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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



1ST
DOCTOR
1963 - 1966

EXPANDED UNIVERSE SOURCEBOOK

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

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THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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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, seven and counting of the new series, and eleven Doctors.

That's if you were only watching television.

But Doctor Who is much more than that. Comic strips, short stories, novels, plays, audio adventures and even a couple of films 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 first 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 the Peter Cushing films, featuring an alternate campaign where "Doctor Who" is quite human, and canonical characters that were left out of the official sourcebook because of space considerations. Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did he meet the Zarbi Supremo or hang out in Byzantium? – 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 FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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

Bold entries represent televised material.

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

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

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

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

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

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

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

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

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

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

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

The Aztecs: Barbara is mistaken for an Aztec goddess.

The Sensorites: The Doctor visits the Sense-Sphere.

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

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

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

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

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

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

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

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

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

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

Campaign: The Doctor and his companions experience several

lives when playing the Game of Me.

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

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

The Thief of Sherwood: The Doctor meets Robin Hood.

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

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

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

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

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

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

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

The Rescue: Vicki joins the TARDIS crew.

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

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

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

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

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

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

The Crusade: The Doctor meets King Richard the Lionhearted.

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

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

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

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

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

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

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



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floating island of Laputa.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Tenth Planet: The Cybermen attack Earth in 1984. The Doctor dies and regenerates.

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



COMPANIONS

JOHN AND GILLIAN (TV Comic)

Gillian: "A police box! Grandfather can't live in there!"
John: "I've been told he's an inventor or something. Anyway, the door's open – I'm going inside."

John and Gillian are the young grandchildren of the Dr Who who appeared in TV Comic in the 1960s. Unlike Susan, the pair are human, so their actual relationship to the Doctor is unclear. They first meet Dr Who in an adventure against the sinister Kleptons (see V11) and are swept off on a series of escapades with him, facing such menaces as Trods, Zarbi, Cybermen, not forgetting the dastardly Daleks! However, when the Doctor learned from a fortune-teller that he was about to encounter the fearsome Quarks, he quite rightly felt that this threat was too much for his young friends to face! So he quickly packed them off to study at the University of Zebadee, where supreme intellectuals and wizards study. They're probably still there today for all we know.

John and Gillian are around 10 years old when we first see them and several years older by the time they leave the series. John has fair, curly hair and a pug nose. Gillian has dark shoulder-length hair, curled up at the ends, which she wore longer as she grew older. John can be rather headstrong and is not averse to wielding a ray gun or other weapon against the enemies they all face on a regular basis. By comparison, Gillian is more cautious in their travels. But both are adventurous in spirit and loyal to their grandfather.

How John and Gillian fit into the mainstream continuity of Doctor Who is unclear, though there have been a couple of attempts at an explanation. In the Virgin novel *Conundrum*, they appeared as creations of the Land of Fiction. And in the DWM comic-strip *The Land of Happy Endings*, they are characters in the Doctor's dreams. But whether real or imagined, the pair were

JOHN



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

SKILLS

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

TRAITS

Brave
 Code of Conduct – Moral Sense
 Face in the Crowd
 Impulsive
 Inexperienced x2
 Lucky
 Run for Your Life!

EQUIPMENT

Penknife

TECH LEVEL: 5

STORY POINTS: 18

a key part of the early years of Doctor Who, being the first companions created outside of the TV series.



GILLIAN



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

SKILLS

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

TRAITS

Code of Conduct – Moral Sense
Empathic
Face in the Crowd
Inexperienced x2
Keen Senses - Hearing
Lucky
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 18



THE TV COMIC ADVENTURES OF DR WHO

In November 1964, a year after the broadcast of *An Unearthly Child*, the first ever Doctor Who comic-strip was published in *TV Comic*, a weekly British comic whose stories were based on popular children's television shows of the time. This was the first work of Doctor Who fiction to have been produced outside of the TV show itself. *TV Comic* continued to publish Doctor Who strips throughout the 1st and 2nd Doctor's eras and into the 3rd Doctor's, moving for a while to the pages of *Countdown* (later renamed *TV Action*) before moving back to *TV Comic* for another lengthy run with the 3rd and finally the 4th Doctor.

The early comic strips were odd beasts. The artwork was variable, the stories childish by comparison to the TV show. They were also more fantastical in nature, with magic and whimsy as likely to feature as the sometimes suspect science. Within the pages of *TV Comic*, Dr Who and his grandchildren encountered Santa Claus and a coven of witches, for example, as well as alien monsters.

The character of the Doctor is also slightly different than his TV counterpart. This Doctor is "Dr Who", as though the latter word were actually his name. From the little evidence provided in the strips, he could easily have been a human inventor rather than a mysterious alien. Dr Who carries an old-fashioned Gladstone bag, from which he can produce all sorts of useful bits and pieces (it clearly has the *Resourceful Pockets* Trait), and he was more likely to use violent means to deal with his foes. In one infamous panel in a 2nd Doctor story, the Doctor blasts a monstrous spider with a ray gun, shouting "DIE, HIDEOUS CREATURE... DIE!"

Until the introduction of Jamie in 1968, the comic-strip did not feature any of the Doctor's television companions. Instead, readers were introduced to his grandchildren, John and Gillian. In the first story, they are visiting their grandfather and enter the TARDIS to be swept off on a series of adventures. Very little, if anything, is ever revealed of their background. They appear to be human children from the 1960s, which again puts some doubt on Dr Who's alien origins as well as whether or not they are siblings or cousins of Susan. Like their grandfather, the children sometimes resort to violent means to defeat the various menaces they face. John in particular has been known to arm himself with a discarded ray gun.

But whatever the shortcomings of the TV Comic stories, they were bright and colourful, and they were presumably popular with their target readership as the style of the strips remained virtually unchanged throughout the 1st and 2nd Doctors' tenure, only becoming more adult in tone during the 3rd Doctor's era.

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OLIVER HARPER *(1st in The Perpetual Bond)*

When the Doctor and Steven landed in London in the 1960s, they became aware of strange business practices going on in the City. Aided by a young City trader called Oliver Harper, they exposed dodgy dealings by alien Fulgurites (see V8) who had infiltrated the London Stock Exchange. Impressed by the young man, the Doctor offered him the opportunity to join him and Steven in their travels.

Oliver jumped at the chance. But what was not known to his new friends was that he was desperate to escape from London, where he feared that his employers had already reported him to the Metropolitan Police. At first, Oliver thought that the Doctor would throw him out of the TARDIS if he found out the real reason for him wanting to leave Earth and why he would be arrested if he returned home. It was only later in their travels together that Oliver confided to Steven that he was gay, still a crime in the England he came from. Of course, this revelation made no difference to either of his companions' attitudes towards him, and a strong bond of friendship has developed with Steven in particular.

Oliver is a slim man in his late twenties with closely cropped hair. He comes from a wealthy background and speaks with an English public school accent. At the Stock Exchange, his standard attire was a plain black suit in the 1960s style or a striped blazer in the colours of his company, with shirt and tie, and topped off with a bowler hat and rolled umbrella when venturing outdoors. As Oliver didn't have time to pack his bags before leaving in the TARDIS, he hasn't brought a change of clothes with him and still wears his black suit.

As a former trader on the Stock Exchange, Oliver is good with numbers and is an expert negotiator, a skill which comes in handy from time to time in his adventures. When he was younger, Oliver was a keen ornithologist and he has retained the knack of noticing things that others might miss. Oliver is friendly and outgoing, though his speech and mannerisms may come across as formal on occasion. What is not in doubt is his loyalty to his new-found friends. He trusts them implicitly and does not flinch from danger in order to help them. Oliver is still new to travelling in time and space, but seems to be taking it all in his stride.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Oliver's adventures with the Doctor and Steven soon turn to tragedy. He is still only into the early days of his travels in the TARDIS when he sacrifices his life to save his friends. But this isn't the end of his story. Oliver somehow survives as a disembodied sentience, intangible and undetectable. In this state, he is able to follow the TARDIS and witness the adventures of the Doctor and his companions for some time before his electromagnetic "ghost" finally dissipates. One of the last things that Oliver sees is the Doctor, now old and frail, making his way through the Antarctic snow to the TARDIS, where he will regenerate for the first time.

OLIVER HARPER



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

SKILLS
Athletics 2, Convince 4 (AoE: Negotiation), Fighting 2, Knowledge 2, Marksman 1, Science 1, Subterfuge 2, Transport 2

TRAITS
Brave
Charming
Face in the Crowd
Keen Senses – Vision
Outcast
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 12



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SARA KINGDOM HOUSE *(1st in Home Truths)*

Though the Sara Kingdom who travelled with the Doctor is dead, her consciousness got a second lease on life in the most unusual way. During their travels, she, the Doctor and Steven visited a large house in Ely (presumably the same Ely that is in Cambridgeshire, England) at some undetermined point in the future. Finding a dead couple inside, they investigated and soon discovered the house was acting on their subconscious wishes. Sara's guilt over the death of her brother Bret Vyon, and her wish to atone for it, bonded her to the house which was also experiencing regret over the death of the couple due to its misinterpreting their wishes. At that moment, it became Sara Kingdom and imbued itself with a copy of her mind and personality.

Thousands of years after the TARDIS left the house in Ely, the Sara Kingdom House was still standing and was frequently visited by government officers trying to ascertain whether she was a danger to the population. One such officer, Robert, was tasked with determining, through a series of visits, whether Sara should be allowed to exist or if he should wish her to simply cease being. In their various conversations, she recounted adventures the real Sara had with the Doctor in an effort to prove her character, as much to Robert as to herself.

Player characters visiting Sara Kingdom House might also learn something about the Doctor's earliest adventures, though they are more likely to discover much about themselves and their most hidden desires. Upon entering the house, the GameMaster should start hinting at its powers by making a glass of water appear before they ask for one, and so on. In conversation, they'll find Sara wise, melancholy, frank, and an uncanny judge of character, but she is not above trying to manipulate them into wishing something that will help her cause – regaining her humanity.

SPECIAL TRAIT – WISH FULFILLMENT

The House is somehow able to grant wishes, both conscious and subconscious, and without a controlling consciousness like Sara's, visitors are at the mercy of an undiscerning effect which they cannot reason with. Thankfully, Sara can be convinced and will usually discuss a visitor's wish, especially a subconscious one, with them. There are technically no limits to the kind of wish granted except the GameMaster's judgement. The House can change its interior layout and amenities, harm or heal, and in game terms mimic any Trait in the (expanded) game. The maximum range of its abilities is unknown, but at least extends to the town of Ely. GMs should take particular note of visitors' Traits that translate into a want or need, like Obsession, but also of the character's Goals, and act upon them. Realizing the House has these abilities requires a Difficult Awareness + Ingenuity roll, while convincing Sara not to grant a particular wish requires a Resolve + Convince roll against her Presence + Convince roll.

SARA KINGDOM HOUSE

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

SKILLS

Craft (AoE: Storytelling) 2, Convince 3 (AoE: Manipulation), Knowledge 3, Medicine 3, Science 2

TRAITS

Charming
Clairvoyance
Code of Conduct – Must grant all wishes
Huge (Major)
Psychic
Special – Wish Fulfillment
Telepathy
Weakness – No humanoid body (*the House cannot move, or fight, or even communicate other than through a disembodied voice*)

TECH LEVEL: 7 (The House exists on a TL4 world, however, though it is the product of at least TL10)

STORY POINTS: 6



ALLIES

ALEXANDER THE GREAT *(Farewell, Great Macedon)*

Alexander III of Macedon lived from 356BC to 323BC. He became King of Macedon (see L16) at the age of twenty after the assassination of his father, Philip II, and was appointed to the position of general of Greece. Alexander used his position to carry out military campaigns that had been planned by his father, firstly invading Asia Minor and overthrowing the Persian Empire. At Gordium, he famously “solved” the insoluble problem of the Gordian knot by slicing it apart with his sword. Alexander subsequently went on a 10-year campaign of conquest that took him into India, only turning back when his army threatened to revolt.

Alexander was a highly charismatic leader, able to keep the various Macedonian states united under his leadership. His rule was not without its plots against him however, not least because of his adoption of Persian customs which many saw as Alexander attempting to deify himself. Alexander was physically a short man, but stocky and tough. Unusually for a Greek, he had a fair complexion and was clean-shaven.

Alexander had a stubborn personality and was prone to fly into fits of anger if opposed. His upbringing had made him extremely competitive and he was obsessed with trying to outshine the achievements of his father and to extend his empire to the ends of the world and the Great Outer Sea. Alexander also had his intellectual side, and was educated in philosophy, logic, medicine, art and other subjects by Aristotle. But his outstanding achievements were as a military commander, in which field Alexander revealed himself to be a strategic and tactical genius. His battles were against many different cultures with differing military practices, and Alexander’s ability to adapt his tactics to those of his enemies was key to his success.

The Doctor and his companions Ian, Barbara and Susan met Alexander in 323BC at the very end of his life. The king died in Babylon, shortly after the death of his close friend and possible lover Hephaestion. The official cause of Alexander’s death is unclear. It is possible he contracted a fever or died after overindulgence in wine. But one of the more popular theories is that he was poisoned by traitors within his own court. Certainly the Doctor and his friends became entangled in intrigues and betrayals during the period leading up to Alexander’s death, which would give credence to such ideas.

After his death, the empire that Alexander built was torn apart in a series of civil wars between his various competing successors.

ALEXANDER THE GREAT



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

SKILLS

Athletics 4 (AoE: Horsemanship), Convince 4, Craft 2, Fighting 4, Knowledge 4 (AoE: Military Tactics; AoE: Philosophy), Marksman 3, Medicine 2, Subterfuge 2, Survival 3

TRAITS

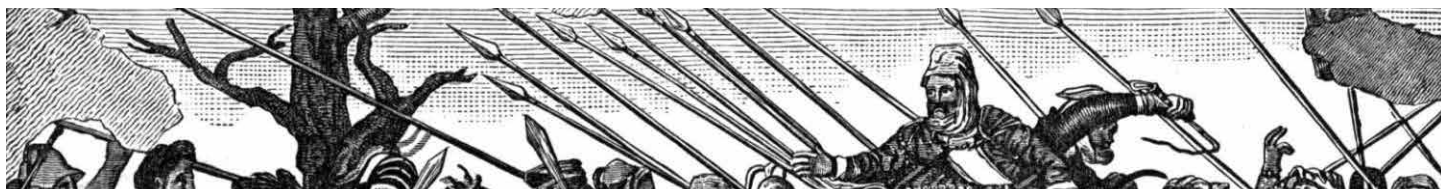
Adversaries – Various, both within Greece and without
 Attractive
 Authority – King of Macedon, General of Greece
 Brave
 Distinctive
 Eccentric – Stubborn, quick to anger
 Friends – The Court and Army
 Impulsive
 Obsession – Conquering the World
 Tough
 Voice of Authority

EQUIPMENT

Sword: Strength +2 damage
 Shield and Armour: Armour (4 points)

TECH LEVEL: 2

STORY POINTS: 8



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CEDRIC (*Hunters of Earth*)

Cedric was a student at Coal Hill Secondary School in 1963. As a sixth-former, he wasn't required to wear a school uniform but he was the type of person who would wear it with pride. The other children teased Cedric, affectionately referring to him as "posh boy" due to his cultivated manner and obvious money. Cedric was also a schoolmate of Susan Foreman's and would often spend time with her during and after school. Although not explicitly stated, it is very likely that he had a romantic interest in Susan and he appears to be the one true friend she had in Coal Hill after her friends John and Gillian (presumably no relation to the companions of the same name, *see* A1-2) left earlier in the year. Cedric showed obvious interest in Susan, asking her questions about where she was from or pointing out when she said something odd about what other people were thinking or science beyond our understanding.

Cedric was also very protective of Susan and made sure others wouldn't bother or hurt her. When the Doctor met Cedric, he clearly didn't like the boy, showing a protective grandfatherly tendency to oppose any romantic fraternization between the girl and any boy she might meet.

Cedric was also friends with Mavis, a cockney girl who attended Coal Hill School. Mavis thought Susan was odd and there was friction between the two. Yet, the three of them would still spend time together at Rosa's Coffee Bar. Cedric is a fan of the Beatles, but prefers John Smith and the Common Men. When Susan played some Bob Dylan music for him, he admitted the lyrics may have had a point, but thought the man couldn't sing and the tune was awful.

Cedric is the nephew of Colonel Rook, a teacher at Coal Hill Secondary School as well as a British patriot. Rook learned of strange activity in the Shoreditch area and when Cedric told him about Susan, took up a teaching position at the school. Rook and his nephew were terrified of the communist threat, especially in the realm of developing psi talents. They were aware the Germans had made some attempt in this area and had ultimately failed, but the communists were picking up their original enemy's research. With Susan and the Doctor helping them, they hoped England could have its own program to equal or surpass that of the other side.

It is not clear whether Cedric had any formal psi-training himself, but it seems likely based on his association with his uncle's work and the fact the Hate Machine (*see* G2) had no effect on Cedric until he was in extremely close proximity to it. Unlike his uncle, however, Cedric believes that any help given to them should be given freely and is quite open-minded about aliens.

Adventure Seed: Cedric's Fate

Your TARDISers arrive on Earth sometime after 1963 and discover that Cedric is operating a halfway house for aliens, time

CEDRIC

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

SKILLS

Athletics 3, Convince 4 (AoE: Charm), Fighting 2, Knowledge 1, Science 1, Survival 2

TRAITS

Attractive
Brave
Charming
Code of Conduct (Minor)
Dark Secret (Minor) – Spies for his uncle
Devotion – Susan
Friends (Major) – Colonel Rook
Obligation (Minor) – British government
Psychic Training

EQUIPMENT

Coal Hill Secondary School Uniform

TECH LEVEL: 5**STORY POINTS: 8**

travellers, ESPers, etc. Now the house is under pressure from the government to close down. Who is behind this, and what do they want the residents for? Or is the government on the side of right? Could they be in danger from Cedric? The player characters must navigate some choppy diplomatic waters or even go undercover inside Cedric House to ferret out the truth, and from there, decide who they should help.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE FIRST MATE *(Here There Be Monsters)*

What entities exist in the deep, dark spaces normally inaccessible from our dimension? There is at least one example that we know of, a being referred to only as the First Mate whom the Doctor and his companions met on the Earth Benchmarking Vessel Nevermore (see L6). It was while exploring this vast ship that Susan came across an old man in the engineering section. He didn't reveal his name and Susan at first assumed that he was one of the ship's crew. It turned out that he was a being from "beneath the surface" of the universe. His true form is unknown except for "light and dark and chaos". His human form was taken from an image of the Doctor that he saw in Susan's mind.

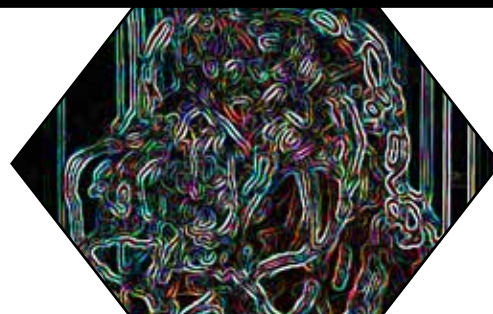
The First Mate is not aggressive, but his nature as a being from beneath space is inimical to life in ours. He seems to radiate an energy that is harmful to anyone within close proximity to him. Those affected will feel weak as their life force starts to drain away, but they will recover if they move away from him. However, if he reverts to his natural form while in our universe, he cannot control the resulting energy release, killing both him and all other life within half a light year. He only made the dangerous trip because he was on a vital mission to stop the Nevermore from punching holes in space and causing catastrophic damage to both his and our realities. Yet his altruism was in evidence when he first warned Susan of the danger she was in by being near him, putting his mission in jeopardy. He may be his universe's version of the Doctor: he claims to be a traveller, and his curiosity often leads him into danger

BENEATH THE SURFACE OF THE UNIVERSE

Other dimensions are a well-used device in Doctor Who, but what does "beneath the surface of the universe" actually mean? In most of the Doctor's travels outside the boundary of our universe – the Fourth Universe (see L18), E-Space and so on – the reality appears to be a place more or less like our own. It has both time and space. The physical laws or the events may be different, but there is order and boundaries. The places beneath the surface of our universe would appear to be something outside of the membrane that surrounds any of these conventional universes. It is the space between universes, a place where even Time Lords believe only chaos reigns. Yet life and civilisation can occur there. We know very little about what form the life of that universe may take. We do know that this universe can be accessed at a point where the time and space of our universe is torn. But from the evidence of the First Mate, the very presence of life from that dimension is totally at odds with life from our own universe, draining its vitality.

The only other creature from the First Mate's dimension that the TARDIS crew had experience of was a vast tentacled horror of alien energies that reached through a tear between the two realities to grasp a spaceship and drag it back through. The

THE FIRST MATE



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Brave
Insatiable Curiosity
Psychic
Shapeshift (Minor)
Special Trait – Inimical to Life *(In human form, the First Mate drains Attributes from all nearby natives of our universe at a rate of 1 point per minute; this is recovered at the same rate once they are away from him; in his natural form, the energy release kills all life within half a light year, including himself)*

TECH LEVEL: 6

STORY POINTS: 5

space within the tear was filled with indescribable colours and it is therefore likely that even the laws of physics within that other dimension are different from our own. This would make exploring that reality a problem for intrepid adventurers. Not only would they need protection from the alien radiation, they would have to contend with light, gravity, time, energy and even matter itself behaving differently. This could make for an interesting, if perhaps bizarre, adventure, though a simpler option would be for the players to encounter something from beneath the surface of the universe which has broken through...

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GALILEO GALILEI (*The Empire of Glass*)

The Italian scientist Galileo Galilei was one of the founders of modern science, particularly in the fields of astronomy, mathematics and physics. Born in Pisa in 1564, Galileo was one of the foremost figures in the scientific revolution that took place in Europe towards the end of the Renaissance. He is particularly remembered for his advocacy of heliocentrism, the astronomical model under which the Earth orbits the Sun, rather than vice versa, but he has many more achievements to his name.

Galileo was not the inventor of the telescope (though he may have tried to claim this), but he made huge advances in its design, with a series of improved versions increasing magnification to 30x. However, some of these improvements may be down to the assistance of the Doctor, who repaired Galileo's own telescope during an adventure in Venice! Whatever the case, Galileo was able to earn a regular income from selling his telescope to merchants as well as to the Doge of Venice, and his own use of them helped his astronomical observations. The first treatise based on his telescopic observations was published in 1610, a year after his encounter with the Doctor.

Galileo's astronomical achievements include identifying Kepler's supernova as a distant star, the discovery of the four largest moons of Jupiter, observations of the phases of Venus and the rings of Saturn, the discovery of Neptune (though he believed it to be a star), observations of sunspots, creating topographical charts of the Moon, and the identification of the Milky Way as a multitude of stars rather than a nebulous mass. As well as developing the telescope, Galileo designed a geometric and military compass for use by gunners and surveyors and a thermometer using water in a tube, and contributed towards the development of the compound microscope and a universal clock to determine longitude. In the field of theoretical physics, Galileo worked on the motion of pendulums, sound frequency and the acceleration of falling bodies, the results of the latter later being incorporated into Newton's laws of motion. In mathematics, he developed Galileo's Paradox. Galileo also had an interest in astrology, and as a youth, he had started to train in medicine at the University of Pisa (after seriously considering becoming a priest). He was a true Renaissance Man!

Although he was a pious Catholic, Galileo fell out with Cardinal Bellarmine in 1615 over his theory of tides, which Galileo viewed as proof of the motion of the Earth around the Sun, and between 1619 and 1623, engaged in a dispute with Father Orazio Grassi of the Jesuit Collegio Romano over observations on the nature of three comets. But it was his defence of heliocentrism as

propounded by Copernicus which led to Galileo's trial in 1633 by the Roman Inquisition. He was found "vehemently suspect of heresy", ordered to recant his theory and was sentenced to house arrest for the remainder of his life. Apart from an occasion when he had to seek medical advice in Florence, Galileo was confined to his nearby villa Arcetri, where he devoted his time to writing *Two New Sciences*, which has led to him being called the father of modern physics. Galileo went totally blind in 1638 and died at the age of 77 on 8th January 1642 after suffering a period of fever and heart palpitations.

GALILEO GALILEI

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

SKILLS

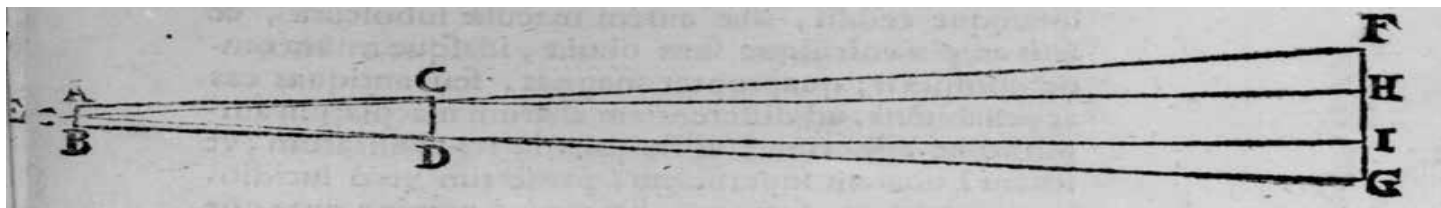
Convince 3, Knowledge 3 (AoE: Philosophy),
Medicine 2, Science 5 (AoE: Astronomy,
Mathematics, Physics), Subterfuge 1

TRAITS

Adversary – Jesuits
Boffin
Brave
Indomitable
Insatiable Curiosity
Technically Adept

TECH LEVEL: 3

STORY POINTS: 6



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GUY FAWKES (*The Plotters*)

Guy Fawkes is the most well-known of the Catholic conspirators who attempted to kill King James I of England by blowing up Parliament in 1605. Born in York in 1570, Fawkes was raised as a Protestant in his early years, but converted to Catholicism sometime after the death of his father and the marriage of his mother to a Catholic. In his adult life, Fawkes became a soldier, travelling to Europe to fight for Spain in the Eighty Years War against the Dutch Republic. In 1603 he went to Spain to try to raise support for a Catholic uprising in England, but was unable to secure any assistance from Phillip II. It was at this time that he adopted the Italian version of his name, Guido.

In 1604, Fawkes became involved in a Catholic plot to assassinate James I and put the young Princess Elizabeth on the throne in his place, to be raised as a Catholic. He had a number of roles to play in the plot: travelling to Europe to try to gain support, before returning to England to assist in the preparations, and finally being the man tasked to light the fuse to the gunpowder concealed under Parliament. The attempt on the King's life was to take place on 5th November 1605. However, the conspiracy was betrayed by an anonymous letter to Lord Monteagle, a Catholic sympathiser, warning him to stay away from Parliament.

History records that King James ordered a search of the cellars and Fawkes was arrested as he left them shortly after midnight on the morning of November 5th. Fawkes endured several days of interrogation and then torture, even earning the admiration of the King for his resolution. It was not until November 7th that he even revealed his true name, and another day before he started to name his co-conspirators. Fawkes and his fellow plotters were put on trial in January 1606, found guilty and sentenced to be dragged by a horse to their place of execution, hanged, taken down and mutilated while still alive and finally decapitated. The executions took place on January 31st, but Fawkes managed to avoid the latter parts of his sentence by throwing himself from the gallows and breaking his neck.

Fawkes is described as having been a large man with thick brown hair and a reddish beard. He was regarded as being a man of action, skilled in military matters but also capable of intelligent argument.

The Plotters shows us that Guy Fawkes may have been done an injustice by history. The Guy that Barbara met was involved in the Gunpowder Plot, but restrained the excesses of his compatriots. An attractive man, he was also gallant and kind. When his companions wanted to kill Barbara, he stayed their hands and, even at a risk to himself, rescued Barbara and took her to safety so that she would not be killed.

Fawkes' lasting legacy is the annual Bonfire Night celebrations that take place in Britain on 5th November each year. Also known as Guy Fawkes Night, the celebrations include fireworks displays

culminating in the burning of effigies of Guy Fawkes on large bonfires up and down the country. More recently, stylised Guy Fawkes masks have been adopted by various protest groups, inspired by Alan Moore's *V for Vendetta* comic.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the novel *The Plotters*, the actions of the Doctor and his companions resulted in Guy Fawkes being killed a year earlier than history records. However, political machinations led to another man being accused of being Fawkes and being executed in his place, putting history back on course.

GUY FAWKES

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

SKILLS

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

TRAITS

Attractive
Brave
Charming
Dark Secret – Catholic Conspirator
Friends – English Catholics
Obsession – Catholic England
Tough

EQUIPMENT

Rapier: Strength +2 damage

TECH LEVEL: 3**STORY POINTS: 4**

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HYPATIA (*The Library of Alexandria*)

While the rest of the TARDIS crew took the opportunity to relax in the Roman Egyptian port of Alexandria in the early 5th Century AD, Ian struck up a friendship with the Greek scientist Hypatia and spent time with her discussing mathematical and scientific theories – much to Barbara's fury when she learned of this! Ian found Hypatia to be passionate about teaching and to have an incisive mind which enjoys analysing and debating the scientific theories of the time.

Hypatia was born around 350 AD and was educated at the Academy of Athens. As the daughter of Theon Alexandricus, a prominent mathematician and philosopher, it is perhaps not surprising that she gravitated towards the study of science, embracing not only mathematics itself, but physics, astrology and Platonist philosophy among other subjects. In adult life, Hypatia taught at the Library of Alexandria (see L14) and was head of the Platonist school by around 400 AD. The near-contemporary historian Socrates Scholasticus records that Hypatia achieved "such attainments in literature and science, as to far surpass all the philosophers of her own time". She lectured on Plato and Aristotle to students from all over the civilised world, whether Christians, pagans or foreigners, and taught the children of many of Alexandria's rich and powerful families. Hypatia was highly confident, both intellectually and socially, publically discoursing and debating with educated men, which would have been highly unusual for a woman at that time. She also held considerable influence as a moral authority within Alexandria. But opinion of her was divided: some Christian sources hold Hypatia up as a model of dignity and virtue, while others demonise her as a pagan.

Hypatia came to a brutal end, murdered by a Christian mob on 8th March 415 AD. There are conflicting accounts as to the actual events, but the most likely scenario is that she was killed after being caught up in a dispute between the governor Orestes and Cyril, the Bishop of Alexandria. Hypatia was known to be a pagan and an advisor to Orestes, and was believed by some Christians to have advised him against reconciling with Cyril. She was kidnapped on her way home and taken to a church, where she was brutally killed with roof tiles (or possibly oyster shells, the translated account is unclear) and her body was afterwards mutilated and burnt. Hypatia's death was a significant blow for intellectual thought in Alexandria.

Ian described Hypatia as small and scrawny with dark hair. Despite her stature, she has an air of confidence and a commanding presence. She is highly intelligent but her knowledge is limited by the age she lives in. So, for example, she firmly believes that the Sun and planets revolve around the Earth, and finds Aristarchus of Samos's theory that the Earth orbits the Sun to be absurd! Or at least, she did, until she found a book of alien origin in the Library of Alexandria, a book which contained maps of the heavens...

HYPATIA

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

SKILLS

Athletics 1, Convince 3 (AoE: Debating), Knowledge 3 (AoE: Philosophy), Science 4 (AoE: Mathematics, Physics), Technology

TRAITS

Friends – Orestes, governor of Alexandria; fellow scientists and scholars
 Insatiable Curiosity
 Stubborn (+2 to resist Convince attempts)
 Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

As one of the earliest known female mathematicians, an adventure involving Hypatia should be of interest to any scientists or historians among the TARDIS crew. It would offer a chance to meet a key figure from the early days of mathematics, but one that is doomed to die a terrible death. Could the players prevent that? Indeed, should they even try?



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JANE AUSTEN *(Frostfire)*

Jane Austen was born in 1775 into a large family on the lower fringes of the landed gentry in Steventon, Hampshire. She began writing in her childhood and her early works include satires on the novels of sensibility, which were popular at the time, and parodies of history texts. Jane continued to live with her family into adulthood and continued her writing. Around 1795, she commenced work on her first full-length novel, *Elinor and Marianne*. A second novel, *First Impressions*, was begun in 1796 and a third, *Susan*, in 1798. Although her father sent *First Impressions* to a publisher in 1797 and her brother Henry similarly submitted *Susan* in 1803, neither saw publication at that time.

The Austens moved to Bath in 1800 and two years, later Jane received her only proposal of marriage, from Harris Bigg-Wither, a wealthy but socially inadequate heir to large family estates. Jane initially accepted but changed her mind overnight and withdrew her acceptance the following day. Following the death of her father in 1805, the family found themselves in financial difficulties for a number of years, moving to rented accommodation first in Bath and then Southampton, and in 1809 to the village of Chawton in Hampshire. From 1811 to 1815, four of Jane's novels were published, which greatly helped the financial situation: *Sense and Sensibility* in 1811, *Pride and Prejudice* (a heavily revised version of *First Impressions*) in 1813, *Mansfield Park* in 1814 and *Emma* in 1815.

Jane first became ill in 1816 and began a long, slow deterioration which resulted in her death in July 1817 at the age of 41. The precise cause is unknown and various conditions have been put forward, the most likely being Addison's disease or Hodgkin's lymphoma. Two further novels were published posthumously: *Northanger Abbey* (a revised version of *Susan*) and *Persuasion*, both in 1818. During her lifetime, Jane Austen received little in the way of personal renown, as her novels were published anonymously. However, the Prince Regent is known to have been an admirer and she felt compelled to accept an invitation to his London residence in 1815, during which his librarian strongly hinted that she should dedicate *Emma* to the Prince.

When the Doctor, Steven and Vicki met Jane Austen at the 1814 frost-fair on the frozen River Thames, they were somewhat surprised to find that she was much more adventurous than her reputation might suggest – and that she was able to deliver a right hook that felled the Dagenham Dragon (actually a fire-eater performing on the ice)! The Doctor referred to her as “velvet paws and steel claws”, but made a slight error in declaring himself an admirer of all her novels, as at that time she had only had two published, and those anonymously.

According to *Seasons of Fear*, 8th Doctor companion Charley Pollard has read a lot Jane Austen. Charley's player may be quite keen to meet her literary idol.

JANE AUSTEN

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

SKILLS

Athletics 1, Convince 3, Craft (AoE: Writing) 3*, Fighting 2, Knowledge 3

**To be historically accurate, Jane's Craft skill should only include Writing (at the expert level of 5), Dancing 3, and Piano 1.*

TRAITS

Brave
Charming
Empathic
Resourceful Pockets (*Jane carries all sorts of useful odds and ends in her reticule*)

EQUIPMENT

Her reticule

TECH LEVEL: 4**STORY POINTS: 5****Adventure Seed: The Bibliophile**

The TARDIS detects a pattern of temporal disturbance in the Vortex, the most recent of which is focussed on Earth, 1815. They arrive in rural Hampshire in time to foil an attempt to kidnap a woman who introduces herself as Jane Austen. It appears that an avid fan from the far future is gathering his favourite authors for his own private collection. The time travellers join forces with Miss Austen in order to rescue Charles Dickens, William Shakespeare and a number of other writers who have already been whisked away!

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JOSEPH BANKS *(The Transit of Venus)*

Joseph Banks was born on 24 February 1743 AD to William Banks, a wealthy Lincolnshire county squire and member of the House of Commons, and his wife Sarah. From a young age, Banks enjoyed exploring the countryside and developed a keen interest in nature, history and botany. He began school at the age of 9, continued until he was 17, then fell ill and did not return. Well again, he later enrolled at Oxford University where his studies focused mainly on natural history.

Banks left Oxford at the age of 21 without taking a degree. His father had died leaving him a large estate and making him the local squire. He kept up his interest in science by corresponding with others who shared his interests. As Banks' influence increased, he became an advisor to King George III and urged him to support voyages to new lands, hoping to indulge his interest in botany. After being elected to the Royal Society and getting involved in another expedition, Banks was appointed to James Cook's expedition on the HMS Endeavour (*see L7*), which he hoped would allow him to catalog new flora and fauna that no other European had seen before.

It was during this expedition that Banks met Ian Chesterton and the Doctor. Believing them to be people from the planet Venus, Banks was impressed with them and wanted to know more about their science. Ian found Banks to be a rational man and a good scientist but also knew that Banks had a slightly ruthless streak about him as well. He was the kind of man who would put other people in danger to satisfy his scientific curiosity. He also felt disdain for those that he considered part of the lower classes.

Ian and Banks had a falling out due to accidental telepathic interference from Susan, which informed him of some future events such as the name of certain geographic locations that had not yet been discovered, verses from the Rhyme of the Ancient Mariner (not yet published), and knowledge that Botany Bay would be where the British would send convicts in the future. Ian suspected Banks of being a time traveller who might meddle with history. This only got worse when Susan's desire for Ian to join her and Barbara caused Banks to push Ian off the ship. Once Ian discovered what had really happened, he apologized to Banks and Banks agreed that once he returned to England, he would not tell anyone about the travellers from Venus lest people think him mad.

Banks continued to pursue his interest in Australia, becoming an advisor on Australian affairs and having specimens of the flora and fauna shipped out to England so that he could study them. He also retained an interest in scientific matters and was eventually elected president of the Royal Society. From 1805 on, his health began to fail him and he was confined to a wheel chair. He never lost his keen mind, however, and continued to be involved in scientific affairs, taking an interest in archaeology towards the end of his life. He died on 20 June 1820 AD.

JOSEPH BANKS

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

SKILLS

Athletics 1, Convince 2, Knowledge 3, Marksman 4, Medicine 1, Science 5 (AoE: Natural History), Survival 3, Technology 2, Transport 1

TRAITS

Friend – Captain Cook
 Insatiable Curiosity
 Obsession (Minor) – Exploring new lands, cataloguing new fauna and flora
 Selfish
 Voice of Authority

EQUIPMENT

Diary

TECH LEVEL: 4

STORY POINTS: 6

Adventure Seed: George Washington, Time Agent?

The Transit of Venus asks an interesting question. What if some of our famous historical figures were really time agents? Your TARDISers discovers that George Washington or some other figure is really from the future. They know history must be protected, but this person is planning on using their position for personal gain, possibly to destabilize the future. But how can the time agent be stopped without it interfering with his or her recorded role in history?

