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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



2017 ADDENDUM



2ND DOCTOR
1966 - 1969

EXPANDED UNIVERSE SOURCEBOOK

The Second Doctor Expanded Universe Sourcebook - Addendum 2017
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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Full credits at the back

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WELCOME TO THE ADDENDUM

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

So we're presenting the *Addendum 2017*, catching us up with "the cosmic hobo", covering the Big Finish audios that have been released in the years since the core book hit the Internet, as well as a few short stories and comics. We've even got material that perfectly accompanies your ice lollies! Plus, we've added some entries in the Omitted but not Forgotten section, so that between all the sourcebooks dedicated to the Second Doctor's adventures, no TV story is left without at least one stat-blocked character.

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

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



THE SECOND 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.

The Power of the Daleks: The newly-regenerated Doctor finds over-helpful Daleks on a colony world.

Invasion of the Cat-People: The Doctor tangles with Cat-People at various points in Earth's history.

The Murder Game: The TARDIS crew visit the Hotel Galaxian where a murder-mystery weekend turns into a real-life murder mystery.

Dying in the Sun: The Doctor is embroiled in yet another murder mystery, this time in 1947 Hollywood.

Wonderland: The Doctor, Ben and Polly run afoul of the Colour-Beast in 1967 San Francisco.

H.M.S. TARDIS: The Doctor tries to save Horatio Nelson's life in defiance of history.

The Highlanders: Jamie McCrimmon joins the crew in 18th-century Scotland.

The Underwater Menace: The TARDIS crew visit modern-day Atlantis and stop Professor Zaroff from destroying the world.

The Moonbase: The TARDISers defeat Cybermen on the moon.

The Macra Terror: The Doctor runs afoul of the Macra on an Earth colony.

Resistance: In WWII France, Polly believes she's met her long-lost uncle.

The Mouthless Dead: The TARDIS crew is confronted with nasty shadows in the 1920s.

The Three Companions: The TARDISers find themselves prey to the Gathernaut on a planet scheduled for cremation.

The Forbidden Time: The TARDIS crew fight the Vist in a sideways dimension.

The Selachian Gambit: The Doctor and his friends are caught in a Selachian heist at Galacti-Bank.

House of Cards: The TARDIS lands in a futuristic space casino where the Doctor tangles with the Sidewinder Syndicate.

The Yes Men: The Doctor and his companions fight an a servant revolution in the New Houston colony.

The Night Witches: An all-female unit of flyers tasked with disrupting the German forces nearing Moscow cause trouble for the TARDISers in 1942.

The Roundheads: The TARDIS lands in 17th-century England where its crew gets mixed up in the intrigue surrounding King Charles.

The Forsaken: Once again in 1942, but this time in the Pacific Theatre, Ben meets his own father.

The Outliers: In an underground town on an alien world, the Doctor investigates the case of missing miners.

The Morton Legacy: The Doctor and his crew land in a museum 100 years from Ben and Polly's time.

The Faceless Ones: Ben and Polly leave after defeating the Chameleons.

The Evil of the Daleks: Victoria Waterfield joins the Doctor and Jamie after her father is killed by the Daleks, but the Daleks are apparently destroyed as well.

The Tomb of the Cybermen: The Doctor helps an archaeological team open the Cybermen's tomb, and close it back again.

Heart of TARDIS: The Doctor is a suspect in a murder investigation in the American Midwestern town of Lychberg.

The Abominable Snowmen: The Doctor encounters the Yeti and the Great Intelligence for the first time, in Tibet.

The Ice Warriors: The Doctor first encounters the Ice Warriors, thawed out of the ice on future Earth.

The Black Hole: A facility orbiting a black hole becomes the site of a Seeth invasion thanks to one of the Doctor's old enemies. Victoria takes her graphology course, so the next three adventures happen during this adventure).

The Two Doctors: On a mission for the Time Lords, the Doctor meets his sixth incarnation.

Helicon Prime: The Doctor and Jamie solve a crime at a luxurious resort.

The Nameless City: The TARDIS is transported to a glass city by an ancient book written by the Archons.

Dreams of Empire: The TARDIS crew get involved in the end days of the Haddron Empire.

Combat Rock: The time travellers land in the dangerous jungles of Papul Island where mummies stalk the living.

The Enemy of the World: The Doctor meets his double, the Mexican despot Salamander.

