet), otherwise the results would be messy! Temporal handcuffs are widely considered to be inescapable, but that is most likely just hyperbole put out by the manufacturers. Certainly they are impossible to be moved from their fixed spot without their release code or some fairly major temporal engineering.

An object which is absolutely immovable clearly has uses other than that for which it is primarily intended. For example, if the cuffs are placed behind a door and activated, it will prove absolutely impossible to open the door without breaking it down. Any vehicle with a mass and/or velocity short of that capable of bending space-time which collides with activated cuffs will come to an immediate and possibly catastrophic halt, or else have a cuff-shaped hole running right the way through it. Ingenious GMs and players will doubtless find other clever uses for a pair of temporal handcuffs.



TEMPORAL HANDCUFFS [Major Gadget]
Traits: Immovable Object (Major)
Cost: 2 points

TIME SAFES *(Imperial Moon)*

One of the more useful but seldom used devices installed in many models of TARDIS is the time safe. In an ordinary safe, you put valuables securely away for later use; but in a time safe, you put things away later for prior use. It is a limited form of temporal paradox that is permitted by the Time Lords, but it must be used sparingly.

Time Lords have been known to use their time safes to place messages for their earlier selves, providing themselves with useful information retroactively. Of course, the paradox is that use of the time safe often does away with cause and effect: the Time Lord sometimes gains the information from a message they themselves place in the time safe at a later date without learning it from any exterior source. Items other than messages can of course also be stored in a time safe, but the dimensions of the interior are limited to roughly a cubic foot.

When something is placed within the safe, the user sets retroactive coordinates which specify the time in the past (in terms relative to the TARDIS interior) at which the safe will alert the TARDIS occupants that there is something for them within itself. The safe is normally hidden behind one of the roundels in the main control room, which hinges open to reveal a perfect mirror-like surface within. When the safe is unlocked, the mirror surface fades to reveal a dark cavity. Only when it is opened at the correct time (when the safe has chimed to indicate an arrival), is anything found within it.

On the face of it, it might be thought that a time safe could easily be abused by players once they learn of its presence in their TARDIS. But the fact is that it will only open at pre-set times, not on demand, so the GM can always rule that their future selves forgot to place whatever item they now need, or that the coordinates were set incorrectly. In summary, a time safe will only open and provide something useful if the GM wishes it to! Naturally, it offers the GM the ideal means for starting an adventure.



TIME SAFE [Special Gadget]
Traits: Vortex, Restrictions (Only into the past; only small items)
Cost: 4 points

THE TULOZ VIRUS *(Urban Myths)*

Among the countless viruses accidentally released during a war in the far future, the Tuloz Virus is one which poses a threat at a planetary level. At least two strains of the Tuloz Virus are known to exist, and there may be more.

The Doctor and Peri encountered the more dangerous strain on the planet Poytee. This strain induces increasingly erratic behaviour, with victims entering into an uncontrolled frenzy as they attack each other and even themselves until they collapse from exhaustion. When they wake, they start again. The Tuloz Virus is passed from one individual to another by physical contact. In game terms, it works in a manner similar to the Infection trait. Anyone who comes into direct contact with somebody who is already infected must make a Resolve + Strength roll, except that this is against the virus rather than the individual and has a Difficulty of 15. If they fail the roll, they immediately take 2(1/2/3) damage to their Ingenuity and must make further rolls every 30 minutes thereafter or take additional Ingenuity damage. If Ingenuity reaches 1, they enter an uncontrollable frenzy and attack anyone and anything in sight. Even before Ingenuity reaches 1, stress or provocation can set them off prematurely, with each such incident requiring an Ingenuity + Resolve roll against Difficulty 12 (modified by the GM according to the circumstances) to resist.

The more benign strain of the Tuloz Virus merely causes the sufferer to make increasingly wild and exaggerated claims, whether about themselves or others. Their memories are altered to believe the stories they are telling. This version may be the basis of the urban myth phenomenon, whereby a story may have originally had a kernel of truth at its heart, but has now been exaggerated to an almost fantastical extent. This strain of the virus is also passed by physical contact and requires a Difficulty 12 Resolve + Strength roll to resist. But instead of reducing the victim's Ingenuity, they begin to make exaggerated claims and tell outrageously implausible stories, the worse the failure, the greater the exaggeration. The effects of this strain of the virus should be handled by role-playing rather than number crunching of stats.

The Doctor was able to synthesise an antidote in the TARDIS (requiring a Difficulty 12 Ingenuity + Medicine roll). When administered, it allows a victim to make an additional Resolve + Strength roll, as they did to resist contracting the virus in the first place, but with a +4 bonus. A success means that the antidote has worked and the victim has shrugged off the virus, their Ingenuity, behaviour and memories gradually returning to normal.

TZUN STORMBLADES *(Lords of the Storm)*

The enormous Stormblade ships of the Tzun Confederacy travel along the wavefronts of gravity waves. For longer journeys, they use the main nacelle to direct a graviton stream at their destination, taking into account all the interference from other bodies. Unlike a normal warp or hyperdrive, where the engines simply quantum-tunnel through space and form a briefly localized Einstein–Rosen bridge from A to B, the Tzun gravity drive makes use of the rubber sheet model of the universe (where a heavy object makes a deeper gravitational dent) and grabs the destination point of this hypothetical sheet, dragging a flexible extrusion of it back towards the current position. When the sheet snaps back into place, it takes the ship with it. Technically, you could say that the ship doesn't actually move; it's the universe that shifts around it.

A Stormblade's sword-shaped hull is so polished that the eye slides off it. The smallest Stormblades are a mile long, while larger ones can be five miles or more. The Tzun need this length to focus the graviton beam precisely enough. Without the conductive sections of terullian built into every Stormblade hull, all that gravitational force will stay exactly where it is, building up continuously and producing a massive artificial gravity field before the main nacelle finally explodes.

Among its other properties, terullian can be programmed to act like a single molecule, making the hull extremely tough and resistant to damage. Despite this, most Stormblades were reduced to slag when the Tzun Confederacy was destroyed by the Veltrochni in the 2170s (see *The Second Doctor Expanded Universe Sourcebook*).

The Tzun themselves will be detailed in one of *The Seventh Doctor Expanded Universe Sourcebooks*.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

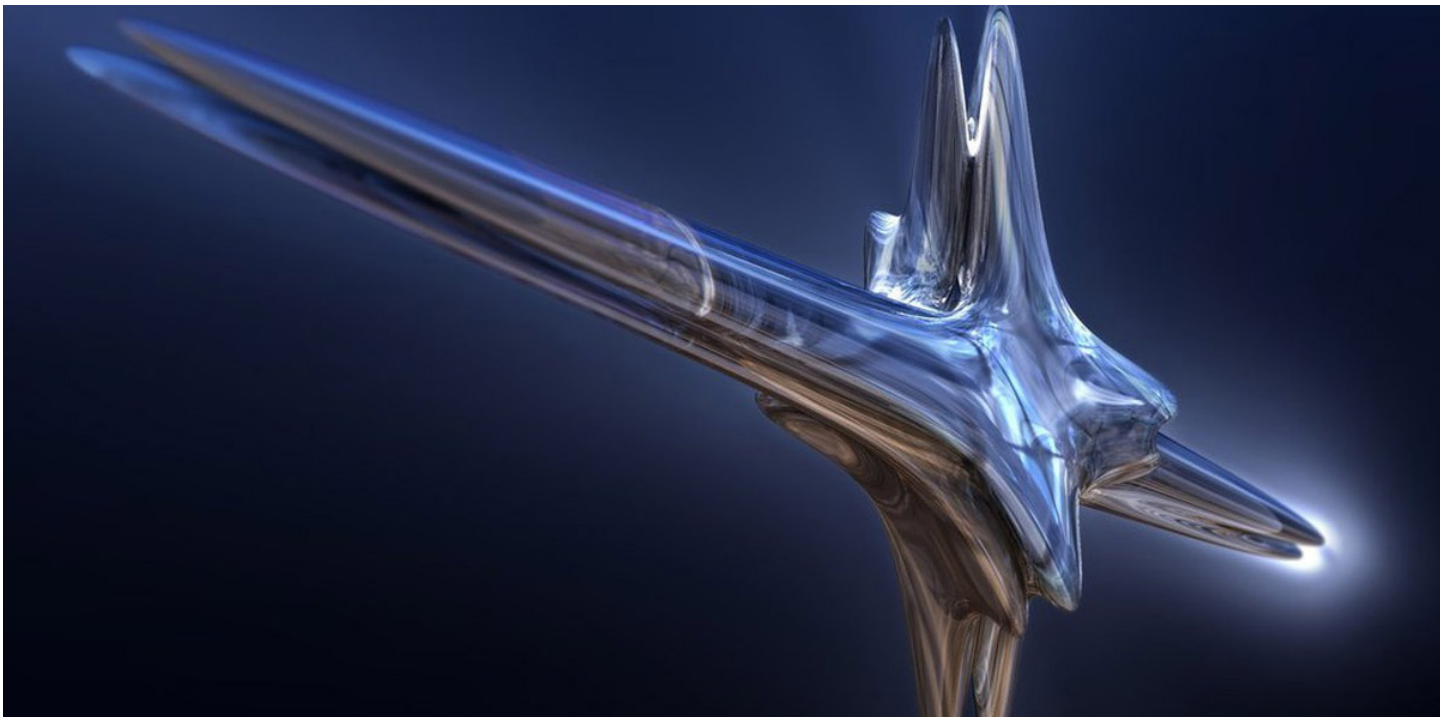
Two hundred years after the fall of the Tzun Confederacy, a derelict Stormblade was discovered drifting in the Reticuli system by the Sontarans. All of the more interesting systems had been melted into slag, but the engines were still operable. The Sontarans removed the main graviton drive nacelle, itself a mile long, and crashed the rest of the ship into the Rutan dry-dock on the moon of Betelgeuse V. They plan to lure a Rutan battle fleet to Raghi, a human colony in the Unukalhai system, before setting the nacelle running on overload and dropping it into the atmosphere of the gas giant Indra. Once it gets within a thousand miles of Indra's core, the artificial gravity field will compress the gas giant enough for nucleosynthesis to start, and the explosion of the nacelle will give it an extra kick-start. Indra will blossom into a sun, reaching fifty times its current mass in a matter of moments. It won't become a main sequence star, but it will burn for a couple of million years, its solar corona engulfing Raghi (see *L68*) and the Rutan fleet.

TZUN STORMBLADE
Armour: 20 **Hit Capacity: see below*** **Speed:** 10**

Traits: Invisible (Major: Camouflage field), Scan, Transmit, Travel, Vortex (graviton jump)
Weapons: Plasma Torpedoes – 24(12/24/36)
Story Points: 15

*A small Stormblade (one mile in length) has a Hit Capacity of 50; the largest can have up to 200.

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





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 Fifth 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.