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KILVENNY ODOYLE (*The Sorcerer's Apprentice*)

Many centuries ago, the colonists on the world of Avalon (see L2) underwent a genetic change that caused them to resemble creatures of their ancestors' myths as well as obtain some of the powers that such creatures were said to wield. On one of the outermost settlements, the people found themselves becoming shorter with each passing year until they had essentially become leprechauns. The transformation was so complete that even their minds were made over so that they were convinced they were leprechauns as described in stories written in books the first generation of colonists had brought with them.

By the year 846 of Avalon (3025 by the Terran calendar), humans, leprechauns, elves, and dwarves lived in harmony. Kilvenny Odoyle was a leprechaun representative sent to attend the wedding of King Magnus III's daughter, Melissa, to Sir Stephen Palbury's son, Edward. He is also a good friend of Sir Stephen's court wizard, Gramling, and knows the entire tale of the corruption of his student, Morton Dhal (see V19).

Upon meeting the Doctor and his companions, Odoyle proved very inquisitive and wanted to know as much as he could about Earth, in particular about Ireland which he considered to be the land of his forefathers. This trait was advantageous for the TARDIS crew because Odoyle was one of the primary sources of information for them about the land of Avalon and its history. He told them about the Dhal's corruption, Merlin's Helm (see G3), and Avalon.

Odoyle's bravery is second-to-none, quickly jumping to the aid of Sir Stephen when Dhal appeared to attack the feast on the night of the TARDIS crew's arrival. He later volunteered to undertake a dangerous mission to secure Merlin's Helm. Like most Avalonians he is hesitant to accept change and finds it difficult to change his world view, so he initially distrusts the Doctor's story about the origin of the peoples and magic of Avalon. However, he eventually overcomes this and uses this newfound knowledge to teach the Doctor how to use such magic for himself.

Odoyle's magic manifests itself in several ways. First, he wields a tiny silver hammer that can channel some of his energy. It has been shown to shoot lightning and direct objects as if by telekinesis. He can sing a song which creates a rainbow upon which vessels – anything from a small lifeboat to a large ship – can sail. He also has shapeshifting powers, at one point becoming a giant, emerald green snake.

Kilvenny looks like the leprechauns of folklore. He wears a bottle green tail-coat, breeches with buttoned gaiters, and silver buckled shoes. He is only two feet tall. He smokes from a long-stemmed, silver-banded pipe. Needless to say, he has red hair and beard.

KILVENNY ODOYLE

AWARENESS	3	PRESENCE	4
COORDINATION	3/5	RESOLVE	6
INGENUITY	3	STRENGTH	1/6

SKILLS

Athletics 1/3, Convince 2, Craft 1, Fighting 1/4, Knowledge 5 (AoE: Magic), Marksman 3, Subterfuge 1, Survival 2, Transport 3 (AoE: Flying vessels)

TRAITS

Brave
Distinctive
Insatiable Curiosity
Lucky
Quick Reflexes
Size: Tiny (Minor)
Shapeshift (Major) – Kilvenny can use his Magic Adept Trait to take other forms, include a giant snake which uses the second rating on stats listed above, is Huge (Minor) and does +2 Strength damage
Special Trait – Magic Adept (see *Avalon*, L2)
Technically Inept

EQUIPMENT

Pipe
Silver hammer (Major Gadget; Telekinesis; Weapon 3/5/7; the hammer is powered by Kilvenny's Magic Adept Trait, giving him +1 Resolve when rolling for success, and giving him access to 2 Story Points to sap arcane damage in case of failure.)

TECH LEVEL: 2

STORY POINTS: 5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

METRAXI *(A Star Is Born)*

The Metraxi are a semi-aquatic race from the ocean planet of Kinneret. To human eyes, they have a passing resemblance to seals or sea lions, with short stubby limbs, perfectly black skin which has a slick oily sheen, and magnificent silvery whiskers growing from their cheeks and rising impressively above their large dark eyes. The layer of insulating blubber around their waists gives them a comical, pot-bellied appearance, and they are less graceful on land than in water. Metraxis speak slowly in bubbling, barking voices. Their traditional greeting is a simple “I acknowledge you”.

The tragedy of the Metraxi people is that their race has become the victim of a genetic disorder which has made them sterile. In response to this, they were forced to develop the technology to reproduce by means of cloning. But the key genetic information being passed by the cloning process is imperfect and each successive generation of clones has a shorter and shorter lifespan than the last. The Metraxi are a peaceful people and have done nothing to deserve the slow extinction that fate has given them.

The bible of the Metraxi religion includes the story of their people being saved from an ancient cataclysm on a huge ship. Inspired by this myth, and with the end of their species only a few generations away, the decision was taken to launch a space mission to try to find another home which would not poison the Metraxi, or to find a cure for their sterility. So a vast octagonal ship was launched

METRAXI			
AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	3
SKILLS			
Convince 1, Knowledge 2, Marksman 1, Medicine 3, Science 2, Technology 1			
TRAITS			
Alien			
Alien Appearance			
Environmental (Minor) – Water/cold			
Special Trait – Semi-aquatic (+2 Coordination in water)			
Tough			
TECH LEVEL: 6			
STORY POINTS: 3-5			



taking a sample of the population away from Kinneret. When the TARDIS materialised on the ship several generations later, the time travellers found that its engines were damaged, putting the crew's mission – and the future of the entire Metraxi species – at risk.

Adventure Seed: The Cure

The Metraxi's search for a cure for their genetic damage has taken them to the edge of human space. There they have been contacted by a medical research institute on the planet Ramos Prime which has offered to treat them. But is their leader, the charismatic Dr. Leonard Lennox, all that he seems? Why are some of the Metraxi test subjects undergoing physical changes? The answer lies inside the high security area within the institute, in which a monstrous army is being assembled. With the mutated Metraxi being converted into savage soldiers under the control of Lennox, it is up to the players to come up with a plan to stop him taking control of Ramos Prime and to reverse the genetic changes made to his victims.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ROBIN HOOD *(The Thief of Sherwood)*

Just how do myths and legends come about? The Doctor and his companions find out when they land in Medieval England and meet the real Robin Hood. Although the Doctor insists that Robin Hood is nothing more than a myth invented by later poets and storytellers, he realises that he is mistaken when he comes face-to-face with the real person.

However, the real Robin Hood is somewhat different to his legend. In fact, he and his Merry Men are nothing more than out and

out villains, bandits who steal from the poor as well as from the rich. But intriguingly, Robin Hood himself is a dead ringer for Ian Chesterton, so much so that even the Doctor confuses the two. The Doctor speculates that Robin may in fact be an ancestor of Ian's. And it is Ian's actions which lay the foundation for Robin Hood becoming a folk hero when, after the untimely death of the real Robin at the end of a sword, he gives the outlaws' stolen treasure horde to the impoverished villagers.

The legend of Robin Hood is however accurate in some respects. True to his reputation, Robin is a skilled archer and swordsman. He dresses in a leather jerkin and wears a peacock feather in his cap.

Robin Hood's band of Merry Men includes many of the characters recognisable to modern audiences, such as Little John and Will Scarlet. Again they have less philanthropic dispositions than the legend suggests, but they are easily led and could be shown a better way of life by a less self-serving leader. Whether under Robin's command or not, the outlaws are still a thorn in the side of the Sheriff of Nottingham, who is just as much a scoundrel as the myths recall.

Robin Hood and his Merry Men could be used in a light-hearted adventure, perhaps even a twisted panto-themed Christmas episode. Or the outlaws could feature in an altogether more serious scenario, in which the players learn the hard way that legends are not always all that they cracked up to be!

ROBIN HOOD

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

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 1, Fighting 3, Knowledge 1, Marksman 4 (AoE: Bows), Medicine 1, Subterfuge 4, Survival 3

TRAITS

Adversary – Sheriff of Nottingham
Attractive
Crack Shot
Distinctive
Friends – The Merry Men
Outcast
Quick Reflexes
Selfish
Sense of Direction

EQUIPMENT

Sword: Strength +2 damage
Longbow: 3(1/3/4)

TECH LEVEL: 2

STORY POINTS: 4

TYPICAL MERRY MAN**ATTRIBUTES**

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

SKILLS

Athletics 2, Fighting 2, Marksman 2 (AoE: Choose one weapon), Subterfuge 2, Survival 3

TRAITS

Adversary – Sheriff of Nottingham
Distinctive – Most Merry Men have a distinctive trademark, like wearing red or uncommon size
Friends – The Merry Men
Outcast
Selfish

EQUIPMENT: Weapon of choice

TECH LEVEL: 2

STORY POINTS: 4-6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SIR FRANCIS DRAKE *(The Flames of Cadiz)*

In the annals of British naval history, a handful of men stand head and shoulders above all others. Among these is Sir Francis Drake, Vice Admiral of the Royal Navy and second-in-command of the English fleet against the Spanish Armada of 1588. His circumnavigation of the globe from 1577 to 1580, together with his victories against Spain, made him a national hero.

The reality though is somewhat less heroic. Sir Francis Drake was one of Ian Chesterton's boyhood heroes, but when he finally met the man himself, he found that Drake was a bully and a braggart with no thought for the men under his command, risking their lives. Ian's view of him was that he was no more than a pirate, albeit one working for the Queen of England. This view was shared by the Spanish, who dubbed him El Draque (the Dragon), and King Philip II offered a reward of 20,000 ducats for Drake's life.

Drake was born in Devon, possibly in 1540, and was the eldest son of a farmer. His maritime career started in an inauspicious manner when he was apprenticed aboard a coastal barque being used to ferry goods between England and France. However, at the age of 23 he sailed to the Americas for the first time, and in 1572 he attacked and captured the town of Nombre de Dios on the Spanish Main, where gold from Peru had to be landed for transportation overland to the Caribbean. Badly wounded, Drake had to leave the treasure behind on that occasion. But in 1573 he and a small band of other adventurers captured a mule train carrying 20 tons of gold and silver.

Following this success, Queen Elizabeth assigned Drake to mount an expedition against the Spanish along the Pacific coast of the Americas. His fleet set sail in December 1577. Although most of his ships were either sunk or forced to return to England, Drake carried on with his flagship Pelican, now renamed the Golden Hind. He successfully captured a number of Spanish treasure ships and sacked the port of Valparaiso. After founding the colony of Nova Albion in what is now California, Drake continued across the Pacific, then through the Moluccas (Indonesia) and round the Cape of Good Hope before returning to Plymouth in 1580. The Queen's half-share of Drake's cargo of spices and stolen Spanish treasure was worth more than the value of the rest of the Crown's income for the whole of that year! Drake was knighted for his services in 1581.

Sir Francis Drake's later victories included his capture of the Spanish port of Cadiz in 1587, which delayed the planned Spanish invasion by a year, and his part in destroying the eventual Spanish Armada in 1588, in which Drake famously used fire-ships to put the Armada into disarray.

Drake died of dysentery in January 1596 off the coast of Panama while hunting Spanish treasure ships in the region. He was buried at sea dressed in full armour and sealed in a lead-lined coffin.

Adventure Seed: The Dragon's Treasure

In the present day, the player characters are present when Sir Francis Drake's tomb is dredged up, amazingly intact, and opened. Inside, instead of Spanish gold and Drake's body, they find modern-day equipment! This begs for a trip back in time where they will discover the truth about Drake. Did he have help circumnavigating the globe? Is someone *meddling* in history? Or will the TARDISEers find they have a role to play in this story as well, and thus become the authors of their own future?

SIR FRANCIS DRAKE

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

SKILLS

Athletics 1, Convince 4, Fighting 3, Knowledge 3 (AoE: Military Tactics), Marksman 2, Subterfuge 3, Survival 1, Transport 3 (AoE: Sailing ships)

TRAITS

Adversary – Spain
Brave
Eccentric – Bully with violent temper
Military Rank – Vice Admiral
Obligation – to Queen Elizabeth
Voice of Authority

EQUIPMENT

Breastplate and helmet: Armour (4 points)
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THOMAS HUXLEY (*Prisoners of Time*)

Thomas Henry Huxley earned the epithet “Darwin’s Bulldog” for his vocal support of Darwin’s theory of evolution during the 19th Century, even though he was privately undecided about natural selection (despite being wholeheartedly convinced by the theory of evolution itself). Born in Ealing, Middlesex in 1825, Huxley was largely self-educated, leaving school at 10 and teaching himself German, Latin and ancient Greek, and becoming an expert in the fields of invertebrates and, later, vertebrates. During his teens, Huxley was apprenticed to a number of medical practitioners before earning a scholarship to study at Charing Cross Hospital. He went on to study for an MB at the University of London, but failed to sit the final exam and thus did not get his degree.

In 1845, Huxley joined the Royal Navy as an Assistant Surgeon, taking part in an expedition to survey New Guinea and Australia. He used this experience to study marine invertebrates, which led to his being elected to the Royal Society in 1850. After leaving the Navy, he became Professor of Natural History at the Royal School of Mines, holding this post from 1854 until 1885. During this time he also held senior posts with various other scientific organisations, including the British Geological Survey, the Royal Society, the Royal Institution, the Royal College of Surgeons, the British Association for the Advancement of Science and the Marine Biological Association. His work on vertebrate palaeontology included the formulation of theories relating to the descent of humans from apes and birds from dinosaurs, and he was publically involved in the promotion of scientific education against the extremes of religious tradition. Huxley retired in 1885 after a lengthy period of depression and died of a heart attack in Eastbourne in 1895.

Thomas Huxley’s advocacy of Darwin’s theories is best remembered for the famous Oxford debate of 1860, seven months after the publication of *On the Origin of Species*, against Samuel Wilberforce, the Bishop of Oxford. He had already published positive reviews of the work in the Times and other periodicals, and had given a lecture in support of it at the Royal Institution. But it was reports of the Oxford debate which brought Huxley to the attention of the wider, newspaper-reading public. Thomas Huxley is an intelligent and determined man, resolute in his views though perhaps a little too rigid and slow to change them. As well as his scientific achievements, he is a renowned educational reformer.

It was in 1868 that Huxley met the Doctor (apparently an old friend of his), Ian, Barbara and Vicki, when the time travellers visited him during one of his lectures at the Royal College of Surgeons in London. Huxley was concerned for the welfare of two of his students who had gone missing while searching for specimens in the tunnels of the London Underground. His subsequent encounter with the Zarbi certainly gave him something to think about – though it also allowed him to demonstrate that he’s handy with his fists!

THOMAS HUXLEY

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

SKILLS

Convince 5 (AoE: Debating), Craft 2 (AoE: Drawing), Fighting 2, Knowledge 3, Medicine 4 (AoE: Anatomy), Science 4 (AoE: Biology)

TRAITS

Distinctive
Indomitable
Insatiable Curiosity
Linguist (German, Latin, Greek)
Unattractive

TECH LEVEL: 4

STORY POINTS: 5



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

WONG FEI-HUNG (*The Eleventh Tiger*)

Martial artist, practitioner of traditional Chinese medicine, and revolutionary, Wong Fei-hung (1847–1924) would one day become a Chinese folk hero and the subject of numerous television series and films.

A student of martial arts from the early age of five, he followed his father and teacher Wong Kei Ying, one of the famous Ten Tigers of Canton, throughout Guangdong Province to do martial arts performances and sell medicines. At 13, he was giving demonstrations himself. At 16, he was setting up schools and accepting his own students. By his late 20s, he was a respected physician and martial artist, like his father, known for his compassion and policy of treating any patient. As a healer and medical doctor, Wong practiced and taught acupuncture and other forms of traditional Chinese medicine at “Po Chi Lam”, his clinic in Foshan.

Wong was a master of the Chinese martial art Hung Gar. He systematized the predominant style of Hung Gar and choreographed its version of the famous Tiger Crane Paired Form Fist, which incorporates his “Ten Special Fist” techniques. Wong was famous for his skill with the technique known as the “Shadowless Kick”. He was known to state the names of the techniques he used while fighting. He also became adept at using weapons such as the wooden long staff and the southern tiger fork. Stories began circulating about his mastery of these weapons. One story recounts how he defeated a 30-man gang on the docks of Canton using only a staff.

Due to his heroic efforts in defending China’s pride during a period when Chinese morale was at an all time low (*see L19*), Wong Fei-hung is sometimes known as the “Tiger after the Ten Tigers”, though he is not actually one of the Ten. It is difficult today to separate fact from fiction, but Wong seems to have had many adventures throughout his life. One of the earliest involved the first Doctor and his companions Barbara, Ian and Vicki. On that occasion (1865), he helped them defeat an alien intelligence (ostensibly the Mandragora Helix) that had taken control of Qin Shi Huang, the First Emperor, whose consciousness had been recorded and preserved in a “stone tape” since the Helix’s visit two thousand years earlier.

Wong Fei-hung shared many of his later adventures with followers and friends who became martial arts legends in their own right, like Leung Foon, Buck Teeth Soh, Proky Lang (the so-called “Magnificent Butcher”) and Beggar So.

Wong was a relatively stoic young man, with a calm demeanor and intense, steely eyes. He wore his hair in the traditional style, with a long braided pigtail and shaved forehead, and simple, sober attire.

WONG FEI-HUNG

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

SKILLS

Athletics 4, Convince 2, Craft 1, Fighting 5 (AoE: Kung Fu), Knowledge 2, Marksman 1, Medicine 3 (AoE: Acupuncture, Herbalism), Subterfuge 1

TRAITS

Brave

Code of Conduct – Martial artist’s code of honour
Friends – Ten Tigers of Canton; later, his followers
Quick Reflexes
Run for Your Life!
Tough

TECH LEVEL: 4

STORY POINTS: 12

WONG FEI-HUNG ON FILM

Though there over a 100 films featuring the famous folk hero, most have not been made available to modern collectors. Tak-Hing Kwan played the title role in these black and white movies made in the 40s, 50s and 60s. The most famous (and available) portrayal of Wong Fei-hung is Jet Li’s in the 1990s film franchise *Once Upon a Time in China*. Hong Kong cinema has a habit of giving the name Wong Fei-hung to any generic hero from the same era of Chinese history, without any real connection to the historical character (Jackie Chan’s Wong in the *Drunken Master* films, for example). Yuen Woo-ping’s *Iron Monkey* is also of interest as it features Wong as a child, and his famous father in the protagonist’s role. The success of *Once Upon a Time* also spawned several television series through the 90s and 2000s, with Wong at different stages of his life.

MONSTERS AND VILLAINS

BUNKER SOLDIERS *(Bunker Soldiers)*

The Bunker Soldier is a type of artificial being created to fight in a war on a planet located light years from Earth that ended centuries before the year 1240 AD. The war was fought between different ethnic groups within a species and the Bunker Soldiers were thus given the ability to differentiate between the ethnic groups of its victims by sampling their genetic material via bone needles extruding from its hands and head.

These Soldiers, described by the Doctor as soldiers, assassins, and spies all rolled into one would be launched in their capsules towards the impregnable cities, or Bunkers, of the enemy group. On reaching its target, a Soldier would kill any members of the enemy ethnic group it encountered, but its ultimate aim was to locate the leaders of the Bunker communities and use its psychic abilities to induce madness in them, thus creating widespread carnage. A single Soldier could infiltrate and destroy an entire Bunker.

One such Bunker Soldier was accidentally shot out of the planet's gravity and eventually reached Earth. It crash-landed in Russia where its capsule was placed in the catacombs beneath the Cathedral of St. Sophia in Kiev. When awakened, it attacked and killed the Russian who opened its capsule and assuming it was in enemy territory, took a sample from the man and started killing pure-blood Russians.

In their true form, Bunker Soldiers are tall skeletal humanoids with a skull-like face and leech-like mouth filled with bone needles, which it can use to kill. It also has vicious talons on its stunted fingers and toes. Its skin is described as constantly moving and re-forming and it can change its shape to impersonate humans and other humanoid species. It has grey-blue blood. It can communicate with its capsule telepathically, and its capsule's control device will automatically try to establish a psychic communication protocol with anyone touching it. The Soldiers are designed to disintegrate on completion of their mission, making it possible for someone with the appropriate know-how to reprogram its capsule to send out false confirmation that its mission success index has reached 100%.

Little is known of the race that created the Soldiers except that it had three digits on each hand and blue-brown skin.

BUNKER SOLDIER



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

SKILLS

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

TRAITS

Alien Appearance (Major; in its true form)
 Alien Senses (*using the bone needles in its head and hands, a Bunker Soldier can sample the DNA of its enemies*)
 Armour – 5 points
 Aura – Psychosis (*Major version of the Trait that gives a +6 bonus to the Soldier's Resolve + Strength roll*)
 Fear Factor 2 (in its true form)
 Natural Weapons (Minor) – Teeth and claws: +2 Strength damage
 Obsession (Major) – Destroy all enemies
 Psychic
 Shapeshift (Major) – They clothes do not change
 Telepathy (*only with its capsule*)
 Tough
 Weakness – Computer control (*Bunker Soldiers depend on accurate information from its capsule's computer; if fooled into believing its mission is 100% complete, the Soldier will self-destruct*)

TECH LEVEL: 6

STORY POINTS: 3-6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CAHLIANS *(The Cold Equations)*

The Doctor, Steven and Oliver Harper (*see A3*) encountered a group of Cahlians several thousand years into the future, during a time of a galactic dark age when all the old empires had long since vanished. This was a group of professional scavengers, sort of a cross between scrap dealers and archaeologists, who were collecting all sorts of junk and other items from the Earth, now a place of flooded continents under a permanent sky of grey cloud. Those humans who remained on Earth at this time had descended into an uneducated, superstitious society knowing little of other worlds. Although not evil as such, the scavengers had culled four-fifths of the human population to make the rest easier to handle. They used the excuse that the humans were in the grip of an epidemic causing their children to drift into a sleep that they could not be woken from. The Cahlians considered their actions to be mercy killings and looked down on the human survivors as being an inferior species.

The Cahlians of this far future make use of robots which look identical to humans. They are remarkably strong, but unintelligent and mute, suitable only for manual labour.

Cahlians are tall and almost human in appearance, but with yellow hair and skin like a fiery red sunset. They tend to move very delicately, almost jerky in their precision. Cahlians are renowned as being intelligent and detail-oriented, which makes them skilled in areas such as business, science, administration and the law. Many Cahlians are remarkable mathematicians and are able to make complex mental calculations as a matter of course, a vital skill for space pilots and navigators who need to deal with six-dimensional formulae. However, Cahlians are as difficult to pigeon-hole as humans. They can be found in all walks of life, pursuing a multitude of careers. Individuals have a wide spectrum of motivations, from needless aggression to benign philanthropy, though the majority occupy a middle-ground of self-interest. Bernice Summerfield's occasional colleague Doggles is an example of the Cahlian species, though not a particularly typical one as he tends to be scruffy and unkempt, which is at odds with the usually immaculate Cahlian stereotype.

As Cahlians are as variable in their abilities and personalities as humans, a Race Package is more appropriate for them than a full set of stats.

Adventure Seed: From Beyond

A group of Cahlian rogues bite off more than they can chew when the priceless artefact they are attempting to smuggle off a remote trading colony has ideas of its own... The ancient statue hidden aboard their shuttle is actually a living gateway to another dimension and is forming a psychic bond with one of the Cahlians. Soon the spaceport is receiving visitations from beyond this universe. Can the time travellers work with the unscrupulous Cahlians to identify the threat and prevent a catastrophe?

**CAHLIAN ROBOT**

AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS

Fighting 1

TRAITS

By the Book, Enslaved, Environment – Does not need to eat, sleep or breathe, Robot, Tough

TECH LEVEL: 6

STORY POINTS: 1-2

CAHLIAN RACE PACKAGE

Cost: 3 points

Attributes: Ingenuity +1 (+1)

Traits: Alien (Special) (+2), Alien Appearance (Minor) (-1), Technically Adept (Minor) (+1)

Skills: Although Cahlians have no set Skills, they tend to have several points in Knowledge, Science and Technology.



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CAPTAIN SHANNON *(The Sorcerer's Apprentice)*

Captain Shannon is a member of the Earth Empire's Special Services Directorate. The Empire had reason to believe that a super weapon could be found on planet Avalon so Shannon was sent along with a team of scientists and a small fleet of ships to investigate. Unphased by the technical problems associated with getting to Avalon's surface, Shannon was determined to get there and had special "mechanical only" craft created to make landfall.

Upon arrival on Avalon (see L2), Shannon immediately came upon the Doctor and his party on their quest to find Merlin's Helm (see G3). Suspecting the Helm had something to do with the weapon he was looking for, Shannon accompanied them. Ultimately, Shannon's team used subterfuge to attempt to reach the Helm first and did so with disastrous consequences. One of his men was killed in the attempt, another through misuse of the Helm, and Shannon himself was gravely injured. Shannon later recovered and signaled his ships to begin an invasion of Fluxford Castle in an attempt to steal the Helm by force.

Shannon is lean, narrow-waisted and broad-shouldered. He has clear steady eyes able to bore right through someone. His hair is trimmed so close its color hardly shows. His neck is bunched with thick tendons leading up to a resolute, single-mindedly set jaw. He does everything briskly.

Shannon is cool and detached except when talking about the good of the Empire when he can become quite excited. He is highly suspicious and paranoid of anyone who is not absolutely loyal to the Empire. He doesn't think twice about killing one of the civilian scientists when she tries to broker a truce between the Avalonians and the invading Imperial forces, labeling her a traitor to the Empire. He does respect warriors, saluting the fallen dwarf Thurguld as a warrior who died fighting for what he believed in.

CAPTAIN SHANNON

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

SKILLS

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

TRAITS

Brave
By the Book
Indomitable
Obligation (Major) – to the SSD
Obsession (Major) – Restoration of the Empire to its former glory
Quick Reflexes
Tough

EQUIPMENT

Projectile gun: 5(3/5/7); Survival suit; Radiation torch and polarized goggles (Transmit/Receive)

TECH LEVEL: 7

STORY POINTS: 6

THE DYING DAYS OF EARTH'S EMPIRE

Beginning in 2975 AD, Earth's Empire began to fragment. The Empire had grown to such a size that even with the technology of the day it was impossible to manage. Colonies wanted more autonomy and began to secede from the Empire at an accelerated rate. As a reaction to this fragmentation and the collapse of the Imperial Landsnechte, the Special Services Directorate was formed to maintain security in the Empire. They were given broad powers, which unfortunately opened the door to abuse. The strong arm tactics and fanaticism of the SSD had the opposite of the desired effect. They did not cause conformity and stem the Empire's decay, but instead polarized more of the citizenry to openly oppose the Empire or cry for independence.

This time period provides an excellent backdrop for adventures. Your players may be recruited by the SSD to find some ancient

technology as in *The Sorcerer's Apprentice*. Your players will need to discover the purpose of the technology. Is it something relatively benign? Is it a weapon to be used against a legitimate aggressor outside the Empire, or will it be used against the Empire's own populace to keep it in line? Or the players could be on a colony world fighting for independence when the SSD arrive to clamp down on dissent. They could join an underground resistance movement or try to broker a peace so that the Empire addresses the colony's grievances.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE COLD *(Time and Relative)*

The Cold is a sentient but bodiless entity which evolved on Earth during the First Great Ice Age. Capable of inhabiting and taking control of ice and snow, the Cold was the dominant life-force on the planet at this time. But with the end of the Ice Age, the entity was forced back from the warmer regions until it retreated into suspended animation in an area of what would become the Siberian tundra. Several thousands of years later, it was accidentally revived in the early 1960s by a Soviet programme, the Novosibirsk Project, the details of which remain unknown to the public at large to this day. Once revived, the Cold viewed mankind as an infestation to be disposed of and it was left to schoolgirl Susan Foreman to persuade her grandfather to try to help save the human race, despite the Cold's prior claim on the planet.

Without a body of its own, the animus of the Cold inhabits constructs made of ice and snow. It is capable of manipulating single ice crystals or bodies the size of glaciers. At the height of its abilities in the Ice Age, the Cold was capable of building impressive cathedrals of ice and ruled over a peaceful planet, devoting itself to abstract thought. In the freezing winter of 1963, it was able to animate snowmen built by humans as well as to create its own army of ice creatures, which Susan dubbed the "Cold Knights". When temperatures dropped even further at night, these creatures were able to grow to gigantic proportions. Although the Cold Knights often take humanoid form, they are able to assume whatever shape the Cold desires and are often much more simple in shape, such as gigantic crushing snowballs or glaciers. Given time, the Cold would be able to reduce the temperatures across the world, making it once again a planet ruled by ice.

Adventure Seed: Ice, Ice Warriors

What destroyed Mars' eco-system and made the Ice Warriors go underground? The time travellers find themselves at the tail of the Cold's advance on the Red Planet, but it may be too late to do anything but get as many Martians as possible to safety. Mars is dying... of terminal frost.

SPECIAL TRAIT – ICE CREATURE

This Trait enables the Cold to inhabit and animate ice and snow to create the Cold Knights. The extent of this ability should be determined by the GM as is required by the scenario. At the height of its powers in the Ice Age, the Cold was able to manipulate ice crystals across the globe. Even in its weakened state in the 20th Century, it was able to influence weather patterns around the world. However, its ability to actively control ice and snow was limited to a relatively small area in London, as it attempted to contact the Doctor to get him to stop the dimensional interference from the TARDIS. Precisely how large an area the Cold can affect should be decided by the GM prior to the adventure.

THE COLD

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

SKILLS

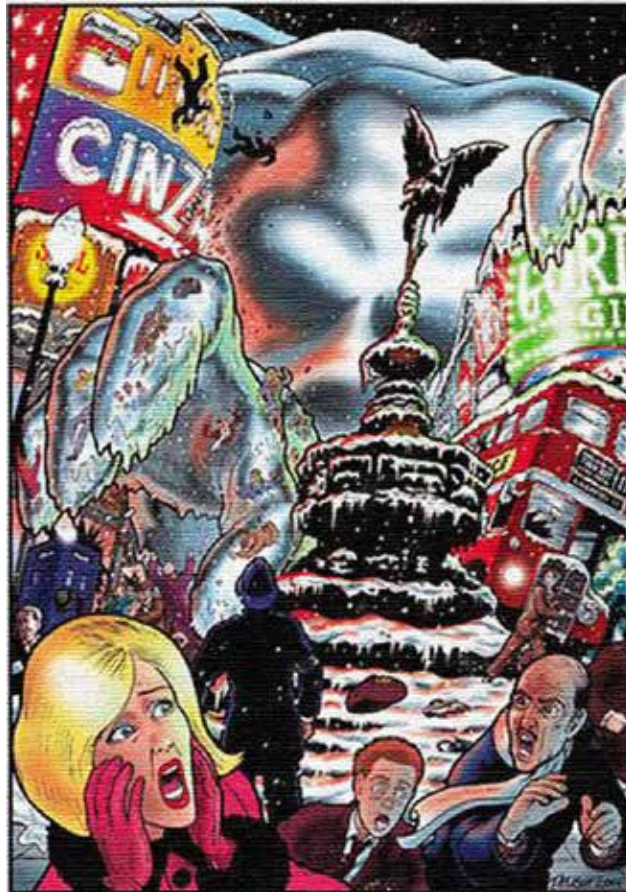
Convince 2, Knowledge 5, Science 3

TRAITS

Alien
Clairvoyance – via its ice constructs
Immortal
Intangible
Psychic
Special Trait – Ice Creature
Telekinesis – limited to ice and snow

TECH LEVEL: N/A

STORY POINTS: 6



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

COLD KNIGHTS



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	7/11*

SKILLS

Fighting 3

TRAITS

Alien

Alien Appearance

Armour – 5 points

Dependency – Requires sub-zero temperatures

Fear Factor 1

Natural Weapon – Ice Lance (Strength +2 damage)

Size – Huge (*only at temperatures below -10° C)

Weakness – Heat-based attacks ignore Armour

STORY POINTS: 1-2

DIMENSIONAL INTERFERENCE AND THE TARDIS

Although the Cold claimed to be native to Earth, it was a victim of dimensional interference caused by the TARDIS so perhaps it actually had an extradimensional origin. Somehow the TARDIS latched on to the energy produced by the revived entity and was leeching it off. This prevented the Cold from attaining its full powers. Clearly the TARDIS has some degree of autonomy in doing this, having acted without the instructions of the Doctor. It is clearly able to detect unusual energy sources in the surrounding environment and tap into them. This is most likely a defensive measure, enabling it to reduce the risks posed by extradimensional energies which otherwise might pose a threat to it and its occupants. The GM could use this ability as the starting point for other adventures, with the TARDIS inadvertently opening a dimensional rift, for example, and the players having to deal with the consequences of this.

DAHENSA *(The Wanderer)*

The Dahensa are a cruel alien race with yellow glowing eyes and four arms, two of which end in thick scorpion-like pincers, the other two in humanoid fingers. They are bulky and iridescent, but humanoid. From the back of their necks grows a tail that goes over their heads and ends in a nasty-looking sting. Their voices have a metallic tin.

These vaguely scorpion-like invaders use a probe device called a Ranger (see G4) to gather information on the worlds they mean to invade and in 1903 AD, launched one into Earth's atmosphere. It was seriously damaged either in transit or when it fell to Earth, specifically in Zarechny, Siberia. Due to the emission of chronon particles by its damaged power source, it threatened to harm the timeline, forcing the Doctor to intervene.

The Dahensa attempted to invade the Earth at least once more prior to the 30th century, though the details of this event are not known. Enterprising GameMasters are invited to fill in the blanks.

DAHENSA



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

SKILLS

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

TRAITS

Additional Limbs – 2 extra arms, and 4 extra legs

Alien

Alien Appearance (Major)

Armour – 5 points

Fear Factor 1

Natural Weapons – Pincers (+2 Strength damage)

TECH LEVEL: 0

STORY POINTS: 3-5

FISHMEN OF KANDALINGA *(The Fishmen of Kandalinga)*

These so-called “fishmen” are an aquatic species native to the ocean world of Kandalinga, a planet in orbit around twin suns. They are short, stocky humanoids standing only about 4 feet tall, but with ichthyic characteristics. Kandalingans are thick-set, with virtually no necks to separate their heads from their bodies. They have green scaled skin, with fish-like faces, bulging eyes, webbed hands and feet, and gills in their necks and along the sides of their bodies. They are also covered with numerous small tendrils which allow them to communicate telepathically, acting like natural aerial receivers able to pick up transmissions on a psychic frequency. These tendrils are also a weakness of the Kandalingans, as their abilities make them vulnerable to being taken over by anybody with telepathic mind control powers.

The fishmen are amphibious, but although they are able to breathe out of water without difficulty, their skin needs to be kept moist to avoid them drying out. Kandalingans can walk around on dry land, but are far more agile underwater.

Kandalingans are at a very basic level of civilisation and their lack of fire-making ability has limited their technological advancement. They are still at the stage of hunter-gatherers, living off of the rich bounty that the oceans of their planet offer. However, the seas of Kandalinga also contain their fair share of perils, with carnivorous fish reaching enormous sizes and easily capable of swallowing individual fishmen whole.

There is no naturally occurring dry land on Kandalinga and the fishmen make their dwellings in small settlements scattered on the ocean floor. Kandalingans breed remarkably quickly and can be found all across the planet.

When the TARDIS materialised on Kandalinga, the Doctor found that the fishmen had been enslaved by the Voord, who were controlling them telepathically and using them as slave workers to build artificial islands that the alien invaders could colonise.

Adventure Seed: God of the Fishmen

The time travellers arrive on a newly created volcanic island in the middle of an ocean that stretches to the horizon in all directions. However, they soon discover that they are not alone, as they encounter a party of Kandalingans bearing tribute for a new god that has appeared on Kandalinga: a number of fishmen from a rival tribe who have been captured and will be thrown into the volcano. If the time travellers are not careful, they will also be used as sacrifices. But who or what is the god of the fishmen? Which alien menace is lurking within the volcano? And what does it require the sacrifices for?

HANDALINGAN



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

SKILLS

Athletics 3 (AoE: Swimming), Fighting 3, Survival 4 (AoE: Marine)

TRAITS

Alien

Alien Appearance

Dependency – Water (*Although the fishmen are amphibious and can survive out of water for some time, they must spend several hours per day immersed in water to avoid their skin drying out. For each hour that a Kandalingan spends out of the water, it takes 1 point of damage.*)

Environmental - Amphibious

Psychic

Telepathy

Weakness – Telepathic Control (*Kandalingans are prone to being controlled by those with telepathic abilities, and have a -2 penalty to resist such control.*)

TECH LEVEL: 1

STORY POINTS: 1-3



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

FOXES (*Frayed*)

The homeworld of the creatures known only as “foxes” hasn’t been identified, but humans first encountered them on the remote planet Iwa (see L11). It seems that an accident has infected the foxes with a form of genetic decay which has left them without permanent bodies. Instead they have been reduced to living scraps of flesh and rags resembling ashes. These tumble around apparently blown on the wind, and are small enough to be caught in folds of clothing and be carried around unnoticed. These scraps are able to reassemble themselves into the foxes’ former bodies for limited periods.

The canine form of the foxes is a bulky biped, over 3 metres tall and more muscular than the average human. They have fox-like heads, are covered with black fur and are armed with prodigious claws and fangs. The foxes are telepathic, but they are only able to communicate by this means with others with the Psychic Trait. Very little is known about the culture and science of the foxes, except that they are capable of space travel.

The foxes are desperate to regain their physical bodies, but their plight means that they need the assistance of others to achieve this. They detected the minds of the telepaths being treated in the Refuge on Iwa and travelled across space to ask for help. So why are the foxes attacking and killing the humans in the Refuge? Perhaps an old man, who adopts the title of Doctor, and his granddaughter can help...

Adventure Seed: Change and Decay

What was the nature of the accident that left the foxes unable to maintain their bodies? The players have the opportunity to find out when they arrive at the time of the disaster. On their homeworld, fox “ghosts” are being sighted, fluttering together from scraps of skin and rags before attacking whoever is nearby in a frenzy and vanishing again. Can the players work out that these “ghosts” are actually the victims of a new genetic disease, driven insane by what has happened to them? Meanwhile, hidden in orbit above the planet, the source of the disease patiently waits for its bio-weapon to take effect, weakening the foxes until they will be unable to resist an invasion force. Can the players prevent the collapse of the foxes’ civilisation and invasion by an alien army? And should they risk tampering with future history by saving the foxes from the genetic decay that has been unleashed on them?