The Web of Fear: The Doctor fights the Yeti in the London underground with the help of one Colonel Lethbridge-Stewart.

Twilight of the Gods: The Doctor returns to a much-changed Vortis many years after the events of The Web Planet.

The Dark Path: The TARDIS lands on the last enclave of the old Earth Empire just as the Federation comes in to integrate them into the rest of humanity.

The Great Space Elevator: The time travellers board a space elevator that's been taken over by an alien intelligence.

The Story of Extinction: The Doctor, Jamie and Victoria join a survey team on Amyrnda.

The Emperor of Eternity: The Doctor is taken prisoner by a Chinese Emperor who wants the secret to immortality.

Fury from the Deep: Victoria leaves the crew after she helps defeat a seaweed creature.

TV Comic (*The Extortioner* to *Invasion of the Quarks*): Having temporarily left Jamie in 1967, the Doctor has a number of adventures with his grandchildren John and Gillian.

The Revolutionaries: The Doctor almost destroys history in a chance meeting with George Washington.

The Wheel in Space: Zoe joins the TARDIS crew after the Doctor helps her space station home resist the Cybermen.

Fear of the Daleks: Zoe is used as an assassin by a scientist working with the Daleks.



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The Dominators: The TARDISEers fight the Dominators and their robot servants, the Quarks.

The Mind Robber: The Doctor and his companions are snared by the Land of Fiction.

The Invasion: The Doctor works with UNIT for the first time to defeat a Cyberman invasion.

The Wreck of the World: The TARDIS crashes into an Earth colony ship dubbed "The World".

The Colony of Lies: The TARDIS lands on Axista Four where various factions, human and not so human, are clashing.

The Indestructible Man: The Doctor and his friends face the Myloki.

Foreign Devils: The Doctor works with the medium Carnacki to find Jamie and Zoe, whisked out of time and space by Chinese Spirit Gate.

Little Doctors: The Doctor is incensed that the people of Olympos are being robbed of their simple pleasures.

The Isos Network: The TARDIS follows debris from the Cyber-Fleet that attacked Earth to Isos II.

The Krotons: The TARDISEers tangle with the Krotons.

Prisoners of Time: The TARDIS lands in the Frenko Bazaar, a giant alien shopping mall.

The Memory Cheats: The time travellers land in Uzbekistan in 1919, where children are being abducted.

The Jigsaw War: The Doctor faces Side, a fifth-dimensional being, in a grand and complex game.

The Uncertainty Principle: The Doctor and his friends go to the wake of a scientist who died under mysterious circumstances.

The Seeds of Death: Ice Warriors take over a lunar base and attempt to use T Mat to deliver a biological weapon on Earth.

The Final Sanction: Zoe is captured by Salachians in the year 2204, during their final conflict with humanity.

The Glorious Revolution: The TARDISEers land in the court of King James II in the year of the Glorious Revolution.

Echoes of Grey: The Doctor and his companions face the Achromatics.

The Apocalypse Mirror: The TARDISEers visit the city of Tromesis on Earth, but it's like no place they've seen before.

The Dying Light: The Doctor lands in Sanctuary and faces Quadrigger Stoyne for the second time.

Shadow of Death: The TARDIS lands on a remote world orbiting a pulsar that warps time.

Prison in Space: The time travellers are arrested and sent to a prison run by the malevolent Chairman Babs.

The Rosemariners: On a mothballed space lab, the Doctor meets the dangerous Rosemariners.

The Queen of Time: The Doctor meets the Toymaker's sister Hecuba, the self-styled Queen of Time.

Lords of the Red Planet: The TARDISEers visit Mars in the early days of the Ice Warriors' civilization.

Tales From the Vault: Zoe's mind is copied onto a computer crystal.

The Menagerie: The Doctor leads an expedition to find the fabled Menagerie of Ukkazaal.

The Anti-Hero: The Doctor, Jamie and Zoe explore the Musaeum of Alexandria.

The Integral: Jamie's sense of right and wrong is tested by aliens known as the Integral.

The Wheel of Ice: The TARDIS lands in the Mnemosyne Cincture, a ring of ice and steel around a moon of Saturn.

The Space Pirates: The TARDISEers fall prey to the interstellar pirates who plague a mining company.

Second Chances: The TARDIS arrives at Space Station Artemis in orbit of Saturn, days after its sister station Apollo was destroyed.

Fallen Angel: The Doctor meets Lucas Seyton, the gentleman thief known as the Fallen Angel.