BIGON



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

Originally a Greek philosopher, he and other Greeks were abducted by Monarch on his fourth visit to Earth and converted into androids. Monarch kept him around despite his ideas about democracy because he found doubt to be a strong intellectual galvaniser. (Four to Doomsday)

SKILLS
Convince 3, Craft 2, Knowledge 5 (AoE: Philosophy), Science 3, Subterfuge 2, Technology 2, Transport 2

TRAITS
Argumentative
Time Traveller (Slow Path) – Bigon can also make use of his original TL 2
Uploaded Character

TECH LEVEL: 6

STORY POINTS: 8

PANNA



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

The blind wise woman of the Kinda on Deva Loka. She had an apprentice, Karuna. She was one of the few Kinda able to speak, and her telepathic skills enabled her to share visions with others. In her opinion, the Doctor was an idiot. (Kinda)

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

TRAITS
Clairvoyance
Distinctive
Friend – Karuna her apprentice
Impaired Senses (Major) – Blind
Precognition
Psychic
Psychic Training
Telepathy
Voice of Authority

EQUIPMENT
Walking stick

TECH LEVEL: 1

STORY POINTS: 12



ANN TALBOT



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

Lady Ann Talbot (later Lady Cranleigh) was an aristocratic young woman physically almost identical to the Fifth Doctor's companion Nyssa. Unlike Nyssa, she had a mole on her left shoulder. 70 years after meeting the Doctor, he asked her to impersonate Nyssa as part of an elaborate plan to defeat the Osiran Nephthys (see V75*). By having Ann accompany him to 1996 and disguise herself as an elderly Nyssa, the Doctor was able to trick Nephthys into travelling back and forth between 1926 and 1996 via her Osiran time corridor, culminating in her ageing to death.* (Black Orchid, The Sands of Time)

SKILLS
Convince 3, Craft 2 (AoE: Dance), Knowledge 2, Subterfuge 3

TRAITS
Attractive
Brave
Charming
Run for Your Life!
Special – Ann is a dead ringer for Nyssa of Traken

TECH LEVEL: 4

STORY POINTS: 12

Adjustments for the elderly Lady Cranleigh: reduce Coordination and Strength to 1 each; delete Attractive and add Slow Reflexes.

CYBERMAN ANDROIDS



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	6

Faceless humanoid androids used by the Cybermen to scout Earth in preparation for their attack in 2526 A.D. (Earthshock)

SKILLS
Athletics 2, Fighting 2, Marksman 3, Subterfuge 4

TRAITS
Alien Appearance (Minor)
Armour (5 points)
By the Program
Enslaved – The androids are servitors of the Cybermen
Fast (Minor)
Impaired Senses (Major) – Mute
Natural Weapon (Major) – Laser beam 5(3/5/L)
Networked – The Cybermen can see what they see
Quick Reflexes
Robot
Scan

TECH LEVEL: 7

STORY POINTS: 4



RINGWAY



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

Officer on a massive space freighter who sold his crew out to the Cybermen in 2526 A.D. He harboured a strong dislike for Captain Briggs because she ignored him. He was killed by his Cyberman masters when they believed he had deceived them. (Earthshock)

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

TRAITS
Argumentative
Dark Secret – Cybermen in the hold!
Military Rank (Minor)
Obligation (Major) – to Cybermen
Selfish
Technically Adept
Unlucky

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

TECH LEVEL: 6

STORY POINTS: 2

PROFESSOR HAYTER



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

Passenger aboard the Concorde transported to prehistory by the Master. Because his field of study at the University of Darlington was hypnosis, he was able to successfully contra-suggest and therefore resist being hypnotised by the renegade Time Lord. Even so, he did not believe that he had gone back in time. He later sacrificed himself to enable the Xeraphin to communicate with the Fifth Doctor and was absorbed by the Xeraphin life force. (Time-Flight)

SKILLS
Convince 3, Knowledge 3 (AoE: Hypnosis), Medicine 2, Science 2

TRAITS
Hypnosis (Major)
Indominable
Psychic Training
Screamer!
Stubborn

TECH LEVEL: 5

STORY POINTS: 6



XERAPHIN



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

Telepathic species that merged into a gestalt organism in order to survive. Beings of immense mental power, the Fifth Doctor called them the most highly developed creatures in the universe. The power of the Xeraphin was controlled by two aspects, good and evil, of the same personality. The Master was able to access the Xeraphin power to perform what seemed to be conjuring tricks, as well as to create mass hallucinations. (Time-Flight)

SKILLS

Convince 3, Knowledge 4, Subterfuge 2, Survival 4

TRAITS

Alien
Alien Appearance
Hypnosis (Special)
Immaterial
Networked – All Xeraphin are in fact parts of the same being, drawing from the same pool of Story Points
Possess
Special – Manifest Plasmatons (see *The Fifth Doctor Sourcebook*)
Telepathy
Vampire – As an attack, the Xeraphin can absorb someone into their gestalt

TECH LEVEL: N/A

STORY POINTS: 20

HEDIN



AWARENESS	5	PRESENCE	6
COORDINATION	2	RESOLVE	5
INGENUITY	8	STRENGTH	2

Member of the High Council of the Time Lords, who, out of sympathy for Omega's plight, helped carry out his plan to bond with the Fifth Doctor and achieve physical existence once more, even though he was an old friend of the Doctor's. (Arc of Infinity)

SKILLS

Convince 4, Knowledge 6, Marksman 2, Medicine 1, Science 4, Subterfuge 4, Technology 4, Transport 2

TRAITS

Charming
Feel the Turn of the Universe
Friends (Major) – High Council
High Office (Special)
Matrix Lord
Obligation (Major) – Omega
Time Lord
Time Lord (Experienced)
Voice of Authority
Vortex

EQUIPMENT

Staser: S/S/S or L(6/L/L) damage

TECH LEVEL: 10

STORY POINTS: 8

DOJJEN



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

Manussan historian and Ambril's predecessor as Director of Historical Research. He believed that the Mara had not been destroyed and would someday return. He learned the rituals needed to defeat the Mara and taught them to the Fifth Doctor. (Snakedance)

SKILLS
Convince 3, Craft 2, Knowledge 3 (AoE: Manussan history and mysticism), Science 2, Survival 4

TRAITS
Adversary (Major) – The Mara
Brave
Eccentric (Minor)
Hypnosis (Minor)
Outcast
Psychic Training
Telepathy

EQUIPMENT
Bag of ritual components

TECH LEVEL: 7

STORY POINTS: 6

CAPTAIN STRIKER



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

Eternal who participated in the race for Enlightenment. His ship, the Shadow, was modelled on an Edwardian sailing yacht. Striker was fiercely competitive with fellow racer, Wrack. (Enlightenment)

SKILLS
Convince 3, Craft 1, Fighting 2, Knowledge 6, Marksman 3, Subterfuge 2, Transport 5

TRAITS
Arrogant
Eternal
Immortal (Special)
Obsession (Major) – Beating Wrack
Psychic
Resourceful Pockets
Time Freeze
Uncreative
Unfeeling
Voice of Authorty
Vortex

TECH LEVEL: 12

STORY POINTS: 12



MARRINER



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

Eternal who served as first mate on the Shadow under Captain Striker when they competed for Enlightenment. All the Eternals desired to experience existence through "Ephemeral" beings; Marriner became particularly infatuated with Tegan Jovanka and her thoughts and emotions. (Enlightenment)

SKILLS

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

TRAITS

Eccentric
Eternal
Immortal (Special)
Obsession (Major) – Tasting ephemeral emotions
Psychic
Resourceful Pockets
Time Freeze
Uncreative
Unfeeling
Vortex

TECH LEVEL: 12

STORY POINTS: 8

BORUSA



AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	8	STRENGTH	1

Former teacher of the Doctor's who, some regenerations on, became Lord President of Gallifrey and went mad looking for the key to immortality. (The Five Doctors)

SKILLS

Convince 5, Knowledge 6, Marksman 2, Science 6, Subterfuge 4, Technology 5, Transport 4

TRAITS

Cutting Edge Technology – Borusa has access to Rassilon's store of TL 11 technology
Feel the Turn of the Universe
Friends (Major) – High Council
High Office (Special)
Obsession (Major) – Immortality
Selfish
Technically Adept
Time Lord
Time Lord (Experienced)
Voice of Authority
Vortex

EQUIPMENT

Coronet of Rassilon (see *The Time Traveller's Companion*)

TECH LEVEL: 10

STORY POINTS: 6

FLAVIA



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

Both the High Chancellor of the Time Lord High Council and, following the Fifth Doctor's deputisation (and resulting flight from office), its acting President. (The Five Doctors)

SKILLS
Convince 5, Craft (Singing) 2, Knowledge 6, Science 4, Subterfuge 3, Technology 4, Transport 2

TRAITS
By the Book
Code of Conduct (Major) – Laws of Time
Feel the Turn of the Universe
Friends (Major) – High Council
High Office (Special)
Time Lord
Time Lord (Experienced)
Voice of Authority
Vortex

TECH LEVEL: 10

STORY POINTS: 6

MADDOX



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

Student training at Sea Base 4 in 2084 and fitted with cybernetic implants to permit his mind to enter the base computers. Re-programmed by Solow to make him sabotage those computers. (Warriors of the Deep)

SKILLS
Fighting 1, Marksman 2, Science 2, Technology 2 (AoE: Computers), Transport 2

TRAITS
Control – Used to interface with base computers by plugging into them directly
Cyborg
Psychic Training
Obligation (Major) – to Sea Base 4
Unlucky

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

TECH LEVEL: 6

STORY POINTS: 6



NILSON



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

Officer on board Sea Base 4 in 2084 and Vorshak's second-in-command. Along with Solow, whom he recruited, was a convert to the ideology of the East Bloc, enemies to the Base.

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

TRAITS
Arrogant
Dark Secret – Working for East Bloc
Military Rank (Minor)
Obsession (Major) – Letting the East Bloc win
Technically Adept
Voice of Authority

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

TECH LEVEL: 6

STORY POINTS: 6

SOLOW



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

Doctor working in Sea Base 4 in 2084. Along with Nilson, was a convert to the ideology of the East Bloc, the power bloc opposed to the base. After the death of Solow's husband and parents, Nilson convinced her that its philosophy was the answer to all of life's problems. (Warriors of the Deep)

SKILLS
Athletics 2, Convince 2, Fighting (Karate) 3, Knowledge 2, Marksman 2, Medicine 4, Science 3, Subterfuge 3, Technology 3

TRAITS
Brave
Dark Secret – Working for the East Bloc
Distinctive
Obligation (Major) – to Nilson
Screamer!
Single-Minded
Technically Adept

TECH LEVEL: 6

STORY POINTS: 6



VORSHAK



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

Commander of Sea Base 4 in 2084. He helped the Fifth Doctor fight the Silurians and Sea Devils who attempted to take over the base and later, to abort the missile launch. When Icthar tried to shoot the Doctor, Vorshak sacrificed his life by taking the blast himself. (Warriors of the Deep)

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

TRAITS
Brave
By the Book
Code of Conduct (Minor) – The thin pastel line
Military Rank (Major)
Voice of Authority

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

TECH LEVEL: 6

STORY POINTS: 6

COCKERILL



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

Orderly for the human colony on Frontios under Chief Orderly Brazen. He was charged with watching for meteorites hitting the surface. When Plantagenet seemed lost, he joined the Retrogrades and became their leader. (Frontios)

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

TRAITS
Brave
Friends (Major) – Retrogrades
Impulsive
Lucky
Tough
Wanted – by Frontios' authorities

EQUIPMENT
Assault rifle: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 6



NORNA



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

Member of the human colony on Frontios and daughter of Range. Helped her father in his science-related work. When the Fifth Doctor came to Frontios, helped him aid the sick. (Frontios)

SKILLS

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

TRAITS

Brave
Obligation (Minor) – to her father
Run for Your Life!
Sense of Direction
Technically Adept

TECH LEVEL: 5

STORY POINTS: 12



PLANTAGENET



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

Member of the human colony on Frontios, and the son of Captain Revere. He became the colony's leader after his father was abducted by the Tractators. He and Brazen initially suspected the Fifth Doctor was responsible for the meteorites bombarding the colony. He was also abducted by the Tractators, who planned for him to replace his father as controller of their excavating machine when he died, but the Doctor rescued him. (Frontios)

SKILLS

Convince 2, Fighting 2, Knowledge 2, Marksman 2, Survival 2, Technology 2

TRAITS

Argumentative
Arrogant
Authority Figure – Colony leader
Obligation (Major) – to Frontios Colony
Tough
Unlucky
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 5