FOX

AWARENESS	5	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	1/7

SKILLS

Athletics 4, Fighting 4, Knowledge 1, Science 1, Subterfuge 2, Survival 3

TRAITS

Alien
Alien Appearance
Psychic
Special Trait: Unstable Body
Telepathy – Limited to communicating with others with the Psychic Trait

ADDITIONAL TRAITS IN DEFAULT FORM:

Size: Tiny

ADDITIONAL TRAITS IN CANINE FORM:

Fear Factor 2
Natural Weapons – Fangs and Claws (Strength +2 damage)
Size: Huge

TECH LEVEL: 6

STORY POINTS: 4-6

SPECIAL TRAIT – UNSTABLE BODY

This special trait reflects the genetic instability of the foxes, and their default form is as scraps of flesh and rags. In this form they have the Size: Tiny (Major) trait, giving them the following bonuses and penalties: -4 Strength, -2 Speed, -4 to be hit and -8 to be seen. In their canine form, they replace this with the Fear Factor 2, Natural Weapons (Minor) and Size: Huge (Minor) traits, the latter giving them +2 Strength, +1 Speed, +2 to be hit and +4 to be seen. With normal activity, a fox can maintain its canine form for a number of minutes equivalent to its Resolve + Strength. During combat or other strenuous activity, they can only do so for Resolve + Strength action rounds. After this time, they have to dissolve back into ashes unless they spend 1 Story Point per minute or action round.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

FULGURITES *(The Perpetual Bond)*

The Fulgurites are a race of traders who set up business partnerships with civilisations that haven't yet officially made first contact with aliens. By doing so, they are able to get their foot in the door before their rivals and exploit underdeveloped markets without competition. The Fulgurites are very careful that they do this in full compliance with galactic law and in particular with the Interplanetary Trade and Securities Act. They also operate with the full agreement of the local governments, though usually kept secret from the population at large. Fulgurites have been operating on Earth for centuries, either importing items which aren't available locally, or exporting any of Earth's resources which could command a higher price elsewhere in the galaxy. One of the key resources that they trade in is "cattle"... human cattle... in other words, slaves.

Although humanoid, Fulgurites are creatures of living glass. Their heads are lumpy and mushroom-like, their skin is dark and twisted, their flesh cold and soft, and their eyes are red and glowing. Close up, their faces appear knotty and burnt, as if the result of an industrial accident, and their eyes are like nuggets of glowing amber set deep within their sockets.

Fulgurites carry a number of gadgets to help them avoid panicking the general populace of the planets they trade with. Most importantly, they are equipped with perception filters which operate by making observers see what they expect to see. In pre-contact societies, the locals will just see the Fulgurites as their own kind. They also have a pacifier device that calms people down, useful for crowd control if the perception filter doesn't work. If all else fails, they are also armed with guns which fire searing beams of light. All of these devices are disguised to appear like normal items to locals. On 20th-century Earth, the perception filter could take the form of cufflinks or tie pins; the pacifier may be a wristwatch; and the gun is usually a rolled-up umbrella.

The Doctor and Steven uncover the Fulgurites' operations in the London Stock Exchange in the 1960s and are horrified to find that this is with the full agreement of the British Government! With the alien traders relying on the weight of intergalactic law, how can the Doctor hope to end this despicable trade? And can Steven and his new friend Oliver Harper (*see A3*) avoid being taken away as slaves themselves?

Adventure Seed: The Liquidators

The United States of America, October 1865: The Civil War is over and the abolition of slavery is about to be implemented. But not everybody is pleased about this. The Fulgurites have been using the slave trade as a source of "cattle" for their own export market. With that source drying up, the Fulgurites are claiming breach of contract by the American Government and are sending in their enforcement team, the dreaded Liquidators! Can the players prevent the Fulgurites from taking over the U.S. Government and keep history on course?

FULGURITE

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

SKILLS

Convince 3 (AoE: Negotiation), Fighting 2, Knowledge 3 (AoE: Galactic Law), Marksman 2, Subterfuge 3, Technology 1

TRAITS

Alien
Alien Appearance
Gadget – Pacifier (Minor Hypnosis Trait)
Gadget – Perception Filter (two levels of Face in the Crowd)
Unattractive

EQUIPMENT

Umbrella Gun: Either Stun (to paralyse) or 6(3/6/9)

TECH LEVEL: 6**STORY POINTS: 2-4****FULGURITE PERCEPTION FILTER**

As their natural appearance is unappealing to many races, Fulgurites use perception filters in their business dealings. Like many such gadgets, the Fulgurites' devices are by no means foolproof and an astute observer occasionally glimpses the creature's true appearance. The perception filters use the same principle as described on page 99 of the *Gamemaster's Guide* (11th Doctor edition) and provide two levels of the Face in the Crowd Trait, giving the Fulgurite a +4 bonus on Subterfuge rolls to remain undetected as an alien.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GENERAL LOUISE BAMFORD *(The Time Travellers)*

Louise Bamford was born in an alternative time track where WOTAN held dominance from 1966 to 1969 (see L26) and the world was leaderless and in disarray for many years thereafter. She was born in 1976 to Karen Bamford, a nurse at a hospital who worked to help the decimated populace. Her mother died a few years later, and she joined the army in 1987. Her age was not an issue due to the war. She passed some exams and was put in the scientific corps. She was married in 2001, but never had any children. Her time track had a time travel program, and now a colonel, she stepped through the Hoop (see G3) in 2004. Instead of being transported back in time by one hour as planned, she was taken back 32 years to 1972.

With no clear direction on what to do and finding herself in a strange time, Louise decided to seek out the only person she might know, her mother. She sought out the hospital where her mother had worked, but discovered upon arrival that she had died a couple of months prior. Her mother had been called out to the Isle of Dogs, but had been attacked by the many vagrants that lived there and had not survived. This created a tremendous shock for Colonel Bamford. Reasoning that she no longer existed, she was driven somewhat insane.

Now a vagrant herself, she returned to the Isle of Dogs and realized those many vagrants were actually time travellers, versions of the same few people who had stepped through the Hoop in various time tracks. They had been arriving since 1947 and continued to show up from time to time. They were often disoriented from the time travel process and the differences between the world they found themselves in and their native time tracks. Colonel Bamford's ire turned against these other temporal aberrations, realizing that it was these people who had likely killed her mother due to their confusion and depressed living conditions.

Once the British government was restored, Colonel Bamford was able to join the army. Due to the loss of records in the war with "the Machine", Bamford was restored to the rank she had attained in her home time, and was eventually promoted to that of General. With this title, she championed and oversaw the construction of a process centre on Bying Street. The vagrants on the Isle of Dogs were rounded up and taken to the centre, where, after an interview, they were given work if any could be found. Those too disoriented to work were killed and incinerated. As new travellers materialized, the process continued. General Bamford was so committed to her cause, the extermination of "temporal aberrations", she once had an alternate version of herself shot as soon as she became aware of her existence.

General Bamford is a tall woman in her 60's. She's the type of person that can be described as "bullish" and exudes an air of authority. Most of her subordinates refer to her as a battleaxe when she's not around. This can all dissolve in an air of mania whenever she's around those she believes to be aberrations of the true timeline. She will become violent and either use her authority to have them disposed of, or kill them herself.

GENERAL LOUISE BAMFORD

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

SKILLS

Athletics 2, Convince 3 (AoE: Leadership), Fighting 2, Marksman 3, Science 2, Survival 3, Transport 2

TRAITS

Alternative Existence
Argumentative
Dark Secret (Minor) – Time Traveller
Military Rank (Special) – General
Obligation (Minor) – British Army
Obsession (Minor) – Kill temporal aberrations
Tough
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

NEW MINOR BAD TRAIT – ALTERNATIVE EXISTENCE

Being in a parallel world means that a lot of your knowledge will no longer be applicable. It's the little things we take for granted that makes parallel worlds so alienating. Characters with this Trait receive a -2 to -6 penalty (depending on how different the parallel world is from one's own) on any Convince or Knowledge roll (or indeed, any other roll) that requires what we call "common knowledge". In addition, whenever someone reminds the character of how far they are away from home, he or she receives a -2 penalty to all Presence and Resolve rolls for the next hour.

GRELD (*The Empire of Glass*)

The Grel are a race of intelligent arthropods from the Canopus system. They describe themselves as traders in technology, but this is rather euphemistic as they are actually arms dealers. Grel are about the same size as humans, but shorter and much broader, rather like giant crabs. They have six powerful legs and two pairs of more delicate pincers, each of which have four opposable sections of different sizes. They also have a pair of leathery wings which fold up into a hinged section of shell on their backs. The Grel carapace is dark red and covered in maroon blotches with a ruff of maroon hair sprouting from the top, from which four stalked eyes emerge.

The Grel were one of the races which attended the Armageddon Convention (see L1). Although they learned to speak English for this occasion, they haven't managed to grasp the difference between nouns and verbs and talk in a Yoda-like manner, often placing words in the wrong order in sentences. Grel enjoy physical pleasures and have been known to make sexual advances to other races, humans included, which can result in embarrassing situations.

Despite their appearance and sometimes odd behaviour, Grel are usually friendly towards other races. However, this is often a front for the rather more mercenary aspects of their character. As arms traders, they have no real desire to promote peaceful relationships between species and they can be ruthless if their business interests are threatened – which makes their attendance at the Armageddon Convention all the more surprising.

The Grel are an ancient race, old enough to have taken part in the Millennium War around 150 million years ago. However, by the late 30th Century the Grel home planet had been destroyed by the Earth Empire and had become the prison world Dis.

Adventure Seed: Warmonger

Tensions are high on the frontier between Earth space and that of the Hath. A series of incidents has put both powers on alert and the military rhetoric of both sides isn't helping to calm the situation. When the players arrive on the neutral planet Goskor, they find themselves in a hotbed of espionage and intrigue. But who is really behind the assassination attempt on the Hath ambassador and the theft of sensitive documents from the Earth embassy? Who has something to gain by stirring up an already volatile situation? The answers may lie in the presence of a party of Grel on the planet. Are they really the peaceful traders that they claim, or do they have the larger armaments business in mind? Where profits are concerned, the Grel can have a callous disregard for the consequences of war. But can even they be so mercenary as to threaten the peace of the galaxy? Or is there another party working in the shadows...?

GRELD

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

SKILLS

Convince 2, Fighting 3, Knowledge 2, Subterfuge 3, Technology 2, Transport 1

TRAITS

Additional Limbs – “Arms”

Additional Limbs – Legs

Alien

Alien Appearance

Armour – 5 points

Fear Factor 1

Flight (Major)

Natural Weapon (Minor) – Pincers: +2 Strength damage

TECH LEVEL: 6

STORY POINTS: 4-6



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KLEPTONS (TV Comic)

The Kleptons are a race of small, goblin-like creatures with green/brown skin, huge eyes, fin-like ears and a sucker mouth. They are avaricious by nature, always looking to take from others rather than provide for themselves.

During the 29th century, the Klepton planet drifted closer to its sun, forcing the Kleptons to look for a new world to move to. Initially, they kidnapped some human space travellers to force them to help the Kleptons invade the Earth, but the humans were rescued by Dr Who and his grandchildren John and Gillian (see A1). The Kleptons then sent an invasion force to the planet of the Thains, a human-like species. The Kleptons secretly built an undersea fortress and used it as a base to attack the Thains with their globe-like flying machines and destructive creeper plants, but they were again foiled by the Doctor.

The Klepton race survived however, spread over various planets throughout the Galaxy. They retained their hatred of the Thains and any other species that resembled them, including humans. By the 40th century, the Kleptons are known to live within Galactic Federation space and are renowned for causing mischief and trouble. The Klepton leader is known only as Klepton One.

The Kleptons use animated plant creepers as weapons against their enemies. The creepers are thick tendrils which grow to extraordinary lengths and are strong enough to burrow through the ground. They are grown within a glass tank inside the Klepton fortress and the movement of the creepers is controlled by instruments on the side of the tank.

HLEPTON CREEPER**ATTRIBUTES**

Awareness 2, Coordination 3, Strength 8

SKILLS

Fighting 3

TRAITS

Alien Senses – Detect Vibration
Burrowing
Natural Weapon – Strangle/Crush 8(4/8/12)
Tough

HLEPTON

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

SKILLS

Convince 1, Fighting 1, Knowledge 2, Marksman 2, Science 1, Subterfuge 3, Technology 2, Transport 3 (AoE: Klepton Flying Machines)

TRAITS

Alien
Alien Appearance
Keen Senses
Obsession – Hatred of Thains
Size: Tiny
Tough

EQUIPMENT

Paralyser Gun: S(3/S/S) or 6(3/6/9)
Klepton Flying Machines: Armour 2, Hit Capacity 6, Speed 6 (In addition to flight, Klepton flying machines are submersible and are fitted with a tractor beam capable of lifting with a Strength equivalent to 6. They are compact transparent globes, just spacious enough for one pilot and a human-sized prisoner.)

TECH LEVEL: 6

STORY POINTS: 2-4



THE LATTER-DAY PANTHEON *(Salvation)*

In their natural state, the creatures which became the Gods of the Latter-Day Pantheon are almost mindless and without form, insubstantial and ghost-like. Possibly they are from another dimension, but even this is not clear. What is known is that they respond to the expectations and desires of those they come into contact with, taking on physical forms and abilities as influenced by those impulses. When these formless entities came into contact with humanity in the past, the primitive societies perceived them to be gods and that is what they became, taking on the appearance and powers that were expected of them. On some occasions, they were instead seen as monsters, again also influenced by various mythologies.

In more modern times, a group of these entities who crash-landed in America in 1965 were again perceived as gods, but as filtered through the popular image of superheroes. They took human form but demonstrated superhuman powers. They could fly, heal injuries, generate blasts of immolating fire and were immune to bullets. They could even transform objects and people, on one occasion turning a destitute back into a smartly dressed businessman, and on another transforming a man into a leech. A theatrical agent who took it upon himself to manage them dubbed them the Latter-Day Pantheon, and each adopted a role within the Pantheon: Norman, God of Order; Max, God of Materialism; Dennis, God of War; Jennifer, Goddess of Free Love; and the Patriarch, their leader. A survivor from a second group which had crash-landed in England became Joseph, God of Peace.

As well as their appearance and abilities being determined by the unconscious wishes of the humans around them, their behaviour and morality were similarly affected. As more and more people came to them with pleas for help, this created confusion in the Gods. Although they believed that killing was wrong, they were asked to kill a rapist; and a request by the Ku Klux Klan for a definitive statement on racial superiority caused further division in the Pantheon.

The Gods of the Latter-Day Pantheon are not evil, at least not deliberately so. But their powers and their malleable nature make them dangerous to lesser species. Their weakness is the very belief that created them in the first place. If doubts about their powers can be introduced into the minds influencing them, the Gods can be made vulnerable, even mortal, and their abilities can be rendered ineffective if used against those who do not believe in them.

The statistics provided here are representative of the Gods as they appeared in 1965. In another setting, with different influences on them, their stats could be completely different, as could the form the entities take. In an Arabian setting, they could be djinn or efreet; in the Middle Ages, they might be seen as demons; and on an alien world, they could become cosmic elders or ravening monsters.

GODS OF THE LATTER-DAY PANTHEON

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

SKILLS

Convince 1, Fighting 2, Marksman 4

TRAITS

Alien
Flight
Immaterial – Only in natural form
Immortal
Immunity – All physical damage
Natural Weapon – Immolation: L(4/L/L) damage
Psychic
Shapeshifting
Special Trait – Healing
Special Trait – Moulded by Beliefs
Special Trait - Transform
Telekinesis

TECH LEVEL: N/A

STORY POINTS: 4-6



SPECIAL TRAIT – MOULDED BY BELIEFS

All of the Gods' abilities are subject to the minds around them believing that they are able to perform them. They therefore draw on others for their powers. In game terms, they can use the mental stats of those around them to power their feats (Ingenuity, Presence, Resolve). For example, when using Telekinesis they can use the highest Resolve of those within the range of their Psychic ability (usually line of sight).

But if there is doubt in the minds of those around them, this can also affect the Gods' abilities. For example, if they attempt to attack a bystander with their Immolation power and that bystander actively doubts that the Gods can harm them, the Gods need to win a contest of Presence + Resolve in order to inflict any damage.

If the doubt is more widespread, it can even affect their more general abilities, preventing them from flying or making them vulnerable to injury, for example. Doubt can be triggered by observers witnessing a failure of the Gods' powers, being persuaded that they are illusions or tricks (Presence + Convince rolls) and so on. Note that these must be positive doubts, not just ambivalence or indecision. If the GM considers that the bystanders are beginning to doubt the Gods' abilities, the Gods must make their Presence + Resolve roll against the crowd, with the crowd using whoever among them has the highest stats. The Gods must in this case use their own stats unless there is somebody clearly rooting for them who they can draw on. A Failure on the part of the Gods means that they cannot perform the feat they were attempting or, in the case of a passive trait (e.g. Immunity), rely on that trait; Bad means that they additionally have a -2 penalty on any further rolls (with this crowd anyway); and Disastrous means that the crowd's belief in them is totally shattered, and the Gods will dissolve back into their natural form.

SPECIAL TRAIT – HEALING

A God of the Latter-Day Pantheon can heal injuries in others at a rate equivalent to the God's Resolve per round of concentration. As with all of their powers, they can alternatively use the Resolve of those around them if that is higher (see Special Trait – Moulded by Beliefs). They cannot however bring people back from the dead.

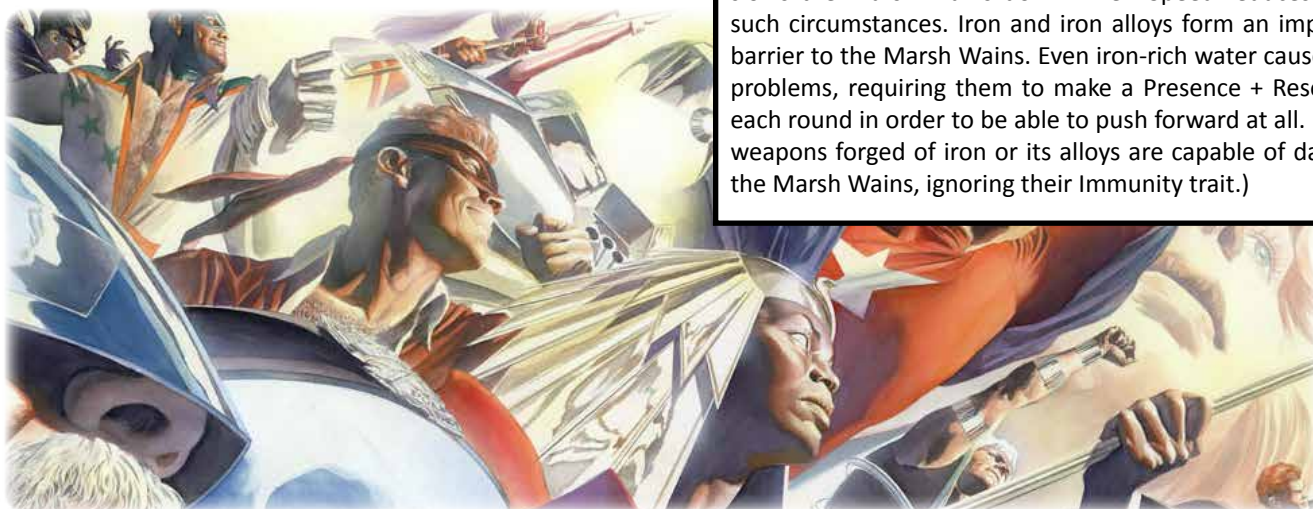
SPECIAL TRAIT – TRANSFORM

The Gods are able to transform people and objects into something else. When used against a living being, the God must make a Presence + Resolve roll against that being, but they need a Good or Fantastic result to succeed. A mere Success will cause the target to collapse into unconsciousness but not be changed. Clearly this is a very powerful ability, so the GM should use it with caution and remember that the Gods will usually only do this in response to the desires of those around them.

SPECIAL TRAIT – MUD BODY

The Marsh Wains' mud bodies (see V15) can ooze through tiny cracks in barriers and reform again. But this can take time. Depending on the size of the gap, it will take a Marsh Wain between 1 and 6 rounds to pass through, during which time it cannot take another action. Any crack which would take it any longer than this to pass through is considered effectively impenetrable to them.

Inherent Weaknesses: Passing over or through organic matter (other than the peaty mud they are formed from) slows the Marsh Wains down. Their Speed reduces to 1 in such circumstances. Iron and iron alloys form an impassable barrier to the Marsh Wains. Even iron-rich water causes them problems, requiring them to make a Presence + Resolve roll each round in order to be able to push forward at all. Fire and weapons forged of iron or its alloys are capable of damaging the Marsh Wains, ignoring their Immunity trait.)



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LIVING WATER *(The Drowned World)**“There are dark undercurrents...”*

On an unnamed world visited by the Doctor, Steven Taylor and Sara Kingdom, the water was neither innocuous or benign.

When initially encountered, it is not obvious that there is some kind of life form contained within the silvery, moonlike coloured liquid. But if threatened, as it was when the time travellers arrived, it can be galvanised into hostile action. The Doctor almost lost the TARDIS beneath the surface, although that wasn't what was causing a problem. Rather, off-world miners interfering with the natural order on the planet, poisoning the local environment, triggered the living water into action.

When hostile, the water clouds and bubbles, becoming silver, purple and white. Steam curls around the surface, looking like a welcoming bath to the unwitting, but actually causing burns, with the ability to melt rope, clothing or flesh. Tendrils form and writhe towards enemies; they mimic movement and look playful, but strike for, and possibly “swallow”, a person's face. The liquid rises to engulf its surroundings. It can be fought and seemingly feels pain if shot at, but if split or exploded, the fluid can reform.

Ancient beings moving as one, the tendrils have the ability to communicate with other life forms, although it is hard for the listener to understand, hearing too many voices at once. The tendrils pucker up at the tip with toothless “mouths” and can then reach into the mind, forcing through the front of the brain, to converse with the recipient. Both Sara and the Doctor experienced this, although this can cause drastic side effects. A future, separate “ghost Sara” lived on after this event (*see A4*) and she believed the living water had spared her life then only because she needed to atone for past actions.

The entity was able to reach a peaceful agreement on that occasion, but danger lies there for any organisation that might want to plunder the planet for its many mineral riches.

LIVING WATER

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

SKILLS

Convince 2, Fighting 2, Subterfuge 3, Survival 2

TRAITS

Additional Limbs – Living Water grows tendrils as needed

Alien

Alien Appearance (Major)

Environmental – Living Water can naturally exist underwater (*it is unclear whether it exists in the planet's water or is the planet's entire water supply*)

Face in the Crowd

Fear Factor 2

Networked – Living Water, while really a multitude of small individuals, acts as a single creature

Natural Weapon – Drowning: 8(4/8/L)

Natural Weapon – Steam: 8(4/8/L)

Size – Huge (Major)

Special – Fluid Body (*treat as Mud Body [V13] without the speed and inherent weaknesses*)

Telepathy

TECH LEVEL: N/A

STORY POINTS: 4



MARSH WAINS *(The Revenants)*

There are tales on the Orkney Islands off the north coast of Scotland of spirit creatures which haunt the marshes and lure men to their dooms. These are the Marsh Wains, also known as Drows or the Lumpen Kind. Their presence is revealed by lights seen in the mists which draw men from the paths only to be seen to be pillars of cold, purple flame. The Marsh Wains themselves are within the boggy ground, but they can form themselves into roughly shaped men composed of mud. Their soft bodies pull themselves from the ground and claw their way towards their victims, oozing across the marsh accompanied by the purple flames that seem to light their way. It is well known that the Marsh Wains want to drag men down and that their very touch brings madness. The best defences against them are cold iron, running water or the Holy Bible.

That the Marsh Wains exist is undeniable, as Ian and Barbara can attest after the TARDIS stranded them on Orkney. But they are actually the reanimated essence of the crews of two starships which crashed into the marsh whilst locked in combat over a thousand years before. By modern times, all that is known of this disaster is a folk tale of two Viking armies locked in eternal battle under the marsh. But the event has left ripples in time which can drag a TARDIS off course.

The crashed starships were supposedly self-repairing, but they were both too damaged for this to function properly. It merely enabled them to resurrect their crews in the form of the Marsh Wains. The mud that they animate is largely peat, full of organic material on the very cusp of life. The Marsh Wains' amorphous bodies are soft and weak but can ooze through the smallest cracks, easily slipping through a door or window frame to reform on the other side. They move fastest over stone but can be blocked by iron. They are slowed by wood or other organic matter (hence the belief in the Bible, paper bound in leather, as a defence), seemingly as they try to absorb it. They also have difficulty crossing running water, as this is particularly iron-rich on the Orkney Islands. However, the nature of their bodies means that they are immune to most physical damage and in any case new Marsh Wains can form from the mud.

The Marsh Wains are parts of a single creature, analogous to a circle of mushrooms, with a single driving force behind them. They are drawn to those with powerful minds. In the past, such people would have been bards or seers, those with "the glamour". Now it's those with telepathic abilities. They need such minds to provide stability to resurrect them into full and stable life. The Marsh Wains can form mouths and speak in a guttural, bubbly voice, though their fragmented minds cannot communicate effectively.

MARSH WAIN

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

SKILLS

Fighting 2

TRAITS

Alien

Alien Appearance

Fear Factor 2

Immunity – Physical damage

Natural Weapon – Psychic Touch 2(1/2/3) *(Actually an attempt to make contact with minds powerful enough to stabilise their forms and give them full life. If anybody coming into physical contact with the Marsh Wain has the Psychic trait, the GM should make a roll of the Marsh Wain's Resolve plus the total Resolves of those in contact with it. The Difficulty of this roll is 18. If successful, the Marsh Wains' forms are stabilised and they are transformed into something resembling humans, or whatever race caused the change. Their new stats will approximate those of their new form.)*

Networked

Psychic

Special Trait – Mud Body

Weaknesses – Fire, Iron and Organic Matter (see *Mud Body*, V13)

TECH LEVEL: N/A

STORY POINTS: 1-2

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MEEDLA (*Quinnis*)

When the TARDIS arrives in Bridgetown on the planet Quinnis (see L18) in the Fourth Universe, Susan is befriended by a thin young girl with large eyes and long tangled white hair, who introduces herself as Meedla. Meedla appears to be homeless, wearing only rough sacking for clothes, and claims that she has no family. Strangely, none of the other townsfolk Susan mentions Meedla to know anything of her and even claim not to have seen her with Susan.

Meedla's secret is that she is actually a Shrazer, a shapeshifter whose true form is as a large black bird-like creature like a humanoid raven or crow. Shrazers are feared by the people of Quinnis, believing them to be birds of ill-omen which bring disaster. But the truth is that the creatures have the second sight. They feed on misery and despair, and their ability to foresee the future to a certain extent means that they arrive somewhere just before a disaster occurs. To the superstitious folk of Quinnis, it appears that Shrazers are the cause of their misfortune, but in fact they are merely a forewarning of it. Shrazers are shunned and driven away from wherever they appear, and are even trapped in nets and killed by hunters hired especially for this purpose.

In her natural form as a Shrazer, Meedla is a creature like a carrion bird of roughly human size, with massive wings and covered with glossy black feathers that shine like mirrors. It is said that those who look at a Shrazer see what they expect to see. The Doctor believes that this is some sort of hypnotic effect, explaining the Shrazers' apparent shapeshifting ability. Although not evil, Meedla can be deceitful and vengeful. She can defend herself with savage talons.

Meedla attempts to inveigle her way unnoticed into a town a day or two before a disaster that she has foreseen. She usually uses her guise as a young girl to remain undetected, though she can take other forms if needed. But the presence of the Shrazer can be betrayed if she sheds any of her feathers and these are found by the locals. While she is waiting to feed on the coming disaster, Meedla loves to hear stories in the hope that they will tell of misfortunes from the past, allowing her to derive some small sustenance from the teller's sadness – an appetiser of sorts for the larger meal to come.

MEEDLA

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

SKILLS

Convince 1, Fighting 3, Knowledge 1, Subterfuge 4, Survival 3

TRAITS

Alien
Alien Appearance
Face in the Crowd
Flight (Major)
Natural Weapons – Talons: Strength +2 damage
Precognition
Psychic
Quick Reflexes
Selfish
Shapeshift (Special)

TECH LEVEL: 3

STORY POINTS: 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MINSKI DE SADE *(The Man in the Velvet Mask)*

The dwarven Minski was created in a flawed alien experiment to better understand human history, by the mysterious and seemingly extra-dimensional race known only as the Maskmasters of the Pageant, who wore masks and created machines to give themselves identities. Intrigued by the relationship between individual psychology and the historical dynamic of Earth, the Maskmasters removed Earth from space-time around the year 1794 and rebuilt it in a pocket universe, known as New Bastille (see L17), within a machine that could regulate and control the physical nature of the world. Fascinated by the Marquis de Sade's philosophies, they created Minski, a mass of bio-engineered tissue mimicking a human child, although lacking some internal organs such as the heart, to serve as de Sade's adopted son on Earth, programming him with an epistemic code based on de Sade's philosophies, simultaneously functioning as the system operator.

Unfortunately, the Maskmasters miscalculated the effect that de Sade's philosophies would have on the project and Minski became corrupted with de Sade's epistemic code. Minski developed independence and seized control of the system, to the extent that he had his father locked up in prison, while replacing him with a clockwork automaton that Minski could more easily control. In this new timeline, the French Revolution never ended, and First Deputy Minski single-handedly maintained his rule for ten years, rebuilding the Bastille during his reign.

Minski's vile scientific experiments allow him, among other things, to reanimate decapitated heads to interrogate them post-mortem.

Determined to spread and cement his control, Minski also engineered cybernetic maggots, capable of infecting humans by feeding on nervous tissue and cerebral matter, leaving the victims susceptible to Minski's control. By allowing British and American forces into Paris, where they would drink infected water, the virus would spread across the world, granting Minski complete control of the components of the world-machine rather than just the operating system.

Minski's plans were interrupted when the Doctor and Dodo Chaplet arrived in New Bastille in 1804.

MINSHI DE SADE

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

SKILLS

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

TRAITS

Adversary – Prisoner No. 6
 Alien Organs – Minski has no heart
 Authority – First Deputy of New Bastille
 Boffin
 Cyborg
 Eccentric (Major) – Sadist
 Feel the Turn of the Universe (in New Bastille only)
 Hypnosis (Special) – Minski can take control of any being infected by his maggots
 Technically Adept

EQUIPMENT

Cyber-engineered maggots

TECH LEVEL: Minski 7, New Bastille 4

STORY POINTS: 6

MINSKI'S MAGGOTS

Minski's maggots are engineered machines with organic components Minski sews into his victims' bodies. They infect humans and feed on nervous tissue and cerebral matter, traveling to the brain and feeding as they go. By the time they are fed, all the important parts of the nervous system are infected with their secretions. The maggots die within a few hours, but they leave traces of their engineered DNA within the victim's nervous system, making the victim susceptible to Minski's control. Their engineered DNA can be passed on through sexual contact and genetically, to one's children. Minski eventually created a viral version that could be ingested in contaminated food or drink.

In game terms, anyone infected can become subject to Minski's Hypnosis Trait.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MORPHIEANS *(Ten Little Aliens)*

Morphieans are a race of creatures which have evolved beyond the physical plane of existence and now operate almost entirely as beings of pure thought. They occupy a sector of a galaxy which also contains the Schirr homeworld and which in the late third millennium is being progressively colonised by the Earth Empire. The Morpheians are divided as to how to respond to this intrusion. By the time that humans actually reach their space, the Morpheians have withdrawn to a single area, the Morpheian Quadrant. Their leaders are isolationist by nature and are unconcerned about the arrival of humans, as they consider that the Morpheians are on a different, intangible plane of existence and will not interact with physical beings. There is however a dissident faction of their society which resents having to give up their former physical existence entirely and which considers humans to be primitives.

Morpheian technology is based on rituals which resemble magic and which act to focus their mental abilities. Although they are normally intangible, Morpheians are able to create proxy bodies for themselves by controlling a small flea-like insectoid found in their quadrant of space. They can cause these creatures to agglomerate to form larger bodies and control their actions. These constructs, resembling stone statues, are used to communicate with physical beings, to manipulate physical tools or even to act as weapons.

Humans refer to the Morpheians as Spooks and their ritual-based technology as the black arts. There is very limited contact between the Earth Empire and the Morpheians, and even less understanding of each other.

SPECIAL TRAIT – TEMPORARY BODY

Morphieans can create temporary physical bodies for themselves by manipulating a tiny flea-like creature into agglomerating themselves into larger forms which the Morpheian can then control. The shape and size of these bodies is at the whim of the Morpheian. Such a body has Attributes and Skills equivalent to the controlling Morpheian, with its Strength equivalent to half the Morpheian's Resolve (rounded down). It has the following Traits: Alien, Alien Appearance, Fast Healing (Special), Tough. It may also have Fear Factor 1, Natural Weapons (Minor), Size: Huge or Size: Tiny as desired by the Morpheian. Any damage taken by this created form does not transfer to the Morpheian itself. The temporary bodies can be destroyed if the Morpheians' mental abilities can be disrupted in some way.

The flea-like creature needed to form these temporary bodies is commonly found throughout the Morpheians' quadrant of space. Elsewhere, it is possible that other similar creatures may be used instead.

MORPHIEAN**ATTRIBUTES**

Awareness 4, Coordination 3, Ingenuity 5, Presence 4, Resolve 8, Strength N/A

SKILLS

Convince 3, Knowledge 5, Science 4

TRAITS

Alien, Immortal, , Invisible, Networked, Incorporeal
Special Trait – Morpheian Rituals
Special Trait – Temporary Body

TECH LEVEL: 12

STORY POINTS: 4-6

SPECIAL TRAIT – MORPHIEAN RITUALS

Morpheian technology is based on rituals which give it the appearance of magic, but which actually channel their mental abilities. Many of the rituals depend on the sacrifice of flesh, which is the Morpheians' prime motive for retaining some involvement with the physical plane.

In game terms, the rituals enable Morpheians to use any Special or Alien Trait (limited to those officially published by Cubicle 7). However, they must pay Story Points equivalent to the cost of the trait for every such use (per round of use in the case of continuous effects), i.e. 1 point for a Minor Trait, 2 points for a Major Trait and the listed cost for a Special Trait. This is in addition to any Story Point cost already included in the description of the chosen trait.

As an alternative, points of damage can be used instead of spending Story Points, so long as these are inflicted on a living, physical being. In the past, the Morpheians used their willing allies, the Schirr (see V24), for this purpose and so have become attuned to the Schirr physiognomy. If using Schirr flesh in this manner, 2 points of damage inflicted are equivalent to 1 Story Point. If humans or any other species is used, 5 points of damage is needed for 1 Story Point.

To make the rituals more powerful, Morpheians can join forces in a similar manner to a gestalt, in effect using a trait multiple times to boost its effect. The precise nature of how a specific trait is made more powerful must be determined by the GM, but will generally be to extend the range, apply an area of effect, increase bonuses applied, increase damage, etc.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MORTON DHAL *(The Sorcerer's Apprentice)*

In his youth, Morton Dhal was apprenticed to Gramling, the court wizard of Sir Stephen Palbury Baron of Fluxfordon Avalon (*see L2*). Dhal was a quicker learner and everyone believed that he would be Gramling's successor and accomplish great things. They did not know at the time that he had a calculating, ambitious streak.

Gramling began to worry when he discovered that Dhal was practicing the dark arts of transmutation, combining creatures in unnatural ways. Dhal then began testing Gramling in combat to show that he was stronger. Before long, he had petitioned to become the apprentice of Tragendor the court wizard of the King who had recently lost his own apprentice. He and Tragendor clashed when it was eventually discovered that Dhal had killed the previous apprentice. Both were wounded, but while Dhal was able to flee and heal, Tragendor eventually died from his wounds. Dhal put himself forward for the post of King's court wizard, but his petitions were ignored.

Dhal coveted that post's power because it would allow him access to numerous magical items and artefacts. Afraid of his incredible magical prowess, other magic-users were unlikely to put themselves forward as candidates for the position, but Dhal hedged his bets by keeping from interfering in their affairs. Dhal kidnapped King Magnus III's daughter Melissa and the Doctor's granddaughter Susan to force the King to accede to his demands and make him the court wizard. Cunningly, he gave them just a large enough time frame that they could assemble the advisors for the convocation, but do little else. It was this act which eventually lead their forces to seek Merlin's Helm (*see G3*) as a means of defeating Dhal.

Dhal is a tall, attractive man in his late 30s with raven black hair and robes. He lives in a tower called Raven's Tor. When Susan and Melissa were within his power, he alternated between making lascivious suggestions and acting like a proper gentleman. Confident in everything, he enjoys defiance since he sees it as a game. He is calculating and clever, and plans everything to the last detail. The only thing that appears to scare him is the threat of more ships landing from the stars and the unknown elements they bring to Avalon.

Dhal's main workforce is composed of apes gifted with the power of speech. He has grafted wings on some of them to serve as paratroopers. He has also bred several varieties of dragon, which he keeps under his castle. He has demonstrated the power to summon winds and storms. Dhal does not like to put himself in personal danger, preferring to either send illusions of himself, or control the minds of animals or people.

MORTON DHAL

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

SKILLS

Convince 3 (AoE: Lying), Craft 3 (AoE: Magic items and servitors), Fighting 1, Knowledge 3 (AoE: Magical lore), Marksman 2, Survival 2, Subterfuge 2, Transport 3 (AoE: Flying dragon)

TRAITS

Adversary (Minor) – Gramling
Hypnosis (Special) – Dhal can use his Magic Adept Trait to take control of the minds of animals and people
Outcast
Selfish
Special Trait – Magic Adept (*see Avalon, L2*)
Technically Inept
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

DHAL'S APE SERVITORS

Attributes: Awareness 2, Coordination 4, Ingenuity 1, Presence 1, Resolve 1, Strength 4
Skills: Athletics 3, Fighting 2, Survival 2
Traits: Climbing or Flight (Major), Enslaved



PHOENIX *(Frostfire)****“Which came first, The Phoenix or the egg?”***

The Phoenix is a bird of legend and a seemingly unique creature. It lives and grows by absorbing all the heat from the surrounding area. Allowed to survive it would ultimately drain a planet of its warmth leaving nothing else alive. The Doctor, along with his companions, Steven, Vicki and the author Jane Austen (*see A11*), encountered the Phoenix in the year 1814 and although close to hatching it was still in its egg stage after a very long gestation. The egg was a contributing factor in the freezing of the River Thames which allowed the Frost Fairs of that period to be held. The Phoenix egg is as big as a man’s head and a blue green flame can be seen flickering from within. The living Phoenix inside seems to communicate via telepathy and is able to control susceptible victims. Through a vision of a cracked egg, they can see the Phoenix’s “wicked, blinking eye” inside and become enthralled with the egg, longing to be in its presence.