The Edge: The Doctor, Zoe and Jamie visit a high-tech laboratory called "The Edge".

The War Games: Unable to stop the War Lords from capturing humans from history to fight in their war games, the Doctor is forced to call the Time Lords for help. They intervene, but put the Doctor on trial, sentence him to (eventually) regenerate, and send his companions back to their home times, without any memory of their travels.

Season 6B begins: Before being forced to regenerate, the Doctor is sent on several missions for the CIA, and even manages to get away for a time (see pages A2 and V37).

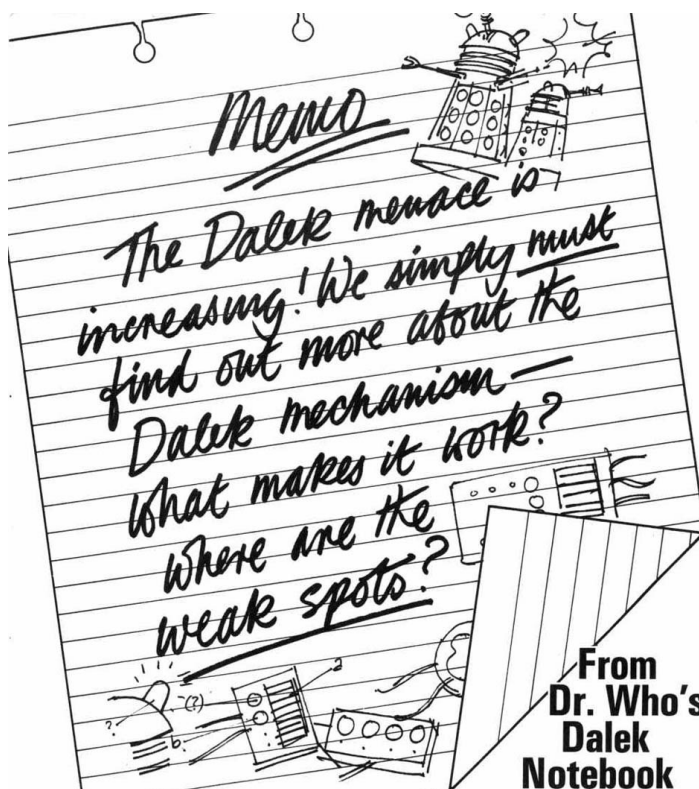
World Game: The Doctor undertakes a mission for the Time Lords that takes him across two centuries of Earth history.

Daleks Invade Zaos: The Doctor fights the Daleks on Zaos with the help of various allies.

Reunion: The Doctor faces an alien lost in time who has control of the descendants of a baby it once infected.

TV Comic (from Action in Exile): The Doctor settles on Earth in a self-imposed exile to escape the Time Lords' sentence, but is eventually found and forced to regenerate.

Downtime: Long after leaving the Doctor, Victoria Waterfield has a run-in with the Great Intelligence.



COMPANIONS

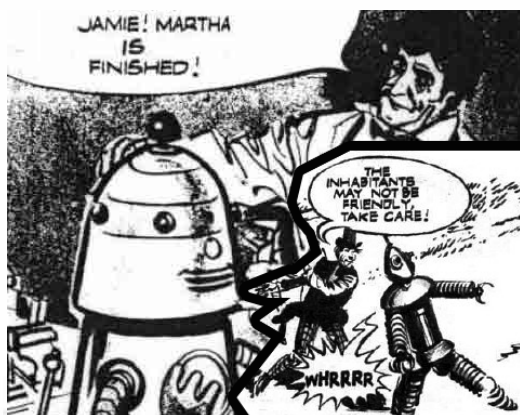
BARNABUS AND MARTHA

(TV Comic - Barnabus, Martha the Mechanical Housemaid)

As recorded in the pages of *TV Comic*, Dr Who's second incarnation constructed two robotic servants to help with the housework around the TARDIS. The first of these was a humanoid machine called Barnabus, who was built specifically to prepare meals and make cups of tea. Barnabus carried out these tasks admirably, The TARDIS crew were also very pleased to have Barnabus with them when they explored a new planet and came under attack. The robot's thick armour was easily able to withstand the assailants' weapons and Barnabus made short work of the attackers, allowing his chums to escape back to the safety of the ship. Although Barnabus has not been seen since, it is possible that he is still on board the TARDIS, perhaps sitting alone and forgotten, waiting for his batteries to be recharged.