RANGE



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

Chief Science Officer Range on Frontios colony. Father of Norna. As a doctor, began gathering information on the instances of unaccountable deaths. He never made this work public, even to his superiors. When the Fifth Doctor visited Frontios, helped him with the wounded, then vouched for him when Plantagenet cast doubt on his trustworthiness. (Frontios)

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

TRAITS
Brave
Insatiable Curiosity
Obligation (Major) – to Frontios colony
Run for Your Life!
Sense of Direction
Technically Adept

EQUIPMENT
Secret files that could topple the government

TECH LEVEL: 5

STORY POINTS: 6

RETROGRADES



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

On Frontios, a Retrograde or Ret was a person who had decided to leave the society and technology of the formal colony — as led by Plantagenet — in order to try their luck in the wilderness. At the time the Fifth Doctor, Turlough and Tegan visited, it was increasingly common for colonists to become Rets. To stem the tide, Brazen, with Plantagenet's assent, decided to simply have Rets shot as deserters. This policy, however, didn't seem to curb the Retrograde "movement". (Frontios)

SKILLS
Athletics 2, Craft 1, Fighting 2, Marksman 2, Subterfuge 2, Survival 2, Technology 2

TRAITS
Brave
Outcast
Tough
Wanted – by Frontios' authorities

EQUIPMENT
Assault rifle: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 2-4



STIEN



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

Duplicated agent working for the Daleks who encountered the Fifth Doctor and Tegan Jovanka after they landed in London 1984 due to falling into a time corridor. Broke the Dalek conditioning and helped the Doctor, sacrificing his life rather than let it take hold again. (Resurrection of the Daleks)

SKILLS

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

TRAITS

Brave – As part of his cover, Stien acts Cowardly
Dark Secret – Dalek agent (and when not, must hide the fact that he has broken his conditioning from the Daleks)
Enslaved – While his conditioning lasts, Stien is a Dalek agent; he may break the conditioning by rolling Awareness + Resolve against 15
Impulsive
Technically Adept

EQUIPMENT

Hand blaster: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 6

STYLES



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

The medical officer of the Prison Station on which Davros was held prisoner. She was one of the few initial survivors of the Dalek raid on the station. Along with Mercer, Styles tried to activate the station's self-destruct mechanism, but she was shot and killed by one of Lytton's mercenaries before she could do so. (Resurrection of the Daleks)

SKILLS

Athletics 2, Fighting 2, Marksman 3, Medicine 3, Science 2, Subterfuge 1, Technology 3

TRAITS

Argumentative
Percussive Maintenance
Quick Reflexes
Run for Your Life!
Technically Adept
Unadventurous
Unlucky

EQUIPMENT

Hand blaster: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 6



GENERAL CHELLAK



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

Leader of the troops sent to Androzani Minor to force out terrorist Sharaz Jek. When his men captured the Fifth Doctor and Peri, was ordered to execute them, but Jek replaced them with android duplicates. While later struggling with Jek, was pushed into the path of a mud burst. (The Caves of Androzani)

SKILLS
Convince 2, Fighting 2, Knowledge 2, Marksman 4, Subterfuge 2, Survival 2, Technology 2

TRAITS
By the Book
Code of Conduct (Major) – Military honor
Five Rounds Rapid
Military Rank (Special)
Screamer!
Single-Minded (MInor)
Voice of Authority

EQUIPMENT
Assault rifle: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 5

MAJOR SALATEEN



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

Officer in General Chellak's troops on Androzani Minor. Was abducted by Sharaz Jek and replaced with an android duplicate. The Fifth Doctor helped him escape and once returned, to launch an assault against Jek. Salateen was shot and killed by one of Jek's androids. (The Caves of Androzani)

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

TRAITS
Brave
Crack Shot
Eccentric – Even the human version of Salateen is distinctly unemotional
Military Rank (Major)
Quick Reflexes
Run for Your Life!
Sense of Direction

EQUIPMENT
Assault rifle: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 6





ADVENTURE SEEDS

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

Psychodrome *[L67]*
When the TARDIS lands in a strange and unsettling environment, the urge to explore is irresistible... and trouble is only a few steps away. The world your characters have found themselves in is populated by a wide variety of the strangest people imaginable - a crashed spacecraft here, a monastery there, even a regal court. And not everyone they meet has their best interests at heart. With the TARDIS stolen, and the very environment itself out to get them, they'll have to work as a team if they want to get out alive...

Cold Fusion *[V32]*
The TARDIS lands on a barren ice world. Its crew find a once ordered society on the verge of collapse, as rebels wage a dirty war with Scientifica, the ruling elite. All that stands between order and anarchy is the massed presence of an Adjudicator peacekeeping force. But is peace the only reason for the Adjudicator garrison? What exactly has been discovered deep below the planet's surface? Who are the mysterious Ferutu? And why is telling a ghost story a criminal offence?

The Star Men *[V54, L36, L82]*
Astronomical navigation is a tricky business. Your Time Lord sets course for Gallius Ultima – a planet on the edge of the Milky Way, housing one of the most impressive observatories ever constructed, but the TARDIS arrives to find Gallius U in a state of emergency, tracking the return of the Explorer-class ship Johannes Kepler from its mission into the heart of the mysterious Large Magellanic Cloud. A mission that met with disaster... To find out what overtook the crew of the Johannes Kepler, the TARDIS crew must journey into the heart of the Cloud... and beyond, into the darkness of another reality altogether. The universe of the Star Men.

The Contingency Club *[V88, L22]*
London, 1864 - where any gentleman befitting the title "gentleman" belongs to a gentlemen's club: The Reform, The Athenaeum, The Carlton, The Garrick... and, of course, The Contingency. Newly established in St James', The Contingency has quickly become the most exclusive enclave in town. A refuge for men of politics, men of science, men of letters. A place to escape. A place to think. A place to be free. The first rule of The Contingency is to behave like a gentleman. The second is to pay no heed to its oddly identical servants. Or to the horror in its cellars. Or to the existence of the secret gallery on its upper floor... Rules that your characters are all about to break.

Divided Loyalties *[V42]*
There are some evils in the universe that need to be fought. And others that need redeeming... Many years ago your Time Lord lost a friend to the mysterious and malevolent force known as the Celestial Toymaker. Now, he or she receives a telepathic call from that long-lost classmate, begging for help. As the TARDIS crew sets out to rescue the Time Lord's friend or exact revenge, the companions become increasingly involved. Will they opt to face the Toymaker's game challenges? And what is the connection between the Toymaker and the planet Dymok, whose comatose inhabitants find a new saviour in the shape of one of the companions?

Zaltys *[A37, V11, L98]*
In the Vortex, the TARDIS comes under a form of psychic attack – resulting in the abductions, turn by turn, of the companions. Following their trail, the other TARDISeers arrive under the lurid skies of the planet Zaltys, whose entire population has vanished in strange circumstances. Soon, they discover that Zaltys is now the target of treasure seekers, come to scavenge this so-called Planet of the Dead... Meanwhile, deep below the planet's surface, the abductees learn the earth-shattering reason why the people of Zaltys disappeared... and why they were wise to do so. And quite literally in the dark, endure interrogation by the mysterious Clarimonde. Any friend of your Time Lord is Clarimonde's enemy... because theirs is a blood feud!

Smoke and Mirrors *[A38]*
The Doctor answers a psionic distress call being sent from England in the 1920s. There, in the environs of a fairground, he is reunited with an old friend: Harry Houdini. To Adric and Nyssa the name means very little, but to the Doctor's companion Tegan he is a legend. Escape artist extraordinaire, Houdini's reputation will last for decades. But how come Harry knows so much about Tegan herself? Is it really just guesswork, as he says? Is Harry right to be concerned about the fairground's fortune teller, who claims to have supernatural skills? Both he and the Doctor suspect an alien influence they know of old. What neither the Doctor nor his friends realise is that, somewhere in the



shadows, a far more sinister and familiar presence is lying in wait for them...

Iterations of I *[V47]*
The house on Fleming's Island had been left to rot. Ever since a strange and unexplained death soon after it was built, and plagued with troubling rumours about what lurked there, it remained empty and ignored for decades until the Cult moved in. As twenty people filled its many rooms, the eerie building seemed to be getting a new lease of life. But now it is empty again. The cult found something in its corridors... and then vanished. Trapped on the island one dark night, your characters look into the building's mysteries, its stories of madness and death. Their only chance is to understand what terrible thing has been disturbed here... before it consumes them utterly.

The Darkening Eye *[V19, V20]*
While investigating a debris-littered battlefield in deep space, the TARDIS crew are salvaged by an ancient race of collectors known as Dar Traders. Separated after an accident, the companions find themselves at the mercy of the Traders' curiosity. But the Traders have salvaged a cabinet from the battle that could be very dangerous indeed. What does the suave assassin, Damasin Hyde, know of the cabinet? And why is everybody so interested in the missing Time Lord? To find him or her, the TARDIS crew will have to enter a violent interplanetary war.

The Toy *[G2]*
In their bedroom on board the TARDIS, one PC dreams of their long-lost home, and a Forbidden Archway that never really existed — or did it? In the TARDIS corridors, they find a flight of steps, a door marked "keep out", and beyond, a locked room full of secrets. In particular, a casket containing a jewel seems to call to them. "Do you want to be my friend?" So begins a journey that will take them from snow-capped mountains to vast cities, and introduce them to people they seem to know so well. What dangerous landscape have they wandered into — and can they ever escape to safety, and the comfort of their travelling companions?



Empire of Death *[V16]*
In 1856, a boy discovers he can speak with the voices of the dead. He grows up to become one of England's most celebrated spiritualists. In 1863, the British Empire is effectively without a leader. Queen Victoria is inconsolable with grief following the death of her beloved husband, Prince Albert. The monarch's last hope is a secret séance. Trying to visit the Great Exhibition of 1851, the time travellers are shocked when a ghost appears in the TARDIS, beckoning them to the Other Side. What is hidden in a drowned valley guarded by the British Army? Is there life after death and can it be reached by those still alive? And might your characters be afraid of facing their own ghosts?

Tip of the Tongue *[V22]*
In 1945, a strange new craze for Truth Tellers is sweeping the kids of small-town America. The TARDIS crew soon arrives to investigate the phenomenon, only to discover that the actual truth behind the Truth Tellers is far more sinister than anyone could have imagined...

The Land of the Dead *[V80, L14]*
Landing in Alaska, the TARDISeers encounter a group of people in a most unusual house, cut off not only by the harsh climate but by their individual secrets and obsessions. Millionaire Shaun Brett is utilising chunks of the local area to construct a shrine to his dead father. But when deadly creatures start roaming outside, and a terrifying discovery is made inside the house, the Doctor realises that Brett has unleashed an unimaginably ancient force.

Winter for the Adept *[V103]*
When a teleportation experiment goes badly wrong, a companion finds themselves stranded on the freezing slopes of the Swiss Alps in 1963. But is it mere coincidence that they find shelter in a snowbound school, haunted by a malevolent poltergeist? When the other PCs arrive, they and the other inhabitants of the school soon discover that the ghost is merely part of a darker, deeper and more deadly game involving rogue psi talents and something else... Something not of this Earth.

The Mutant Phase *[L26]*
In the 22nd century, the Daleks have occupied planet Earth. By the 43rd century, only a handful of humans survive. Still further into the distant future, a Thal scientist must choose whether to betray his heritage, or see the universe destroyed. When the TARDISeers find themselves trapped in this deadly chain of events, they must decide who their real enemies are. What is certain, however, is that no matter where they turn... their arch enemies, the Daleks, will be waiting for them. What could possibly be worse than that? The Mutant Phase...