Tongues of serpent-like flames crawling and climbing from around the egg can capture and envelop the Phoenix’s willing servants, turning them into ice-like spectres. When people, buildings, and objects succumb to the cold because of the creature’s “frostfire”, they become frozen solid. These objects can be shattered like ice. Using this controlling power, the egg searches for intense heat to hatch, allowing the bird with its fiery wings to emerge and grow. While the ice servants of the Phoenix can be slowed by fire, the Phoenix itself can be defeated by heat starvation. However, should even a cinder of the Phoenix or egg survive somehow, it has the ability to grow into an egg again, continuing its lifecycle. In this semi-dormant cinder form, the creature still has telepathic abilities and is able to communicate with certain individuals. It has a slightly cruel personality and can be antagonistic, but yet fears loneliness and above all, the cold.

According to the 11th Doctor comics story *The Eagle of the Reich*, the Phoenix is an extra-dimensional being that lays its eggs at the heart of burning stars. Once hatched, if they manage to absorb every spark of heat around them, they use the energy to punch a hole through space-time and return to their home universe.

Adventure Seed: The Ice Cycle

In his travels, the Doctor has encountered a number of Ice Ages, several or all of which might have been caused by a hatched Phoenix egg. Was the Phoenix responsible for flash-freezing the Ice Warriors that would be discovered in the 34th century? Was it responsible for that period’s Ice Age? What about the frozen Earth of the 5th millenium which spawned both Magnus Greel and Captain Jack? In a series of linked adventures, the TARDIS crew finds themselves facing another Phoenix. Is an apocalypse-level Ice Age inevitable, or can the time travellers get to the clutch of eggs evidently laid inside Earth’s sun before it’s too late?

PHOENIX

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

SKILLS

Convince 2, Subterfuge 2

TRAITS

Alien

Alien Appearance

Aura (*As an egg, the Phoenix can keep its victims entranced, effectively giving them the Obsession Bad Trait*)

Environment – The Phoenix can survive inside a burning star

Flight (Major)

Immortal (*When a Phoenix is destroyed, its consciousness survives in a cinder which will eventually grow into an egg and start the creature’s life cycle all over again*)

Immunity – Physical damage and heat

Natural Weapon – Frostfire: 4/L/L cold damage

Obsession – As an egg, find powerful heat source and hatch; as the Phoenix, absorb all heat

Possess (*As an egg, the Phoenix can turn its thralls into icy spectres that do its bidding*)

Psychic

Special – Dimensional Travel (*When the Phoenix has absorbed every spark of heat around it, it punches a hole through spacetime and returns to its own universe*)

Telepathy

Weakness – Cold (*The absence of heat will drain the Phoenix of 1 Attribute point/round. when all its Attributes drop to 0, it become a mere cinder*)

TECH LEVEL: N/A

STORY POINTS: 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ROBOTS OF LUXOR *(The Masters of Luxor)*

The Masters of Luxor (*see L15*), a world of technological advancement, endeavoured to create a race of artificial servants who would be able to labour in servitude, leaving the Masters free to pursue their scientific experiments. At a prison facility on a remote planet in the Empire of Luxor, the Scientific Master Tabon built the Mark One machines, robots fashioned in the rough likeness of humanity. But these servants were found to be unsatisfying, as they were too primitive to understand that they were slaves and recognise the superiority of the Masters. He then built the Derivitrans, a series of more advanced robots. These also proved to be unsatisfactory and Tabon designed the Perfect One, a robot in the perfect likeness of a man. But he was too afraid to build this Perfect One, and it was the Derivitrans which actually constructed him, knowing their creators' desire and using the knowledge they had gained from experimentation on prisoners sent from Luxor.

Once completed, the Perfect One recognised that he was only a machine, an artificial being, and desired true life. He used the scientific facilities of the prison to try to transfer life energy from anyone arriving from Luxor into himself, but these attempts were unsuccessful and only resulted in their deaths. Once all the Masters, prisoners and other visitors to the planet had been used and the prison's power had run down, the robots became dormant, only reviving whenever the base's force beams capture any ships that stray too close to the prison. Once there, the ship's power is used to reactivate the robots and their occupants are used in the pursuance of the Perfect One's plans.

The prison is a vast ziggurat of steel, crystal and glass built on the sheer side of a mountain. Now empty of human life, it is populated only by the robot servants of the Masters of Luxor. Any living visitors will be greeted by the Mark Ones and Derivitrans as if they are the Masters of Luxor, but will ultimately be used by the Perfect One in his attempts to become a living being.

The Mark Ones are 6 feet tall and constructed of grey metal. Although basically humanoid, they have an unfinished look to them. They have virtually no faces, with just slight indentations for eyes, a grille for a mouth and, instead of ears, coiled wires on either side of their blocky heads leading to an antenna. These robots have powerful pincers in place of hands. Mark Ones cannot speak but communicate with each other in a series of computer bleeps. They act only in accordance with their programmed instructions.

The Derivitrans are much more elegant, having silver bodies sculpted like Greek statues. Their faces have lidded eyes and mouths set in fixed half-smiles, giving them the appearance of masks. Derivitrans each have a blue stone set into their forehead, with three bands of silver extending from it and around the head to form a crown which acts as a communicator. These robots are able to speak in a limited fashion, but they can also communicate with the Mark Ones in their computer language.

DERIVITRON

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS

Fighting 2, Technology 3

TRAITS

Armour – 5 points

By the Book

Dependency – Base's power

Enslaved

Environmental – Does not eat, sleep or breathe

Logical Confusion (Special Bad)

Robot

TECH LEVEL: 6

STORY POINTS: 2-4

MARK ONE MACHINE / PROTO

Stats as for the Derivitrans with the following adjustments:

ATTRIBUTES: Awareness -1, Presence -1 /

Proto: Ingenuity +1, Strength -2

SKILLS: Technology -1 / **Proto:** Technology +1

TRAITS: Add Armour (+5 points) and Natural Weapons – Pincers (Strength +2 damage) /

Proto: No change

STORY POINTS: 1-2

STORY POINTS (PROTO): 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

One unique Derivitron has been designed to be more like a living human. Named Proto, it is much shorter, only a little over five feet tall, with golden skin and dark eyes. Its blue stone is set in a black skullcap on its head, and it wears a silver tunic and leggings. Proto's movements though retain the jerkiness of the standard Derivitrons, and although it is able to converse more naturally, its speech is still very stilted and limited by its programming. Anything which is outside the scope of its knowledge or understanding is declared to be unacceptable or false.

The Perfect One is virtually indistinguishable from a living man. He is tall and young in appearance, with no hair, skin of pale honey and dark sapphire eyes. From the edges of his eyes, two gold filaments zigzag up the sides of his head. His features are beautiful, with fine cheekbones and a strong jaw. The Perfect One's speech is almost that of a true human, but as with Proto, he still declares anything which he cannot accept to be false. Although he is designed not to age or corrupt, his systems are too advanced and complex. The Perfect One is thus unable to heal or repair any injuries he sustains. As a defence measure, he has linked the "harmonic impulses" of his brain to an atomic device buried deep in the mountain: any attempt to damage the Perfect One will result in the destruction of the entire prison.

Although the Mark Ones and the Derivitrons still consider themselves servants of the Masters of Luxor, they are controlled by the Perfect One, who is free of the Masters' servitude.

THE PERFECT ONE

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

SKILLS

Convince 2, Fighting 2, Knowledge 1, Medicine 2, Science 3, Technology 5

TRAITS

Attractive
Dependency – Base's power
Environmental – Does not eat, sleep or breathe
Immortal
Logical Confusion (Special Bad)
Obsession – Obtaining true life
Robot
Special Trait – Living Bomb
Weakness – Unable to heal or be repaired

TECH LEVEL: 6

STORY POINTS: 6

SPECIAL TRAIT – LIVING BOMB

The Perfect One is mentally linked to an atomic device buried deep in the mountain and designed to totally destroy the prison in the event of any attempt to damage him. If the Perfect One is injured, there is a risk of the bomb detonating: roll 2 dice and if the result is higher than 12 minus the damage taken, it goes off.

Deactivating the link within the Perfect One's brain by opening up his skull will also risk setting off the bomb: the Perfect One will need to be subdued in some way and the attempt then requires an Ingenuity + Technology roll with a Difficulty of 21, and any result of Bad or Disastrous will trigger the explosion.

A less risky way would be to attempt to disrupt the link remotely, by setting up an interference signal perhaps. However, the interference will need to replicate the link between the Perfect One and the bomb precisely to avoid detonation. The details of how to achieve this are left to the players to determine, but in general it will require an Ingenuity + Technology roll with a Difficulty of 15. Again any result of Bad or Disastrous will trigger the explosion, with a Failure meaning that the link has not been interrupted.

Alternatively, if the caverns housing the atomic device can be located, an attempt to deactivate it can be made. This is an Ingenuity + Technology roll with a Difficulty of 18, but in this case only a Disastrous result will immediately detonate the bomb.

If detonated, it is certain death for all within the building and indeed the entire mountain will be obliterated in an atomic explosion. Clearly, this is only a deterrent to harming the Perfect One if his captives know about it, so he is certain to mention the fact to visitors to his planet.

SPECIAL BAD TRAIT – LOGICAL CONFUSION

The robots built by the Masters of Luxor can become confused if exposed to illogical behaviour. In the case of the Mark Ones and Derivitrons, this can be caused by something as simple as spontaneously singing or laughing. But being given instructions which directly conflict with their programming will have a more extreme reaction. For the Perfect One, it requires something more: an illogical emotional response, for example, or presenting logical arguments which conflict with his existing knowledge. In either case though, it is a contest of Ingenuity + Presence against those of the robots. If successful, the Mark Ones and Derivitrons will either wander aimlessly or in extreme cases may run amok. In the Perfect One, the reaction will be analogous to a seizure. In game terms, he is Stunned and is incapable of action. The Mark Ones and Derivitrons will only recover when given new instructions, while a fresh contest against the Perfect One must be made each round to maintain his confused state.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ROCKET MEN *(The Rocket Men, Return of the Rocket Men)*

By the 23rd century, the Earth Empire is expanding rapidly, with overcrowding and pollution on Earth forcing many to seek another life on newly discovered planets far from home. At the fringes of this expansion are the frontier worlds, places where pioneers struggle to establish the new colonies and contact with the rest of the Empire is sporadic and unreliable. Many of these frontier planets are undefended and poorly equipped, with even the ships that brought them there badly in need of repair.

It is at this very edge of civilisation that the Rocket Men are feared. These brutal raiders and pirates are organised into criminal gangs which prey on the struggling colonists and the occasional space freighters which keep them supplied. The Rocket Men attack without mercy, descending from their ships on jets of fire to pillage, enslave and murder. Even those who don't offer any resistance will be lucky to escape with their lives.

The Rocket Men's tactics against spaceships are to ambush them from their own ship as they enter a planetary atmosphere, forcing them to crash. The Rocket Men then swarm out to attack any survivors and ransack the wreckage.

Their name comes from the rocket packs that each of them wears on their backs, which allow them to fly within planetary atmospheres. The packs' controls are on the central buckle of the straps that secure them in place. The Rocket Men also wear protective leather outfits and their faces are hidden behind bronze helmets topped with a streamlined crest. The whole look has an oddly retro feel. Rocket Men carry an assortment of weapons, whatever they have managed to buy, scavenge or steal, from top of the range laser pistols to antique firearms.

The Rocket Men are organised into numerous separate gangs, vying with each other to protect the areas of the galaxy that they consider to be their turf. Their leaders are the strongest and most vicious members of the gangs who, having fought their way to the top, keep their positions by sheer brutality and ruthlessness.

The only thing that the Rocket Men fear is the Galactic Heritage Protectorate, an organisation similar to the National Trust, but with added guns. The Rocket Men will flee any encounter with the forces of the Protectorate, knowing themselves to be outgunned. But the size of the frontier means that the Protectorate ships are very thinly spread and usually arrive far too late to foil an attack once it is underway.

The Doctor and his companions first encountered the Rocket Men when they attacked Platform Five floating in the atmosphere of the gas giant Jobis (see L12). With the Doctor himself stranded on a distant scientific research satellite, it was up to Ian Chesterton to prevent the Rocket Men from killing everyone on Platform Five.

The Doctor encountered the Rocket Men a second time in the company of Steven and Dodo, this time raiding a frontier colony (see L24). It was up to Steven to put a stop to it.

ROCKET MAN

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

SKILLS

Athletics 2, Fighting 2, Marksman 3, Technology 1, Transport 3 (AoE: Rocket Pack)

TRAITS

Adversary - The Galactic Heritage Protectorate
 Gadget - Helmet (Minor Environmental trait plus radio link)
 Gadget - Leather Armour (2 points of damage reduction)
 Gadget - Rocket Pack (Major Flight Trait, using Coordination + Transport rolls)
 Selfish

EQUIPMENT

Laser pistol: 7(3/7/10)

TECH LEVEL: 6**STORY POINTS: 1-3****ASHMAN, LEADER OF THE ROCKET MEN**

Stats as for the Rocket Men with the following adjustments:

ATTRIBUTES: Ingenuity, Presence and Strength +1

SKILLS: Fighting and Marksman +1

TRAITS: Add Voice of Authority

STORY POINTS: 5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SCHIRR *(Ten Little Aliens)*

The Schirr are short humanoids with broad, round heads and mottled pink skin. They have bulging, milky white eyes with dirty red pupils. Their ears droop down from the smooth sides of their heads like melted wax. Their noses are fat blobs, nostrils thick with bristling hair, and their lips are full, thick and rubbery and disturbingly sensuous. The overall appearance is something akin to goblins or crude, unfinished homunculi.

The Schirr originate on a planet in another galaxy which, towards the latter half of the third millennium, is colonised by the expanding Earth Empire and renamed Idaho. The Schirr are naturally angry and resentful at being invaded and various terrorist organisations have sprung up to fight against their oppressors. Dissident Schirr are branded on their chests with a symbol like a long thin rectangle crossed through with a diagonal line, a mark that they wear with pride. In return, humans view Schirr with disdain and subject them to brutal treatment. Many Schirr have been forcibly repatriated away from Idaho.

The Schirr homeworld is in a sector of space also occupied by the Morpheians (see V18), a race of beings composed of pure mental energy who have foregone their physical existence. In former times, the two species were allies. The Schirr willingly used their own bodies as flesh sacrifices in the Morpheians' rituals and were even able to learn some of the rituals for their own use.

The Schirr's own technology is organic in origin. Their spacecraft, for example, are described as pale and fleshy ovoids which scream when they take damage.

**SCHIRR**

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

SKILLS

Convince 1, Fighting 4, Knowledge 2, Marksman 2, Subterfuge 3, Technology 3

TRAITS

Alien
Alien Appearance
Tough
Unattractive

TECH LEVEL: 6

STORY POINTS: 3-5

THE TEN-STRONG

The Ten-Strong is a Schirr terrorist cell working to free their homeworld from Earth occupation. The ten members have been taught to use some of the most powerful Morpheian rituals by a group of dissident Morpheians which is also opposed to the intrusion of the Earth Empire into their sector of the galaxy. The Morpheian rulers are angry at what they see as the theft of their secrets, but also at the Earth Empire for not being able to rectify the situation and stop the Ten-Strong.

In addition to the traits listed for standard Schirr, the Ten-Strong have the Special Trait – Morpheian Rituals, which allows them to use any Special or Alien Trait by the expenditure of Story Points or by sacrificing points of damage from themselves or others. See the entry on the Morpheians for a full description of this trait.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SHAPE THIEF *(Mother Russia)**"The Master of deceit with no face of its own!"*

The Shape thief is an alien with the ability to instantly metamorphose into another form. This capability could be compared to the TARDIS chameleon circuit as the creature assumes the look of those around it to blend in. The Doctor stated that it was infinitely adaptable and in any given environment, it would evolve into the ideal life form. As it takes on its new appearance, it has to learn how to control its actions: It took on the shape of a bear when Steven Taylor encountered it in Russia and accidentally killed Steven's travelling companion. Whilst the creature's intentions are far from good, it is not directly malevolent and does not kill for the sake of it. If it is being prevented from achieving its task however, it will not avoid violence and has no qualms about murder.

Assuming you know you are dealing with a Shape Thief, what gives it away are its eyes. They may seem to be flickering or "glittering with fire". Other than that, you can only judge by its motives, although knowledge of these is vague. While the Shape Thief's disguise is very convincing, it apparently cannot fool a TARDIS' telepathic circuits or isomorphic controls.

It is known that the being was created to be the ultimate infiltration unit by advanced, if misguided, alien scientists. It was programmed to identify the person "at the top" and kill them, which explains the Shape Thief's actions after crash-landing in 19th-century Russia, first stowing away aboard the TARDIS and then manipulating Napoléon Bonaparte (see X8) whilst in the guise of the Doctor. It was the product of laboratories, subject to genetic analysis and performance tests. This led to its rebellion, escape, and the destruction of the scientists that had created it. However, it could not escape its genetic programming. The escape pod it was wired into, with not much else but a medical kit aboard, crash-landed near a Russian village about two days ride from Moscow shortly before Napoléon's invasion in 1812 (see L20).

Sadly, it was unwilling to accept the help of the time travellers and was last seen being carried away by Muscovites who believed it to be Bonaparte himself.

Adventure Seed: The Shape Thief's Waterloo

What if the Napoléon carried off by the Russians at the end of Mother Russia was the real Bonaparte? What if the man who lost at Waterloo was actually an alien? And what if, looking for a new form after shedding that of a "loser", it went off hunting for the Duke of Wellington? The players' TARDIS arrives in the middle of these events and its crew must find a way to put history back on track. After all, they need a Napoléon Bonaparte to go into exile on Saint Helena! Can the creature be reasoned with? Or will they have to return to 1812?

SHAPE THIEF

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

ATTRIBUTES

The Shape Thief has the Coordination, Presence and Strength of whatever form it has taken. (If a natural form is required, the GM may give it that of the scientists that created it.)

SKILLS

Athletics 3, Convince 3, Fighting 2, Medicine 1, Subterfuge 3 (AoE: Impersonation), Survival 3, Transport 1

TRAITS

Alien

Authority or Military Rank (*when possible, the Shape Thief will take the form of someone who has one of these Traits*)

Indomitable

Obsession – (Major) Copy and replace being at the top of the food chain or power structure in any given environment

Obsession (Major) – Hatred of scientists

Outcast

Shapeshift (Special) – *The Shape Thief gains all of the copied creature's Natural Weapon Minor Traits and, at the GM's discretion, Traits relating to its Coordination, Presence (for example, Voice of Authority) and Strength*

TECH LEVEL: N/A

STORY POINTS: 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SOUL PIRATES *(A Big Hand for the Doctor)*

The Soul Pirates are abominable creatures, a rag-tag rabble of the universe's humanoid species with only two things in common: firstly, they are all roughly human in appearance; and secondly, they care only for themselves. They are mostly, but not exclusively, from the planet Ryger. The Pirates' motto is "We Never Land".

Soul Pirates target planets which have not yet developed hyperspace capability (i.e. pre-Tech Level 7). While their ship remains in orbit, they use one of their number, a beam jockey, to ride an anti-grav tractor beam laced with a soporific agent down into the bedrooms of sleeping children and kidnap them from their beds. If the children wake, the sedative allows their brains to concoct a fanciful story about what is happening, believing themselves able to fly or that the beam jockey is a glamorous adventurer needing their help. Once on board the Pirates' ship, the children are scanned and either sent to the engine room and hooked up to battery rigs to drain their electricity, or chopped up for organ and body parts, which are transplanted onto and into the Pirates. The Pirates have a tendency to revisit particularly rich harvesting sites, and usually target an area of over a hundred city streets, visiting them in random order.

The Soul Pirates themselves are large misshapen specimens, with mismatched limbs covered with tattoos and patchworks of transplant scars. They carry huge swords, often heated blades designed to cauterise the wounds they inflict, which they wield with expert skill. The beam jockeys among them tend to have particularly low IQs due to long-term exposure to the soporific agent in the tractor beams. With access to timely transplants, a Pirate can expect to live for three or four hundred years.

The Pirate Captain encountered by the Doctor and Susan was a particularly fearsome creature, standing 3 metres tall with deep-set glittering eyes in a flat grey-scaled face vertically bisected by a deep scar. He wore the Doctor's hand, which he had severed in a fight years before, around his neck like a trophy (the Doctor having to make do with a bio-mechanical hand until a full biological replacement could be grown and grafted on).

Soul Pirate factory ships are mid-sized interplanetary class frigates and are rigged out like whaling ships with a large abattoir loading bay. They are often able to evade the authorities for years, because their cloaking devices and impenetrable shields make them very difficult to track down.

Adventure Seed: The Boy Who Wouldn't Grow Up

Playwright J.M. Barrie is getting quite close with the Llewelyn Davies family, especially one of its orphaned boys, Peter. A chance meeting with the author at the playhouse gets the TARDISEers invited to dinner, but when the boys are sent to bed, they may just be sent to their doom. It's up to the time travellers and their new friend Mr. Barrie to save the children. By doing so, they may inadvertently cause the birth of a legend...

SOUL PIRATE

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

SKILLS

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

TRAITS

Distinctive
Tough
Unattractive

EQUIPMENT

Heated Blade: Strength +4 to damage
Energy Blaster: 7(3/7/10)

TECH LEVEL: 7

STORY POINTS: 1-3

PIRATE CAPTAIN

Stats as for the Soul Pirates with the following adjustments:

ATTRIBUTES: Ingenuity, Presence and Resolve +1, Strength +2

SKILLS: Fighting, Marksman, Survival and Technology +1

TRAITS: Add Alien, Alien Appearance, Fear Factor 2, Selfish

STORY POINTS: 4

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SOU(OU)SHI *(Venusian Lullaby)*

The Sou(ou)shi are a race of predators who claim to save other species whose planets are dying but who do not have the ability to leave their homeworld and save themselves. What the Sou(ou)shi do not tell these races is that they do this by devouring them and excreting their genetic material on other worlds, where new life will develop based on the original race's genetic code. Sou(ou)shi are incapable of lying but have become very adept at concealing the whole truth. They also need their victims' permission before killing them, and have become accomplished at obtaining this in subtle ways. Nevertheless, it is apparent to careful listeners that they choose their words with great care.

The Sou(ou)shi are what the Doctor described as "monopsiopsychosemiotic", meaning that they have a group mind. The feeding form of a Sou(ou)shi – and probably their real form – is a fifteen foot tall humanoid with huge serrated jaws, four arms ending in triple scimitar blades and legs like iron pistons. However, they can take on a number of other appearances by psychic projection. To present a less threatening face to their prospective "clients", the Sou(ou)shi can appear as humanoids, but with identical pink faces, round eyes and golden fur on their torsos. On the other hand, the killing forms that they project are much larger, with snouts, tusks and massive claws. If their physical bodies are killed, they are even able to survive as fields of psychic energy, if necessary binding themselves to mineral rocks and becoming dormant to wait for new life for them to prey on to appear. In this way, they are effectively immortal, though they will need to acquire new bodies. It is possible that the geological strata of the Earth contain the psychic essence of dormant Sou(ou)shi waiting to be reanimated...

The Sou(ou)shi are descended from a race of predators from an unknown planet. On that long forgotten world, they hunted their prey across brown plains under a russet sun, using their long legs to run them down and their claws and teeth to despatch them. Now they travel the stars as psychic vampires, consuming the psionic energy of their victims as they devour their bodies.

Sou(ou)shi ships are over a mile long and have perfect gravitational control, causing no atmospheric displacement. They plan their strategies long in advance, designing their ships to reassure their victims. When the Sou(ou)shi targeted the dying planet of Venus three billion years ago (see L25), for example, they disguised their ship to resemble a Venusian building.

Adventure Seed: Generation Gap

The TARDISEers meet a young psychic in touch with one of her descendents through a small time rift. But when that descendent is an entirely different species "seeded" by the Sou(ou)sh, they may realise an too late that an invasion is coming. Can the time travellers save Earth AND prevent a paradox from being created? And doesn't the future species seeded from Terran DNA have the right to exist?

SOU(OU)SHI

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

SKILLS

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

TRAITS

Additional Limbs – Extra pair of arms
 Alien
 Alien Appearance
 Code of Conduct – Incapable of lying; needs permission before killing
 Fear Factor 2
 Immortal
 Natural Weapon (Minor) – Claws and jaws (+2 Strength damage)
 Natural Weapon (Major) – Psychic assault
(Although the Sou(ou)shi prefer the visceral thrill of the old ways of killing, they are also able to manifest their psychic powers in the form of a physical assault which can tear through their enemies like an invisible maelstrom. The Sou(ou)shi use Ingenuity + Resolve rolls when using this in combat and can cause 7(3/7/10) points of damage per attack.)
 Networked
 Psychic
 Shapeshifting
 Size: Huge (Minor)
 Tough

TECH LEVEL: 6

STORY POINTS: 3-5

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SUFFERING *(The Suffering)*

Untold thousands of years ago, the Drahvin race was completely male-dominated. Women were treated as slaves. They were kept in cages and were not allowed to look up while a man was present, and they had to do everything they were told to do by a male. The men were part of a great psychic link that allowed them to communicate instantly and make decisions as a group. It also served to stifle any feelings of sympathy an individual male might feel at the plight of the females.

At some point, one female learned how to join the male psychic link and networked the female minds into it. Instead of creating a new age of understanding as she had thought, the males reacted in horror. They broke the connection and forged a new female-only telepathic link. This new link functioned differently. It only allowed the original female who had intruded upon their link to feel the suffering of the planet's other women. After they tortured her this way for a time, she was executed.

The link had concentrated the female mental energy upon her, however, so she did not die despite her heart having stopped. Dying also freed her consciousness from her body, a state in which she could share females' emotions, and give them the strength needed to rise up in revolt against the men. In retaliation, the men cut her head off but she found that she no longer needed a body. She could take possession of any female through their mental link.

It was her plan to eliminate the majority of the male population, and keep only a few around for breeding purposes. She had also decided that due to their small numbers, the females would need to be cloned to create drones for menial tasks. Before she could see her plans come to fruition, however, her head was placed on a rocket and sent out of the Fourth Galaxy. It eventually crashed on Earth.

The skull fragments of this proto-Drahvin were discovered in 1912 by a workman at the Piltdown gravel pit. He gave these pieces to Charles Dawson, an amateur archaeologist who lived in the area. Dawson returned to the site and found the rest of the pieces. Its human-like appearance lead him to conclude this was the missing link that evolutionary theorists had been looking for to prove the connection between ape and men. When the first Doctor, Vicki, and Steven arrived in 1912 Sussex, Vicki found a remaining fragment and the Doctor discovered that it was of alien origin rather than the missing link. He substituted a human skull with an ape's jawbone for the alien skull to preserve history, creating the famous Piltdown Man hoax that would be discovered in 1953.

Meanwhile, the proto-Drahvin had been made whole and used the bone fragment that Vicki had found to take control of young Constance Arden, a member of the Suffragette movement. The Suffragettes were about to hold a rally in London. Utilizing the congregation of so many female minds, Constance-Drahvin hoped to use them to lead a revolt similar to the one the females had waged on her own world.

THE SUFFERING

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

SKILLS

Convince 3, Subterfuge 3; The Suffering can also make use of her host's Skills and physical Attributes

TRAITS

Alien
Argumentative
Brave
Dependency (Major) – To activate, a female must touch the Suffering's skull, from which it can jump from female host to female host.
Obsession (Major) – Male suffering
Outcast
Networked (Major) – With females
Possess
Psychic
Selfish

TECH LEVEL: 6

STORY POINTS: 6

Adventure Seed: Battle of the Sexes

UNIT investigates a strange case of violent sealife and Brigadier Bambera discovers the alien skull fragments that have been making females attack males in all species represented in the ecosystem. Now possessed, Bambera is poised to cause nuclear Armageddon on Earth to wipe out the males. The player characters may think something is up when the Brig starts shuttling female UNIT staff to atomic bunkers.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VENUSIANS (*Venusian Lullaby*)

Three billion years ago, Venus (see L25) was home to a sophisticated civilisation for more than 3 million years. The Venusians are completely unlike humans, instead having a body something like a cross between a starfish and a spider, but the size of a rhinoceros. Venusians have five legs, five thin tentacle-like arms, five eyes on stalks and five mouths, all of which are arranged radially around their large but squat bodies. Their skin is dark green and bark-like. Their legs end in hooves and their arms in star-shaped hands with five fingers, one of which they use for writing, using their own purple blood which runs down a groove to the claw-tip. When standing erect, the adults are fifteen to sixteen feet to the tops of their eye-stalks. Venusians are slightly telepathic.

Venusian technology is advanced, but is primarily wood-based as they are allergic to most metals with the exception of gold, which is extremely rare on Venus. So their cities are built of wood, as are their machines and weapons. This lack of metal processing means that although the Venusians are advanced in some areas, in others they are completely lacking. So Tech Level 3 is a generalisation, and they are TL 4 in many disciplines. Their vehicles are either wind-powered, such as land yachts, or pulled by a gigantic species of insect known as kigfih. Venusian soldiers are armed with wooden dart-guns, which fire metal-tipped darts (“irontips”) that poison their victims and cuttershells, razor-edged shells which are thrown like shuriken.

Venusian society is a rich and complex one, with behaviour often driven by the correct ceremonies and customs that seem to have little meaning to outsiders. One practice in particular would appear barbaric to humans, but in fact serves a very important purpose: Venusians ceremonially eat the brains of their dead. The Venusians are led by the Night Council, commanded by the Presidor. When the Doctor, Ian and Barbara visit Venus towards the end of its civilisation, most Venusians are resigned to face their fate with dignity. However, the time travellers become embroiled in the machinations of the many groups which have sprung up in opposition to this “Acceptance” and are developing plans to escape. This isn’t the Doctor’s first visit to Venus though, as he is already known to the Venusians. In fact, it is likely that he has been to Venus on several previous occasions, presumably including when he received training in Venusian aikido. This martial art is a specialist skill on Venus and is not practised by the general populace.

SPECIAL TRAIT – REMEMBRANCE

Venusians pass their memories on by the process of the eating of the brains of the dead. Anyone partaking gains a +2 bonus on any Knowledge rolls concerning Venusian society and history (maximum of +4 irrespective of how many brains are devoured) and a +4 bonus if such rolls are related to knowledge of the dead individual whose brain has been eaten. For a non-Venusian, the memories fade after a few hours, as do the bonuses.

VENUSIAN

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

SKILLS

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

TRAITS

Additional Limbs – Extra legs and arms

Alien

Alien Appearance

Code of Conduct – Venusian Customs

Psychic

Size: Huge

Special Trait - Remembrance

Tough

Weakness - Metal (*Venusians are vulnerable even to the touch of most metals and will take 1 point of damage per minute of exposure. Injuries from metal weapons will normally cause L(4/L/L) damage to Venusians and will continue to cause 1 point per minute until appropriate medical treatment is provided. Higher rates of damage loss for more intense exposure or severe injuries are at the GM's discretion. All damage from metals ignores the Venusian's Tough trait.*)

EQUIPMENT

Irontip Dart-Gun: 6(3/6/9) to non-Venusians; L(4/L/L) to Venusians

Cuttershell: 2(2/4/6)

TECH LEVEL: 3

STORY POINTS: 4-6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ZARBI SUPREMO *(The Lair of the Zarbi Supremo)*

The general belief is that the Zarbi are creatures of minimal intelligence, little more than animals. And for most generations of Zarbi, this is indeed true. However, like the King Rat of Earth legend, it seems that once every few generations an unusual creature arises among them to become the Zarbi Supremo. This is believed to occur as a result of the natural evolution of the Zarbi species, but it is also possible that it is mutation due to an unidentified outside influence. Whatever the root cause, the appearance of the Zarbi Supremo presents a danger not only to the other inhabitants of Vortis, but to sentient life elsewhere in the universe!

The Zarbi Supremo is intelligent and grows to three times the size of its fellows. It is able to draw the other Zarbi to it and control them as its army of drone workers, using them to build devices of advanced technology such as the translator capable of enabling the Supremo to communicate telepathically. How it or its workers come by the knowledge they need to design and build these devices is unknown. It is possible that the Supremo is born with an instinctive understanding, perhaps developed and handed down genetically over hundreds or even thousands of years, with each Supremo enhancing the technology built by the previous one. Inevitably the Supremo plans to conquer Vortis and organises its minions against its Menoptra enemies. It uses thin gold collars to control the minds of captured Menoptra in a similar manner to the torcs which were used for the same purpose by the Animus. The Zarbi Supremo itself also has the power to shoot bolts of fiery energy from its forelegs, capable of turning its enemies to ashes. Once the Supremo itself is dead, all of its drone Zarbi return to their former placid selves.

The Zarbi Supremo that the 1st Doctor discovered in the caverns beneath Vortis several hundred years after defeating the Animus even managed to move the planet itself across the cosmos to within Earth's solar system. The Menoptra believed that the Supremo designed and built mighty engines to accomplish this, though this seems a rather ambitious scheme even for the Supremo. It is more likely that that the creature had actually discovered the means to move Vortis, rather than invented it, in the form of ancient engines deep underground. Although this remained a mystery for the 1st Doctor, the 2nd Doctor returned to Vortis several years later and encountered the beings who may well have made this possible. But that's another story...

Adventure Seed: A Mountain Out of an Ant Hill

Once every few generations, a Supremo is born, but this generation has somehow managed to create two. One evil and bent on destruction, the other good but meek. As the Menoptra are overrun with the Supremo's forces, it's up to the crew of the TARDIS to make the good Supremo, the Supremo supreme! But what does it take to motivate a super ant that keeping the peace on Vortis is its responsibility?

ZARBI SUPREMO

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

SKILLS

Athletics 1, Convince 3, Fighting 3, Marksman 3, Science 2, Technology 3

TRAITS

Alien
Alien Appearance
Armour – 5 points
Boffin
Clumsy
Fast Healing (Minor)
Fear Factor 2
Natural Weapon – Shrivelling Flame: 7(3/7/10)
Networked
Tough
Size: Huge (Minor)

TECH LEVEL: N/A or 9

STORY POINTS: 6

THE ZARBI SUPREMO'S TRANSLATOR [MINOR GADGET]

Traits: Psychic, Telepathy, Restriction (Major) – Bulky (not portable)

The Zarbi Supremo uses a large bank of electronic instruments which enables it to communicate telepathically with non-Zarbi.

Cost: 1 point

MIND CONTROL COLLAR [MAJOR GADGET]

Trait: Hypnosis (Major)

These items appear to be loose collars or rings made of gold. When placed around the neck of a human or Menoptra, they place the subject under the control of the Zarbi Supremo.

Cost: 2 points

LOCATIONS IN SPACE AND TIME

THE ARMAGEDDON CONVENTION

(The Empire of Glass)

The Armageddon Convention was a conference attended by many of the major galactic powers to try to ban some of the more devastating super-weapons. It was arranged by the Time Lord known as Irving Braxiatel, who invited the Doctor to attend as the Convention's chairperson. Among the many alien races in attendance were the Sontarans, the Rutans, the Ice Warriors, the Krargs, the Chelonians and the Gredl (see V10). Perhaps not surprisingly, the Daleks, the Cybermen and a number of others refused to attend.

Braxiatel chose the planet Earth in the year 1609 as the venue for the Convention on the grounds that it was conveniently located and that the pre-industrial Earth civilisation would serve as a reminder that all races are young and powerless at some point in their development. An artificial flying island, Laputa (see L13), was constructed for the purpose and was located near Venice.

Security for the Convention was tight. An area of space a light year around the Earth was declared a no-go area and Braxiatel planted numerous defence satellites throughout the Solar System. Access to Laputa itself was similarly subject to restrictions to ensure the safety of the conference, and the delegates' spacecraft were parked on the Moon to avoid alarming the natives.

Nominating the Doctor to chair the Convention might seem a surprising choice given his dealings with many of the races in attendance, but his participation was actually a pre-requisite for many of them, and the Doctor's success in campaigning for the banning of miniscope technology meant that Braxiatel considered him to be ideal for the role.

Braxiatel hired a notoriously stupid alien race called the Jamarians to assist in the arrangements for the Convention, believing them to be intelligent enough to carry out the job, but not having any influence over or loyalty to any of the delegates. The fact that they abducted Cardinal Bellarmine, a Jesuit priest who participated in the Catholic Church's activities against Galileo Galilei

(and who bore a resemblance to the 1st Doctor), instead of collecting the Doctor, demonstrates that this was perhaps a mistake.

Jamarians are tall, stick-thin humanoids with lumpy, mottled blue skin. They have a small knob-like head with glaring red eyes, a perpetually pursed mouth and a rapier-like horn protruding from their foreheads.

Braxiatel equipped the Jamarians with holographic projectors to hide their true appearance while moving around Venice. Despite their reputation for stupidity, the Jamarians decided to steal the design specs for the delegates' spacecrafts and technology, intending to sell them to the highest bidder!

JAMARIAN



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Gadget – Holographic Projector (Minor Shapeshift Trait)
Natural Weapon – Horn: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 2-4



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK



AVALON (*The Sorcerer's Apprentice*)

Thousands of years ago, Avalon was subject to bombardment by an unusually large and dangerous number of meteors. The ancient Avalonians, stooping creatures with mottled pelts, large heads elongated at the back and spindly bodies, which humans would later name Cephlies, engineered a series of six moons equally spaced around the planet to gather and focus solar energy to deflect the meteors and serve as a planetary energy source. This process was later enhanced by networked nanomachines powered by this system, which was linked to the Cephlies' minds so that their thoughts directed the nanomachines' actions. Nodals (see *Merlin's Helm*, G3) were created for those rare instances when the system as a whole had to be directed towards a specific task.