Dr Who's second household robot was less recognisably humanoid in design, being a short bullet shape with a domed head, flexible arms and no legs. This mechanical housemaid was named Martha and was designed to carry out all sorts of chores, from cleaning and vacuuming (using a hose that she can produce from her midriff) to making mugs of tea. While visiting the United States, Dr Who allowed Inventions International to manufacture Marthas for sale to the American public. Unfortunately, the deadly Quarks realised that they could override the control signals being transmitted to the robots and were able to use them as part of their latest plan for the invasion of Earth. Happily, Dr Who regained control of the Marthas and used them to fight off the Quarks and put right the damage they had caused. As with Barnabus, the original Martha may still be aboard the TARDIS somewhere, waiting for new instructions.

Neither Barnabus nor the Marthas are capable of speech, both being restricted to emitting a regular whirring sound while in operation.



BARNABUS

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Craft (Cookery) 4, Fighting 3, Marksman 1

TRAITS

Armour (8 points)
By the Book
Enslaved
Environmental (Minor) – Doesn't breathe
Robot

TECH LEVEL: 10

STORY POINTS: 4

MARTHA

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

SKILLS

Craft (General Housework) 5, Fighting 2, Marksman 2

TRAITS

Armour (5 points)
By the Program
Enslaved
Environmental (Minor) – Doesn't breathe
Fast (Major)
Networked (Major)
Robot
Weakness (Major) – Control transmissions can be jammed or overridden

EQUIPMENT

A variety of brooms, dustpans and other cleaning equipment

TECH LEVEL: 10

STORY POINTS: 4

ALLIES

THE INTEGRAL *(The Integral)*

The alien Integral have unique abilities with the human mind. As well as telepathy and weak telekinesis, they are able to induce calm by generating a psychic field to directly absorb anger. This absorption field is a form of telepathic gestalt which allows the Integral to commune with each other. The abilities of individual Integral are relatively weak, but acting in unison they can generate a field capable of affecting multiple minds over a wide area. They have sufficient control over the field to maintain it only in certain locations, but lift it in others. The effect of the absorption field on a human mind is like suddenly being able to think very clearly, to understand everybody's points of view. Nobody is right and nobody is wrong; everything is just shades of grey, making it impossible for the mind to act in anger against anyone. The more violent or angry a mind is, the more extreme is the effect.

Even with an active gestalt of many individuals, the Integral's telekinetic abilities remain low. They are generally capable of manipulating only small particles of matter, but they can use this to operate electronic devices by manipulating electrons rather than molecules (though such precision is at a -4 penalty to any rolls).

Little is known about Integral society except that they have no hierarchy, perhaps because of their gestalt nature. It is possible that they are a clone race. Certainly, they look almost identical from a human's perspective, with perhaps only a slight variation in height. A typical Integral is over six feet tall with a slim, feminine build. Their most distinctive feature is that, instead of a head, each has a featureless, transparent, jelly-like dome, and inside, glowing and pulsating with light, throbs an alien brain. The Integral's movements are graceful and elegant, and they speak in calm, level voices. The Integral that the Doctor and his friends met on Aspen Base were dressed identically in a black, tightly stretched material that shimmered hypnotically as they moved. Fortunately, their names – Co-ordinators Ash and Elm – were clearly printed, white against black, on their suits.

Despite their unusual, perhaps unnerving appearance, the Integral are a peaceful race and they welcome contact with enquiring minds. They have offered their services to the Aspen Treatment Centre (see L32), where they use their psychic abilities to generate an absorption field to keep the sufferers of Quercus Syndrome from flying into an uncontrollable and violent rage. They do not, however, provide their services for free. The Integral's view is that if what they do is of value, then they should be paid.

It actually requires far more Integral than the two now at Aspen Base to maintain an effective absorption field and they currently limit the field to the communal areas only. Originally, there were more Integral at the base, but the others have died in mysterious circumstances, possibly the victims of murder. With only two Integral left, their field is only effective when used in conjunction

INTEGRAL



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Empathic
Gestalt (see *The Fourth Doctor Expanded Universe Sourcebook*)
Hypnosis (Major) – Only to induce calm; only works on organic minds
Networked (Major)
Psychic
Telekinesis – Limited to the molecular level (even in Gestalt)
Telepathy

TECH LEVEL: 6

STORY POINTS: 4-6

with the Paciviron, a device invented by the neuroscientist Dr Edvard. Conversely, the Paciviron is incapable of working without the Integral.