1963: Fanfare for the Common Men *[A26, V63]*
If you remember the Sixties, they say, then you can't have been there. The TARDISeers go on a trip back to November 1963. Back to where it all began. Back to the birth of the biggest band in the history of British music. Back to see those cheeky lads from Liverpool... Mark, James and Korky. The Common Men. The boys who made the Sixties swing with songs like "Oh, Won't You Please Love Me?", "Just Count To Three" and "Who Is That Man". You might remember the Sixties. And there's something very wrong with the Sixties, if the Beatles no longer exist...

Primeval *[V60, L66]*
A friendly Trakenite will die at dawn, and your heroes don't know why. To save her life, they must make a desperate journey to the only place in the universe where a cure might exist to heal her. When even that fails, they may have no choice — let her die, or make a deal with the devil. After all, the road to hell is paved with good intentions...

Spare Parts *[V14, L56]*
"I'm not even sure they are people by the end. They're just so many tinned left-overs..." On a dark frozen planet where no planet should be, in a doomed city with a sky of stone, the last denizens of Earth's long-lost twin will pay any price to survive, even if the laser scalpels cost them their love and hate and humanity. And in the Mat-infested streets, round about tea-time, the time travellers unearth a black market in secondhand body parts and run the gauntlet of augmented police and their augmented horses. And just between the tramstop and the picturehouse, their worst suspicions are finally confirmed: the Cybermen have only just begun, and they will be their saviours.

Creatures of Beauty *[V58, L91]*
A planetary ecological disaster... An incurable, disfiguring, genetic disease... Aliens, in breach of galactic law... A companion, under arrest... The TARDIS, inoperable... The Time Lord, facing interrogation... Another situation of dire peril is unfolding for the TARDISeers. However, what if it is not clear who is right and who is wrong? Who is ugly and who is beautiful? Where does the story begin, and where does it end? Sometimes, it is all a matter of perspective.

The Game *[A46, V72, L24]*
On the planet Cray, it's game time... The Gora and the Lineen are set to face off in the grudge match to end all grudge matches. The players are limbering up, the commentators are preparing, the fans are daubing themselves in their team's colours. The arena is set, and the kick-off is approaching... When the time travellvers arrive, however, they find that Naxy is a sport that anyone can play ... whether they want to or not. Cray's entire future depends on the match's outcome, but they soon realise that it is anything but just a game...

Fallen Angels *[A50]*
2015: When sightseers Joel and Gabby Finch encounter a strange man in Edwardian cricketing garb in the Sistine Chapel, their honeymoon suddenly takes a terrifying turn.
1511: Michelangelo is commissioned to create some very special sculptures by a mysterious sect. But as he carves, angels seem to emerge fully-formed from the rock. Almost as if they are alive...
From Michelangelo's workshop to the catacombs of Rome, the TARDISeers must keep their wits about them and their eyes wide open as they confront the Weeping Angels.

Cuddlesome *[V17, V107]*
Do you remember the '80s? The Rubik's cube... Duran Duran ... deelyboppers ... and the Cuddlesomes — pink vampire hamsters, the must-have toy of twenty-three Christmases ago. For so long now, the Cuddlesomes have been forgotten, lying in attics and junk shops. But now they're waking up. And they want to give us all a cuddle. A long, slow, deadly cuddle... Landing in an England gripped by a strange new plague, the time travellers are soon on the Cuddlesomes' trail. But the toys are just part of a twisted plan to wipe out a whole generation...

The Secret History *[A36, V78, V101, L69]*
The TARDIS brings the team to the Italian city of Ravenna in the year 540 – besieged by the army of the celebrated Byzantine general Belisauris. Caught up in the fighting, one of them ends up on a boat bound for Constantinople, the heart of the Roman Empire. Rescuing them, however, is the least of the others' problems – because you Time Lord shouldn't be mixed up in this particular adventure at all. Someone has sabotaged his or her own personal timeline, putting them in the place of an earlier incarnation... but who, and why? The truth is about to be revealed – but at what cost to all of the incarnations, and to the whole future history of the planet Earth?

Empire of the Racnoss *[V30]*
When a distress call rips the TARDIS from the Vortex, dragging it back through time, it arrives in the midst of a conflict between Gallifrey and an ancient foe. No doubt, your player characters want to help, but in returning a wounded combatant home, they become further and further entangled in a web of deceit and recrimination. A web spun by an eight-legged Empress and her minions... The Empire of the Racnoss is at war, and wherever they stands, the TARDISeers are on the wrong side.

Renaissance of the Daleks *[A15, L63, G8]*
A random landing in London and a trip to the Savoy Hotel yield unexpected results for the TARDISeers. Tea, scones, an American general who knows far too much, and the threat of a Dalek invasion of Earth. It seems the travellers' deadliest foes have woven a tangled web indeed. And in order to defeat them, they must cross the forbidden barriers of time and walk into the very centre of their latest, most outlandish scheme of conquest.

Return to the Web Planet *[V38, V73]*
"It's an ancient name. From the dark time..." It's been hundreds of years and several regenerations since we last saw the insect world of Vortis. Much has changed in the meantime, but not necessarily for the better. This now green and pleasant land isn't the paradise it first appears. Something malevolent is living out in The Desolation... And the TARDIS crew must solve the mystery before the City of Light is overrun.

The Boy That Time Forgot *[L18]*
In a weird jungle valley, the Victorian explorer Rupert Von Thal saves Bloomsbury novelist Beatrice Mapp from a ghastly death in the grip of a monstrous mantis. But this is no Lost World of the dinosaurs. According to their travelling companions, your characters, all four have been transported back to a primitive Earth that should never have existed! Further down the valley is

the vast city where the scorpions live. Walking, talking, intelligent scorpions, ruled over by their cruel and sinister master. Together, they are being drawn ever tighter into the clutches of... the boy that time forgot.

Time Reef *[L83]*
A curse on this damned reef! Drawn by the siren call of a distress beacon, the TARDIS crash-lands on an uncharted time reef. However, the TARDISeers are not the only mariners marooned on this barren rock. Commander Gammades and his crew of returning war heroes have been similarly shipwrecked, as has the beautiful but mysterious Lady Vuyoki. But there's something else here, too. A thing of darkness which crawls blindly across the surface of the reef hunting for prey: the Ruhk.

Castle of Fear *[A41, A46, V92, L80]*
1199: Returning from the Crusades, Hubert, the new Earl of Mummerset, comes to take possession of Stockbridge Castle, his ancestral home. The only trouble is, in his absence, demons took possession of his Castle...
1899: The Stockbridge mummers' play takes a wholly unexpected turn, when the Dragon slays St George.
These events are not unconnected, the TARDIS crew discovers. There's an alien presence squatting in Stockbridge Castle, and it's their job to expose it. If Turkish knights, killer boars and a gang of rogue paladins don't stop them first...

The Eternal Summer *[A49, V112, L80]*
It's been a long, hot summer in Stockbridge. Longer than the villagers can remember. Summer's lease is never-ending — and all thanks to the Lord and Lady of the Manor! One man alone knows that something's wrong: Maxwell Edison, Stockbridge's unofficial ambassador to the universe. Or "flying saucer nut", as the locals have it. He'll need help proving it: from the player characters! They'd better hope that autumn never comes to Stockbridge. When autumn comes, the world is doomed...

Plague of the Daleks *[A52, V84, L80]*
Stockbridge used to be such a lovely place. The loveliest village in all England, according to the guide books. But hardly anyone visits Stockbridge now: a few tourists, a couple of Trust guides, the odd beady-eyed raven. But something is coming to Stockbridge. Something which turns village cricketers into ravening zombies — a plague such as the Earth has never seen, falling through history from a time when humanity's greatest enemy was a race known as the Daleks. Your heroes visit Stockbridge for the final time, to confront the terrible secret buried at its heart. The storm clouds are gathering...

Moonflesh *[A5, V110, L94]*
One wouldn't normally expect to find elephants, gorillas and rhinoceroses roaming free in Suffolk in the year 1911. One wouldn't normally expect to find an extra-dimensional police box at the same time/space location either. Your characters exit said box, only to find themselves pursued by a hungry lioness – for they've landed in the private hunting grounds of the famous explorer Nathaniel Whitlock, who's brought together a motley group of friends and acquaintances for a weekend's shooting. But one of Whitlock's guests isn't all they seem. One of them wants the secrets of the Moonflesh, the mystic mineral looked after by Whitlock's retainer, a Native American known as Silver Crow. Because the Moonflesh is reputed to have the power to call down spirits from another realm... and soon, the hunters will become the hunted.

Tomb Ship *[V114, L86]*
The TARDIS brings your characters to a vast pyramid, floating in space. A tomb ship — the last resting place of the God-King of the Arrit, an incredibly advanced and incredibly ancient civilisation, long since extinct. They're not alone, however. Another old dynasty walks its twisted, trap-ridden passages — a family of tomb raiders led by a fanatical matriarch, whose many sons and daughters have been tutored in tales of the God-King's lost treasure. But those who seek the God-King will find death in their shadow. Death from below. Death from above. Death moving them back and forward, turning their own hearts against them. Because only the dead will survive.

Masquerade *[V109, L74, L78]*
France, the year 1770: By special invitation, your PCs, arrive at the lonely estate of the lovely Marquise de Rimdelle – once a hostess to the highest of high society, now isolated by the strange, pernicious mist that lingers round the countryside. But there's more in that fog than mere vapour. You sense some uncanny machine circling the fringes of the estate, in the space between the shadows. Watching. Always watching. You've given it a name: "the Steamroller Man". Meanwhile, the man in the cellar talks to your Time Lord; a dead man, trapped behind the cellar walls. The Steamroller Man is coming, he says; coming to smash the place down. It seems you've been drawn into a very dangerous liaison...



Alien Heart *[V7]*
Your TARDISeers stumble across a trail of ten destroyed worlds, all of them obliterated by means of some utterly monstrous but utterly unknown device. The planet Traxana would seem to be next in line to suffer the same fate. But when the TARDIS lands on an outpost on Traxana's moon, one of the companions is carried away by a tide of giant green arachnoids, leaving the others behind... And the coming menace is closer than they think.

Dalek Soul *[L55]*
On the Dalek-occupied world of Mojox, a group of rebels is engaged in a futile fightback against the invaders – but at last they've found an ally, in the form of your heroes. Elsewhere, however, the Daleks' Chief Virologist is seeking to perfect a biological weapon to wipe out the Mojoxalli, once and for all. And it's one of *you*!

The Waters of Amsterdam *[A53, V15, V76]*
A trip to Amsterdam's Rijkmuseum to see a new exhibition of the work of Rembrandt van Rijn, featuring his drawings of "Vessels of the Stars" astonishes your crew when they discover that they are designs for spaceships that would actually work. This leads them to pop back to the Dutch Golden Age for a quiet word with Rembrandt – but the world-weary artist is no mood to help. Meanwhile, strange forces are swirling in the canals, creatures from ancient myth, the watery, goblin-like Nix. What is their connection to the mysterious Countess Mach-Teldak?

Omega *[V77, L73]*
A strange telepathic message prompts your Time Lord to travel to the Sector of Forgotten Souls, a place where, thousands of years ago, Omega's ship vanished whilst detonating a star. He's not the only one journeying towards it. Jolly Chronolidays prides itself on giving its tourists an experience of galactic history that is far better than mere time travel. Its motto is, "We don't go into history, we prefer to bring history to you". When Omega's ship suddenly materialises in front of their shuttle, and one of their employees goes insane and tries to destroy his hands, suddenly it's not just a motto any more. And Omega — and his madness — is closer than they think.