As the number and sophistication of these nanomachines increased, the system's capabilities improved to the point where, with sufficient mental energy, matter could be directed and manipulated at will. They gave themselves creation by pure thought. As a result, their society began to decline. There was no longer any need for ingenuity and original thought. The system provided everything for them. They forgot about everything other than satisfying their own whims and flights of fancy. Among the wonders they created, visitors may find a perfect pyramid three miles high, a forest made completely of glass (the Crystal Forest of Glissandor), a geyser that erupts 10 times a day shooting water 500 yards into the air only to rain down as ice (the Great Fountain of Largos), and a river that periodically flows backwards (the River Delberry).

The system was designed so that no foreign electronic system

would be able to hack or influence its nanobots. The nanobots will attack any electrical system brought to the planet, causing it to cease functioning and to decay at an accelerated rate. Purely mechanical systems, even those created by a very advanced technology are not effected.

The end came when one of the Cephlies determined the sky was boring and needed to be adjusted for his own aesthetic tastes. The network informed him that the entire system and a great deal of power would be needed for this. Not even thinking of the consequences, this Cephlie used a Nodal, but the knowledge of how the system worked had either been lost or forgotten through disuse. Using the Nodal caused a nearby star to go nova and extended the planet's aurora borealis further into the southern latitudes. Unfortunately, it also robbed the system of power causing a culture shock which destroyed the remnants of the Cephlie civilization.

An unknown amount of time later, in the Earth year 2145 AD, Avalon was settled by human colonists. Their systems failed after landing and they were subjected to an unusually harsh winter. However, the plants and animals that they had brought with them survived, which is why Avalon is host to common plants such as clover, daisies and oak as well as common animals such as worms, foxes, and horses. With no electronic systems, these new Avalonians had nothing to read except for old printed books brought by the colony leaders. Most of these were fantasy literature, elements from which soon started appearing in reality after the stories had been read to children eager to believe in them.

Humans, it seems, could access the system on a subconscious level. As more people believed, actual phenomena, creatures, and events from the stories would manifest. This came to a head when the colonists' prayers started being answered. Their ship had carried humans from all over Earth, with a panopoly of religious beliefs present. Each person's spiritual beliefs became real, manifesting gods who warred with each other and fought over control of the populace. The leader of the colony started to realize what was going on and stumbled onto a Nodal device. He used it to wipe all thought and idea of religion from the colonists' minds, in an effort to stop their religious wars. The resulting society was based on fictional works instead and people in the outlying settlements began to change into creatures such as elves, dwarves, leprechauns, frost giants, and merfolk.

By the year 846 AL (After Landfall), the transformation was complete. The colonists' descendants call their land Elbyon with a capital at Glazeby in the center of a Kingdom ruled by Magnus III. Elbyon is divided into four shares, each ruled by a Baron. Sir Stephen is Baron of Fluxford and Steward of the South Share. Other notable locations in the South Share are Westhold, the estate of Sir Bron, a knight who helped the Doctor, Ian, and Barbara escape from a Dragon; Raven's Tor, the home of Morton Dhal (see V19); and Silverwood, home of the elves. Elbyon resembles Medieval Europe except that people of all human races can be found equally represented within its social strata.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Avalon is an Earthlike world, with gravity, atmosphere, and climate very similar to our own. The Avalonian year is slightly longer than the human year so 846 AL corresponds to our AD 3025. Avalon has many creatures which only exist in Earth's legends, including giant octopi, krakens, fairies, and dragons. The latter have red eyes, and a horned and bearded reptilian head, a forked tongue that flicks out of their fanged jaws, a weaving snake-like neck ridged with spines descending to a massive body coated in iridescent scales shimmering with blue and green over its back, and a yellow underbelly. Their bat-like wings have clawed tips, their great feet end in talons, their sinuous barbed tail is poisonous, and they breathe fire.

Adventure Seed: No More Magic?

By the end of *The Sorcerer's Apprentice*, Doctor is convinced that the magic is gone. Beings like leprechauns and dragons will still exist as tiny humans or large lizards respectively, but will lose their more fanciful magical abilities. Avalon's status within the Empire is left ambiguous as negotiations between King Magnus and Admiral Nyborg begin. But what if the Doctor is wrong? The nanomachines have wrought great genetic changes and the Empire is still in need of resources to help stem the tide of its collapse. Your TARDISEers arrive to find that some Avalonians have retained their "magic" as psionic abilities and the Empire wants them to be part of their secret police...

Adventure Seed: Magical Mystery Tour

Your TARDISEers arrive before the events of *The Sorcerer's Apprentice*. They can't get rid of the nanomachines – it's a fixed point in history – but their TARDIS won't let them leave. They become embroiled in local events as the land awaits a prophesied Chosen One who will defeat the evil ruling the land and become its next King. How do they find a way off Avalon and if they do, how do they keep them from spreading to other worlds where they would wreak havoc on all electrical systems? Might the answer lie in one of the time travellers being revealed as Magic Adept?

DRAGON

Awareness 3, Coordination 4, Strength 10
Skills: Athletics 2, Fighting 3, Marksman 3
Traits: Alien; Alien Appearance (Major); Armour (5 points); Fear Factor 1; Flight (Major); Natural Weapon – Claws, talons and fangs (+2 Strength damage); Natural Weapon – Fire breath L(6/L/L); Natural Weapon – Poisonous tail (+2 Strength damage and 2/4/6 poison damage per turn); Size: Huge

CELPHIE

Attributes: Awareness 2, Coordination 4, Ingenuity 2, Presence 1, Resolve 1, Strength 3
Skills: Athletics 3, Fighting 1, Knowledge 2, Subterfuge 3, Survival 3, Technology 1
Traits: Alien, Alien Appearance (Major), Dependancy (Major; nanomachine system), Face in the Crowd (Celpbies seem to hide in the shadows and are rarely noticed on Avalon), Fast (Minor), Networked (Minor), Quick Reflexes, Run For Your Life!, Unadventurous. Story Points: 3-5

MAGIC IN THE WHONIVERSE

"There's no such thing as magic," the Doctor says in *The Sorcerer's Apprentice*, and he's right at least from a certain point of view. One of the main themes of the classic series of Doctor Who was the triumph of reason over superstition. As a result, every story in the classic series that utilized the fanciful and the fantastic made sure to point out in painstaking detail that what appeared to be magic was really very sophisticated science. From Avalon to the Toymaker to the Guardians, science so far above us may look just like magic. This convention can be used to maintain the feel of the classic series in your campaigns. Yet, even in this tale, the Doctor concedes that there are dimensions, in the darker recesses of time and space, where the laws of nature as we know them are distorted. He also concedes that much of "magic" is about point of view. If you feel it would help draw your players into the campaign to describe something as inexplicable "magic", then it would be best to do so based on the idea that there are more things in our multiverse than even the Doctor is aware of.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 6

SENTIENT SPECIES: Celpbies; human descendents, many of which resemble fantasy races)

TECH LEVEL: 2 (Ancient Avalon: TL8)

SPECIAL TRAIT – MAGIC ADEPT

On Avalon, characters with this Trait have the ability to seemingly "cast spells", or in reality, to make the planet's nanomachines obey them to create various reality-bending effects including, but not limited to, changing the weather, taking control of people and animals, transmuting matter, and evoking energy for both offensive and defensive purposes.

To create any such effect, the Adept tells the GM what they want to have happen. The GM attributes of Story Point cost to the effect (anywhere from 1 to 5 depending on the effect), and makes the Adept roll on Resolve + the relevant skill (Craft for creating objects, for example, or Convince to dominate men's minds); the difficulty should be based on the number of SPs spent (starting at Average). Magic is taxing, so on a Success, the Adept should take 1 point of damage to Resolve, 2 on Failure, 4 on Bad, 6 on Disastrous. When the Adept's Resolve falls to 0, they may no longer use "magic" until rested and healed.

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BYZANTIUM (Byzantium!)

Later known as Constantinople and then Istanbul, Byzantium was, according to legend, founded by Greek colonists from Megara in Thrace, in 657 BC. The Megaran Byzas sailed northeast across the Aegean Sea after consulting the Oracle at Delphi to ask where to make his new city. The Oracle told him to find it “opposite the blind”. At the time, he did not know what this meant, but when he came upon the Bosphorus, he understood: on the opposite eastern shore was a Greek city, Chalcedon, whose founders were said to have overlooked the superior location only three kilometres away. Byzas founded his city there on the European coast and named it after himself. It was mainly a trading city due to its location at the Black Sea’s only entrance. Byzantium later conquered Chalcedon, across the Bosphorus on the Asiatic side.

By the time the Doctor visits the area in 64 AD, the city is governed by the Romans, who rely on fear and the threat of crucifixion to keep the peace. Hieronymus, leader of the Pharisee Jews in Byzantium, faces trouble on several fronts. His advisors have ambitions of their own; the fanatical Zealots intend to destroy the Romans who have invaded their homeland; and an irritating sect of heretics continues to spread the word of the false messiah Joshua-bar-Joseph, also known as Jesus of Nazareth. The Zealots’ brutal plans are opposed from more reasoned voices from within, but most have seen friends and family brutally executed by crucifixion. They will not rest until every Roman is dead.

Meanwhile, the city’s praefectus, Thalius Maximus, has just returned from a wearying visit to Rome, where the followers of the corrupt new emperor Nero are destroying Maximus’ dreams of a return to the Republic. He, too, faces threats from within, as a number of ambitious conspirators plan to bring him down and

claim the city for their own.

Time travellers will find themselves in a politically-charged situation to say the least.

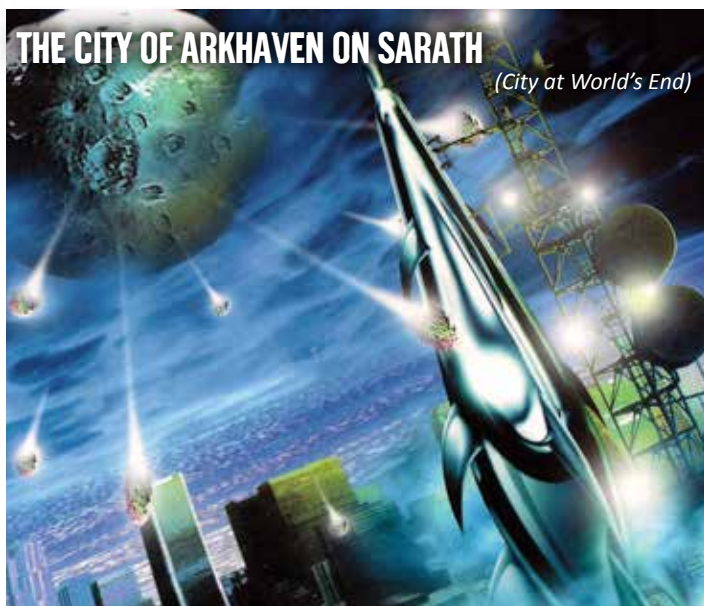
Early Byzantium is a cosmopolitan city that caters to many religions, with Jewish temples co-existing with temples erected in the Roman gods’ honour. First and second-generation Christian enclaves, however, can only be found outside the city, hiding in secluded caves, translating the memoirs of Jesus’ disciples and the missionary Paul’s letters from Hebrew into Greek to help spread the gospel throughout the known world, starting with Byzantium’s important Greek community, one of many ethnicities represented within the city’s walls. The Doctor had a hand in the translation, advising the scribes to take poetic liberties to breathe life into the words rather than setting down a dry, lifeless version of the facts; these words must inspire as well as instruct.

Elsewhen in time...

In the 4th century BC, the city’s sewers had a Weevil population, according to the Torchwood Institute’s website (torchwood.org.uk). Could they have arrived there much earlier? And what temporal anomaly was responsible?

The name was changed to Constantinople in the early part of the first millennium in honour of Emperor Constantine, when it became the capital of the Eastern Roman Empire until the 15th century until it was captured by the Turks. In the 3rd century, the Doctor apparently encountered Fenric in Constantinople, where he defeated him at chess and trapped him in a flask.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK



THE CITY OF ARKHAVEN ON SARATH

(City at World's End)

The planet Sarath is an Earth-like world which was colonised by humans during one of Earth's phases of imperial expansion. However, thousands of years after the collapse of the Earth Empire, the planet's inhabitants no longer have any knowledge of their origins. The scientists continue to believe that Sarath was colonised, but the Church contends that the people were created by a divine Maker. Despite them having lost the technology that enabled their forebears to travel through space to reach Sarath, the people are advanced in some areas, such as chemistry, cybernetics and medicine.

The city of Arkhaven is maintained by a self-aware mainframe computer known as Monitor, and is self-sufficient, able to synthesize its own food. The populace is divided into a number of different classes with little interaction between them: the Elite families, the Technical and Service Functionaries, the Church, the Military and the Common Citizens.

When an asteroid struck Sarath's moon and all the other cities were destroyed by meteorites formed from the resulting debris, Arkhaven was able to protect itself using a defence grid of missiles and laser cannons. However, the moon is slowly falling towards the planet's surface, so the Functionary class has designed a vast Ship to take the population to safety on Mirath, the next planet out. Priority for places aboard the Ship is being given to the Elite families and their servants. Refugees from the other cities who have fled to Arkhaven, along with those Arkhaven citizens who spoke out against their rulers or the Church, are labelled "NC2" (Non-Conforming Non-Citizen) and have been sent to labour camps where they will remain until the moon's impact ruptures the planet's crust.

In the midst of this, Arkhaven is also at war with the Taklarian Empire. Arkhaven has taken heavy losses in this war, but the true extent of these has been kept secret by populating the otherwise abandoned Outer Zone of the city with android facsimiles, automated vehicles and fake building fronts. The Taklarians

are from another country on Sarath and, although they are also descended from the original human colonists, they have been physically changed by generations of selective breeding. Standing at seven feet tall, Taklarians are a powerfully built Aryan race and have a deep bronze skin colour. They believe themselves to be inherently superior and more deserving of survival, and have been attacking Arkhaven in order to capture the Ship for themselves.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unfortunately, delays in the commencement of the building of the Ship have meant that there is no longer enough time to resolve the design flaws that have become apparent. In order to prevent panic, this has been kept secret and the construction of the rocket continues. The real plan is for a select few Functionaries, only 500 people, to escape in a second, smaller lander craft. This is being worked on in secret beyond the city limits by a slave labour force of NC2s. The Creeper, a snake-like crowd-control vehicle, is being used to capture NC2s who are allowed to "escape" from the labour camps for this purpose, to avoid attracting attention to the work.

Adventure Seed: One Small Step for Taklarian

The Taklarians have their own secret space program, and while they can't escape their dying world, they have been building missile launchers in the debris field for years. When the TARDIS lands in their main aerospace centre and blows their secret wide open, it precipitates a crisis that may bring the two power blocs to the brink of war. Can the time travellers broker a peace before Arkhaven becomes a casualty of war? And could the launchers be the key to pushing the moon away from the planet? If only the TARDISers can find trustworthy leaders on both sides of the conflict!

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1 (plus a ring of debris from the asteroid impact)

SENTIENT SPECIES: Human descendants

TECH LEVEL: 6

TAKLARIAN RACE PACKAGE

Cost: 2 points

Attributes: Strength +2 (+2)

Traits: Distinctive (Minor) (-1), Tough (Minor) (+1)

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EARTH BENCHMARKING VESSEL NEVERMORE

(Here There Be Monsters)

In the history of space exploration, the Earth benchmarking vessels were a technological blind alley... and an extremely dangerous one at that. The first of these enormous ships was the Earth Benchmarking Vessel Nevermore, sent out to plant navigational markers in the unexplored trackless voids of the universe. Each ship carries a series of gravitational singularities, each contained in huge Klein jars, which are used to punch holes in the very fabric of space every tenth of a light year to form a grid pattern. Each hole is numbered and coded with navigational information including the direction and distance from Earth. Not unsurprisingly, the energy discharges of the benchmarking process send shockwaves through the universe which are even felt within the Vortex.

But the risks of punching holes in reality are huge. There are... things... which live in the deep, dark places beneath the surface of the universe. Things with endless hunger that are totally inimical to life as we know it. The benchmarking holes can give those entities access to our reality. Who knows what might come through? Perhaps worse, if the holes begin to fray, they can start to rip towards the next benchmark creating a rent in space. And if the damage spreads, it can eventually result in huge areas of the universe separating and drifting free...

In the far future era of the benchmarking vessels, at which time humans devote their lives to art and contemplative meditation, benchmarking vessels are operated by an artificially created species of vegetative intelligence. These resemble tangles of vines, bushes and tree trunks, and each vessel is crewed by a single individual whose vines and tendrils spread throughout the ship. Their central mass is in the main control room, where the vegetation is thick and dense and the walls and consoles are festooned with greenery. The central core of the plant hangs like a chandelier from the ceiling, with a trunk covered with bark and moss, and eyes like bunches of swollen grapes. They use their tendrils to operate the ship's controls. Their memories are stored in strange fruit and seed pods, and the plant growths away from their main body use a highly developed motion detection sense instead of sight. The member of this species that the Doctor and his companions met on EBV Nevermore was designated Captain Rostrum. Rostrum told his visitors that, being slow-lived sedentary lifeforms, plants thrive on boredom and are ideally suited for the long monotonous benchmarking expeditions.

EARTH BENCHMARKING VESSEL NEVERMORE

Armour: 20. Hit Capacity: 80. Speed: 10 (manoeuvring speed in atmosphere).

CAPTAIN ROSTRUM



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

SKILLS

Convince 1, Knowledge 1, Technology 3, Transport 5

TRAITS

Alien

Alien Appearance

Alien Organs (*Special: Has no discrete vital organs to damage, so cutting off whole branches or vines will not kill him – only attacks against the central plant mass damages him. The Special level of this Trait also provides 2 points of damage reduction.*)

Alien Senses – Detect Motion

Size – Huge (Major)

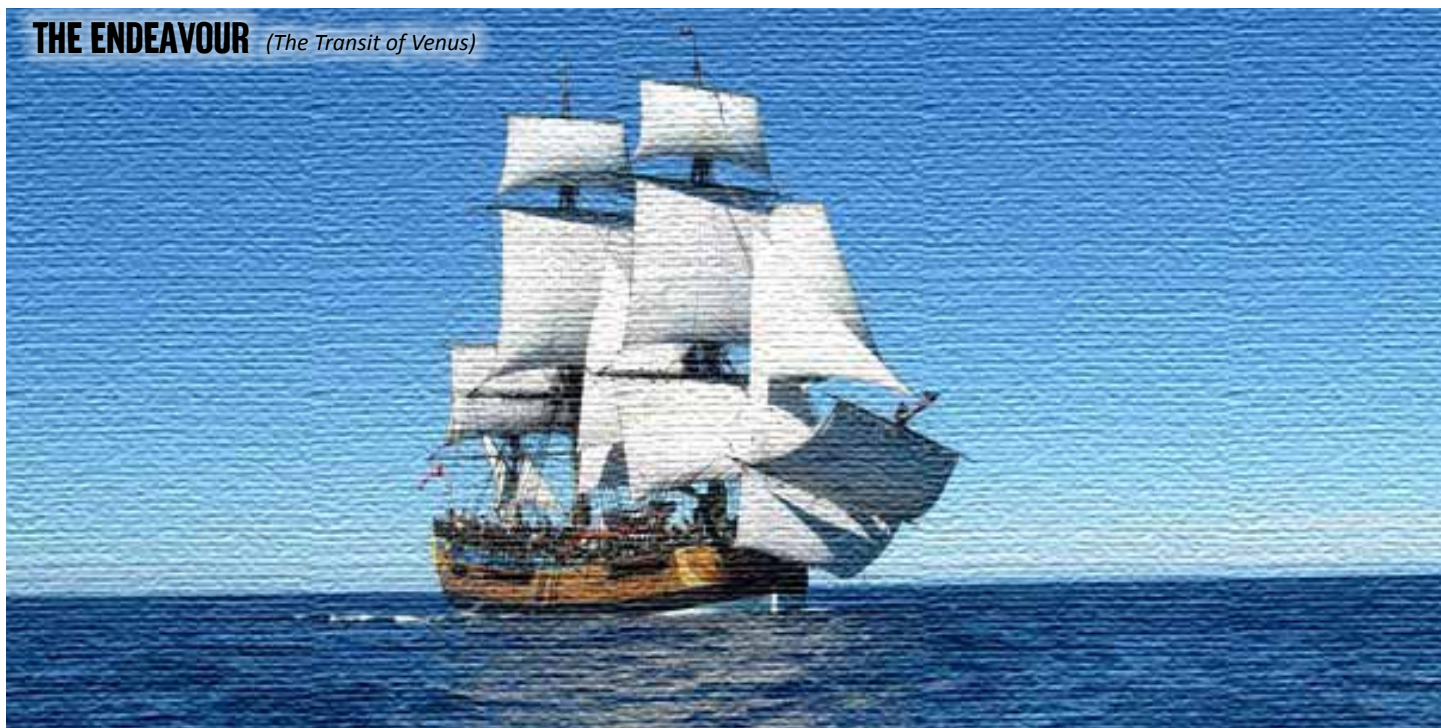
Slow (Major) – Effectively immobile

Tough

TECH LEVEL: 6

STORY POINTS: 4



THE ENDEAVOUR *(The Transit of Venus)*

The *HMS Endeavour* was a British Royal Navy research vessel commanded by Captain James Cook on his first voyage of discovery. The *Endeavour* had originally been a merchant collier named *The Earl of Pembroke*. Her flat-bottomed design allowed her to be beached for loading and unloading of cargo and basic repairs without requiring a dry dock. The Royal Navy purchased the *Endeavour* to undertake a combined scientific/exploratory mission to Tahiti to study the transit of Venus and then proceed South in an effort to determine whether an unknown southern continent existed. Cook was chosen to captain the vessel because he was a naval officer with a background in mathematics and cartography. These credentials made him an ideal candidate for both the Royal Society and the Admiralty.

The *Endeavour* left England on 26 August 1768 AD with a crew of 71 sailors, 12 officers, and 11 civilians. The ship first sailed for Rio de Janeiro and later rounded Cape Horn. The vessel reached Tahiti on 10 April 1769 AD and remained there for two months. The transit of Venus occurred on 3 June and civilian astronomer Charles Green made his observations from the *Endeavour's* deck. The ship then sailed South to New Zealand and was the second vessel to reach those islands. They charted the land and discovered it was two islands rather than a continent before heading West.

During this portion of the voyage, the TARDIS arrived on the *Endeavour* carrying Ian, Barbara, the Doctor, and Susan. The superstitious sailors believed that women brought back luck to a vessel (treat as a Phobia Bad Trait) and after Barbara ran back to the ship, they threw it overboard leaving the Doctor and Ian alone with no way to access their vessel. Ian was injured during a storm and in his delirium, claimed that he was from Venus. Thankfully, the credible people of the time took this as evidence that people lived on Venus and had been watching the humans as

they observed the planet's transit through the sky. They treated their passengers as honoured guests. The time travellers stayed aboard until the vessel sailed into Botany Bay and accidentally ran aground on the Great Barrier Reef. At this point the Doctor and Ian left in the recovered TARDIS claiming that they had made all the observations they had needed to make.

The journey back was difficult and 84 members of the crew became seriously ill with malaria and dysentery on the return journey. The ship made landfall at Batavia and then Cape Town where repairs were made and more crew came aboard. Finally, the ship returned to England on 12 July 1771 AD. Cook was promoted, but the *Endeavour* faded into obscurity. It took part in the Revolutionary War but was scuttled in 1778.

Life on the *Endeavour* would be uncomfortable for modern humans. The sailors had to share a common deck for sleeping and even the officers' cabins were only 2 square meters in size. A three-year voyage meant they could not have food stocks for the entire journey and would often rely on fish or sea birds when they could not restock provisions at a port. Ian remarked that war rations were better fare.

Adventure Seed: Stranded?

Preventing the crew from getting back to the TARDIS is a common Doctor Who trope, but this story takes it a bit further and makes the TARDIS almost impossible to get to. This kind of story opens up the possibility of setting several sessions or even a whole campaign in one particular time and place. Are the players stranded in a primitive time or are they actually in an advanced time period trying to find their TARDIS, which was sucked through a wormhole? This adventure ups the stakes as there may not be a friendly fortress for your players to run to get away from danger.

FRAGRANCE *(The Fragile Yellow Arc of Fragrance)*

Fragrance is a paradise planet within the Alpha Cygni system. The blue rays of its sapphire sun shine down on the clearest emerald seas, silver hills and golden valleys. Plains of bright orange grasses, multi-coloured flowers and trees of burnt umber with silver leaves provide a pastoral idyll for its people to live in.

The people of Fragrance are human in appearance, beautiful and athletic, and live gentle lives of peace and contemplation. They have long since overcome all causes of unnatural death. The people consider that their lives pass through two “arcs”, semispheres forming the complete circle of adolescence and adulthood. The first is called the Thin Purple Arc and is said to begin at the time that a child’s eyes first absorb reflections, meaning that they begin to learn and understand their environment. The second arc, the Fragile Yellow Arc, begins once the Thin Purple Arc has been circumnavigated and the child has reached maturity.

The actual commencement of the Fragile Yellow Arc is the point at which a person declares their love for another. It is said that the couple are building a bridge of love together for the rest of their lives. This stage of a person’s life is a critical point as the people of Fragrance can only fall in love once in their lifetimes. Fortunately, unrequited love is almost unknown on Fragrance. But if a lover’s partner dies, or on the extremely rare occasions when a declaration of love is not reciprocated, the people of Fragrance consider that the bridge of love has collapsed. The forlorn lover’s heart then compels them to board a coracle and head across the emerald sea towards the heart of the sun. Whether it is by means of the advanced technology of Fragrance, an innate ability of the people or a property of the sapphire sun’s rays, the coracle is lifted from the water and flies like a comet towards the sun, bursting into flames and immolating its tragic passenger.

Although the people of Fragrance live lives of simple tranquility, it is clear that they have developed an advanced understanding of science and technology, though this is no longer actively pursued. They were able to design and build a replacement component for the TARDIS, a filament of thorium within a cube fashioned

from durable crystal, and the Doctor’s hosts on Fragrance were able to at least understand the basic operations of the TARDIS when shown into the control room. The lack of some metals on Fragrance, such as uranium, tungsten and tellurium, means that their scientific development is limited in certain areas.

Adventure Seed: Evil in Paradise

The paradise planet of Fragrance is ill-equipped to deal with threats from outside. So when a meteorite falls to earth near the rural settlement of Summerstide, the people there are unable to comprehend that it contains an ancient intelligence that threatens their idyllic existence. When the TARDIS arrives, the time travellers find that a group of possessed villagers are encouraging their friends in acts of jealousy, greed, anger and even hate. Can the players uncover the origin of this aberrant behaviour and protect Fragrance from the threat posed by an alien entity that exists only to cause misery and death?

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Near Human
TECH LEVEL: 10

PEOPLE OF FRAGRANCE RACE PACKAGE

Cost: -1 points

Traits: Attractive (Minor) (+1), Code of Conduct (Major) (-2)

GRACE ALONE *(The First Wave)*

Far out in the Solar System beyond the orbits of the outer planets lies the Kuiper Belt, a region similar to the asteroid belt but much wider and filled with countless small bodies composed of rock, metal and ice. One of the larger bodies in this region is Grace Alone, a sizeable planetoid of grey rock. Grace Alone is large enough to have a noticeable, if low, gravity and to retain a thin atmosphere. The chemical composition of the atmosphere also helps keep it close to the surface of the planetoid, and although it is breathable for brief periods, its oxygen content is too low to sustain human life for more than a few minutes at a time.

The surface of the planetoid is a lifeless vista of rocks and dust, the latter remaining sharp due to the minimal weathering effect of the atmosphere and capable of tearing a spacesuit. Beneath the surface, large deposits of metals and valuable minerals can be found, and it is these that brought the human race to Grace Alone in the first few centuries after the colonisation of the Solar System. Like numerous objects within the Kuiper Belt, Grace Alone is home to a mining facility. Constructed by robots from prefabricated building units and staffed by a crew of six humans, the facility of Grace Alone is virtually identical to the other mining facilities scattered throughout the Solar System. Although policed by the Kuiper Belt Patrol, the sheer distances within the belt make this a remote and lonely place where help is a long way away.

Being so remote from the Sun, most of the planetoid exists in a state of frozen darkness. However, in the areas around the mining facility, artificial heat and lighting make the surface at least bearable, though not comfortable without protection.

VENTURING OUTSIDE ON GRACE ALONE

Outside of the artificial gravity and atmosphere within the mining facility buildings, the alien environment on the surface of Grace Alone has a number of effects on humans. The low gravity means that a character's effective Strength is doubled (round up), allowing them to perform what would normally be heroic feats.

In addition, the leaps and bounds which are possible on Grace Alone add +2 to a character's normal Speed. However, getting the hang of hopping about in low gravity can be tricky, and any manoeuvres require Coordination + Athletics rolls. Difficulty levels start at 9 for merely trying to keep one's feet in normal circumstances, rising to 12 if attempting to "run", and 15 or more for anything more complicated. A Disastrous result means that in the resultant fall the character's suit (if any) has been breached by sharp particles of dust. Most people who spend a lot of time in low or zero gravity environments will have a specific Area of Expertise: Zero-G Movement.

The thin atmosphere of Grace Alone is breathable for short periods, but a human or other species dependent on oxygen will find that they take 1 point of damage per minute of unprotected exposure.

Finally, the extreme temperatures beyond the artificially heated areas near to the mining facility are deadly to humans. Use the rules for Excessive Cold & Heat on page 55 of the GM's Guide (11th Doctor Edition), with Grace Alone's natural temperature falling in the "Below -40° C / -40° F" category for determining damage.

PLANETARY DATA

SIZE: Small

GRAVITY: Low Gravity

LAND MASS: The Rock

ATMOSPHERE: Thin Non-Standard

CLIMATE: Arctic (natural state); Cold (artificial warmth)

SATELLITES: 0

SENTIENT SPECIES: None

TECH LEVEL: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GREAT CLOCK *(The Guardian of the Solar System)*

There is a secret at the heart of the Second Great and Bountiful Human Empire's power, a secret inherited and protected by the Guardian of the Solar System and an elite hand-picked cadre of Space Security Service officers. Situated at an undisclosed location in or near Earth's Solar System, the Great Clock doesn't just measure time, it dictates it. The great mechanism sits so heavily, it causes space-time itself to bend, working as a counterweight to the great avenues through hyperspace, the route from the Earth to the stars. While it would take lifetimes to fly to the planets in the Empire by conventional travel, the clock provided the space lanes necessary to keep it together, protecting its citizens from starvation, plague and invasion.

Originally, the Clock was simply a massive clockwork that manipulated time and space in a perfect system. Perfect? Almost. There was always some small amount of time and energy lost from the equation, given off as heat. To keep it on time, advances were made, like new lubricants, but still the Clock would infinitesimally slow down. The eventual solution was to bring in intelligent men with of long experience, men who ask questions, to wander about the workings of the clock. And they taught the clock to feed. According to some of the same principles found in Sara Kingdom House and Logopolis, it fed on the potential of the human mind expressed as an equation.

Those entering the Clock's mechanism, filled with vast, interlocking parts with unlikely shapes, honed by engineers over the centuries, are assaulted by sights and sounds that somehow reach into their minds and attempts to make them part of the machine. Inside the immense mechanism, huge cogs turning click by click in perfect unhurried time, peculiar long twists of metal at the top regulate the swing of a gigantic pendulum, clanking chains, with links as big as a man, snake through the cogs, pipes vent white steam, and all around, heat and grime spoil the breathable air.

On various gantries, one can sometimes make out one of the bent,

wizened old men with white hair and beards who have become part of the machine, shuffling along or climbing scalding metal ladders, blind to everything but their inspection of the Great Clock's moving parts. These prisoners are actually attempting to find the flaw in the mechanism that will allow them to escape, but the more they put their minds to it, the more the Clock has to feed on. The more they struggle, the tighter it keeps them in its grip.

In game terms, for every 10 minutes player characters spend inside the Great Clock, they must make an Resolve *minus* Ingenuity roll against an Average Difficulty of 12 (the Indomitable bonus applies), taking 1/2/3 points of damage to Resolve if they fail. When Resolve drops to 0, the character becomes part of the machine and starts acting like the old men. To realize this is happening requires a Hard Ingenuity + Technology roll. Because of the way the Clock affects space-time, it is particularly vulnerable to time travellers getting caught in its workings. They create anomalies, like bubbles of air in the fabric of time, that if completely absorbed could threaten to break the Clock apart. If a time traveller is drained of Resolve and becomes part of the clockwork, becomes aware of what is happening (as above), and chooses to stop fighting the Clock's influence, that's exactly what could happen, freeing everyone as the great cogs crash and fall together and the hyperspace tunnels linking the Empire's planets collapse.

The Great Clock is also surrounded by offices, apartments and cells where the SSS assigned to the structure live and work. SSS officers wear some kind of psychic protection whenever they enter the Great Clock's interior. They also have access to hangars and ships they can use in case of evacuation should the unthinkable happen. Unthinkable or not, it did happen at the very end of the 40th century, forcing the current Guardian, Mavic Chen, to explore new possibilities for space-time travel through an alliance with the Daleks.

IWA *(Frayed)*

Iwa is a rocky world located within the Earth Empire but remote from any other inhabited planet and far from the major spaceways. It takes almost two days for signals to reach the nearest express outpost at Aphelion, for example. There is little free-standing water on Iwa. It rarely rains and then only for a few minutes at a time, but the atmosphere is extremely humid and muggy. The surface of the planet is largely barren, but there are pockets of vegetation and even some animal life.

Iwa is home to the Refuge. Although classed as a medical facility, it is actually a detention centre for the incarceration and treatment of potential “Future Deviants”, those whose genetic profiles determine that they are likely to become criminals. Many of these are people with telepathic abilities, as a significant proportion of telepaths are believed to become subversives or criminals. Treatment for the Refuge’s inmates is provided in a

series of dream chambers, in which genetic surgery is undergone. The Refuge also undertakes research into the activation and deactivation of the telepathic gene, as well as stem cell research and gene hybridisation.

DREAM CHAMBERS

Dream chambers are glass topped cabinets in which patients undergoing genetic surgery are kept in a simulated dream state to stop them being aware of the surgical procedures that are taking place. The subjects are connected to the dream chambers by wires and filaments, allowing the supervising staff to monitor the life-signs of the subject. The procedures themselves take place at the DNA-level and are controlled by computers, sometimes taking several years to complete.

An unforeseen side effect of using the chambers to treat telepaths is that psychic abilities can interfere with the simulated dream state, allowing the dreams to merge into a shared experience, a sort of virtual reality. Even those who do not have the Psychic Trait can be caught up in this dream-reality if others in the nearby chambers have Telepathy. The dreams will appear to be real and dangers will be experienced as real dangers, to the extent that death in a dream will mean death in real life. But these risks were not apparent until the Foxes (see V7) appeared on Iwa...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 5

SENTIENT SPECIES: None

TECH LEVEL: 6

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JOBIS *(The Rocket Men)*

Jobis is a purple-blue gas giant planet within the boundaries of the Earth Empire of the 23rd Century. The colours and patterns within the upper atmosphere are famed for their beauty and teem with all sorts of strange animal life “swimming” through the gaseous clouds. But like many gas giants, there is also a violent side to Jobis, with semi-permanent storms sometimes hundreds of miles wide moving across the planet.

The beauty of Jobis and its natural wonders has made it into a popular tourist attraction for visitors from Earth and its colonies. Several floating cities, called platforms, hang suspended by anti-grav engines in the upper atmosphere of the planet. Most of these are vast hotels, which combine spectacular views with a five-star service. The platforms are able to offer all sorts of entertainment and attractions to their visitors, but perhaps the most popular are the sky barges which operate regular tours. These ships provide a unique perspective on the planet’s wonders, their high-tech glass bottoms allowing passengers to see deep into the atmosphere and glimpse the creatures living far below.

Among the most common fauna to be seen flying in the upper atmosphere are creatures resembling gigantic manta rays, which call out to each other in plaintive tones like whale-song and have barbed tails capable of delivering a massive electric shock. They have a rudimentary intelligence and even a low-level telepathic ability with each other. These mantas prey on a species of large glittering crystal insects that also fly among the upper clouds. Other examples include huge translucent jellyfish and things that resemble various species of bizarre deep-sea creatures found on Earth.

Not all of the platforms are hotels. A few are scientific research stations, which undertake research into Jobis and its unique wildlife, and there are also a number of small viewing platforms, where the tourist barges dock on their tours. All platforms have a surrounding forcefield, both to prevent accidental falls over the edge and to protect the structures from the buffeting winds outside.

Despite Jobis being a gas giant, its gravity is only a little greater than Earth-normal, and its upper atmosphere is breathable by humans. However, atmospheric pressure increases dramatically further towards the centre of the planet, much like descending into the ocean depths.

Jobis is within the jurisdiction of the Galactic Heritage Protectorate, the interstellar police force of the Earth Empire in its early years.