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JOSIAH MORTON (*The Morton Legacy*)

In Victorian London, the Doctor and his friends visited Mr Josiah Morton after they learned that he had hired a cart to take the TARDIS away to add to his collection of curios (see L37). Morton assumed that the TARDIS wasn't anything of value and had asked a police constable if it was theirs before arranging for its removal from the street where it had materialised. He suspects it might be some sort of storage shed, but he hasn't been able to open the doors.

Josiah is a friendly fellow and doesn't mean any harm. He collects all manner of strange things and has his own private museum at his house close to the centre of the city. The museum is stocked with all sorts of antiques and curios from around the world, most of them of limited monetary value but of interest to students of history, archaeology and anthropology. However, the museum is currently closed to visitors as it is the subject of a court case, *Tenderton v Morton*.

Morton's house and the collection within it were left to Josiah by a distant uncle when he passed away. The uncle knew that Morton was interested in history and archaeology, so he felt he was the family member most likely to look after it. But another distant relative, Professor Matthew Tenderton, has contested the will and the case has so far dragged on for over a decade. Once a wealthy man, the dispute is sapping what little finances Morton has left. Until there is a judgement, he cannot open the museum to visitors as he cannot profit from his uncle's legacy until the collection is proven to be his.

In the meantime, Josiah and his daughter Jemima are permitted to live in his late uncle's house, a large mansion within its own extensive grounds in the heart of London. But Morton's financial position has meant that he has had to let all of the servants go, with the exception of the loyal manservant Blazzard. Blazzard used to work for Morton's uncle and came with the house when Josiah inherited it. He now carries out almost all the household duties single-handedly, including driving the private carriage that Morton has retained.

Josiah Morton spends much of his time researching and cataloguing his collection, and there is much still to do as he continuously adds to it with his own personal acquisitions.


SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There have recently been a number of mysterious deaths of those involved in the legal case against Josiah Morton, and the police are beginning to suspect that Morton himself may be the cause, trying to bump off those who oppose his inheritance of the house and collection.

Time travelling visitors with experience of alien threats may begin to suspect that the deaths are connected to something in Morton's museum, perhaps the compellingly beautiful necklace

with the oddly flecked red jewel at its centre. The truth though is more mundane. With a misguided feeling of loyalty to Josiah Morton, the manservant Blazzard has been using blowpipe darts dipped in a South American poison from the collection to secretly kill his master's enemies.

JOSIAH MORTON



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

SKILLS
 Convince 3, Craft (Restoration) 3, Knowledge 4 (AoE: History & Archaeology), Science 1, Technology 1, Transport 2

TRAITS
 Insatiable Curiosity
 Well Mannered

TECH LEVEL: 4

STORY POINTS: 6

BLAZZARD

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

Skills: Convince 1, Fighting 1, Marksman 4 (AoE: Blowpipes), Subterfuge 3, Technology 1, Transport 3

Traits: Code of Conduct (Major: Loyal Manservant), Dark Secret (Major), Well Mannered

Story Points: 4

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KOSCHEI *(The Dark Path)*

Before his mind tipped over the edge and he became obsessed with dreams of power, the Master went by another name: Koschei. From their childhood days, Koschei and the Doctor were friends, often playing in the fields near the estate of Koschei's family. The pair had much in common, except (as the 2nd Doctor later recalled) that Koschei enjoyed being afraid of the dark rather too much.

At the Academy together, the Doctor and Koschei became members of the Deca, a group of Time Lord students whose number also included such future renegades as Magnus (later known as the War Chief) and Ushas (the Rani). Even in those early days, Koschei was a master hypnotist and would often hypnotise others as a joke (and always managed to find a way to avoid being punished).

By the time that the Doctor fled Gallifrey in his stolen TARDIS, the Time Lords had already noticed that Koschei had an unhealthy obsession with order. So when he also left Gallifrey, the Celestial Intervention Agency ensured that he soon acquired a companion in the form of Ailla, apparently a human from 28th Century Earth but actually an undercover agent for the CIA. Although Koschei is not yet the megalomaniac he will later become, the CIA is concerned that his obsession could make him dangerous if he were to seek to impose order on the cosmos.