The Burning Prince *[A51, L76]*
The Drashani Empire — a galaxy-spanning civilisation, the glory of Rome set among the stars. But for decades now, the Royal Houses of Gadarel and Sorsha have been at war, each claiming the Imperial throne. The wedding of Prince Kylo and Princess Aliona was meant to change all that — a blessed union between the Houses, a new hope for the Empire. Until Aliona's wedding galley crash-landed on the planet Sharnax — and all contact was lost. The TARDIS lands aboard the ship carrying the fiery Kylo in search of his lost princess — but with a sabre-toothed monster roaming its corridors, your PCs soon discovers he's not the only alien presence aboard.

The Elite *[V27, L34]*
A scheduled trip to the paradise world of Florana turns into a nightmare when the TARDIS takes the crew to a domed city on a planet scarred by warfare. A world where everyone is young, and fighting for the glory of the Elite... Hidden away in the Cathedral of Power, the High Priest is watching. It knows the Time Lord, and his arrival changes everything...

Fear of the Dark *[V3, V21, L1]*
On the very edge of the galaxy lies Akoshemon: a putrefied world of legendary evil. In the year 2382 archaeologists land on Akoshemon's only moon, searching for evidence of the planet's infamous past. But when your TARDISeers are drawn into the lunar caverns they find more than a team of academics — and help uncover much more than ancient history. Something is lying in wait, deep inside the labyrinth of caves: something that remembers the spiral of war, pestilence and deprivation that ruined Akoshemon. Something that rejoiced in every kind of horror and destruction. An age-old terror is about to be reborn. But what is the hideous secret of the Bloodhunter? And why does one of the Companions feel that their thoughts are no longer their own? Forced to confront their own worst fears, the crew will be pushed to their breaking point — and beyond.

Hexagora *[L48, V44]*
When a newspaper reporter goes missing, your PCs uncover a case of alien abduction. The trail leads them to the planet Luparis, and a city that appears to be a replica of Tudor-era London. What are the monsters that lurk in the shadows? And what is the terrible secret at the heart of Luparis? To save a world, they must try and defeat the evil plans of Queen Zafira. And one of her plans is to marry your Time Lord...

The Children of Seth *[L9]*
During an experiment, the TARDIS' temporal scanner picks up a message: "Idra". Just one word, but surely enough to draw your Time Lord to the Archipelago of Sirius. There, the Autarch is about to announce a new crusade. A mighty war against Seth, Prince of the Dark... But who is Seth? What is the secret of Queen Anahita, Mistress of the Poisons? And what terror awaits on Level 14?

The Sands of Time *[V75, L6, X2]*
"If Sutekh had escaped, no power in the universe could have stopped him wreaking havoc and destruction. This time, it's worse." Arriving in Victorian London, your crew runs straight into trouble, either kidnapped in the British Museum by Egyptian religious fanatics, or greeted by a stranger who knows more about them than he should and invited to a very strange party. Why are rooms already booked for them at the Savoy? How can Lord Kenilworth's butler Atkins be in Egypt and London at the same time? What is the history of the ancient mummy to be unwrapped at Kenilworth's house? The quest for answers leads them across continents and time as an ancient Egyptian prophecy threatens 1990s England. While they attempt to unravel the plans of the mysterious Sadan Rassul, mummies stalk the night and an ancient terror stirs in its tomb.

Zeta Major *[V59, L61]*
You've decided to concentrate on deriving energy from the kinetic force of planetary movement... A glib remark from the Doctor to a desperate scientist long ago has had far-reaching effects on the empire of Morestra. Eminent Morestran scientist Sorenson, attempting to find a new power source for his planet, risked a universal catastrophe by attempting to steal anti-matter crystals from the distant planet of Zeta Minor. The Doctor averted disaster, but has in effect sent all Morestra up a technological cul-de-sac. Your own Time Lord becomes involved in Morestra's future. The empire has become a theocracy, and the all-powerful Church, finally discovering that Sorenson's world-spanning energy tower will never work, is attempting to save face by covertly returning to Zeta Minor to steal the powerful minerals they need. This time, they believe they are prepared for all eventualities... With the Companions embroiled in the ever-shifting loyalties and intrigues of the Morestran court, only the Time Lord accepts that the forces of the anti-matter universe can never interact with our own. Can something that started two thousand years ago be stopped?

Aquitaine *[V25, L44]*
Today should be much like every other day for Hargreaves, the computer consciousness that co-ordinates daily life aboard the spaceship Aquitaine, stationed on the outer fringes of a black hole. Water the plants, run the diagnostics, cook the Captain's breakfast; then tidy the plates away, rotate the ship, clean the windows of the observation deck. When at last the day's work is done, Hargreaves will dim the lights in the sleeping quarters. But noone will sleep aboard the Aquitaine tonight. Because the Aquitaine's crew is missing. But today will be different. Today, a space/time ship called the TARDIS will materialize in the botanical section, bringing new crew aboard the Aquitaine. Together, they'll seek to discover the truth of what happened to Hargreaves' crew... if only the ghosts will let them.

Goth Opera *[A14, V91, V123]*
"The time of humanity on this world has come to an end. The long night is starting. The age of the undead is upon us." Manchester, 1993. The vampires of Great Britain have received a message: the long-awaited arrival of their evil messiah is imminent. It's time for a recruitment drive. On holiday, your TARDISeers are attacked by a demonic child. She escapes unharmed — except for two small wounds in her neck. Why are the descendants of the Great Vampire so desperate to obtain the blood of a Time Lord? And what is their connection to a forbidden ancient Gallifreyan cult?

The Peterloo Massacre *[L65]*
"They say there'll be thousands pouring into Manchester tomorrow. From all over the county, north and south. It'll be a piece of history. People will remember this!" Lost in the smog of the Industrial Revolution, the TARDIS crashes four miles south of Manchester, in the grounds of Hurley Hall – a grand mansion belonging to a local factory owner, a proudly self-made man. But while Hurley dreams of growing richer still on the wealth of secret knowledge locked up in the time and space machine, his servants hope only for a fair day's pay for a fair day's work. His young maid Cathy, for instance, looking forward to joining the working people's march to St Peter's Field, in the heart of the city. There'll be speeches and banners and music. It'll be like one big jamboree... Or so she thinks. For the city's establishment have called in their own private militia, to control the crowd. One of the darkest days in Manchester's history is about to unfold – and your PCs are right in the thick of it.

Freakshow *[V105, G11]*
The TARDIS arrives in Arizona 1905, where travelling showman Thaddeus P. Winklemeyer is offering the residents of Buzzard Creek the elixir of life. Winklemeyer also owns a unique carnival, which is full of caged alien creatures. And in one of your crew, he has found a brand new exhibit...

Cobwebs *[A8, A45, L42]*
"You know what cobwebs mean. Spiders..." In search of a cure for a sickness that's so far claimed six billion lives, a scientist arrives at an abandoned gene-tech facility on the toxic planet Helheim. "Hellhole", more like. She's not alone. The TARDIS has also been drawn to the Helheim base — and in its cobweb-coated corridors, she soon runs into your crew. But who, or what, has engineered this strange reunion? The answer's here, in the dark. With the Cractids. In the cobwebs.

The Whispering Forest *[V98, L17]*
The TARDIS arrives in alien woodlands, where a small group of humans hold tight against the menace of the Takers — strange creatures who come by night to spirit away members of their settlement. But if there's one thing that the inhabitants of Purity Bay fear more than the Takers, it's the dirt and disease spread by strangers. Strangers like your PCs... The fanatical Sister Mertil and her hygiene-obsessed acolytes are victims of a terrible corruption — but not in the way they think. Only the whispering forest knows the truth...

The Cradle of the Snake *[L49, G5]*
"The Mara is in all of us, deep in our minds. In our darkest thoughts, that's where it started. Some people call it a demon, but that's too simple. It's about temptation." A Companion's nightmares have been infiltrated by the snake-like Mara. Seeking to banish it from their psyche, the Time Lord sets course for Manussa, the creature's point of origin. But the TARDIS arrives instead in the heyday of the Manussan Empire, where infotainment impresario Rick ausGarten is preparing to turn dreams into reality. The sun is setting on the Manussan Empire... and it's all your fault.

Heroes of Sontar *[V34, V36, V119, L72, G11]*
Planet Samur was once a peaceful haven. Pilgrims journeyed across the seven galaxies to meditate in the courtyards of the vast Citadel that spanned its equator. It was Samur's misfortune, however, to find itself situated on the furthermost frontier in the eternal war between the amoeboid Rutan Host and the belligerent, troll-like Sontarans... Twenty years after detonating a bacteriological weapon over Samur, rendering it uninhabitable, the Sontarans are back: a select platoon of seven has landed here

on a secret mission, carrying sealed orders given to them by Fleet Marshal Stabb. The TARDIS has landed here, too, bringing your crew into the second great Battle of Samur. Fighting not only the Sontarans, but mystical mercenaries... and a deadly, decades-old curse.

Kiss of Death *[A30, V71, L96]*
Your travellers take a break on the beach world of Vektris. Hot sun, cold drinks and all the time in the worlds. What could possibly go wrong? A kidnapping, a spaceship heist and a desperate chase to a distant galaxy later, one of them finds themselves in a strange winter palace... along with a face from their past. Meanwhile, the others fight to escape its frozen catacombs, guarded over by a vast and deadly alien Morass. But what connects that one Companion to the ancient treasure hidden somewhere in the palace? And how far will they go to acquire it?

Rat Trap *[V86]*
1983: As the country goes to the polls, two "Urban Explorers", together with a freelance journalist, break into the long-defunct Cadogan Tunnels, once a secret wartime facility... and later, so rumour has it, the site of an experimental laboratory with a nasty sideline in vivisection. What they find, in its twisting underground corridors, is something the most cynical conspiracy theorist could never have imagined: a highly-evolved society of questing, intelligent creatures, living right under humanity's nose for decades. But there's no way out of the tunnels — as your player characters are about to discover when the TARDIS brings them, too, into the complex. It's a rat trap — and they've all been caught!

The Emerald Tiger *[A31, V28, G6]*
Tiger, tiger, burning bright
In the forests of the night
Calcutta, 1926. Your PCs join an expedition to locate the fabled emerald tiger — a legendary marvel shrouded in myth and mystery. They must journey to an unexplored lost world filled with wonder and wickedness. But at the centre of this terra incognita, something is stirring. Something with emerald eyes, diamond-sharp claws and a heart of darkness.

The Jupiter Conjunction *[V52, V53, L30, G8]*
Eight slash Q Panenka, a craggy comet with a 13km circumference, has an elliptical orbit that takes it between Earth and Jupiter. Which, in the year 2329, makes it a cheap means of space freight — the second class postal service of the solar system. But when the TARDIS lands on Panenka, your crew discovers a community falling apart at the seams — plagued by thefts, and mysterious disappearances among the "piggybackers" who eke out a desperate existence on the comet. While a few suit up for a dangerous excursion into the comet's Unstable Zone, the others find themselves pawns in a game that could lead to tragedy for both Earth and Jupiter alike...

The Butcher of Brisbane *[V24, V67, L15]*
Adopting the alias of Weng-Chiang, the 51st century war criminal Magnus Greel will one day arrive in Victorian London by Time Cabinet — only to meet his doom, his plans undone by the Time Lord known as the Doctor. When a TARDIS trip to Brisbane goes wrong, it ends up in the younger Greel's heyday — in a world on the brink of all-out war. With the Time Lord at the mercy of Greel's alien associate Findecker and his army of mutations, the Companions are about to learn just why they called Greel "the Butcher of Brisbane"...