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like

LAND MASS: Gas Giant

ATMOSPHERE: Earth Non-standard at high altitude;
Thick Non-Standard at lower levels

CLIMATE: Temperate

SATELLITES: 12

SENTIENT SPECIES: None

TECH LEVEL: 6

JOBIS MANTA RAYS

Attributes: Strength: 10, Coordination: 3, Awareness: 3

Skills: Fighting 3

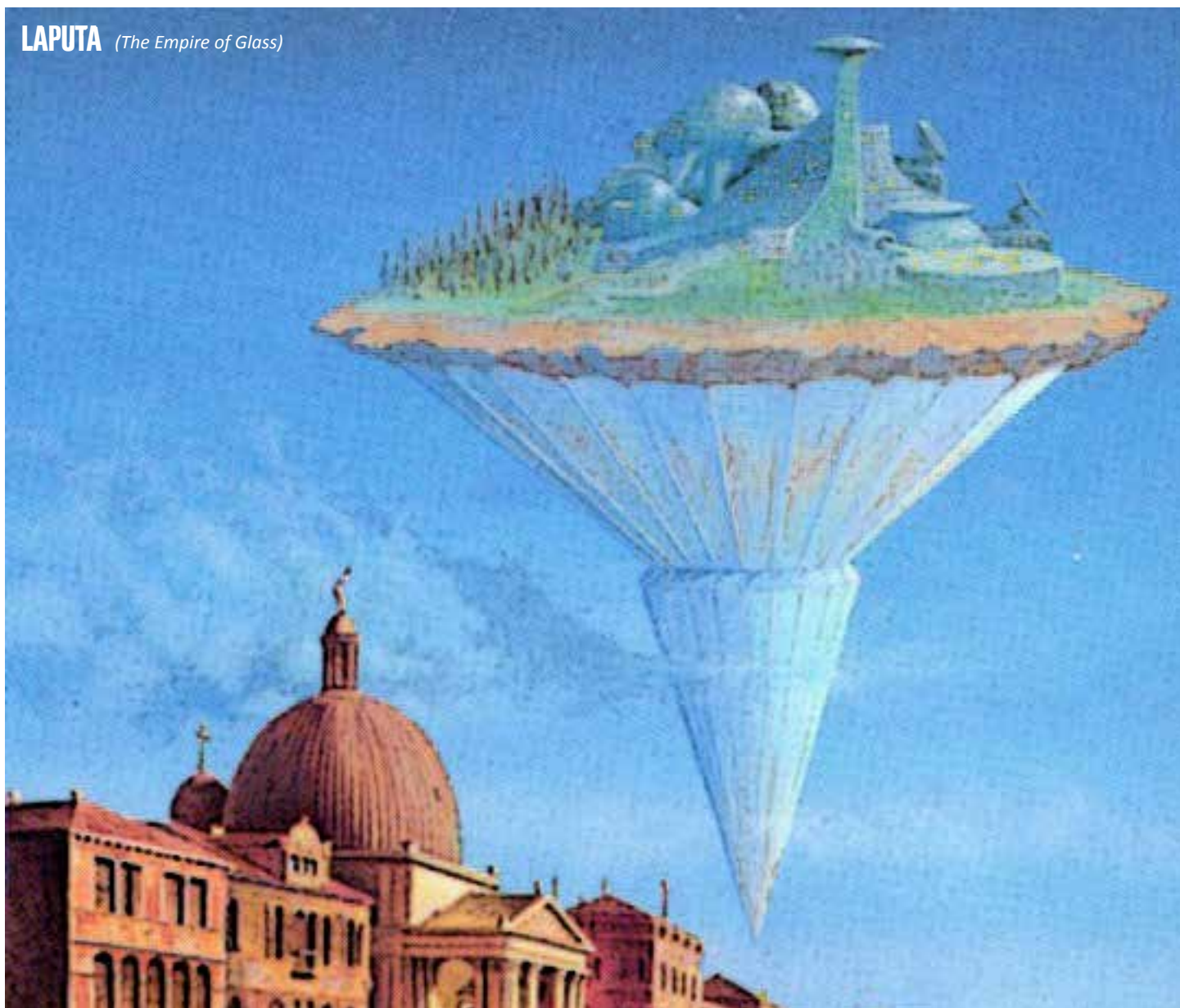
Traits: Flight, Natural Weapon: Electric Sting L(4/L/L),
Networked, Size: Huge, Tough

CRYSTAL INSECTS

Attributes: Strength: 5, Coordination: 3, Awareness: 2

Skills: Fighting 4

Traits: Armour (5 points), Flight, Natural Weapon: Bite
2(2/4/6), Trade Value

LAPUTA (*The Empire of Glass*)

Laputa is a mist-shrouded flying island created to be the venue of the Armageddon Convention (*see L1*), a conference held by several of the major galactic powers with the aim of outlawing some of their more devastating weapons. Laputa is located near Venice on Earth in the year 1609, but has been rendered invisible to observers from outside.

Security for the Convention is extremely tight, and access to Laputa is restricted to those delegates whose biomorphic code is recognised by the island's systems. Weapons are banned on Laputa and the security systems are set to detect and exclude access to anybody bearing arms of any sort. Security and other administrative duties are carried out by the Jamarians (*see L1*), who have been hired by the Convention's organiser, Irving Braxiatel.

Laputa is covered with lush jungle vegetation from South America, as Braxiatel wanted the environment for the Convention

to be beautiful. Rising from this is a fabulous city comprised of cloud-capped towers, gorgeous palaces, solemn temples, great globes and slender spires, paths that hang in mid-air and moving stairways.

During the talks, alien races which might be encountered on Laputa include Sontarans, Rutans, Ice Warriors, Chelonians, Krargs and Gredl (*see V10*), as well as the Jamarians. The delegates' spacecraft are all parked on the Moon, while the delegates themselves have all set up bases on Earth. The Ice Warriors for example have a base near the North Pole, and the Krargs have set up theirs in the Sahara Desert.

Braxiatel was inspired in the design and naming of the venue by Jonathan Swift's *Gulliver's Travels*, published just over a hundred years later, in which one of the fictional lands is indeed a flying island named Laputa.

THE LIBRARY OF ALEXANDRIA *(The Library of Alexandria)*

The Library of Alexandria was one of the greatest repositories of knowledge and learning in the ancient world. Located in the port city of Alexandria in Egypt, the dates of the founding and destruction of the Library remain a matter of debate to modern scholars. It is likely to have been opened during the reigns of either Ptolemy I or Ptolemy II, sometime during the 3rd or 4th centuries BC, and was a major centre of learning at least until the Roman invasion of Egypt in 30 BC. Various causes and dates for its destruction have been given by historians throughout the ages. The earliest date for its destruction is given as around 48 BC, when it is supposed to have been burned down by Julius Caesar. Other suggested causes include the attack on Alexandria by the Emperor Aurelian in the 3rd Century AD; being closed down following a decree by the Coptic Pope Theophilus in 391 AD which made paganism illegal; an attack by sea monsters in the 5th or 6th centuries, which is usually taken to mean foreign invasions; and finally, various events following the Muslim conquest of Egypt in 642 AD. Many of these theories can be dismissed out of hand by the very fact of Ian Chesterton's testimony that he and his friends visited the Library in the 5th century AD.



The Library occupies two main buildings within the Museum of Alexandria. It has an impressive and sprawling architecture of grand porticos, sweeping marble steps, wide colonnades and walkways, and tranquil courtyards. Inside are reading rooms, meeting rooms, lecture halls, and chambers for the study of the myriad branches of learning, as well as the main hall containing the collections of books. The Museum even has a menagerie of exotic animals from across Africa, Asia and Europe.

The Library of Alexandria is in charge of collecting all the world's knowledge and many of its staff are occupied in translating texts onto papyrus. The books stored at the Library are in the form of papyrus scrolls wound on short rods. Each book is made up of several scrolls, each scroll containing perhaps 10,000 words ("enough for a student dissertation", according to the Doctor). The total number of scrolls held by the Library is unknown with any certainty, but is in the hundreds of thousands and increasing all the time. Every ship which docks in Alexandria has its books taken and transcribed, with the originals being retained by the Library and the copies being handed back to the ships.

Among the great thinkers who may be encountered at the Library at various points in its history are Euclid, Archimedes, Hipparchus, Aristarchus of Samos and Hypatia (see A10). The study of mathematics, physics, astrology, philosophy, anatomy, natural sciences and a host of other disciplines is carried out, and the Library is a known centre for serious textual criticism and comparative analysis. Scientific debate and advancement is pursued at the Library at least as much as research into existing

theories.

The Library of Alexandria is the perfect place for time travellers to visit, particularly those with an interest in science, history or scholarship. The opportunity to debate theories with Archimedes or read Plato's original texts is an obvious attraction. But just to spend time in the calming atmosphere of the courtyards and gardens can provide a tonic for those in need of rest after a particularly harrowing adventure. But what if, during their stay at the Library, the players chance across books containing knowledge clearly beyond the understanding of this time? Scientific knowledge from the future or from an alien civilisation perhaps?

The mystery surrounding the destruction of the Library presents another opportunity for the players to pursue. What if the destruction was due to mythical sea monsters after all, or alien invaders? Even if the cause is a purely Earthly one, should the PCs try to rescue some of the knowledge that they know will be lost in the coming catastrophe, or even try to prevent the destruction at all? Just how far can they go before they irreparably damage history?

CONSULTING THE LIBRARY

As well as the basis for an adventure, the Library of Alexandria can also be a useful research tool for the players to use. The TARDIS translation circuits will allow the time travellers to read any of the books in the collection, no matter what languages they may be written in. Even texts which the scholars at the Library are unable to translate will be no obstacle to the PCs.

For each attempt to research a particular topic, the player must make an Ingenuity + Skill roll, with the precise Skill being determined by the subject being researched. The base Difficulty level is 12, but very narrow or obscure subjects should have higher Difficulties. The degree of success of the roll determines the time taken as well as the quality of the information uncovered:

- Disastrous: An entire day is wasted and the PC is barred from the Library for spilling a cup of wine all over the scrolls, setting them alight with a candle or a similar mishap!
- Bad: An entire day is wasted with nothing found.
- Failure: Takes 8 hours but a helpful hint is found.
- Success: Takes 4 hours but some useful information is at least found.
- Good: Takes 2 hours and additional information is found.
- Fantastic: Takes only minutes and full information is found.

The GM should prepare a list of what information is discovered for each level of success or failure. It should always be borne in mind that the Tech Level of the Library is only 2, so this will naturally limit the quality of information awaiting the players – unless of course the adventure requires otherwise.

LUXOR (*The Masters of Luxor*)

Luxor is a world whose people prize beauty in design and mechanical efficiency above everything else, and this is reflected in the order of their cities. It is ruled by the Scientific Master, who is chosen from the elite class known as the Masters of Luxor. Other Luxorites have no say in their society, and any dissenters, rebels or even inferior physical specimens are cast out, usually to be sent to prison worlds where they are used in scientific experimentation.

The Masters of Luxor are all men. They have laid down standards of perfection for women, and those who do not conform to these are killed at birth. The Masters of Luxor appear human but are not as robust as people from Earth. They are technologically advanced, capable of space travel and designing sophisticated robots (see V21), and have rejected religion in favour of science.

Luxor lies in the Primiddion Galaxy and is the centre of the Empire of Luxor. Unusually for a world of its size, it has over 700 satellites, most of which are too small to be visible from the planet's surface with the naked eye. Perhaps these are the remains of an ancient collision between planetary bodies.

Adventure Seed: The Luxury Planet

When the TARDIS lands on Luxor in its heyday, the Time Lords are treated as honoured guests and invited to take part in various scientific conferences. For their human companions, however, the visit is a lot less positive. Can they get word back to their

Gallifreyan friends that they are being sorely mistreated? Or will the Time Lords hear about it only when a companion-fueled rebellion is already underway and the robots have to be sent in to quell the uprising?

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 700+
SENTIENT SPECIES: Luxorites
TECH LEVEL: 7

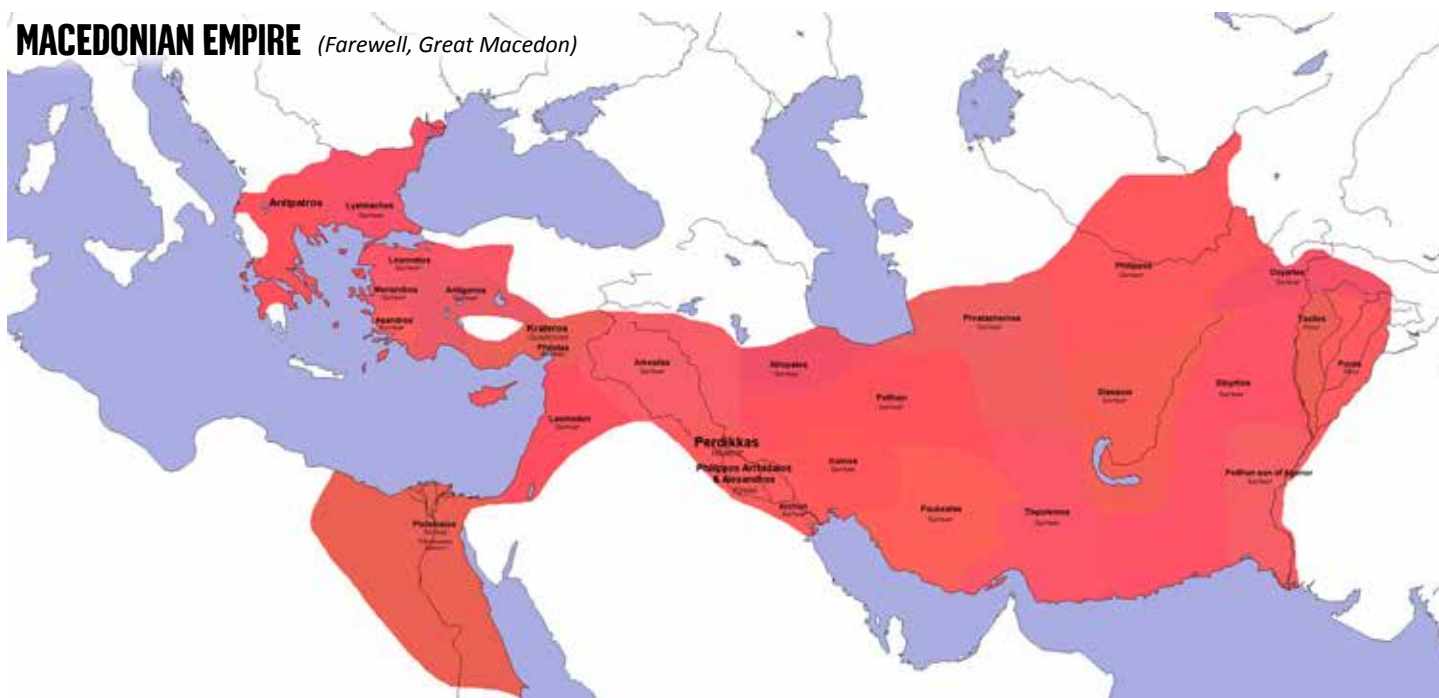
MASTERS OF LUXOR RACE PACKAGE

Cost: 1 point

Attributes: Ingenuity +1 (+1), Strength -1 (-1)

Traits: Technically Adept (Minor) (+1)

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MACEDONIAN EMPIRE *(Farewell, Great Macedon)*

The Macedonian Empire was formed in 338 BC with the victory of Philip II of Macedon at the Battle of Chaeronea. This left the Macedonians as the undisputed masters of Greece, which heretofore had only been a collection of warring city-states. Their combined military might was finally one that could rival the expanding power of the Persian Empire. When Alexander the Great (see A5) became King of Macedon in 336 BC, he staged a series of military campaigns, first to secure his borders, and then to conquer the Persian Empire, the greatest world power at that time.

Over the next 13 years, through a series of military campaigns, the Macedonian Empire expanded to include the majority of the Persian Empire as well as parts of what is currently India. The effect of this conquest was to spread Hellenistic culture throughout the Middle East and beyond. Koine, the common form of Greek, became a widespread language that would be used for communication and commerce for hundreds of years afterwards. Greek science, philosophy, town planning, local government, and art spread throughout the region, influencing the new citizens of the Empire wherever it reached and creating new ideas as existing cultures merged with Hellenistic concepts.

The collapse of the Macedonian Empire occurred with the death of Alexander the Great. Although historians consider this to be a great period of Hellenization, it appears that some of Alexander's soldiers considered there was too much Orientalization in Alexander's policies. It also appears that Alexander may have had some designs on moving his capital to Babylon, creating a more central administrative location for his Empire. It is strongly believed he was assassinated for these reasons, although this was never proven. His demise left the Empire in an unstable position. Alexander did have an heir born to him posthumously, but the infant was unable to survive the political machinations of the various generals who believed they should be the heirs

to Alexander's legacy. The Empire eventually broke into four kingdoms – The Ptolemaic Kingdom of Egypt, The Seleucid Empire of the Middle East and Persia, the Pergamon Kingdom of Asia Minor, and Macedonia ruled by the Antigonid dynasty. The process of Hellenization continued under these successor states although none achieved the power that Alexander's Empire had held, and within a few hundred years, all four were absorbed into the Roman Empire.

The Macedonian Empire had several customs of interest to time travellers as they were to the Doctor, Ian, Barbara, and Susan when they first arrived in the Macedonian era. First is the Trial of Truth, which the Doctor was forced to endure. When dispute is made over a capital crime and there are not enough witnesses to prove one side or the other, the accused is made to walk over fire to prove their innocence. If they are able to do this without harm, all charges against them are dropped. Another custom, the funeral games, are similar to the Olympics, but held to honour the death of a person of great stature, such as a general or noble. The games include events in javelin, stone throwing, running, isticus, wrestling, marathon, jumping, chariot racing, fencing, and archery.

Adventure Seed: Forward, Great Macedon!

Alexander the Great's was the greatest Empire the ancient world had ever seen, and the quickest to expand. Alexander's dream was to unite the entire world – east and west – in a single order where the best of all cultures could be discovered. The Meddling Monk agrees with that dream and decides to make sure Alexander never turns back and continues his wave of expansion all the way to the Pacific ocean. Your time travellers now have to find a way to make sure history keeps to its original path, but how do they do that against a Macedonian army armed with AK-47's and other futuristic weapons?

NEW BASTILLE *(The Man in the Velvet Mask)*

New Bastille is an alternate Paris named after the futuristic structure that dominates it, a twisted 1804 AD version of the post-revolutionary French capital, created by a group of aliens known as the Maskmasters of the Pageant, as part of their greatest experiment. These extra-dimensional entities can alter reality using machines and are interested in the relationship between individual psychology and the historical dynamic of Earth (which they refer to as planet D-zero-two-R-L), they set out to study it, led by artist-scientist Goodfellow. The Project designated Orbis Tertius removed Earth from space-time c.1794 AD, transported it into a pocket universe and reconfigured it, rebuilding it within a machine that could regulate and control the physical nature of the world. The Maskmasters were particularly interested in the Marquis de Sade, who was renowned as a quirk of his era for his philosophies, and created Minski (*see V17*) as a system operator programmed with an epistemic code based on de Sade's philosophies and ideals. They miscalculated however, and de Sade's epistemic code corrupted the system, causing Minski to become corrupted, develop independence and seize control of the machine.

In this altered reality, the Reign of Terror that followed the French Revolution never ended. First Deputy Minski came to power the day Robespierre was arrested and ruled France single-handedly for a decade, taking over the revolutionary authority in Paris and then France, imposing strict curfews on its citizens enforced by gaolers armed with pistols, in effect turning the city and country into a prison mirroring the rebuilt structure of the Bastille from which he operated. France then became embroiled in a hopeless war with Britain and America.

The rebuilt Bastille still functions as a jail, though few prisoners remain there for long. Every day, six convicts are moved to the six condemned cells. Those so condemned start to be guillotined

from midnight. One exception is the inhabitant of Cell 6, the former Marquis de Sade, also known as Citizen 6.

The New Bastille also serves as Minski's headquarters and as such, is full of dark, twisted science. In its examination rooms, the First Deputy sews genetically-engineered maggots into prostitutes, reanimates dead tissue, or constructs flesh-like automatons. The building also houses a gateway that leads outside the local universe from which the alien machine supporting it can be viewed as a bone clockwork structure containing a miniature version of Earth's solar system. From this vantage point, someone may be able to influence the alternate world or even gum up its works, drawing the attention of the Maskmasters who built it.

Following the intervention of the Doctor, the Maskmasters reversed the machine and restored Earth to its proper place in real-time. Not malevolent by nature, they simply did not expect the experiment to hurt the affected humans, merely wanting to see how they would react if history were different. While this reality has been destroyed, GMs may still choose to leave Minski's 10-year rule as an open window into this alternate world, allowing their players' TARDIS to find its way there.



Maskmaster Robin Goodfellow at the centre of the world machine that sustains New Bastille

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUINNIS (*Quinnis*)

Beyond our universe (the Third Universe), there are a multitude of others, many of whose time tracks run in parallel with ours, but some of which cross over. The Fourth Universe is one of the latter and there are numerous portals between the two, if you know where to look, which can be accessed by a TARDIS or other means. After a rather bumpy ride, adventurous travellers will find themselves in a universe in some ways similar to our own but in other ways strangely different.

Quinnis is a planet in the Fourth Universe with a purple sea, a copper-coloured sky and a single moon, Rannos. The air there is dry and spicy, almost peppery. The people of Quinnis tend to be thin with white curly hair and bronze skin. Their technology is around the level of the Renaissance on Earth (Tech Level 3), but they have developed ornithopters with beating canvas wings for travelling over distances.

The Doctor and Susan visited Bridgetown, a settlement built high above the ground on a series of bridges over and over each other like a gigantic lattice against the jagged mountains. Bridgetown is a market town whose main street is crammed with stalls selling all sorts of produce: scented and flavoured powders called zests, exotic spices, heaps of brown paste smelling of fish, bolts of cloth, strange animals, thin livestock, and so on. The houses are oddly narrow, pointed like the prows of ships and with strong chains securing them to the bridges. At the edge of town, the bridges end abruptly over a dizzying drop to the plains far below.

The people of Bridgetown are naïve in some ways and very superstitious, often making a warding sign against evil or bad luck. They particularly fear the Shrazers (*see Meedla, V16*), glossy

black birds of ill omen which seem to bring disaster with them, and they hire hunters to kill any that approach the town. The townsfolk dress in once-fine, colourful clothes which are now worn and bleached by the sun

The Doctor and Susan arrived in the middle of the Two Year Summer, when the locals were desperately seeking a rainmaker to end the drought. At this time, the plains below Bridgetown were covered in a carpet of parched yellow grass with the occasional bare tree. Their crops, scorched by the incessant sun, had failed.

The streets of Bridgetown are in fact a huge gutter intended to channel the torrential rain which pours from the mountains when the drought eventually breaks, the houses rising in the flood water to bob around on their chains. The rain also triggers extremely rapid growth of aggressive weeds below Bridgetown. For this reason, only the stiltmen are allowed down to the plains, looking like long-legged crows in their black uniforms and beaked masks, to keep the growth under control.

The weeds are normally kept in check by harsh winters, but after a lengthy drought in which two summers ran into one, they will be ravenous and will grow at incredible speeds to attack anyone foolish enough to wander among them, even attacking the structure of Bridgetown itself. Although not mobile, the weeds move and sway of their own accord, even without any wind, straining towards their victims with hungry tendrils and mouths.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Near Human

TECH LEVEL: 3

QUINNIS WEEDS

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

Skills: Fighting 2

Traits: Fast Healing (Special), Natural Weapons: Tendrils & Mouths 4(2/4/6), Tough, sometimes also Size – Huge (in which case add 2 or even 4 to Strength and damage)



REBELLIOUS CHINA *(The Eleventh Tiger)*

Through the 19th century, China was the setting for a number of wars and rebellions. The national instability starts early when, in 1813, the Society of Heaven's Law, one of the secret societies trying to oust the Manchus from power, bribed eunuchs to get into the palace and attempt to slay the Qing Emperor. China fought two wars with Britain over opium (1839-42 and 1856-60), the first of which led to Britain establishing a foothold on Chinese territory, including five ports and the island of Hong Kong. From within, the Empire fought the quasi-Christian Taiping Rebellion (1850-1864), a civil war led by Hong Xiuquan who claimed to be Jesus' younger brother. In order to keep control of the opium trade, British and French forces helped the Qing government prevail, but at a loss of 20 million lives before it was over. More revolts followed in its wake. The Punti-Hakka Clan Wars (1855-67) cost a million lives over disputed land in Guangdong province. The Nien Rebellion in Northern China (1851-68) failed to topple the Qing Dynasty, but caused economic upheaval that would eventually make the empire collapse. The Dungan Revolt (1862-77) saw Muslim (Hui) minorities fight with the Han majority over bamboo prices. And the Panthay Rebellion (1856-73) pitted the Muslim Hui and other minorities against the Manchus themselves.

In response to these calamities, the Self-Strengthening Movement attempted institutional reform in the second half of the 1800s. The aim was to modernize the empire, with prime emphasis on strengthening the military. However, the reform was undermined by corrupt officials, cynicism, and quarrels within the imperial family. As a result, the Beiyang Fleet was soundly defeated in the First Sino-Japanese War (1894-95). Guangxu Emperor and the reformists launched a more comprehensive reform effort, the Hundred Days' Reform (1898), but it was shortly overturned by the conservatives under Empress Dowager Cixi in a military coup.

At the turn of the 20th century, a conservative anti-imperialist movement, the Boxer Rebellion, violently revolted against foreign suppression over vast areas in Northern China. The Empress Dowager, probably seeking to ensure her continual grip on power, sided with the Boxers as they advanced on Beijing. In response, a relief expedition of the Eight-Nation Alliance invaded China to rescue the besieged foreign missions. Consisting of British, Japanese, Russian, Italian, German, French, US, and Austrian

troops, the alliance defeated the Boxers and demanded further concessions from the Qing government. The early 1900s saw increasing civil disorder, and the Xinhai Revolution of 1911 finally overthrew the Qing's imperial rule.

For GameMasters, any of these events may prove fertile ground for historical strife, action and adventure. Whatever the conflict, the atmosphere should be the same. As represented in an untold number of Chinese films (providing entertaining research), this is an era in which martial arts masters fight clan battles, travel the country seeking their fortune, or participate in rebellion against ruthless Manchus and/or foreigners. As the century progresses, the influx of foreign ideas creates natural tension between man (the fist) and technology (the gun), between Western attitudes and Chinese tradition, and between races and cultures vying for control of the territory.

Doctor Who Connections

The Doctor has visited 19th-century China a couple of times over the course of his travels. In 1800, his second incarnation was in Canton, at the English Trade Concession (*Foreign Devils*). In 1965, his first incarnation met folk hero Wong Fei-Hung (see A18) and the Ten Tigers of Canton and fought the First Emperor, preserved and possessed by the Mandragora Helix (*The Eleventh Tiger*). It was in 1860 that Magnus Greel arrived in China from the year 5000 with his time cabinet. Fighters from the Boxer Rebellion were included in the War Lord's war games, events in which Captain Jack Harkness also played a role.

MARTIAL ARTS IN THE DOCTOR WHO RPG

Though it can be as simple as giving characters a Fighting Area of Expertise in Martial Arts (or a specific style), players spending time in martial China may want more bang for their gold tael. The GM is encouraged to decide just how fantastical martial arts are in the campaign, and craft a list of moves/special effects appropriate to that level. Each item on the list should cost an appropriate number of Story Points based on its relative usefulness. Effects on the list could include increased damage, pressure point paralysis, armored skin, incredible jumps and even discharges of chi energy.

RUSSIA, 1812 *(Mother Russia)*

The Russian countryside is beautiful in spring. The woods are bursting with growth, the sun dapples through the birch trees and everything feels fresh and new. Villages of wooden houses inhabited by serfs in rough working tunics are welcoming in that way the Russians have, nothing ever done by halves. Visitors may be treated to bowls of thick cabbage soup with plates of sour black bread and pickled mushrooms in exchange for news of the broader world. Not everyone's fare, but hearty. The serfs work for rich land owners who are just as welcoming, and their food is a little better. Land owners have the means to put travellers up for weeks, even months, for the sake of stimulating conversation. Guests will have access to a library, musical instruments, a river for fishing, and tradesmen willing to teach them new skills. A great place for a long rest.

But that summer, war was coming. Napoléon Bonaparte and the French Grande Armée crossed the river Niemen on 24 June 1812 and headed for Moscow, the French general having received no response to his offer of peace sent to Saint Petersburg. Napoléon's goal was to compel Emperor of Russia Alexander I to remain in the Continental Blockade of the United Kingdom; though officially, the invasion aimed to remove the threat of a Russian invasion of Poland.

At nearly half a million strong, the Grande Armée marched through Western Russia, winning a number of relatively minor engagements and a major battle at Smolensk in August. However, on that same day, the right wing of the Russian Army, under the command of General Peter Wittgenstein, stopped part of the French Army in the Battle of Polotsk, preventing the French from marching on the Russian capital at Saint Petersburg; the fate of the war had to be decided on the Moscow front, where Napoléon himself led his forces.

While the Russians used scorched-earth tactics, and often raided the enemy with light Cossack cavalry, their main army retreated for almost three months. On 7 September, the two armies met near Moscow in the Battle of Borodino. The battle was the largest

and bloodiest single-day action of the Napoleonic Wars, involved more than 250,000 soldiers, and resulted in at least 70,000 casualties. The French captured the battlefield, but failed to destroy the Russian army. Moreover, the French could not replace their losses as easily as the Russians could.

Napoléon entered Moscow on 14 September, after the Russian Army had again retreated. But by then the Russians had largely evacuated the city and even released criminals from the prisons to inconvenience the French; furthermore, the governor, Count Fyodor Rostopchin, ordered the city to be burnt. Alexander I refused to capitulate and the peace talks that Napoléon initiated failed. In October, with no clear sign of victory in sight, Napoléon began his disastrous Great Retreat from Moscow, during the usual autumn Russian mud season.

At the Battle of Maloyaroslavets, the French tried to reach Kaluga, where they could find food and forage for supplies, but the replenished Russian Army blocked the road, and Napoléon was forced to retreat the same way he had come to Moscow, through the heavily ravaged areas along the Smolensk road. In the following weeks, the Grande Armée underwent catastrophic blows from the onset of the Russian Winter, lack of supplies and constant guerilla warfare by Russian peasants and irregular troops. When the remnants of Napoléon's army crossed the Berezina River in November, only 27,000 fit soldiers remained; the Grand Armée had lost some 380,000 men dead and 100,000 captured. Napoléon abandoned his men and returned to Paris to protect his position as Emperor and to prepare to resist the advancing Russians. The campaign effectively ended on 14 December 1812, when the last French troops left Russia.

The Doctor met Napoléon during his march on Moscow when history came under threat from an alien Shape Thief (see V25). Time Lady Iris Wildthyme also claims to have been present at these events. During this military campaign, French troops were abducted by the War Lords.

SALEM, MASSACHUSETTS *(The Witch Hunters)*

Salem, Massachusetts in the year 1692 is not a safe place for time travellers to visit, being the year of the notorious witch trials. Nevertheless it makes for an intriguing setting for a GM to base an adventure.

In January 1692, the daughter and niece of Reverend Samuel Parris of Salem Village began experiencing fits which the local doctor, finding no physical symptoms, soon attributed to witchcraft. The girls, Elizabeth Parris and Abigail Williams, were joined by Ann Putnam Jr. and Elizabeth Hubbard in bringing accusations against three local women, including Tituba, a slave belonging to Reverend Parris. All three accused were jailed following interrogation by the local magistrates, but other accusations and arrests followed later in March, even including that of a 4-year-old girl, Dorothy Good. Further arrests were made in April and the situation continued to escalate as some of the accused confessed and started naming others as their accomplices.

On 27th May, Massachusetts Governor William Phips ordered the establishment of a Special Court to prosecute all those arrested. The Court of Oyer and Terminer convened in Salem Town on 2nd June, by which time a total of 62 people were in custody. Lieutenant Governor William Stoughton was the Chief Magistrate. The first of the accused to face trial was Bridget Bishop, who was found guilty the same day and was hanged on 10th June.

The Court then adjourned until June 30th while it sought advice from some of New England's most influential ministers. That advice was summarised in a letter written by the well-known Puritan minister and writer Cotton Mather. Although the letter included a number of cautionary comments, it urged the government to proceed with the prosecutions and the trials recommenced.

Five more of the accused were found guilty and executed on July 19th, another five on August 19th and eight more on September 22nd. Several others were also found guilty but were given temporary reprieves on the grounds that they were pregnant, and five others were convicted but their sentence was never carried out. One man, 80-year old Giles Corey, refused to enter a plea and was pressed to death under heavy stones, and a number of others died in jail while awaiting trial.

Much of the evidence against the accused was in the form of "spectral evidence", in which the afflicted person claimed to see an apparition of the accused tormenting them. Although Cotton Mather had advised against reliance on this type of evidence, it was permitted in the trials. Other evidence included the confessions of the accused, accusations by those who had already confessed to being a witch, the "touch test" (whereby if a person was touched while in the throes of a fit and the fit stopped, the person touching was confirmed as the cause of the fit), the discovery of poppits and of "witches' teats", marks on the accused's body which are insensitive to the prick of a pin.

Governor Phips wrote to the Privy Council in England on October 12th, reporting that he had stopped the proceedings because of concerns about the reliance on spectral evidence. On October 19th, he prohibited any further arrests and dissolved the Court of Oyer and Terminer. In January 1693, 49 of the 52 accused remaining in jail were released because their arrests were based on spectral evidence. The trials were over, but 19 people had been hanged, one man pressed to death, eight more condemned and at least five others had died in prison. Thirteen years later, one of the four girls who had made the original accusations, Ann Putnam Jr, apologised in front of the church congregation, declaring herself to have been under a delusion.

With the benefit of a modern perspective, the witch trials are a clear case of mass hysteria, perhaps with the settling of old scores from family feuds being added into the mix, and the emotionally repressed and isolated Puritans of Salem were carried along in events that seemed to have a life of their own.

Adding time travellers to the hysteria and paranoia at the height of the witch trials would be an explosive mixture! Might the accusations of witchcraft be in some way connected to the visitors and the advanced technology that they bring? Could their presence affect the outcome of the trials, changing history so that the accusations are seen to have a basis in fact and the hysteria continues and spreads? And can people with knowledge far in advance of the year 1692 escape from Salem with their lives? When the Doctor, along with his companions Susan, Ian and Barbara, unwittingly arrive in Salem, these are precisely the dangers that they face.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SPANISH INQUISITION *(The Flames of Cadiz)*

When the TARDIS landed in Seville in 1587, Ian Chesterton's attempts to save a Morisco family from the flames of the Spanish Inquisition resulted in him being arrested as a heretic and a Protestant spy. Although he was aware of the reputation of the Inquisition, he could not stand idly by and watch injustice being done!

The Spanish Inquisition was the most significant of the three main branches of the Inquisition which existed at this time. It had been established in 1481 by Ferdinand II of Aragon and Isabella I of Castile to act as a tribunal to investigate acts of heresy, blasphemy, witchcraft and the like. One of the main groups that the Inquisition investigated was that of the conversos, former Jews and Muslims who had converted to Catholicism, often under duress or threat of death. There was widespread belief in Spain that many of these were secretly still adhering to their old religions and conversos were the subject of continued persecution, particularly during the middle of the 16th Century. Moriscos, Moorish converts from Islam, were another group which was targeted by the Spanish Inquisition, culminating in the Expulsion of the Moriscos in 1609. By comparison, there were relatively few cases relating to Protestants, despite the popular myths to the contrary, mainly due to the low number of Protestants remaining in Spain at this time.

At the head of the Spanish Inquisition was the Inquisitor General, who presided over the Council of the Supreme and General Inquisition ("the Suprema"), which was made up of 6 to 10 members appointed by the Crown. Below the Suprema were the different tribunals of the Inquisition, which originally set themselves up wherever needed, but later were permanently based in specific locations. Initially, the tribunals were each comprised of two inquisitors, a calificador, an alguacil and a fiscal, with new positions being added over time. The inquisitors were intended to be jurists, with an emphasis on knowledge of the law. The calificadores were theologians, who made judgements on whether certain acts were heresies. The alguacils were responsible for detaining, jailing and physically torturing prisoners. The fiscals were the prosecutors, in charge of presenting the accusation and interrogating the accused. In addition, two other posts were aligned to the tribunals: the familiares (lay collaborators, usually commoners) and the comissarios (commissioners selected from religious orders).

The Inquisition encouraged self-accusation, with the opportunity for potential heretics to voluntarily come to the tribunals to "relieve their conscience" and escape severe punishment. But denunciation, the anonymous accusation of heresy, was also encouraged. After a denunciation, the case was examined by the calificadores, to determine whether a heresy had taken place, during which period the accused was detained in prison, possibly for months or even years, and their property confiscated to pay for the proceedings and the imprisonment. The trial itself was a series of hearings in which both the denouncers and the accused gave evidence. Torture could be used to extract confessions,

mainly against those accused of Judaism or Protestantism.

Defendants who were found guilty could be penanced (publically punished), reconciled (more severe punishment) or passed to the secular arm for burning at the stake (as the Church itself does not kill). Public penances of condemned heretics took place in autos-da-fé, public ceremonies involving the procession of the condemned culminating in their execution by burning.

The power and influence of the Spanish Inquisition declined during the 18th century and it was finally abolished in 1834. The Inquisition, which had held the Spanish world in a grip of terror for 350 years, was over.

TYPICAL INQUISITOR



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

SKILLS

Convince 4, Knowledge 3 (AoE: Catholic Doctrine, Law), Medicine 1, Subterfuge 2

TRAITS

Authority
By the Book
Friends – The Inquisition
Obligation – The Inquisition
Obsession – Root out heresies
Voice of Authority

TECH LEVEL: 3

STORY POINTS: 2-4

THE TIME MUSEUM *(The Time Museum)*

The Time Museum is the single greatest collection of artefacts and memorabilia related to time travellers ever assembled. During its heyday the museum boasted thousands of visitors, but mysterious deaths brought about a drastic decline in its fortunes and the museum was forced to close. As the exhibits began to die, the curator, Pendolin, found himself alone in a museum full of creatures that devour memories until he remembered that the Ian Chesterton exhibit was placed in an annex and had therefore been forgotten about. Pendolin broke the Doctor's former companion out and together they navigated the time traveller's memories – the essence of the exhibit – in an effort to escape the "Memory Lost".

Exhibits in the Time Museum are actually a repository of memories which can be experienced first-hand by visitors. The key to each exhibit is a living time traveller, kidnapped via Time Scoop, and kept in stasis indefinitely while their memories of time travel are put on display. Obviously, all time travellers do not end up in the museum at the end of their lives, so the traveller held may not be the actual focus of their exhibit. For example, the Chesterton exhibit was really about the Doctor's first incarnation and his travels with Ian, though the hope was to one day snare the Doctor, had he tried to rescue his old companion.

The Time Museum in working order may be a good place to retire an old player character, standing as a monument to the character's adventures, while also providing the possibility of rescuing that character for later play.