When Koschei encounters the Doctor on a planet orbiting the Darkheart (see L5), the pair have previously crossed swords since leaving Gallifrey, and Koschei has already used the name "Master" on occasion. However, he now enjoys a renewed sense of wonder at sharing the sights of the universe with Ailla (see A5). In fact, the two have become very close, so close that in lesser races, Koschei's feelings might be thought of as love. He will certainly do anything to protect Ailla. But if Koschei discovers that she isn't quite who she claims, his sense of betrayal will be absolute.

Koschei already has the saturnine good looks that are his later trademark, including his dark hair beginning to grey at the temples and his neatly-trimmed beard. He dresses in smart suits and is as charming and suave as he ever will be. But although he can be ruthless, he does not yet possess the menacing evil of his later selves. Koschei avoids killing if he can help it, considering it to be unprofessional and a sign of bad preparation.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It is a combination of events involving the Darkheart that finally transforms Koschei into the Master. Ailla's apparent death and the extreme actions he takes in his attempts to save her, the revelation of her true identity, and finally his apparent betrayal by the Doctor which results in Koschei's TARDIS being almost pulled into a black hole all combine to bring his megalomania to the fore. Only surviving the black hole by regenerating multiple times, it is at this point that the Master swears vengeance on the Doctor!

KOSCHEI

AWARENESS	3	PRESENCE	6
COORDINATION	4	RESOLVE	5
INGENUITY	8	STRENGTH	4

SKILLS

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

TRAITS

Attractive
Boffin
Charming
Devotion - Ailla
Feel the Turn of the Universe
Hypnosis (Special)
Indomitable
Insatiable Curiosity
Obsession (Minor) – Order
Percussive Maintenance
Quick Reflexes
Reverse the Polarity of the Neutron Flow
Tailored Regeneration
Technically Adept
Time Lord
Time Lord Engineer
Time Traveller – So far, Koschei is familiar with Tech Levels 5, 6 and 7
Vortex
Vortex Born

EQUIPMENT

Type 45 TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*, page 115)

TECH LEVEL: 10

STORY POINTS: 8

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE NIGHT WITCHES *(The Night Witches)*

In October 1941, Joseph Stalin issued an order for the creation of three all-female units in the Soviet Air Force. These were the 586th, 587th and 588th Regiments. The 586th flew Yak-1 fighters, the 587th were dive bombers and the 588th were night bombers. It is the latter which were nicknamed *Nachthexen* ("Night Witches") by their German opponents, as they flew mainly at night.

The Night Witches were largely used for disruption bombing missions, both for harassment and precision bombing of the enemy. The pilots flew ancient, World War I era biplanes as well as 1920s-era wood-framed Polikarpov U-2 biplanes (later renamed Po-2), originally intended for training or crop-spraying. They flew at low altitudes, slowly and quietly to maintain the advantage of surprise. The low speed of the aircraft meant that it was difficult for German fighters to engage with them, as they flew below the stalling speeds of Messerschmitts and Focke-Wulfs.

The Doctor and his companions Jamie, Ben and Polly encountered the Night Witches when the TARDIS materialised near Stalingrad in the winter of 1942. Separated from the TARDIS, they were relieved to take shelter from the sub-zero conditions at the Regiment's base, little more than a few huts and an airstrip dug out of the snow. However, their welcome proved to be mixed. The base's commander, Nadia Vasnev, is a grim officer who suspects them of being German spies sent to infiltrate the Night Witches in advance of the approaching Panzers.

At this point in the War, supplies to the airbase are limited. Fuel and ammunition is in short supply and must be used sparingly. The Night Witches' bombs are stored in the same hut as the fuel drums to keep them dry, heedless of the risks. And there is barely enough food for the pilots, so having to feed additional mouths is a strain. Suspected spies and saboteurs are more likely to be executed than imprisoned.

But the time travellers are in for their biggest shock when they meet the Night Witches' best pilot and the face on their recruitment posters, Tatiana Kregki. By a millions to one chance, she is the spitting image of Polly, especially when she takes her ponytail down and wears her hair long.

Tatiana is from a town some way south of Leningrad. Before the War, her father put the young Tatiana on the stage. She can sing and dance, but her speciality is impersonating animals. She is also a very good mimic of human voices. With Polly in pilot's overalls and flying jacket, and Tatiana mimicking her posh English accent, nobody would be able to tell the pair apart!