Eldrad Must Die! *[V74]*
"A Doctor, curse his name, threw me down among the dead... but I endure. I am Eldrad... and I must live!" A nuclear icebreaker, foundering in Arctic waters. Seabirds washed up in the fishing resort of Ambermouth, their wings encrusted with crystals. A shining artefact of uncertain provenance, up for sale on an auction site. All of these things are linked, as your TARDISeers are about to discover. Linked to the rebirth of a genocidal tyrant, presumed dead many years ago... For the sake of the planets Earth and Kastria alike... Eldrad must die!

The Lady of Mercia *[A32, L53]*
The TARDIS brings your crew to the University of Frodsham, close to where the warrior queen Æthelfrid fought a desperate and bloody rearguard action against the savage Danes. Over a thousand years later, in 1983, battle is still being raged, with student activists taking on savage funding cuts... and disrupting a conference about Æthelfrid convened by history professor John Bleak. Meanwhile, over in the Physics Department, Dr Philippa Stone is working night and day on a top-secret project — but can her theoretical time machine really be the solution to the university's problems? Present and past are about to collide — and the results, as your PCs are about to discover, will be far from academic!



Mistfall *[A35, V26, V82, L4, G12]*
Drawn off-course, the TARDIS passes through a CVE into a closed universe – a hugely improbable event with a tragically obvious cause. In order to escape inescapable E-Space, your characters are forced to venture in the wilds of planet Alzarius. But they're not the only unwanted visitors to this strange world. A Starliner has landed, captained by Decider Merrion – but why would Merrion risk rousing the Planet that Slept, and the monsters in its marshes? Mistfall is coming. The Marshmen are coming. But while some of your PCs find themselves caught in the open, in the hands of fanatics who model themselves on the legendary Outlers, the others discover that the supposedly secure Starliner affords them no protection from monsters both within and without...

Equilibrium *[L46, G12]*
Looking for a way out of E-Space, the TARDIS crashes to Isenfel – a realm of snow and ice. Snarling beasts stalk the frozen plains, a feisty princess leads the hunt, and a queen in an ice palace rules over her loyal subjects. But this is no fairytale kingdom, and everyone in Isenfel knows the price of survival. While some of your PCs uncover deadly secrets hidden in the palace, the others flee for their lives across the tundra. They only ever want to change things for the better, but in a world such as Isenfel, such a hope may not even be possible.

The Entropy Plague *[A17, V79, V93, L8]*
A Great Darkness is spreading over E-Space. Entropy increases. In search of a last exit to anywhere, the TARDIS arrives on the power-less planet of Apollyon, where the scientist Pallister guards the only way out — a mysterious portal. But the portal needs power to open, and the only power Pallister can draw on is the energy contained within the molecular bonds of all living tissue... Your TARDISeers soon learn that neither Pallister nor his ally, the space pirate Captain Branarack, will stop at murder to ensure their escape. But they're not the only menace on Apollyon. The Sandmen are coming — creatures that live on the life force; that live on death. Death is the only way out into N-Space. Death, or sacrifice. But whose death? Whose sacrifice?

The Crystal Bucephalus *[V68, L25]*
The Crystal Bucephalus: a restaurant patronised by the highest echelons of society in the 10th millennium. The guests are projected back in time to sample the food and drink of a bygone age. When the galaxy's most notorious crime boss is murdered in the Bucephalus, your PCs are immediately arrested for the killing. To prove their innocence, they must track down the perpetrators of slaughter and sabotage, and uncover a conspiracy which has been 5,000 years in the making.

Ringpullworld *[L70]*
Your Companion is in trouble again: piloting a stolen ship through a pocket universe on a mission that is strictly forbidden by the Time Lord. They would be going it alone, but there is unwelcome company in the form of Huxley, one of the legendary novelisors of Verbatim Six (see *The Third Doctor Expanded Universe Sourcebook*), who is narrating and recording their life. As they hurtle towards unknown peril, they recall the circumstances that propelled the TARDIS crew into the Ringpull universe. There's a story to tell. But only Huxley knows how it might end...

Deep Blue *[V120]*
Your characters arrive on a pleasure beach in the 1970s, hoping for time off after their latest adventures. But they do not get to relax for long. Violent incidents are at an all time high in the area and people are going missing — or else changing into something more than human... They soon realise a sinister presence lurks in the cold seas off Tayborough Sands — a presence with sinister designs on humanity.

And You Will Obey Me *[V37]*
The Master: wanted for crimes without number, across five galaxies.
The Master: escaped his pursuers. Last known location: rural Hexford, England, Earth.
The Master: dead and buried in an unmourned grave, in a lonely churchyard.
Apparently.

The Four Doctors *[V49]*
Your Time Lord has been allowed access to the Vault of Stellar Curios, where the biomechanoid Jariden are at least prepared to consider warnings about dangerous temporal leakage. Suddenly, out of nowhere, the Daleks attack, unleashing a temporal maelstrom that will not only threaten the Jariden race, but will have dire consequences for the history of the Time Lord.

The King of Terror *[V5, V51]*
All this useless beauty. All these great leaps forward. And for what? So that the first alien with an advanced degree in interplanetary warfare can take it all from you? As the millennium draws to a close, the future of humankind hinges on the activities of one multimedia company, InterCom. Suspecting that old mistakes are being repeated, UNIT asks your crew to investigate the company's Los Angeles headquarters. But their infiltration is disrupted by the murderous games of terrorists seeking the fulfillment of age-old prophecies. They encounter aliens in the boardroom and meet a pop star, while Los Angeles becomes a war zone in which humanity is merely a helpless bystander.

Excellis Dawns *[A6, L11, G9]*
That terrible old reprobate and transdimensional adventuress Iris Wildthyme has gone and locked herself up in a nunnery on the savage world of Artaris. Here she is discovered by the your PCs and the reasonably brutal warlord Grayvorn. Together — with a peculiar nun they pick up en route — they must travel the forests and swamps of this ghastly world in Iris's double decker bus in order to tussle — to the death — with a horde of flesh-eating zombies for a mysterious and holy relic of unfathomable value and questionable pedigree. But what is the Mother Superior's part in all this?

Lords of the Storm *[L68, G14]*
"They've been fighting this war for longer than man has been walking upright, and they don't take prisoners." The war between the Sontarans and the Rutans has been raging for millennia. Billions have died and whole star systems have been obliterated in the conflict. Now, finally, one side may have victory within its grasp. The human colony world of Raghi is crucial to that victory. When your TARDISeers arrive there, they find a seemingly stable society ruled by a strict caste system. But all is not as it seems. Members of the lower caste are being struck down by a mysterious illness. People are vanishing in their hundreds. And strange objects have been observed orbiting the sun. Why is Raghi so important to the feuding alien empires? And how high a price will the galaxy pay if the conflict comes to an end?

Phantasmagoria *[V97]*
The TARDIS lands in the London of 1702 where a mysterious highwayman roams the streets, a local occultist has made contact with the dead and gentlemen of fashion are disappearing, only to find themselves in a chamber whose walls weep blood... Your time travellers become enmeshed in the hideous plans of Sir Nikolas Valentine, a gambler at the mysterious Diabola Club who always seems to have a winning hand...

Imperial Moon *[A42, V81, V116, L33, G13]*
The year is 1878. Three ships of the British Imperial Spacefleet have just set course for the Moon. The discovery of a mysterious diary, recalling a seemingly impossible journey, takes your TARDISeers back to a crucial moment in history — and into certain danger. For the moon of 1878 is far from deserted. Trapped in a crater teeming with hostile animal and plant life, your PCs must join the British explorers on a hazardous journey to battle for their freedom before the long lunar night descends. For, lurking in the shadows, are the Vrall — cunning and utterly ruthless killers. With the loss of one of their ships — and their captain — the British team become embroiled in a struggle to survive that tests duty and honour to their limits. You must make a choice that will determine the future of an empire — and Earth itself.



Loups-Garoux *[A57, V65]*
Germany, 1589: The townspeople of Cologne, Germany pronounce a sentence of death on a mass-murderer who has stalked the countryside in the guise of a ferocious wolf.
Russia, 1812: retreating from Napoleon's invading forces, a merchant's daughter is rescued from bandits by a handsome partisan with a ravenous appetite.
Brazil, 2080: Your crew arrives for the Rio de Janeiro carnival.
Is wealthy heiress Ileana de Santos all that she seems? What sinister ailment afflicts her invalid son, tended by the mysterious Doctor Hayashi? And who exactly is Rosa, engaged on a secret quest to fulfill the destiny of her extinct tribe? Time is running out for Rosa, Ileana and your characters, as the fearsome shadow of an ancient werewolf moves ever closer...

Singularity *[V100, L31, G7]*
Russia, the near future. The Somnus Foundation knows the fate of mankind; they promise a tomorrow where humanity will evolve into a godlike form of infinite power. They will lead us there, to a destiny that spans the stars. This is how the future will unfold. Your characters know the fate of mankind; the human race is destined to fight and struggle for their very existence, to survive disaster and war and carve an empire from an unforgiving universe. They have seen it with their own eyes. This is how the future will unfold. Beneath the towering headquarters of the Somnus, in the streets of Moscow a dark power is building, and a conspiracy that stretches across eternity is nearing completion. Time is fracturing and your PCs are at the heart of the chaos. History is about to change and the galaxy will burn in its wake...

The Ultimate Treasure *[A9, V1, L40, G10]*
The seers of Gelsandor foretell the coming of many visitors to their planet, all in search of the lost treasure of the fabulously wealthy Rovan Cartovall, who vanished 5000 years ago... An innocent shopping jaunt for your TARDISeers ends in violence and incarceration as they become caught up in a mysterious transaction involving the sale of co-ordinates leading to Rovan's hoard — the ultimate treasure. They join the quest, but might remain skeptical. What will they find — and why has it remained undiscovered for so long? The resourcefulness of your travellers is tested to the limits as they each race to be the first to the treasure. And among a seemingly endless array of tricks, tests and traps lurk some deadly surprises.

Red Dawn *[V117, L85]*
Ares One: NASA's first manned mission to the dead planet Mars. But is Mars as dead as it seems? While the NASA team investigate an "anomaly" on the planet's surface, your PCs find themselves inside a strange alien building. What is its purpose? And what is frozen inside the blocks of ice that guard the doorways? You're about to meet some old adversaries, as well as some new ones...

Superior Beings *[A18, V108, L37]*
When the TARDIS takes you to a party of super-advanced humans on a pleasure-planetoid in the far future, one Companion may

fall for the charms of the local hunk and find themselves flying headlong into a quite different form of time travel... The Valethske are hunters. They prefer human flesh to any other. They've been sleeping for centuries and now they're hungry. Your Time Lord, teaming up with shamed xenologist Aline Vehlmann, finds himself caught up in the machinations of the vulpine hunters, and discovers that fresh meat isn't all they're after... For deep beneath the surface of a strange and beautiful garden-planet, something is waiting. Something that Aline believes is her destiny. Something for which the Valethske have been searching for centuries. And as events escalate into a desperate fight for survival, who will prove themselves the superior beings?

Warmonger *[A19]*
"This is High Treason, and for this you deserve death. However, in view of your past service, the sentence is commuted to exile. You leave Gallifrey this day, never to return." A chain of events has been set in motion that will change the universe forever. A chain that involves old enemies as well as old friends. Will your characters become leaders of a gang of rebel fighters on an outlying planet? Who is the mysterious "General" against whom they are rebelling so violently? The answers lie in the origins of a conflict that will affect the whole cosmos — a conflict that will find humans, Sontarans, Draconians and even Cybermen fighting together for the greater good and glory. For the Supremo. It is a conflict that will test your heroes to the limit, and bring them face to face with the dark sides of their own personalities.