The Time Museum invaded by the Memory Lost, however, is a whole other matter. The best way to simulate an adventure in such an environment is to give each time traveller the Major version of the Amnesia Trait, forcing them to puzzle out who and where they are, how they can escape, and whether they can get their memories back. Characters subject to the Memory Lost's feeding will have to make Ingenuity + Knowledge rolls of varying difficulty to recall more than the most fleeting memory (the Photographic Memory Trait gives the character a +2 bonus):

Normal when reliving that memory, Hard when the memory is relevant to the present situation, and Very Difficult when there is no connection between the memory and the present situation. Recalling a memory with a mere Success will produce a scrambled memory that conflates various memories together (for example, remembering a fight with the Zarbi on Skaro or the Cave of Five Hundred Skulls used by the Aztecs). Failure means they take 1/2/3 damage to Ingenuity and, unusually, Knowledge. When the latter reaches 0, the Memory Lost will stop feeding on the character, though that character will no longer be able to make recollection rolls. When Ingenuity, Presence and Resolve hit 0, the character becomes one of the Memory Lost. Mandatory recollection rolls should be made when a new memory is visited and when the Memory Lost make a direct attack in a new form. Such damage can presumably be healed through contact with a TARDIS' telepathic circuits, though some memories – those that postdate the TARDIS' presence – may be lost forever. The Memory Lost are former exhibits and visitors, emptied of all memory, chasing memories in order to fill the void inside them.

THE MEMORY LOST

Attributes: Awareness: 1; Ingenuity, Presence and Resolve 0; Strength and Coordination of the original creature.

Traits: Alien, Alien Senses (Locate Memories), Memory Drain (see above). The creature also retains any purely physical Traits (like Natural Weapons and Tough) of the original creature.

As the characters move about the museum, they will be confronted with their own memories, some of which may be distorted, incomplete or conflated with others by the feeding process. Pendolin, the caretaker, may act as guide, ally, traitor and/or the monster behind it all, according to the GM's tastes. Through the experience, the GM and players are invited to re-experience and re-examine key moments from the campaign's past. It is a chance to reflect on what has made their characters who they are, the equivalent of a "clip show", but with real jeopardy and mystery.

ULYSSES 519 *(Return of the Rocket Men)*

The Ulysses Colonies are a scattered group of planets spread across numerous star systems. They were settled by Earth colonists during the 23rd Century, at which point they were on the very fringes of the growing Empire. Ulysses 519, and the colony established on it known as Outpost Kappa 537 (later renamed Ford's Rest), is a typical example of these worlds and of the early Earth colonies generally.

Ulysses 519 is a largely barren planet with little in the way of indigenous life. It is mainly composed of red sandy rock but contains trace minerals, including sufficient gold to make it attractive to Earth. Its atmosphere is breathable for short periods, but very sparse. Among the equipment the colonists have brought with them are oxygenators which will generate sufficient amounts of oxygen to make the atmosphere around the colony itself better able to support human life. In the longer term, they have also brought terraforming equipment to change both the atmosphere and the climate of the entire planet.

It takes a certain kind of person to be a colonist: brave, foolhardy even, most of them possessing the tough pioneer spirit. But this is a generalisation, and all types of people with all sorts of motives join the colony groups. Some may be looking to make their fortune or start a new life, others may be idealists following their dreams, and still others may just be trying to escape from something. The usual pattern of settlement is that a core group of around 15 families plus a number of technicians arrives first to set things up. They will assemble the colony's buildings from prefabricated units, set up the oxygenators and start the terraforming equipment, establish the crops and livestock they have brought with them and start surveying. Several more supply runs will bring additional equipment, but it won't be until 6 to 12 months later that the rest of the colonists arrive, perhaps numbering several hundred additional people, all hoping to find the colony established and waiting for them.

As well as the oxygenators and terraforming equipment, the group on Ulysses 519 has brought mining equipment with them, ready to begin locating and extracting the gold that they will rely on to make the colony a success. They have the rocket that they arrived in, but very little in the way of defences – only a handful of rifles, primarily intended as protection against any aggressive

wildlife. Colonies such as Ulysses 519 are therefore prone to be targeted by raiders and pirates such as the dreaded Rocket Men (see V23)! The Ulysses Colonies are actually within the area of space under the protection of the ships of the Galactic Heritage Protectorate, but it will usually take several hours at best for assistance to arrive in response to a distress call.

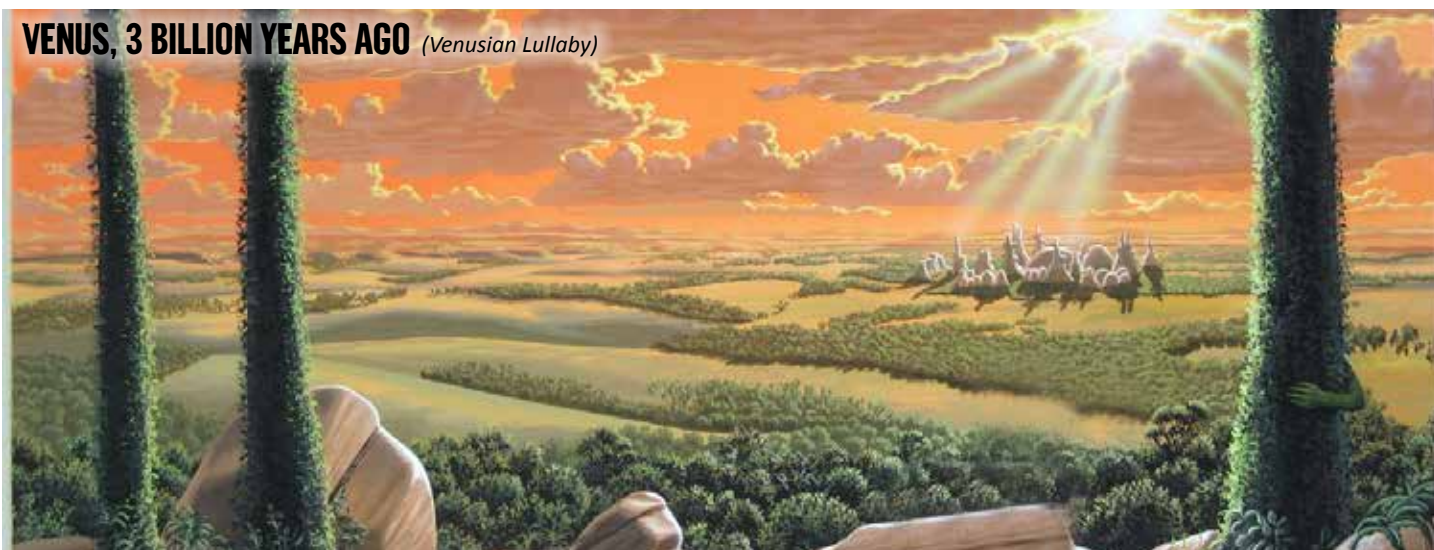
Ulysses 519 has six satellites of varying sizes and orbits. The largest of these, Ulysses 519-A, is a lifeless, rocky moon, sizeable enough to have a low gravity and a thin atmosphere largely made up of xenon. Although currently uninhabited, it could be used to establish a refuelling point for the colony and the search for further mineral riches will undoubtedly spread to this and the other moons in the fullness of time.

PLANETARY DATA : ULYSSES 519

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Thin Earth Standard
CLIMATE: Temperate
SATELLITES: 6
SENTIENT SPECIES: Human colonists
TECH LEVEL: 6

PLANETARY DATA : ULYSSES 519-A

SIZE: Large Moon
GRAVITY: Low Gravity
LAND MASS: The Rock
ATMOSPHERE: Thin Non-Standard Toxic
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: None
TECH LEVEL: 6

VENUS, 3 BILLION YEARS AGO (*Venusian Lullaby*)

Present-day Venus is an inhospitable place, a world with a carbon dioxide atmosphere, sulphuric acid rain, temperatures approaching 500 degrees Celsius and a surface pressure 92 times that of the Earth. But it was not always like this. Three billion years ago, Venus was a planet with a nitrogen-oxygen atmosphere, wide oceans of liquid water and an ecosystem teeming with life, while the Earth was home only to microscopic organisms. A civilisation built by the native Venusians lasted for over three million years, until it was wiped out along with all other life on the planet by a catastrophic rise in temperature.

On this ancient world, large forests cover wide areas of the land masses. One intriguing phenomenon is the petrol forests, the fruit of whose trees actually contain petrol. These forests regularly burn down and rapidly re-grow, and the tree-moles that live in the marshes where they grow are forced to hide down in their burrows during these infernos. Other forests are comprised of chedhanhig and bosifghal trees. Fehiliju mosses are used by the Venusians to create living moss-tapestries and something equivalent to a camera called a mossocular.

Animal life on Venus is very different to that of present-day Earth. As well as the Venusians (see V29) themselves, who are somewhat like giant five-legged starfish, are creatures such as ghifgihoni, which have evolved rotors to fly and are used to carry messages like carrier pigeons, and kigfih, giant insectoids used to pull carts and carriages. By the time that the Doctor, Ian and Barbara visit Venus, the infamous shanghorn has become extinct.

During the Venusians' three-million-year civilisation, numerous cities rose and fell across the planet. In its later years, Cracdhalltar, Bikugih and Inarihib are amongst the more prominent ones. Because of the Venusians' allergy to most metals, they are largely constructed from wood. This means that fire is a constant risk and major disasters are not unknown, the Cracdhalltar Inferno being a notorious example. Venus was eventually rendered lifeless by the continual rise in temperature. The lush forests were gradually replaced by deserts, and the oceans evaporated. It is thought that, unable to leave the planet, the Venusians inevitably succumbed,

baked by the inexorable sun and starved as their food sources disappeared.

Adventure Seed: The Final End?

The TARDISers arrive on Venus 3000 years after *Venusian Lullaby*. The Venusians have overcome their technical limitations, but now every ship they fire into orbit is shot down by an unknown alien race. The time travellers will need to find out what these aliens want and/or how to get around them if they are to save the Venusians from extinction.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Hot (later becoming Desert)
SATELLITES: 0
SENTIENT SPECIES: Venusians
TECH LEVEL: 3

GHIFGILHONI

Attributes: Strength: 1, Coordination: 5, Awareness: 3
Skills: Evasive Flight 3
Traits: Flight (Major), Size: Tiny

KIGFIH

Attributes: Strength: 9, Coordination: 2, Awareness: 2
Skills: Fighting 2
Traits: Armour (5 points), Natural Weapon: Crushing Mandibles 11(5/11/16), Size: Huge

WOTAN ALTERNATIVE *(The Time Travellers)*

In an alternative time track, events happened differently from those in the timeline that we are most familiar with. In 1966 AD, the events of *The War Machines* played out, but in this reality, no Doctor appeared to oppose the menace of WOTAN. To the layman, it simply became known as “The Machine” and utilizing telephone lines and radio waves, was able to enslave large numbers of the human population across the world. Humanity fought back and in 1969, was able to defeat WOTAN and its War Machines. The cost on the human population had been great, however. Humans affected by WOTAN’s mind control became empty shells. They sought some form of guidance or orders, and many were unable to cope on their own. WOTAN had taken many of the best and brightest minds on the planet, leaving the remainder of humanity distracted and leaderless, unable to rebuild world governments or provide the technological developments required to care for the needs of its people.

Eventually, stability came to England and the government was able to rebuild. This new England was a fascist state. One of its early policies called for the rounding up and killing of minorities, allowing resources to be concentrated on the ethnic majority population. This caused the ire of the South Africans who later declared war on England. In this time track, the Mondasian Cybermen had left Mondas before it had exploded and created a colony at the South Pole. With no Z-Bombs or Snowcap Base, this appears to have been a relatively peaceful settlement and the South Africans were able to trade with them for advanced weapons technology.

The technological superiority of the South Africans put England on

the defensive and it was forced to pass the Wartime Assignments Act, which had the following two clauses:

1. An individual who fails, without reasonable cause, to prove that he is designated by the Secretary of State as a contributor to the war effort shall be considered an enemy combatant.
2. Such enemy combatants shall not be entitled to claim any rights, freedoms, or privileges that would otherwise be available to them, and no public authority shall be obliged to respect any such rights, freedoms, or privileges.

By 2006, the war was going badly and London was under siege by the South African forces. The South Africans refused to use air strikes for fear of hitting the Battersea Nuclear Station. It was inevitable that ground troops would eventually infiltrate the city to put an end to the war. On the Isle of Dogs, the government had a research facility experimenting with technology discovered in Shoreditch in 1963. With that technology, they constructed what they believed to be a working time machine (see *The Hoop, G3*) and were preparing to send agents back in time to help themselves win the war. Their initial experiment would have unexpected consequences, however. Fortunately, the Doctor, Ian, Susan, and Barbara arrived in time to help.

Adventure Seed: Just a Jump to the Left

Alternative timelines can be a great way to draw your players into an adventure. Either pick a story that they’re familiar with or use an adventure that you’ve already run. Then show them a universe where things didn’t go so well. Seeing what would have happened had they failed will help raise the stakes in future adventures.

GADGETS AND ARTEFACTS

THE ANCIENT AND WORSHIPFUL LAW OF GALLIFREY *(The Book of Shadows)*

The Ancient and Worshipful Law of Gallifrey appears to be nothing more than a small book, half bound in cloth and leather, but it is in fact an extremely powerful Gallifreyan artefact. The pages within are filled with lines of ancient Gallifreyan script which contain the secret of cancelling out a timeline, allowing the user to roll time back to a point determined by them. A simple reading of the book by somebody willing to activate this effect (and spending the necessary Story Points) is sufficient. The reader does not need to be able to understand what they are reading, but they must be able to read the language even if it sounds like gibberish – simple if there's a working TARDIS on hand.

It isn't certain whether *The Ancient and Worshipful Law* found by the 1st Doctor in the Library of Alexandria is the same book as the similarly-titled volume *The Worshipful and Ancient Law of Gallifrey* which was later in the possession of Professor Chronotis. Given the difference in title, it seems likely that there are several such books, each having their own unique abilities. These volumes are all impervious to damage and have no discernible atomic structure. They should all be stored in the Panopticon Archive on Gallifrey, and quite how *The Ancient and Worshipful Law* made its way to the Library of Alexandria (see L14) is unknown.

THE ANCIENT AND WORSHIPFUL LAW OF GALLIFREY [Special Gadget]

Traits: Time Reversal (Special; 12 points), Restriction – Must be able to read ancient Gallifreyan

Cost: 11 points

SPECIAL GADGET TRAIT – TIME REVERSAL

The gadget has the ability to reverse time back to a given point, so that all those within its effect can relive that time again, making different decisions and changing established history. The Trait costs 3, 6, 9 or 12 points to buy (to determine the limits of the gadget), and each use requires the expenditure of an equivalent amount of Story Points by the user. Note that a gadget with the 12-point version of this Trait can still be used to activate the lesser effects by spending only 3, 6 or 9 Story Points; and similarly with the 6 and 9-point versions.

Effects: For 3 Story Points, the gadget will roll back time by 2D6x10 seconds, affecting an area roughly 1 kilometre in diameter.

For 6 Story Points, it will roll back time by 2D6x10 minutes and affect an area roughly 10 kilometres in diameter.

For 9 Story Points, it will roll back time by 2D6x10 days and affect an area roughly 1000 kilometres in diameter.

For 12 Story Points, it will roll back time by 2D6 years and affect an entire planet.

Because of the potential of this Trait to unbalance the game, players must have the permission of the GM before building it into a gadget for their characters.

THE GAME OF ME *(Campaign)*

The Game of Me is a device of alien origin that Susan picked up in her travels, though she refused to tell even the Doctor which planet it came from. When plugged into the TARDIS console, the Game immerses the players in an alternate reality, or a series of alternate realities, in which they must work out how to win. Indeed, when the players are in the alternate realities they cannot even recall that they are playing a game. Once a player has achieved the objectives of the Game, they become God and are the winner. But finding out what the objectives are is part of the Game, as these change each time the Game is played.



THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

In real time, each Game lasts only moments. But in terms of subjective time within the Game, there is no limit. Each Game could seem to last a lifetime, or many lifetimes, even the lifetime of the universe.

The objectives set by the Game tend to be to learn certain fundamental truths, beliefs or morals. The GM can use it to let the players experience the consequences of their actions or to learn from their mistakes by setting an objective which is personal to them. If they have used violence to resolve an adventure, perhaps the Game will make them relive that adventure until they resolve it by more peaceful means.

Ideally, the players should not be told that they are playing the Game of Me. The GM can set up the adventure as if it were any other adventure in the real world, only revealing that they have been within the Game when one of the PCs wins. At that point, all the characters, even any that died, will wake up in the TARDIS control room and they will only then remember plugging the Game into the console and starting it.



SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the game played by the Doctor, Ian, Barbara and Susan, the players' objective is to discover Aristotle's ten things that define a person and their place within the universe: Substance, Quantity, Quality, Relation, Place, Time, Position, State, Action and Passion (the latter being termed Passivity in the Game). Ian lived through countless lifetimes, each time experiencing his life slightly differently than before. In one, he remembered first meeting Susan and Barbara after a car crash on Barnes Common. In another, he remained in ancient Greece and became a soldier in the army of Alexander the Great (see A5). In another, he

encountered the robots created by the Masters of Luxor (see V21) instead of the Daleks. And in yet another, he and Barbara were Cliff and Lola. Eventually, he realised that he could beat the Game by committing suicide over and over again until there had been enough versions of him to change the rules of the Game, in effect the rules of reality, and become God.

THE HATE MACHINE *(Hunters of Earth)*

During the Second World War, the Nazis worked on developing *Wunderwaffen*, revolutionary "miracle weapons" using advanced technology that they hoped would win them the war. Many of these never made it past the concept stage of development. But one that did was the Hate Machine (*der Hassemaschine*), a device intended to cause disruption behind enemy lines by stimulating hate and anger. The Machine is able to broadcast hypersonic impulses which affect the minds of those sensitive to those frequencies, encouraging hatred of the unlike - strangers, immigrants and refugees perhaps. It is also able to piggyback its broadcast on radio signals to provide it with a greater area of effect, allowing it to use radio receivers to emit the same signal. The broadcast particularly affects the young, whose hearing is still sensitive to hypersonics. Those with the Psychic Training or Indomitable Traits get their usual bonuses to resist, and anybody with the Psychic Trait may be able to detect the signal in the form of an intense headache.

The only Hate Machine known to have been deployed by the Nazis was dropped on London during the Blitz. For unknown reasons, it failed to activate and lay undiscovered and dormant for almost 20 years. It was only when the bombed-out building that it was hidden in was demolished in 1963 that it was disturbed and activated, at which point it caused gangs of youths to become violent, with their hatred focused on Susan, the unearthly child in their midst.

THE HATE MACHINE [Special Gadget]

Traits: Hypnosis (Minor), Area Effect (Special), Transmit (Minor), Restrictions – Bulky (Minor), Only affects the young and others sensitive to hypersonics (Minor)

Cost: 3 points

MAJOR/SPECIAL GADGET TRAIT – AREA EFFECT

A gadget with this Trait can apply one or more of its abilities over an area, rather than against just a single target at a time.

Effects: At the Major level, the affect is applied over a relatively small area, up to 5 metres radius around the gadget. At the Special level, costing 3 points, it affects everything within sight, hearing or some other limit.

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE HOOP *(The Time Travellers)*

The Hoop is the result of extensive research on alien technology recovered from Shoreditch in an alternative version of England (see L26). It is a primitive form of time corridor. Since the Earth moves in space, an anchor must be set in space-time before it is put into use. Once the traveller passes through the Hoop, they should arrive at the anchor point. However, a TARDIS in the vicinity of the Hoop will act as an anchor stronger than the one that the Hoop can generate itself. This anchor will draw any time traveller who passes through the Hoop off target to a position near the TARDIS. This effect is so strong that it will also pull travellers through the Hoop from other time tracks to the TARDIS, although temporal physics keeps them all from materializing at the same time.



The Hoop is a disc 6 feet in diameter, so most humans would be able to pass through its inner circle. When activated, the Hoop makes a guttural “Hrumm” sound and glows a dark, unnatural blue. The air inside the hoop appears to melt. It seems to be replaced by blobs of strange colour swirling with indistinct movement, dreamlike and alluring, and finally, begins to glow with an intensity too bright for the human eye. Your would-be travellers are now ready to step through.

THE HOOP [Special Gadget]

Traits: Vortex, Restriction (requires temporal anchor or the traveller may be lost in time; a TARDIS in close temporal or spatial proximity derails all Hoop travellers to it as a new destination point)

Cost: 3 points

MERLIN'S HELM *(The Sorcerer's Apprentice)*

Avalonian legend (see L2) states that Merlin's Helm was the cap worn by the great wizard himself. With it, he is said to have constructed the great skyboat Prydwen that carried their ancestors across the sea of stars to Avalon. It is said to be an amplifier and concentrator of thaumaturgic power. It is, in fact, a Nodal, one of the devices used by the original inhabitants of Avalon to directly connect with the planetary machine network.

The person the Avalonians remember as “Merlin” is actually the original leader of the colony. He built safeguards into the Helm so that it could not be used except as part of a life-or-death event. In practical terms, anyone putting the helm on who is not able to use the system's “magic” is killed within seconds. Magic Adepts can use the Helm briefly to do just about anything they can conceive

of, within the system's power. After only a few minutes, the Helm burns out their minds and they die.

MERLIN'S HELM [Special Gadget]

Traits: If the user has the Magic Adept Trait (see *Avalon*, L3), he or she has unlimited Story Points to achieve effects, though the GM still determines the cost for purposes of setting the difficulty for the character's Resolve roll. Psychic damage from using Magic Adept with the Helm is 5/7/L/L. If a character does not have the Trait, they may not use Story Points to achieve any effects, but still make a Resolve roll and take damage.

Cost: 5 points

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although already powerful, Morton Dhal (see V19) coveted the power of Merlin's Helm, but knew that it was placed behind a barrier where Avalon's magic would not work. As a result, he lied about his true ambitions and held hostages to create a threat so large, King Magnus sent out an expedition (including Ian and the Doctor) to secure the Helm. Dhal's plan was to use proxies under his control – first Gramling and then Susan and Princess Melissa, to wear and use the Helm to enact his commands until they died.

**MM'X CRYSTALS** *(Venusian Lullaby)*

These small crystals are extremely rare but have a number of remarkable properties. To races which are not yet time-aware, they are either merely decorative or at best they can be used as an energy source. But to time-aware races, mm'x crystals are known to be capable of absorbing energy and disposing of it by multi-dimensional displacement, and they can therefore be used as the basis for building and powering time machines.

The Sou(ou)shi (see V27) acquired a large quantity of mm'x crystals from the Aveletians, one of the races they “saved”, and the Doctor was able to use enough of these to allow him to teleport from one of their ships to a planet's surface. A single crystal isn't sufficient to allow such matter displacement unless the crystal is being used as a component in a time machine. But access to several hundred

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crystals will certainly be enough to at least attempt it.

In order to replicate the Doctor's feat, a character must have both the Feel the Turn of the Universe and Vortex Traits. It then requires a Resolve + Ingenuity roll to focus on the crystals correctly, plus an expenditure of Story Points. The difficulty of the roll and the number of Story Points depends on the distance in time and space to be travelled, according to the following table:

Distance in Space	Distance in Time	Difficulty	Story Points
Up to 100 metres	Up to 1 hour	18	1
Up to 10 km	Up to 1 day	20	2
Up to 1000 km	Up to 1 year	22	3
Same planet	Up to 1 century	24	4
Same star system	Up to 10 millennia	26	5
Same galaxy	Up to 1 million years	28	6
Another galaxy	Up to 1 billion years	30	7
Another dimension	Beyond	32	8

Hours, days, years, etc. refer to Earth standard and should be converted to the local equivalent. For travel in both time and space, use whichever has the higher difficulty and cost and add +2 difficulty and +1 Story Point. Any failed attempt will cost the character a single Story Point instead of the listed cost.

The quantity of crystals available may limit the maximum distance in time and space that may be travelled. If this is the case, the GM should decide the capability of the crystals available, e.g. there are only enough crystals to be able to travel up to 1000 kilometres and/or 1 year.

NEURAL NETWORK WEBSSET *(Ten Little Aliens)*

Neural network websets allow their wearers to share experiences in real time. The websets themselves appear to be fragile metal headbands, and wearers will receive sensory input from all other websets in their network. The devices work by interpreting the optical data being transferred from the retina to the brain via the optic nerves.

Although the data transfer is triggered by the optic nerve, a webset picks up all sensations being experienced by its wearer including sound, touch/pain and strong emotions, allowing a more personal link between the members of the network. With concentration, a wearer can even read the thoughts of another wearer in the network, but if the other wearer resists this, it is a contest of Ingenuity + Resolve.

Each person in the network can only concentrate on data from one other webset at a time and so flips through to choose who to follow, like changing channels on a TV. Of course, the GM should apply penalties to a wearer's own actions if they are concentrating on the experiences of one of their colleagues. Particularly strong feedback can however be broadcast to all members of the network irrespective of who they have tuned into. So pain or strong emotional reactions, for example, will be received by all.

The websets also allow the recording of the experiential data, so that it can be replayed and reviewed after the event.

In the latter half of the third millennium, neural network websets are commonly used by Earth troops, primarily in reconnaissance and infiltration scenarios. The major drawback of these devices is that without optical input they do not function. In semi-darkness, the wearers each have a -4 penalty to receive clear data, and in total darkness the websets do not function.

NEURAL NETWORK WEBSSET [Major Gadget]

Traits: Networked (Major), Data Storage (Minor), Restriction – Doesn't work in darkness (Minor)

Cost: 2 points

RANGER *(The Wanderer)*

The Ranger is an information-gathering device developed by the alien Dahensa (see V5) to monitor life on a planet as a precursor to invasion. When it has reached the limit of its information retention capabilities, it is collected by the Dahensa, and the information contained in the device is vented to the assembled host, in effect instantly giving anyone in range the full benefit of the stored information. Beings in contact with the Ranger can review the information stored telepathically without the venting process being initiated.



When damaged, a Ranger can become very dangerous. When the Dahensa sent one to Earth, it started leaking data, as well as chronon particles from its damaged power source. The latter had deleterious effects on time travellers, causing 1/3/5 points of contamination damage +1 point per year of time travel beyond the first, per hour in its vicinity (taking that damage immediately upon contact). The damaged Ranger also began scanning Earth's future rather than its present, collecting data at the rate of 1,000 years per day. Non-time travellers in its vicinity gained future information contained in the device through visions and dreams, until their minds overload and fall into a coma. If left untreated, they would die. Such characters must make Ingenuity + Resolve rolls every hour (and immediately upon contact), taking 1/2/3 points of damage to Presence. Once a damaged Ranger has filled itself with information, it will vent the knowledge as a psychic projection over the world it is occupying. The chronon contamination can be cured by taking the Ranger into the time vortex.

RANGER [Special Gadget]

Traits: Area Effect (Special; at full capacity, vents information across an entire space fleet or planet), Data Storage, Scan, Transmit

Cost: 3 points



THE STONE OF SCONE *(Set in Stone)*

So far as the general public are concerned, the Stone of Scone is a block of red sandstone which was traditionally used for the coronations of the Kings of Scotland. It is approximately 660mm x 425mm x 270mm with an iron ring set at either end, and weighs 152kg. Until 1296, the Stone resided at Scone Abbey near Perth, but it was captured as spoils of war by Edward I of England and taken to Westminster Abbey. There, it was incorporated into St Edward's Chair, which has been used in many coronations since then. In 1950, the Stone was accidentally broken in two when it was stolen by Scottish Nationalists who intended to return it home, though it was repaired prior to it being recovered. The Stone was eventually returned to Scotland in 1996 and has since been kept at Edinburgh Castle along with the Crown Jewels of Scotland. The Stone of Scone is also known as the Stone of Destiny, the Coronation Stone, the Stane o Scone or An Lia Fàil.

In reality, the Stone is a psychic life-form native to the planet Micah. However, its inert state means that it is more appropriate to treat it as a gadget rather than a living creature. How it came to be on Earth and become the Stone of Scone is lost in the mists of time. The Stone can detect the thoughts of whoever comes into physical contact with it and broadcast those thoughts to all others nearby. These thoughts are at a very general level, mainly emotions, desires and impulses. It was in this way that the monarchs who came into contact with the Stone at their coronations were able to influence the courtiers and ministers around them. The Stone can be used to generate loyalty, rouse public opinion or calm crowds, for example. However, unless the person in contact with the Stone is aware of its powers, this will all be at a subconscious level. Nobody affected by this has any inkling that anything unusual is going on, and the process feels like the normal generation of thoughts and feelings.

In terms of using the Stone of Scone in an adventure, the potential for the Stone to be misused by a despot is clear. It is also possible that the presence of an alien creature in such a position of prominence will attract attention, maybe of the unwelcome kind...

THE STONE OF SCONE [Major Gadget]

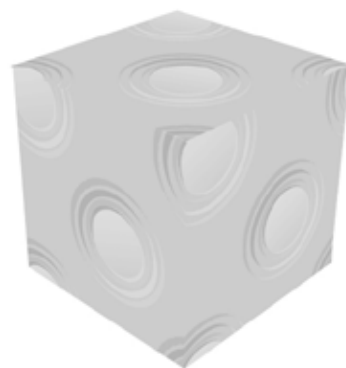
Traits: Hypnosis (Minor), Scan, Transmit, Restriction – Bulky (Major)

Cost: 2 points

TARDIS EMERGENCY EVACUATION MODULE

(City at World's End)

The Doctor's TARDIS is fitted with an emergency evacuation module, essentially a portion of folded space which can be used to provide additional room inside the ship for storage or as a panic room, or be separated to form a lifepod. Its default appearance is as a cube measuring a foot across, formed out of small intersecting angled panels dimpled like miniature versions of the walls inside the TARDIS itself. Its extradimensional nature makes the cube difficult to look at, as it gives the impression that the panels form corridors that stretch away into the cube for many yards. With external power, the cube can be expanded to allow entry and exit, and its internal dimensions are capable of containing up to 150 people. However, the mass of whatever is within the module does not register from the outside.



If the situation requires, the module can be separated from the TARDIS, requiring an Ingenuity + (either Technology or Transport) roll with a base Difficulty of 12, with the operator requiring the Vortex trait to accomplish this. But beware! A Disastrous result will cause the TARDIS' internal dimensions to collapse! The module itself is not capable of travelling in time and space; it is merely a safe haven in the event of disaster and its occupants can only shelter inside until rescued or it is safe to emerge. As the module is built using the same Block Transfer Computations as a TARDIS, it is similarly resistant to outside damage or influence.

An emergency evacuation module can be considered to be standard on all TARDIS models from Type 40 onwards.

TARDIS EMERGENCY EVACUATION MODULE

Armour: 20*. Hit Capacity: 20. Speed: N/A.

*As with TARDISEs, this doesn't represent "physical" protection so much as Temporal Invulnerability provided by the extradimensional nature of the module. Unless the doors are open, no force can penetrate the module's internal dimensions unless it can bypass or punch through the dimensional interface. In game terms, the damage done must be in excess of the Armour number. See page 112 of *The Time Traveller's Companion* for further details.

TEST VESSEL HANK MORGAN 4 *(The Anachronauts)*

The Test Vessel Hank Morgan 4 is an experimental timeship from the distant future, thousands of years after even Sara Kingdom's time. It has been developed as a weapon for the Earth to use in a

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war against something known as the Wall of Noise, a force which has been devastating entire solar systems.

The vessel appears similar to a small spaceship but is fitted with time engines. The nature of its technology is largely organic, with components resembling fleshy tendrils and matter disturbingly similar to scrambled eggs. When damaged, this organic technology quickly decomposes.

The timeship is designed for a 5-man crew of time pilots. It is a relatively small vehicle and conditions inside are cramped. During the test voyages, it is crewed by technicians rather than soldiers, commanded by Natalie Lang.

TEST VESSEL HANK MORGAN 4

Armour: 10. Hit Capacity: 20. Speed: 0.

Traits: Vortex (Special). Cost: 8 Story Points. [Special Gadget]

TIME CRASH !

On its maiden test voyage, Test Vessel Hank Morgan 4 collided with the TARDIS while in the Vortex. Essentially, the two ships tried to occupy the same place in time and space and although both were heavily damaged, the TARDIS's emergency systems prevented a more serious catastrophe. The crews of both vessels were deposited on a small, uninhabited island covered in thick jungle. The Hank Morgan 4 lay broken on the beach, its organic innards open to the air. The only sign of the TARDIS was the food machine, the rest of its structure and contents lost in the accident or deposited elsewhere on this unidentified world.

The only other "life" the refugees encountered was what the Doctor identified as a Time Sprite. This semi-opaque apparition was taller than a man. Long, gaunt and pale, it appeared to be the ghost of a woman, ancient and forlorn, with black depthless eyes. It swooped over the heads of the two crews, seemingly guarding the time engines of the Hank Morgan 4, and could appear and vanish at will. The Doctor believed that Time Sprites were merely creatures from Gallifreyan fairy tales, not real. One is said to be trapped in the heart of every TARDIS. This one had apparently broken free in the collision and was remaining close to the nearest equivalent to the TARDIS' engines that it could find.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In actuality, the island that the crews of the two time machines found themselves stranded on was an artificial reality created by the emergency systems of the TARDIS. The TARDIS needed time to heal itself from the damage it had incurred and generated this reality to keep everyone safe. It was even able to heal any injuries sustained by anyone while in this constructed environment. The TARDIS created the Time Sprite to keep the crews distracted whenever they tried to examine

the time engines, so that they would not interfere with the healing process. Although the Time Sprite seemed to threaten them, its attack only put its targets into a peaceful sleep.

This scenario is a more sophisticated version of the TV episode *The Edge of Destruction*, with the TARDIS crew trying to work out what is happening from bizarre clues provided by the ship itself. The GM can use the concept of timeships colliding to provide the players with similar challenges, dropping them into a strange environment created by the TARDIS and presenting them with threats that are actually less deadly than they appear. The efforts of the PCs could well work against the recovery of the TARDIS and put them all into real danger.

TIME SPRITE

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

SKILLS

None (the Time Sprite's Strength-draining gaze uses Awareness + Coordination)

TRAITS

Fear Factor 2

Flight (Major)

Immunity – does not take physical damage, including from energy weapons)

Natural Weapons – Strength Drain: The Time Sprite's gaze temporarily drains 2(1/2/3) points of Strength (*anyone reduced to zero falls into a peaceful sleep from which they cannot be woken for several hours*)

Robot

Teleport

TECH LEVEL: N/A

STORY POINTS: 4

OFF-OFF CANON: THE PETER CUSHING FILMS

DR. WHO (1st in *Dr Who and the Daleks*)

Dr Who is an English scientist and inventor whose proudest achievement is the creation of TARDIS (standing for "Time and Relative Dimension in Space"). TARDIS is a machine capable of travelling in both time and space, which looks like a typical British police box from the outside, but is far bigger on the inside. Note that it's never referred to as "the TARDIS", just "TARDIS". Using TARDIS, Dr Who has been able to journey into the past and future and even to other worlds, often accompanied by his granddaughter Susan (see X2) and other relatives and friends. His control over where TARDIS will take them is rather shaky though, and he is as likely to end up in Roman times as he is to be able to return them all home!

Dr Who seems to be around 70 years old, and although he appears to be dodderly on occasion, he's still full of energy. Dr Who is from the 1960s, but he is usually dressed in clothing that wouldn't look out of place towards the beginning of the 20th century, including a red velvet jacket, pale yellow waistcoat and blue cravat. He is the epitome of the eccentric scientist and can be rather absent-minded, often forgetting people's names. But his mind is actually very astute. Dr Who's intellectual curiosity can lead him and his companions into trouble, such as the time he pretended that TARDIS was broken so that he could explore the Dalek city on Skaro (see X7), not realising the danger they were in!

Although Dr Who is from the 1960s, many of his inventions are way ahead of his time.

ALL DALEKS, ALL THE TIME

The third film planned, *Daleks vs. Mechons* was based on the TV serial *The Chase* (a fan-made trailer can be found on YouTube under the proposed title), so Daleks may well be the only possible antagonists in a Dr Who game. A GM playing the role of the film makers could craft games based on each successive Dalek story, from *The Daleks' Master Plan*, through *Power of the Daleks*, *The Evil of the Daleks*, and so on.

DR WHO



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

SKILLS

Convince 3, Knowledge 4, Medicine 2, Science 5 (AoE: Physics), Subterfuge 3, Survival 2, Technology 6, Transport 2

TRAITS

Adversary - Daleks
Boffin
Brave
Code of Conduct – Help those in need
Eccentric
Empathic
Experienced x2
Forgetful
Insatiable Curiosity
Technically Adept

EQUIPMENT

TARDIS, pince-nez spectacles, fob watch
Note that Dr Who doesn't carry a key to TARDIS, as its door doesn't even have a lock!

TECH LEVEL: 5

STORY POINTS: 6



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SUSAN *(1st in Dr Who and the Daleks)*

Susan is the granddaughter of Dr Who (*see X1*) and is usually referred to as Susie by her grandfather. She is a prodigiously intelligent girl of around 10 years of age and has a keen interest in science. In fact, her grandfather claims that she helped him build TARDIS! Susie has accompanied her grandfather in a number of his journeys in TARDIS, facing perils with a courage beyond her years. She shares her grandfather's enquiring mind and is fascinated by the worlds that TARDIS can take them both to. Ultimately though, she is a child rather than a mature adult.

Susie's surname is not known. It's possible that it is "Who", the same as her grandfather, but this has never been confirmed. She has an older sister named Barbara (*see X2*), and a cousin, Louise (*see X5*).

THE DALEK MOVIES WITHIN THE TV CONTINUITY

Although the Dalek movies are usually considered to be outside the continuity of the TV series, there are of course ways around this for GMs who wish to combine the two universes. Perhaps the most obvious suggestion is that maybe the real Doctor has used the Chameleon Arch in his TARDIS in order to disguise himself as human and, as in *Human Nature*, he no longer has any knowledge of his real identity. The GM would still need to come up with an explanation as to why Susan, Ian and Barbara are also different from their TV counterparts, so perhaps a wider warping of reality has occurred on this occasion. But why would the Doctor need to do this? Who or what are he and his companions hiding from? And why are they re-experiencing some of their previous adventures?