The Eye of the Scorpion *[A3, A20, V45, V122, L6]*
1400 B.C. Egypt is in mourning. Pharaoh, the great God-King, is dead. The future of the Two Kingdoms of Egypt is shrouded in uncertainty as the Council of Priests debates the claim to the throne of Pharaoh's only heir. Out in the deserts around Thebes, Egypt's capital, a warlord chief is assembling an army of mercenaries, waiting for just the right moment to strike at Egypt's heart. But not all of Egypt's enemies are outside the city. What is the secret of the strange box discovered in the desert? When the TARDIS arrives nearby, it has apparently been hi-jacked... but by whom?

The Church and the Crown *[A25, A47, V39, L64]*
A nation divided... A Queen's life at risk... A net of conspiracy closing in... Sometimes being a time-travelling adventurer just isn't easy... For a start, there's a temperamental TARDIS that lands a few thousand years off course in 17th-Century Paris. But why shouldn't its crew take a look around the city on the morning of King Louis' annual State Ball? As they become embroiled in a plot to kill Queen Anne and smash the unity of the Church and the Crown, the might also find themselves duelling musketeers on the streets. With one character missing, another catching King Louis' eye and a musketeer's sword at your throat, could things get any worse? Probably...

Nekromanteia *[V13, V96, L81]*
In the depths of space a little known district harbours a terrible secret. Long known as a place of death, it claims thousands more lives as a great corporate space-fleet goes to war. As the fleet screams out in fear and pain, an irresistible voice calls out to three travellers and a macabre mind sets a deadly trap. Your PCs face the terrors of Talderun and the wrath of a corporate empire as they struggle to understand the hideous secret of the domain of the dead — a district known in legend as Nekromanteia.

Blood and Hope *[V12, L5]*
The American Civil War... a time of great unrest, when fathers found themselves in conflict with their own sons and when lawlessness and slavery were rife. Your TARDISeers arrive in the middle of the conflict. Will they manage to cope, or find themselves faced with all the bigotry and hatred that typified the war for some.

The Axis of Insanity *[V50, L13, G7]*
What is... the Axis? For the PCs, it's a twisted playground, where reality, morality and sanity no longer apply. Stranded within a dimensional nexus, beset by the molten fury of the Firebreed, they must unwrap a terrifying mystery of damaged timelines and dark science... before the corruption of the Axis spreads and reality itself crumbles. Pitted against a warped and deadly mind, the Time Lord faces his or her own past transgressions, and the very nature of what it is to be a member of that race.

The Roof of the World *[V41, L79]*
Tibet, 1917. It's a time of great exploration, with intrepid teams of adventurers heading blindly into uncharted territory, determined to beat inexplicable odds and overcome any challenge they encounter... But some things are not necessarily that easy to defeat... An ancient evil, perhaps older than time itself, is stirring deep within the heart of the Himalayas... It has always known it will return and finish off what it started so many centuries before... But the time has to be right... As the TARDIS materialises, the catalyst that the dark forces need unwittingly arrives...

Three's a Crowd *[V57, L28]*
On an almost lifeless planet in a remote star system, Earth Colony Phoenix is struggling to survive. The colonists, utterly dependent on transmat technology and unable to leave the security of their Habitat Domes, have developed severe agoraphobia... not to mention an inability to deal with visitors... Your TARDIS crew arrives on an apparently abandoned space station in orbit above the planet and soon discover that they and the remaining colonists are in the gravest danger. To survive, they must uncover the colony's darkest secrets before it is too late. Something inhuman is stalking the colony... and it's hungry!

The Council of Nicaea *[A21, A29, V2, L62]*
The year is A.D. 325. In the city of Nicaea, the first great Church council, called by the Roman Emperor Constantine, is due to begin. Here, theology, philosophy and politics will be brought together for millennia to come. Your player characters are there simply to watch events unfold. Gaps remain in the history books, and they've come to satisfy their curiosity. But none of them are ready for what greets them in Nicaea. Intrigue within the Imperial Palace has become violence on the streets. Mobs roam

the alleyways and blood is spilt in the name of faith. Even in the face of murder and injustice, though, your time travellers must force themselves to stay aloof. This is history, after all. Yet what is history to one person is the future to another. Is it possible for history to be rewritten? And if it can, can the Time Lord afford to let it?

The Kingmaker *[A54, V118, G4]*
Your heroes become mixed up with Richard III himself as your Time Lord tries to unravel the perplexing problem of who exactly killed the princes in the Tower. They also encounter a suspicious time traveller. Someone from the Time Lord's own past. Someone who shouldn't really be there at all. So who did murder the princes in the Tower? Perhaps it's best not to ask a question like that... You might not like the answer...



The Veiled Leopard *[L58]*
Monte Carlo, 1966: Four time travellers. Two missions. One costumed ball. Your TARDISeers have been sent to prevent the fabulous Veiled Leopard diamond from being stolen. Which is odd, seeing as another incarnation of your Time Lord has sent different companions to steal the diamond. How will the two teams cope with this contradictory task?

The Mind's Eye *[V61, L97]*
This is a warning to all space farers. You must keep away from this planet. It's hostile, repeat, hostile. On a planet with no name, your TARDISeers find themselves confronted by a faulty memory and some killer plants.

The Bride of Peladon *[A24, A43, V94]*
Peladon will bathe in oceans of blood! A mysterious voice, a missing girl and a murdered queen. The Royal House of Peladon is once more plunged into intrigue, terror and death. Your heroes must find their way through a treacherous labyrinth of lies if they are to distinguish friend from foe before it is too late. For deep beneath the Citadel of Peladon, something infinitely ancient and immeasurably powerful is stirring...

The Judgement of Isskar *[A1, V43, V124, L7, L71]*
A new search for the Key to Time. On a planet where Time stands still, your TARDISeers meet a woman who is just a few minutes old. She is a Tracer, sent into our universe by her makers to locate the six segments of the Key to Time. This being without a name wants your Time Lord to be her assistant, but she doesn't tell him the whole truth. Not at first. Their first port of call is Mars, where a society that one day will become Ice Warriors lives in peace and civility. But their arrival will change all that. The universe is dying, a choice must be made, and the Judgement of Isskar will be declared. The price must be paid – even if it takes centuries...

The Destroyer of Delights *[A1, V23, V62, V64, L27]*
The search for the Key to Time has stalled: The next segment does not appear to exist anywhere in the universe. Forced into a temporary alliance with one of their greatest enemies, your heroes suggest a course of action that is a validation of chaos itself. Thrown at random across space and time, your TARDISeers arrive in 9th-Century Sudan, where the greedy Lord Cassim is hoarding gold from the Legate of the Caliph. But why does Cassim look so familiar? What is the mysterious Djinni that lives out in the desert? And why does it need so much treasure?

The Chaos Pool *[A1, V40, V104, V124, L16]*
The ageless leader of a dying race believes that salvation lies within the Chaos Pool, a place that even the Guardians of Time have been unable to locate. Meanwhile, Commander Hectocot and his Teuthoidian followers move in for the kill – again and again and again... Two different races from opposite ends of time – so how can they co-exist? In their search for the final segment of the Key to Time, your PCs become caught in the crossfire. As the end of everything approaches, old friends and enemies reveal themselves and the final battle between the forces of Chaos and Order ignites...

Exotron *[A33, A34]*
"The Farakosh attack us — and my Exotrons defend us." On a distant colonial outpost of Earth, a group of terraformers is under threat from the planet's most fearsome predator: the giant carnivorous Farakosh. All that stands between the colonists and a grisly death are the Exotrons — huge robots equipped with devastating firepower, designed by the outpost's leader, Major Taylor. But all is not as it seems. How are the Exotrons controlled, and where did the colonists find the resources to build them? Taylor is reluctant to provide answers. Meanwhile, outside the compound, the Farakosh are massing...

Peri and the Piscon Paradox *[V83, G12]*
Your TARDISeers journey to Los Angeles 2009 to do battle with a Piscon. His name is Zarl, and he's a fish of utmost evil. Zarl is going to steal all the water of Earth and sell it to the highest bidder. Or blow up the San Andreas fault. Or the planet. Or something like that. He's a bit vague on that point. Fortunately, to stop him there's help from an unexpected source: a future version of your Companion. Who knows Zarl's dark secret. But should this future self be on Earth at all? Something smells fishy — and it's not just Zarl.



NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook as well as in the official Fifth Doctor sourcebook (references starting with "p." refer to that book).

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CREDITS

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

WORDS

Michel M. Albert: General editing, Introduction, Timeline, The Alliance, The Guardians of Time, Sir Nikolas Valentine, Spillagers, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix, additional material.

Bill Bacon: Dalek Victorious Parallel.

Peter Gilham: Amy, Erimem, Gus Goodman, Iris Wildthyme 7th Incarnation, Nyssa, Red, Shayde, Sir Justin, Tegan Jovanka, Thomas Brewster, Vampire Nyssa; Wilton, Mulberry, Floyd and Alice; Adric of Traken, Aline Vehlmann, Antranak, Arius, The Arix, Avians, Belldonia, Cardinal Richelieu, The Common Men, Constantine I, Deela, Djahn, Dr Philippa Stone, Exotrons, The Farakosh, First Decider Lana Merrion, Flavius Belisarius, Gevaudan, Harry Houdini, Higher Evolutionaries, Hubert Earl of Mummerset, Imperial British Space Fleet, King Pelleas, Lasarti, Loki, Lord Darzil Carlisle, Louis XIII, The Magician, Maxwell Edison, MIchelangelo, Prince Kylo, Professor Rinxo Jabbery, Rembrandt von Rijn, Richard III, Robert McIntosh, Roland of Brittany, Rosa Caiman, Sir Isaac Newton, The Storyteller, Alpha, Athanasius of Alexandria, The Bloodhunter, The Bratanian Shroud, Canavitchi, Cardinal Zero, Cell-Spiders, Chambers Pharmaceuticals, The Chronoscope, Clarimonde, Colonel Jubal Eustace, Commander Harlon, The Committee, Countess Mach-Teldak, Creatures of the Other Side, The Cuddlesomes, Damasin Hyde, Dar Traders, The Dark, The Dipthodat, Djinn, Dr Sa Yy Fidecker, Dr Sergei Akunin, Drell, The Elite, The Emerlald Tiger, Emperor of the Racnoss, Entropy Sirens, Ferutu, Field Major Thurr's Platoon, Fleet Marshall Stabb, Galaxy 5 Assassins, Gene-Synthetics, Georges Villiers, The Grace, The Great Old Ones, The Guardians of Time, Harmonious 14 Link, The Hexagora, Horemshep, The Hunter, I Predators, The Interplanetarian, The Jariden, Jarra To, Jex, Jovians, The Jupiter Axis, The Keltin, Kephri, Khellians, Koteem, Kristyan Fall, Kwundaar, Kyropites, The Legate of the Caliph, Lenny Kruger, Lord Cassim Ali Baba, Loups-Garoux, Magnus Greel, Maximillian Arrestis, Melanicus, The Miaxa, The Morass, Morian, Mother Life, Mulkris the Executioner, Nephthys, The Nix, Omega, Ostardi, Pallister, Permians, Phiadorans, Pik Solus, Piscons, Plague Zombies, Rasht, The Rat King, The Red Queen, Rehctaht, The Rovie, Ruath, Rutan Experimental Clones, Sandmen, Sekhmet, The Shanakee, Shara, Sister Mertil, Smoke Phantoms, The Somnus Foundation, Sophia, The Speera, Teuthoidians, Thaddeus P. Winklemeyer, Tingha, Valethske, Ventrosians, Viridios, Vlad Dracula, Vrall, Webster Corporation, William Shakespeare, Witch Guards, The Xatanti, Yanis, Yarven, Zara, Akoshemon, Alternative Death Zone Environment, Alzarius, The American Civil War, Ancient Egypt, Ancient Mars, Appolyon, The Archipelago of Sirius, Artaris, The Axis, Brett's Monument, The Brisbane Dead Zone, Chaos, Chodor, The City of Excellence, Concordium, Connie's World. The Contigency Club, Cray, The Crystal Bucephalus, Dunqulah, Earth Colony Phoenix, Eight Slash Q Panenka, Ember, Fabula, The Far Side of the Moon, Florana, Folly, Gallius Ultima, The Garden, The Gardens of the Dead, Gelsandor, Gralista Social, Helheim, HMS Aquitaine, Isenfel, Luparis, The Manussan Empire, The Memory Bank, Mercia 918 AD, Mitanni, Mojox, Mondas, Monte Carlo, The Morestran Empire, Nicaea 325 AD, Pan-Temporal Ambiance, Paris 1626, The Peterloo Massacre, Primeval Traken, The Psychodrome, Raghi and Agni, Ravenna and Constantinople 540 AD, The Ringpull, Safeplace, Samur, The Sector of Forgotten Souls, Sharnax, The Sinking of the Lusitania, South Tibet 1917, Stockbridge, Talderun, The Tarantula Nebula and Heliopan, The Time Reef, The Tomb of Izdal, Trion, Valderon, Veln, The Waywalkers' World, The Winter Planet, YT45, Zaltys, Battle TARDISes, Communications Node, Doctor Demonic's Tales of Terror, Doctor Who Discovers, The Dreammaker, Homogenite, The Jewels of Helen, Listen to the Beat, Molenski Univarius, Neural Scramblers, Pocket Interocitor, The Relic, Rovan's Hoard, Smart Implants, Sontaran Gravity Club, TARDIS Interface Stabiliser, Temporal Handcuffs, Time Safes, The Tuloz Virus, Tzun Stormblades, additional material

Mark Turner (w/Peter Gilham): Hannah Bartholomew, Vasteryoi and Tendragon, Vatuus, Virna & Sons, Shadow-Space, SORDIDE Delta, The Tomb Ship of Tarak-Takayo, The Whitlock Estate.

ART (contributions)

Michel M. Albert: Cover, compositing, layout, Iris Wildthyme (TARDIS), Vampire Nyssa (after Alister Pearson), First Decider Lana Merrion, Hubert Earl of Mummerset, Imperial British Space Fleet, King Pelleas, Lasarti, Lord Darzil Carlysle, The Bloodhunter, Chambers Pharmaceuticals (logo), The Committee, Countess Mach-Teldak, The Dipthoadat, The Elite, Emperor of the Racnoss, Entropy Sirens, The Hunter (after Tim Bradstreet), The



Interplanetarian, The Jupiter Axis, Krystian Fall, Kwundaar, The Miaxa, Omega, Pik Solus, The Rat King (enhanced rat), The Rovie, Sister Mertil, Virna & Sons, Vrall, William Shakespeare, The Xaranti, The Axis (overseer), Concordum, Earth Colony Phoenix (Auntie), Ember, The Garden. The Gardens of the Dead, Primeval Traken, The Ringpull, the Waywalkers' World, Rovan's Hoard.

Brendan Wright: The Arix, Akoshemon, Cray, The Far Side of the Moon, Valderon.

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1983 Doctor Who Annual: Introduction.
3ds Max: Samur.
Mick Austin: Gus Goodman (bottom).
Clayton Barton: Aline Vehlmann.
Lee Binding: Tegan Jovanka, Chambers Pharmaceuticals (Nate), Artaris,
Alexander Borodin: Damasin Hyde.
Amazing15: Jovians, Magnus Greel, The Brisbane Dead Zone.
Simon Bisley: The Memory Bank (beasts).
Black Sheep: Aline Vehlmann (bottom), Red, The Guardians of Time, Empire of Death and Imperial Moon Adventure Seeds.
Philip Bond: Field Major Thurr's Platoon (second page).
Will Brooks: Isenfel, Sandmen.
Ekaterina Burmak: Sekhmet.
Josh Calloway: Yarven.
Jeff Carlisle: The Ferutu (runes).
Jason Clark: Appolyon.
Dorian Collet: HMS Aquitaine.
Kellie "Fresaie" Dean: Phiadorans.
Steve Dillon: Gus Goodman.
Anthony Dry: Gene-Stynthetics.
easternfiftyseven: Molenski Univarius.
Jason Engle: Yanis.
Rafael Falconi: The Winter Planet.
Martin Geraghty: Floyd, Avians, The Farakosh (bottom), Richard III, Jara To, Kephri, Shara, Vlad Dracula (bottom).
Dave Gibbons: Sir Justin, Higher Evolutionaries, Maxwell Edison, Melancius, Stockbridge.
Janjy Giggins: Mondas.
Robert Hack: New Traits Index.
Paul Hanley: Table of contents, Amy (bottom), Hannah Bartholomew, Shayde.
Clayton Hickman: Spillager, The Sector of Forgotten Souls.
Tim and Greg Hildebrandt: Safeplace.
hisi79: Doctor Who Discovers, The Veiled Leopard Adventure Seed.
Simon Hodges: Koteem, Sir Nikolas Valentine.
Simon Holub: Roland of Brittany, The Storyteller (with Michel M. Albert), Cell-Spiders, Dar Traders, Kyropites, Plague Zombies, The Memory Bank (second page), Mojox.
Walter Howarth: Colonel Jubal Eustace.
Sebastien Kaulitzki: Ventrosians.
Grant Kempster: The Time Reef.
Kezrek: Galaxy 5 Assassins.
Vance Kovacs: The Hexagora.
kronpano: Tzun Stormblades.
Sergey Krutskikh: The Great Old Ones.
Anthony Lamb: Thomas Brewster, Deela, Field Major Thurr's Platoon, The Nix, Piscons, The Rat King, HMS Aquitaine (Hargreaves), Communications Node, The Lady of Mercia Adventure Seed.
Nickolas Lane: The Memory Bank (Archivist)
Malte Langheim: Alternative Death Zone Environment.
David Lazar: Rosa Caiman.
Ignacio Bazán Lazcano: Gralista Social.
Monica Lewis: Brett's Monument (map).
Alex Mallison: Amy, Erimem, Thomas Brewster (bottom), Belldonia, Exotrons, the Farakosh, Prince Kylo, Robert McIntosh (bottom), Djinn, The Legate of the Caliph, Lord Cassim Ali Baba, Zara, Pan-Temporal Ambiance, Sharnax (Igris)
Stuart Manning: Iris Wildthyme, 7th Incarnation; Khellians, Vlad Dracula, Earth Colony Phoenix.
Damien May: Inside front cover, I Predators, Vasteryoi and Tendragon, Vatuus, The Tomb-Ship of Tarak-Takayo, Whitlock Estate (Nathaniel Whitlock), Masquarade Adventure Seed.
Megaplumfinity: Ruath.
Nerea Merayo: Safeplace (Valdigian).
Anda Nguyen: Florana.
Katsuhiro Otomo: Loki (bottom).
Dax Pandhi: The Jeriden.
Yves Paquin: The Magician.
Jin-Ha Park: Talderun.
Steve Parkhouse: Battle TARDISes.
Alister Pearson: Nephthys, The Crystal Bucephalus.
penwiper: Mulkris the Executioner (cosplay).
Ptrope: Pocket Interocitor.
Iain Robertson: Loki, Chodor, The Manussan Empire, The Dreammaker.
Nick Rose: Cardinal Zero.
David Romero: Artaris (Zombie King).
Chris Scalf: Loups-Garoux.
Pavel Šimák: Flavius Belisarius.
David C. Simon: SORDIDE Delta.
Andrew Skilleter: The Tomb of Izdal.
Jonathan Stephens: Rahgi and Agni.
Lee Sullivan: Horemshep, Daleks Victorious Timeline (mutant).
Time-Lord-Rassilon (on DeviantArt): Battle TARDISes (diagram).
Aram Vardazaryan: The Waywalker's World (Waywalker).
Tom Webster: Gevaudan, Clarimonde, Keltin, Ostardi, Red Queen, Sophia, The Contingency Club, Mondas (policeman).
Brian Williamson: Amy (second page), The Grace, Lord Cassim Ali Baba (bottom), Plague Zombies (bottom), Rutan Experimental Clones, Teuthoidians, Viridios, Ancient Egypt, Chaos.

THE ORIGINAL STORIES BY...

NOVELS

Goth Opera by Paul Cornell
The Crystal Bucephalus by Craig Hinton
Lords of the Storm by David A. McIntee
The Sands of Time by Justin Richards
Cold Fusion by Lance Parkin

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Zeta Major by Simon Messingham
Deep Blue by Mark Morris
Divided Loyalties by Gary Russell
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The King of Terror by Keith Topping
Superior Beings by Nick Walters
Warmonger by Terrance Dicks
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Empire of Death by David Bishop
Turlough and the Earthlink Dilemma by Tony Attwood
The Coming of the Queen by Iain McLaughlin and Claire Bartlett

AUDIOS

The Sirens of Time by Nicholas Briggs
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Time Reef; A Perfect World by Marc Platt; Jonathan Morris
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Zaltys by Matthew Elliott
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Freakshow by Mark Morris
The Toy by Nigel Fairs
The Veiled Leopard by Iain McLaughlin and Claire Bartlett
Return to the Web Planet by Daniel O'Mahony
The Four Doctors by Peter Anghelides
The Five Companions by Eddie Robson
Psychodrome by Jonathan Morris
Iterations of I by John Dorney
Excelis Dawns by Paul Magrs
The Darkening Eye by Stewart Sheargold
Ringpullworld by Paul Magrs
Peri and the Piscon Paradox by Nev Fountain
Freakshow by Mark Morris
The Elite by Barbara Clegg and John Dorney
Hexagora by Paul Finch, from a story by Peter Ling and Hazel Adair
The Children of Seth by Christopher Bailey and Marc Platt
Gardens of the Dead by Jenny T Colgan
Smoke and Mirrors by Steve Lyons
Fallen Angels by Phil Mulryne
Empire of the Racnos by Scott Handcock
Alien Heart; Dalek Soul by Stephen Cole; Guy Adams

NOVELLAS

Blood and Hope by Iain McLaughlin

SHORT STORIES

A Life in the Day by Xanna Eve Chown, published in Short Trips: A Day in the Life
Hot Ice by Christopher Bulis, published in More Short Trips
Past Reckoning by Jackie Marshall, published in Decalog 3: Consequences
Tip of the Tongue by Patrick Ness
Tweaker by Dan Abnett, published in Short Trips: Transmissions

COMICS

The Tides of Time by Steve Parkhouse and Dave Gibbons, published in Doctor Who Monthly #61-67
Stars Fell on Stockbridge by Steve Parkhouse and Dave Gibbons, published in Doctor Who Monthly #68-89
The Stockbridge Horror by Steve Parkhouse and Mick Austin, published in Doctor Who Monthly #70-75
Lunar Lagoon by Steve Parkhouse and Mick Austin, published in Doctor Who Monthly #76-77
The Curse of the Scarab by Alan Barnes and Martin Geraghty, published in Doctor Who Magazine #228-230

REFERENCE WORKS

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

IN PRINT

Ahistory, An Unauthorised History of the Doctor Who Universe by Lance Parkin (Mad Norwegian Press)
Ahistory [2012-13 Update] by Lance Parkin (Mad Norwegian Press, Kindle edition only)
Big Finish Companion Volume 1 by Richard Dinnick (Big Finish)
Big Finish Companion Volume 2 by Kenny Smith (Big Finish)
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I, Who 2, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)
I, Who 3, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)

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