A scenario which was proposed by Peter Cushing himself is that the Doctor and his friends have been captured by the Celestial Toymaker and are being forced to re-enact some of their past adventures before they can re-gain their true bodies and memories. Similar explanations involving the Land of Fiction, the Matrix on Gallifrey or the Game of Me (*see G1*) could be used. The GM could run a series of adventures using one of these solutions, with the PCs not even knowing their true origins and having to work this out during the course of the season.

Alternatively, perhaps Dr Who is a version of the Doctor from another reality entirely, a parallel universe in which the Time Lords do not exist. With this background, Dr Who could feature as an NPC who could team up with the real universe's Doctor against his old enemies the Daleks. Or vice versa, Dr Who could be one of the PCs, and the Doctor from the TV series could pop up as a guest-star.

SUSAN

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

SKILLS

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

TRAITS

Brave
Face in the Crowd
Inexperienced
Insatiable Curiosity
Run for Your Life!
Sense of Direction

TECH LEVEL: 5

STORY POINTS: 15



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BARBARA (*Dr Who and the Daleks*)

Barbara is the granddaughter of the scientist and inventor known as Dr Who (*see X1*) and is the elder sister of Susan (*see X2*). She is an attractive young woman in her mid-20s, usually wearing her hair in the blonde bouffant style popular in the 1960s. Although not a scientist herself, she shares both Dr Who's and Susan's interest in popular science. As with Susan, Barbara's surname isn't known but it may well be "Who"!

Barbara and her boyfriend, Ian Chesterton (*see X4*), were with Dr Who and Susan when they were accidentally catapulted through time and space in TARDIS, finding themselves on the planet Skaro. Although Barbara wanted to return to London immediately rather than explore their surroundings, she later showed that she had hidden reserves of courage when the group had to escape from the Daleks (*see X7*). Barbara accompanied Ian and the Thal party through the hostile Skaro landscape to infiltrate the Dalek city through a series of tunnels in the mountains.

Although it is likely that both Ian and Barbara experienced other adventures before Dr Who managed to get back home, they weren't present during Dr Who's next encounter with the Daleks in the year 2150AD.

COMPARING THE TWO BARBARAS

The Barbara of the first Dalek movie is a much less central character than her TV counterpart, her role largely reduced to providing the glamour among the four time travellers! Unlike the small-screen Barbara, she does not seem to be a schoolteacher and actually shows more interest in science than history. This Barbara is a much more placid person, less prone to arguing with Dr Who than small-screen Barbara is with her Doctor. In fact, she could easily fall into the trap of becoming a classic damsel-in-distress, though she is given a few moments to shine, particularly during the latter half of the film.

BARBARA

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

SKILLS

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

TRAITS

Attractive
Face in the Crowd
Unadventurous

TECH LEVEL: 5

STORY POINTS: 12

THE UNIVERSE OF DR WHO

To be clear, Dr Who is not an incarnation of the Time Lord known as the Doctor... or is he? From the limited information available, he appears to be human, not a mysterious alien on the run from his own people. As a result, he has very little knowledge of what he will find on the various alien worlds that he and his companions visit. A campaign run using Dr Who and other characters from the Dalek movies will be a little different from a standard Doctor Who setting. Without the continuity of the TV series to draw on, the GM is free to re-imagine existing concepts such as the Cybermen or create a completely new background virtually from scratch. Of course the Daleks are already established in this continuity, but even here relatively little is known about them and the GM is free to improvise.

If adventures in this universe are to have the same feel as the Dalek movies, they will be lighter in tone, with more elements of comedy. Action will be more cinematic in approach and storylines will be less complex. That's not to say that adventures cannot contain more serious elements: the second Daleks movie, *Daleks' Invasion Earth 2150AD*, certainly retained some of the grim concepts from the TV version, but didn't focus on them so much.

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IAN CHESTERTON *(Dr Who and the Daleks)*

Ian Chesterton is the boyfriend of Barbara (see X3). He is rather clumsy and prone to comic accidents. In fact, it was Ian who accidentally set TARDIS in motion, plunging them all into their adventure on the planet Skaro. Ian is also not the brightest button in the box, and although he can be resourceful at times, he finds himself lost when faced with the complexities of science.

Although not outwardly brave, Ian can summon up his courage if needed, particularly to protect Barbara (see X3). Even though his legs had been paralysed by a Dalek blast, he tried to volunteer to make the perilous journey back to TARDIS to fetch the anti-radiation drugs left for them by the Thals. He was later able to prove his mettle during the party's escape from the Dalek cells and again during the Thal expedition through the mountains to find a secret way into the Dalek city. In fact, it was Ian who tricked the Daleks (see X7) into destroying their own control panel and the source of their power.

Although he and Barbara seem to have had further journeys in TARDIS, at least until Dr Who (see X1) managed to get them safely home, Ian is not the adventurous type. Like Barbara, he wasn't present when Dr Who and Susan (see X2) next encountered the Daleks in 2150AD.

**IAN CHESTERTON**

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

SKILLS

Athletics 2, Convince 2, Fighting 1, Knowledge 2, Marksman 2, Subterfuge 2, Survival 1, Transport 2

TRAITS

Clumsy
Face in the Crowd
Lucky
Unadventurous

TECH LEVEL: 5

STORY POINTS: 12

COMPARING THE TWO IANS

The Ian of the first Dalek movie is not an action hero in the mould of the Ian of the TV series. Although he has moments of courage, he is a less active character and is really the comic foil of the film. From the opening scene when he sits on the box of chocolates he had brought as a gift for Barbara, to the closing moments when he races around TARDIS's controls, pressing buttons and pulling levers at random, the big-screen Ian is portrayed as a bit of a buffoon. Although almost nothing is learned of this Ian's background, it is unlikely that he is a science teacher, and almost certainly not one of Susan's schoolmasters. Indeed, Susan doesn't seem very impressed with Ian and his antics. And yet, Ian does have his heroic moments in the film, it's just that they are mixed with instances of slapstick and humour.

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LOUISE (*Daleks' Invasion Earth 2150AD*)

Louise is the niece of Dr Who (see X1) and the cousin of Susan (see X2) – actually a cousin once removed. Very little is known of her background, but she accompanied Dr Who, Susan and Tom Campbell (see X6) in their trip in TARDIS which took them all to a future London which had been invaded by the Daleks (see X7).

Louise is an attractive woman in her 20s, with dark hair. She is friendly and helpful. She enjoys travelling in TARDIS and is protective of Susan. In the future London, Louise found herself captured by the underground resistance and was with them during their abortive attack on the Dalek saucer. When that failed, she stowed away on board the saucer, where she was reunited with Tom Campbell, and together they made their way to the Daleks' mines in Bedfordshire.

LIFE BEYOND THE DALEK MOVIES

Although plans for a third Dalek movie were dropped, *Daleks' Invasion Earth 2150AD* was not Louise's only adventure in TARDIS. She also appeared in a comic strip in a special issue of Doctor Who Magazine published in 1996. In *Daleks Versus the Martians*, TARDIS takes Dr Who, Susan and Louise to the red planet where they help the native Martians (not Ice Warriors in this alternative universe) against the invaders from Skaro!

Dr Who and Susan went on to appear in another adventure, this time featuring Ian and Barbara instead of Louise. The short story "The House on Oldark Moor" was included in the BBC anthology *Short Trips and Side Steps*, published in 2000.

And as far back as 1966, Dr Who himself starred in Journey into Time, a pilot episode for a proposed radio series of his adventures! In this series he would again have been accompanied by Susan, this time with her friend Mike. Sadly, the series was never commissioned and the recording of the pilot episode has long been lost (though the script has been published in #3 of the fanzine *Nothing at the End of the Lane*). But it is interesting to speculate as to how the world of Dr Who would have been expanded upon if the series had gone ahead.

LOUISE

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

SKILLS

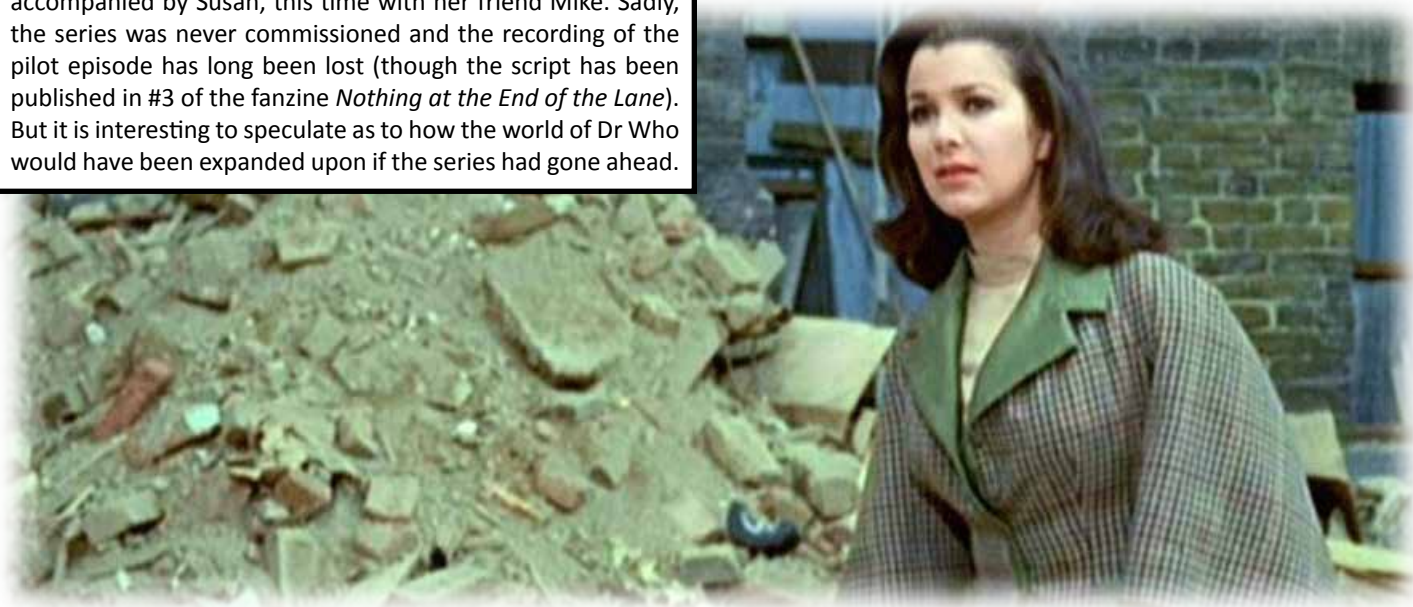
Athletics 2, Convince 3, Knowledge 2, Marksman 1, Medicine 1, Science 1, Subterfuge 3, Technology 2, Transport 1

TRAITS

Attractive
Brave
Charming

TECH LEVEL: 5

STORY POINTS: 12



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TOM CAMPBELL *(Daleks' Invasion Earth 2150AD)*

Tom Campbell is a police constable who accidentally stumbled into TARDIS to phone for assistance following a robbery at a jewellery store. Before he realised his error, Tom was whisked away into the future with Dr Who (see X1), his granddaughter Susan (see X2) and Louise (see X5), his niece.

Tom was initially sceptical about Dr Who's claims that they had travelled in time and space, and threatened to arrest him for wasting police time! But the sight of London in ruins soon convinced him of the truth that he was no longer in the 1960s, and he found himself in a struggle to free the Earth from the grip of the Daleks (see X7)! In fact, Tom was instrumental in deflecting the Daleks' bomb when it was dropped towards the centre of the Earth, which proved to be their downfall. At the end of this adventure, Tom asked Dr Who to return him back a few minutes before he had first stepped into TARDIS and he was able to catch the jewel thieves in the act!

Tom is a trained police officer and for the most part keeps a cool head. At first finding himself out of his depth in the London of 2150AD, Tom quickly adjusted and proved to be a dependable ally of Dr Who. Although he returned home after his trip in TARDIS, it is possible that he has met up with Dr Who and his family again to join them in further adventures. Tom is a genial character, honest and friendly.

TEMPORAL PARADOXES IN THE MOVIES UNIVERSE

Unlike the continuity of the TV series, it appears that the Web of Time is much more flexible in the universe of the Dalek movies. When Tom Campbell returns to the 1960s, he arrives a few minutes before he left in order to foil the robbery. Whereas in *Father's Day*, for example, the 9th Doctor and Rose saw themselves when they went back to witness Pete Tyler's death a second time, in the film there isn't a second, earlier version of Tom Campbell being knocked out by the robbers. Neither is there another version of TARDIS already on the spot that it had been at the start of the film. Tom being able to arrest robbers before they would have knocked him out does not create a temporal paradox: time just continues as if this was what happened all along. Clearly the GM is free to introduce timey-wimey complications into a campaign based in the world of the Dalek movies. But a more faithful representation would be to ignore the complicated stuff and just go with straightforward action – Steven Moffat need not apply!

PC TOM CAMPBELL

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

SKILLS

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

TRAITS

Brave
Code of Conduct – Uphold the law
Face in the Crowd
Sense of Direction

EQUIPMENT

Policeman's whistle, notebook and handcuffs. He's lost his truncheon somewhere along the way.

TECH LEVEL: 5

STORY POINTS: 12



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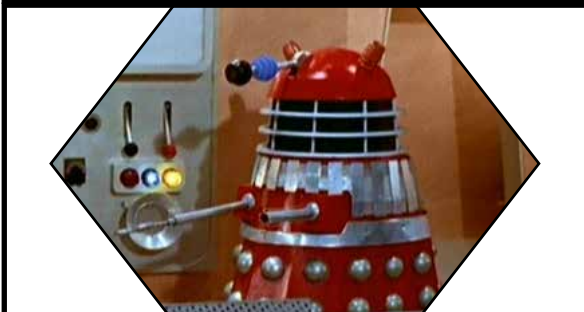
DALEKS (*Dr Who and the Daleks; Daleks' Invasion Earth 2150AD*)

The Daleks of the movies are larger than their TV counterparts, more colourful and more impressive. They share many of the abilities of their small-screen cousins, and also many of their weaknesses. Their weapon fires a kind of high-pressure gas rather than energy.

The Daleks are mutants from the planet Skaro, survivors of a bitter war against the Thals. Dr Who speculated that the first time he encountered them was in the far future, by which time the Daleks had retreated inside their city. In fact, they had become so dependent on the technology around them that they were not able to leave it. The Dalek casings required static electricity drawn from the metal floors of the city in order to power themselves. If contact with the floor is lost, the casing becomes inert.

Dr Who's (see X1) second encounter with the Daleks was paradoxically in the much closer future of the year 2150AD. These Daleks had left Skaro in order to conquer the universe. They were powered independently and didn't require an external source of static electricity. However, they proved themselves vulnerable to strong magnetic fields, their motive units going haywire and causing them to spin out of control and even crash into walls with force sufficient to crush their casings!

The Robomen of the Daleks movies are similar in concept to their TV versions: they are humans who have been subjected to "robotisation" and are controlled by commands broadcast to their helmets. Unlike the TV Robomen, the movie versions' humanity can be restored if their helmets are removed. Robomen wear a black PVC uniform and are armed with a variety of weapons, including submachine guns, whips and clubs.

DALEK

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

SKILLS

Convince 2, Fighting 2, Marksman 3, Medicine 1, Science 2, Survival 2, Technology 3

TRAITS

Armour – 10 points
Cyborg
Environmental (Minor) – Can survive underwater
Fear Factor 3
Natural Weapon (Major) – Exterminator: L(4/L/L)
Restriction – Requires static electricity for power (*Skaro Daleks only*)
Scan – Interface with computers
Technically Adept
Weakness – Magnetism (*Invasion Earth Daleks only*)

TECH LEVEL: 6

STORY POINTS: 3-5

ROBOMAN

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

SKILLS

Fighting 2, Marksman 2, Technology 1

TRAITS

Fear Factor 1
Enslaved
Networked
Slow Reflexes
Weakness (Minor) – Revert to human if helmet removed

EQUIPMENT

Submachine Gun: 5(2/5/7) damage
Club: Strength +2 damage
Whip: 2(1/2/5) damage

TECH LEVEL: 6

STORY POINTS: 0

OMITTED BUT NOT FORGOTTEN

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

JAMES STIRLING



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

James Stirling was an agent of the English government sent to France to learn what the French government's post-Revolutionary plans for England were. Posing as government official Lemaitre, he had access to First Deputy Maximilien Robespierre. Contrary to appearances, Lemaitre did not turn out to be the renegade Time Lord otherwise known as the Master. (The Reign of Terror)

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 2, Marksman 2, Subterfuge 3 (AoE: Impersonation), Survival 2, Transport 1

TRAITS

Brave
Dark Secret – Working for the enemy
Face in the Crowd
Obligation (Major) – to England
Voice of Authority

TECH LEVEL: 3

STORY POINTS: 8

NAPOLÉON BONAPARTE



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

Napoléon Bonaparte was a French military and political leader who rose to prominence during the latter stages of the French Revolution and its associated wars in Europe. Barbara Wright and Ian Chesterton met the young Napoléon during a visit to Paris on 28 July 1794, when they became involved in the plot by Napoléon and Paul Barras to overthrow Maximilien Robespierre. (The Reign of Terror)

SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 2 (AoE: Military Tactics), Marksman 3, Science 1, Subterfuge 2, Survival 2, Technology 2 (AoE: Military Hardware), Transport 1

TRAITS

Authority – General, and later Ruler of France
Brave
Distinctive
Friends – French army
Photographic Memory
Voice of Authority

EQUIPMENT

Horse (Marengo): Hit Capacity 6, Speed 8, Brave, Tough

TECH LEVEL: 3

STORY POINTS: 8

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NERO



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

Nero was the fifth Emperor of the Roman Empire during the 1st century. He was about to kill the Doctor out of jealousy for his musical skills when the Time Lord set fire to the Emperor's plans for a new Rome, which had been rejected by the Senate. This inspired Nero to burn the old capital so he could build a city in his image on top of the smoldering ruins. (The Romans)

SKILLS

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

TRAITS

Authority – Roman Emperor
Charming
Distinctive
Eccentric – Jealous of other musicians; Acts like a little boy; Supreme egotist (Minor)
Friends – Roman Empire
Lucky
Selfish
Sense of Direction

EQUIPMENT

Lyre

TECH LEVEL: 2

STORY POINTS: 6

TYPICAL GLADIATOR



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

Gladiators were armed combatants who entertained audiences in the Roman Republic and Empire in violent confrontations with other gladiators, wild animals, and condemned criminals. Some gladiators were volunteers who risked their legal and social standing and their lives by appearing in the arena. Most were despised as slaves, schooled under harsh conditions, socially marginalized, and segregated even in death. (The Romans)

SKILLS

Athletics 2, Fighting 3, Transport 2 (AoE: Charriot)

TRAITS

Brave
Enslaved
Tough

EQUIPMENT

Armour and shield: Reduces damage by 3 points without shield, by 5 with shield
Charriot: Hit Capacity 6, Speed 7
Gladius: Strength +2 damage
Net (iaculum): Entangles on a successful throw; escaping the net is a Coordination + Athletics roll with a difficulty based on the throw's level of success – Normal for Success, Tricky for Good, Hard for Fantastic
Trident: Strength +2 damage, extra reach

TECH LEVEL: 2

STORY POINTS: 2-4

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LARVAE GUN



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

Also known as *Venom Grubs*, Larvae Guns are ostensibly the larvae of the Zarbi and will one day mature into the ant-like giants of the planet Vortis. Before they are fully grown, they are used by the Zarbi to guard their warrens with their powerful venom jet. Their function was subverted by the Animus to fight in the Zarbi-Menoptra war. The Zarbi's life cycle remains largely mysterious, so it is not known how or when a Larvae Gun pupates to become a Zarbi. At some point in the history of Vortis, it was visited by Raxacoricofallapatorians who harvested Venom Grubs to use in criminals' executions. The Slitheen Family, for example, fear being thrown into a pit of the things were they to ever return to their home world. (The Web Planet)

SKILLS

Marksman 2

TRAITS

Alien
Alien Appearance (Major)
Armour – 5 points
Enslaved
Natural Weapon: Venom jet 5[3/5/7]
Weakness – If turned on their backs, Zarbi Larvae are disabled and unable to regain their footing

TECH LEVEL: N/A

STORY POINTS: 0

KING RICHARD



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

Richard I of England, nicknamed *Richard Cœur de Lion* or *Richard the Lionheart*, was King of England in the late 12th century. He was succeeded by his younger brother John. While he led his troops in the Third Crusade, accompanied by his sister Lady Joanna, he worried that John would usurp his throne back in England. Richard assisted the Doctor and Ian Chesterton in reclaiming Barbara Wright after her capture by Saracens. He knighted Ian Chesterton as *Sir Ian of Jaffa*. (The Crusade)

SKILLS

Athletics 1, Convince 4, Fighting 3, Knowledge 2 (AoE: Military strategy), Marksman 1, Subterfuge 1, Survival 2

TRAITS

Adversary – Saracens
Attractive
Authority – King of England
Brave
Code of Conduct – Christian Chivalry
Friends – Crusaders
Voice of Authority

EQUIPMENT

Armour: Richard rides into battle with 5 points of Armour
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6

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SALADIN



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

Ṣalāḥ ad-Dīn Yūsuf ibn Ayyūb, better known as Saladin, was a Kurdish Saracen Sultan of Egypt and Syria and military leader during the Third Crusade. One of his brothers was Saphadin. He had a reputation as a democratic man, and the Doctor had always wanted to meet him, though he was not afforded the opportunity of doing so during his visit to late 12th century Palestine. Barbara Wright did, however, and impressed the Saracen leader. (The Crusade)

SKILLS

Athletics 1, Convince 4, Fighting 2, Knowledge 3
(AoE: Military strategy), Science 1, Subterfuge 1, Survival 2

TRAITS

Adversary – Crusaders
Authority – Sultan of Egypt and Syria
Brave
Code of Conduct – Islamic Chivalry
Friends – Saracen army
Voice of Authority

EQUIPMENT

Armour: Saladin rides into battle with 5 points of Armour
Sword: Strength +2 damage

TECH LEVEL: 3

STORY POINTS: 6

THE ABBOT OF AMBOISE



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

Right-hand man of the Cardinal of Lorraine, the religious leader of the Catholics in France. He was strongly anti-Huguenot and a member of the conspiracy to assassinate Admiral Gaspard de Coligny. When the plan failed, Marshal Gaspard de Saux-Tavannes blamed him for it and had him executed. His death was blamed on the Huguenots, a religious minority living in Paris at the time. Strangely, the Abbot was a physical double of the First Doctor. The Doctor's companion Steven thought at first that the Abbot was the Doctor in disguise. (The Massacre)

SKILLS

Convince 2, Knowledge 3, Subterfuge 2

TRAITS

Authority – Second-in-command of French Catholics
Code of Conduct – Devout (if amoral) Catholic
Dark Secret – Part of a conspiracy to assassinate the Admiral the Coligny
Special – The Abbot looks exactly like the First Doctor
Voice of Authority

EQUIPMENT

Walking stick

TECH LEVEL: 3

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.

Frayed [V7, L11]

On a blasted world called Iwa, your player characters find themselves in the middle of a war they cannot understand. Who will save the people from the enemies from both outside and within?

A Big Hand for the Doctor [V26]

London, 1900. A strange beam of soporific light, a host of marauding Soul Pirates intent on harvesting human limbs, and the player characters are promised a dangerous journey into a land they may never forget...

Quinnis [V16, L18]

The planet Quinnis in the Fourth Universe appears, at first glance, to be an agreeable, exotic refuge for the player characters. But the world is experiencing a terrible drought, and they may be asked to become its unwilling rainmakers, or make friends with in a young girl called Meedla. But friends are not always what they appear, and the long-awaited rain isn't necessarily good news...

Time and Relative [V4]

The harsh British winter of 1963 brings a big freeze that extends into April with no sign of letting up. And with it comes a new, far greater menace: terrifying icy creatures called the Cold are stalking the streets, bringing death and destruction. Trapped on Earth until the faulty TARDIS can be repaired, the player characters are caught up in the crisis.

Hunters of Earth [A6, G2]

Shoreditch, London, 1963. The Beatles have beaten John Smith and the Common Men to No. 1 and satellites are being launched in outer space. Back down on Earth, strange goings-on are occurring: the normally placid teenagers of Coal Hill are running riot and a master thief is stealing highly specialised equipment. And there's trouble in the streets and bombsites around Totter's Lane, where your TARDIS is parked. The

teenagers are becoming dangerous... Their mission: to hunt down anyone different, or alien.

The Sorcerer's Apprentice [A13, V3, V19, L2, G3]

There's no such thing as magic... is there? The land of Elbyon might just prove that axiom wrong. It is a place, populated by creatures of fantasy, where myth and legend rule. Elves and dwarves live in harmony with mankind, wizards wield arcane powers and armoured knights battle monstrous dragons. Yet it seems that Elbyon has secrets to hide. Your TARDIS crew find a relic from the thirtieth century hidden in the woods. Whose sinister manipulations are threatening the stability of a once peaceful lane? And what part does the planet play in a conflict that may save an Empire, yet doom a galaxy? To solve these puzzles, they must learn to use the sorcery whose very existence they doubt.

The Transit of Venus [A12, L7]

The year is 1770, and daring explorer Captain James Cook and his crew on the Endeavour are navigating the Pacific Ocean. Into their midst come strangers, your TARDIS crew, immediately believed to have come from Venus. But the TARDIS is lost to them and they soon make an enemy of the ship's chief scientist, Joseph Banks. Why is Banks acting strangely? Could it be that the travellers are not the only visitors from the stars?



Here There Be Monsters [A7, L6]

The distant future. Your TARDIS, is drawn out of the Vortex and lands aboard the Earth Benchmarking Vessel Nevermore, where Captain Rostrum is navigating by punching holes in the very fabric of space. Your Time Lord might well be appalled by this act of vandalism, and fearful that it could unleash monsters from the dark dimensions. As the benchmarking holes begin to fray, the fate of the universe is at stake.

The Wanderer [V5, G4]

Siberia at the end of the 19th Century, and the TARDIS arrives just as a shooting star hurtles to the ground. With it comes an illness that affects your Time Lords,



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and knowledge that must not fall into the wrong hands. With his friends either dying or lost, your human player characters must save the future from the mysterious monk Grigori and a Dahensa probe called the Ranger.

The Flames of Cadiz [A16, L22]

The TARDIS materializes in Spain in the late sixteenth century. The country is at war with England – and your player characters find themselves on the wrong side of the battle lines. When one of them is captured by the Inquisition, the others must rescue him. But these are dark days in human history. And heretics face certain death...

**The Fragile Yellow Arc of Fragrance** [L8]

Fragrance is a paradise world – a utopia that travellers are loathe to leave after a relaxing stay. But the way of life is different here. And so is the way of love – as your player characters discover when the Fragile Yellow Arc is broken...

Farewell, Great Macedon [A5, L16]

The TARDIS materialises in the Hanging Gardens of Babylon, one of the Seven Ancient Wonders of the World, in the year 323 BC. Your crew meet Alexander the Great – but their excitement is tempered by the realisation that these are the final days of Alexander's life. As the travellers become embroiled in the tragic events, the inevitability of history unfolds around them. But can they – and should they – change it?

The Masters of Luxor [V21, L15]

The TARDIS is drawn to a mysterious signal emanating from a

seemingly dead world. Trapped within a crystalline structure, the crew inadvertently wake a vast army of robots that have lain dormant for many, many years. Waiting... for the Masters of Luxor. The Perfect One wants to become more than just a mockery of a man, and will stop at nothing to achieve it.

The Library of Alexandria [A10, L14]

The port of Alexandria, 5th Century AD. Your characters have taken a break from their travels, and are enjoying a few weeks in the sunshine – and the chance to appreciate the magnificent Library of Alexandria, but things here will not last forever. The time travellers know that the library will soon be lost to history. What they are about to discover is the terrifying reason why...

City at World's End [L5, G5]

Your TARDIS crew land in the city of Arkhaven, the last bastion of civilisation on a doomed world. The inhabitants of the city are pinning all their hopes on a final desperate gamble for survival. Behind the scenes there are jealous factions at work, secretly contesting for the chance to shape the destiny of a new world. Beneath its ordered surface, Arkhaven is a city of secrets and mysteries where outward appearances can be deceptive. Is the thing they call the 'Creeper' really at large in Arkhaven's eerie outer zone - and is it beast or machine? What is the hidden force at work that has acted so strangely upon one of the player characters?

The Witch Hunters [L21]

The TARDIS arrives in Salem Village, Massachusetts, 1692, where its crew decides to "live history" for a week or so. But the friendships they make are abruptly broken when crucial information from the TARDIS databanks ushers them away, wary of being overtaken by the tragic events they now know will occur. Upon learning the terrible truth of the Salem witch trials, they may be desperate to help, or escape...

The Time Travellers [V9, L26, G3]

24 June, 2006. The TARDIS has landed in London, but this isn't the city you know. This city is a ruin, torn apart by war. A war that the British are losing. While your human player characters mistaken for vagrants and sentenced to death, your Time Lords are press-ganged into helping perfect a weapon that might just turn the tables in the war. The British Army has discovered time travel. And the consequences are already devastating. Despite all the Doctor has said to the contrary, is it actually possible to change history?

Venusian Lullaby [V27, V29, L25, G3]

Venus is dying. When the TARDIS crew arrive, they find an ancient and utterly alien civilization on the verge of oblivion. War is brewing between those who are determined to accept death, and those desperate for salvation whatever the cost. Then a spacefaring race arrives, offering to rescue the Venusians by moving them all to Earth - three billion years before mankind is due to evolve. Are the newcomers' motives as pure as they appear? And will the player characters allow them to sacrifice the future of humanity?

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Byzantium! [L4]

Byzantium. The imperial city - rising dramatically, as if by a trick of the light, from the peninsula of the Bosphorus and the Black Sea. Its domes and towers and minarets overlook a place of intrigue, lust, power, oppression, resistance and murder. Romans, Greeks, Zealots, Pharisees ... all meet in the market squares of the great city, but mutual loathing and suspicion are rife. Into this cauldron, the player characters arrive, expecting to view the splendour and civilisation of the Roman Empire. But events cast them into a deadly maelstrom of social and political upheaval. In the eye of the hurricane they must each face the possibility of being stranded, alone and far from their own times, in an alien culture bunker.

The Eleventh Tiger [A18, L19]

The TARDIS crew arrive in China in 1865, where they find banditry, rebellion, and foreign oppression rife. Trying to maintain order are the British Empire and the Ten Tigers of Canton, including Wong Fei-Hung, the most respected martial arts masters in the world. There is more to chaos than mere human violence and ambition. Can legends of ancient vengeance be coming true? In interesting times, love can be a weakness, hatred an illusion, order chaos, and ten Tigers not enough.

**The Rocket Men** [V23, L12]

The TARDIS has landed on Platform Five, a floating city in the sky of the planet Jobis, and for a time your player characters get the chance to enjoy this idyllic place. Then the Rocket Men arrive, led by the sadistic Ashman.

The Plotters [A9]

London, November 1605. The TARDIS materialises at a crucial moment in British history. What connects the King's advisor Robert Cecil with the sinister hooded figure known only as "the Spaniard"? Could there be some dastardly plot brewing in the cellars of the Houses of Parliament? As students of history, the player characters may think they know what to expect when they encounter a man called Guy Fawkes. But they are in for a very unpleasant surprise.

The Suffering [V28]

The TARDIS materialises in England in the year 1912, a time of great social change. The Suffragette movement is lobbying for votes for women, and the skull of the so-called 'missing link' has been discovered in Piltdown. While one of the female characters falls victim to a strange influence, the others investigate the fossilised remains. The Suffering has been unleashed. Can the travellers survive its rage?

Frostfire [A11, V20]

Regency London, 1814 AD. The TARDIS crew go to the fair and meet the fiery Dragon, the novelist Miss Austen and the deadliest weather you ever did see. But which comes first? The Future or the Past? The Phoenix or the Egg? The Fire or the Frost? Or will Time freeze over forever?

The Empire of Glass [A8, V10, L1, L13]

A strange invitation brings the TARDIS to Venice in the year of our Lord 1609: A place of politics and poison, science and superstition, telescopes and terror. Galileo Galilei is there demonstrating his new invention to the Doge, and William Shakespeare is working as a spy for King James I. And there are other visitors too: Inhuman ones that lurk in the shadows, watching - and killing. One character is abducted to a flying island. Another is accused of murder and challenged to a duel. The others, meanwhile, find themselves at the centre of what looks like an attempted invasion. But who are the invaders? And why can't they proceed without his help?

The Anachronauts [G5-6]

An experimental timeship smashes into the TARDIS, and the crews of both ships wake up on a desert island. Has the TARDIS been destroyed? The player characters then suddenly find themselves on the wrong side of the Berlin Wall in 1966. Their only way back to the TARDIS is to betray the timeline.

The Drowned World [V14]

Have you heard the one about the TARDIS' trip to a world covered in water, where a human expedition is being wiped out? It's a battle to survive, as the travellers face the horrors of the drowned world...

The Guardian of the Solar System [L10]

The ship appears to land inside a giant clock, where old men are caught in its workings. And behind this nightmare is an old enemy: Mavic Chen, Guardian of the Solar System. Then and now, the past is catching up with the player characters. The cogs have come full circle...

Home Truths [A4]

There's a house across the waters at Ely where an old woman tells a strange story. About a kind of night constable called Sara Kingdom. And her friends, the Doctor and Steven. About a journey they made to a young couple's home, and the nightmarish things that were found there. About the follies of youth and selfishness. And the terrible things even the most well-meaning of us can inflict on each other. Hear the old woman's story. Then decide

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her fate.

The Perpetual Bond [A3, V8]

When the TARDIS materialises in a familiar junkyard in the 1960s, its crew is soon embroiled in a mystery in the City of London. Who are the mysterious, bowler-hatted businessmen with their deadly umbrellas? What secret is young Oliver Harper desperately trying to conceal? Contracts have been signed. A deal is in place. The characters discover that perhaps not even they can stop a terrible business...

The Cold Equations [V2]

In the remnant of a shattered satellite, far above the ruined planet Earth, the player characters are dying. As time runs out, they face their pasts. The borrowed time is elapsing and they realise they are facing an enemy that cannot be defeated. The cold, hard facts of science.

The First Wave [L9]

Caught in the inevitable path of history, the TARDIS arrives on the planetoid Grace Alone, but what they don't expect to find is a massacred crew – and a race of alien invaders known as the Vardans. The characters attempt to survive against the odds. But those odds are narrowing. Their borrowed time has expired.

Salvation [V12]

New York, 1965. A time of conflict between ideologies, races, generations and genders, when crime runs rife and an unpopular war drags on in a distant land. In the midst of this turmoil, people cry out to their gods. And now, it seems, the gods have answered their call. Walking the slums and tenements of downtown Manhattan, demonstrating extraordinary powers, five strangers are gathering a growing crowd of worshippers. What are the strangers' real motives, and why does history make no mention of these events? As New York begins to tear itself apart, the characters' principles are tested to their limits. Which side should they choose to help? What price is humankind willing to pay for salvation?

Bunker Soldiers [V1]

A terrifying alien army is sweeping across the landscape, decimating towns and subjugating everyone and everything in its path. With their astute military tactics and advanced weaponry, the invaders seem unstoppable. But this is no distant star, no alternate timeline. Trapped in a frightened city, the player characters discover that this is Earth history, and they are powerless to intervene. The impending slaughter of thousands is a matter of grim historical fact. Not everyone within the city is prepared to accept their fate. Desperate people embark upon desperate courses of action. They may even succeed. For, deep beneath the city, something truly alien is stirring...

Mother Russia [V25, L20, X8]

It's 1812 and the TARDIS crew gets ready to spend the winter in a Russian village. The French are on their way, but that's not the only invasion the travellers will have to deal with.

The Man in the Velvet Mask [V17, L17]

24 Messidor, XXII: The TARDIS has landed in post-revolutionary France, or so it appears. But the futuristic structure of the New Bastille towers over a twisted version of Paris. And First Deputy Minski, adopted son of the infamous Marquis de Sade, presides over a reign of terror that has yet to end. Revolutionary soldiers arrest the characters as curfew breakers, or are recruited by a band of wandering players whose intentions are less than pure. Deep in the dungeons of the Bastille, Prisoner 6 tries desperately to remember who he is. And outside time and space, a gathering of aliens watch in horror as their greatest experiment goes catastrophically wrong.

Ten Little Aliens [V18, V24, G4]

Deep in the heart of a hollowed-out moon the TARDIS crew find a chilling secret: Ten alien corpses, frozen in time at the moment of their death. They are the empire's most wanted terrorists, and their discovery could end a war devastating the galaxy. But is the same force that killed them still lurking in the dark? And what are its plans for the people of Earth?

The Time Museum [L23]

This is The Time Traveller's Exhibition. A series of breathtakingly faithful tableaux, painstakingly detailed to the nth degree. Dedicated to the life of that most extraordinary time travellers... your player characters! Finding themselves in a shrine to their own past, and on the run with a man named Pendolin, their history is unfolding, and a confrontation with a deadly enemy with a voracious appetite awaits.



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 First Doctor sourcebook (references starting with "p." refer to that book).



NEW CHARACTER TRAITS

Alternative Existence
Berzerker
Bewildering Lights
By the Program
Camouflage
Deadly Gun
Dimension Travel
Faulty Heart
Healing
Ice Creature
Incorporeal
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THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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WORDS

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Miles Teves: Soul Pirates
 Paul Campbell: Venusians, Avalon, Laputa
 Maxime des Touches: Earth Benchmarking Vessel Nevermore
 TS Entertainment (w/Doctor Who Fan Film Database): Luxor
 Iain Robertson: Quinnis, Test Vessel Hank Morgan 4 (Time Sprite)
 David Schleinkofer: Venus
 Tim Keable: Game of Me

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 Frayed by Tara Samms

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REFERENCE WORKS

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

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 The Comic Strip Companion: The Unofficial and Unauthorised Guide to Doctor Who in Comics: 1964-1979 by Paul Scoones (Telos)
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 I, Who 2, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)
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