Polly and Tatiana have struck up an instant friendship, but Tatiana's motives are not entirely innocent. Although she seems to be brave, Tatiana is a reluctant combatant and secretly wants to find a way out of the War. With the availability of Polly as a disposable double, just how ruthless might the Night Witches' poster girl be when it comes to saving her own life?

TATIANA KREGKI



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

SKILLS

Athletics 1, Convince 1, Craft (Singing, dancing, impersonation) 4, Marksman 4, Subterfuge 1, Survival 2, Technology 3 (AoE: Mechanics), Transport 5 (AoE: Aircraft)

TRAITS

Attractive
Experienced
Obligation (Major) – Soviet Air Force
Quick Reflexes
Sense of Direction
Special – Spitting image of Polly

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 9



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SELSEY (*The Story of Extinction*)

Back on her home planet of Thera Secaul, a former Earth colony, Selsey is one of the most famous people in the world. She is a Face, a celebrity similar in reputation to royalty and almost as influential. On Thera Secaul, people look up to Faces. They are even consulted about policy decisions by the government. When Selsey attends events, security is needed in order to disperse the crowds and people sometimes faint when merely talking to her.

But despite her fame, behind the mask that she wears as a Face, Selsey is anonymous, her true name and identity unknown to the public. All Faces wear strange, beautiful masks or headdresses that cover most of their real faces. A series of numbers glow across each mask's forehead, ever changing. These track the number of people who look at the Face and keep a tally of her rank and status among her peers. Like all Faces, Selsey is obsessed with becoming the most famous, most prestigious Face of all. Not that you would guess that by speaking to her. In person, Selsey is quietly spoken and doesn't give any outward indication of what drives her.

But Selsey has been drifting down the ranking recently, as other Faces have had better years with their businesses, their political influences and their starring roles. So Selsey has taken a gamble: she has joined the first off-world expedition that a Face could go on, a data archaeology expedition to the planet Amyrnda (see L30). She knows that while she is away, her numbers will drop. But on her return, she will have a huge boost as the first Face to have been to another world! But once she is on Amyrnda and things start to go wrong, Selsey realises how ill-equipped she is for an expedition. As people start to die, she doesn't have much in the way of practical skills to help, apart from ferry people around in one of the buggies. Selsey is realising that the story of her life is a story with no character in it. Maybe she needs to do something to change this.

PARCHMENT

The books used by the Amyrnda expedition are made of an interactive "paper" called Parchment. The Doctor described it as a type of virtual paper which uses computer-driven ink on a responsive backing. It senses when it's being looked at, scans the eye and predicts what it thinks you're going to look for next. It draws information from whichever large data hub it is linked to; in the expedition's case, this is the main ship's computers. As the book is read, words and pictures form and flow across the page, vanishing as the next lines are created, allowing the reader access to whatever information the Parchment believes is needed.

Within a sheet of Parchment are tiny micro-motors which can repair any damage to the page. Anything from a tear to a fold disappears. Even if it is screwed up into a ball, a sheet of Parchment will unfold itself until not even a crease remains and it is perfectly flat again.

SELSEY

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

SKILLS

Convince 4, Technology 1, Transport 2

TRAITS

Authority (Major) - Face

Distinctive

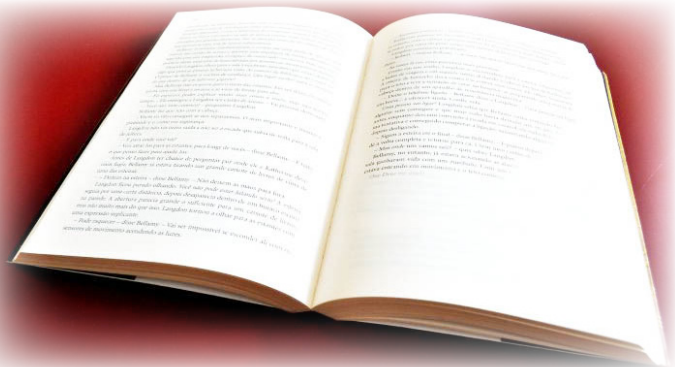
Fame (Major) - If recognised, +2 bonus on all social interactions and all successes upgraded by one level

Obsession (Major) - Fame

Owed Favour (Major) – Political connections

TECH LEVEL: 6

STORY POINTS: 6

**PARCHMENT [Minor Gadget]**

Traits: Data Storage

Cost: 1 point

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SKY RAY SPACE RAIDERS *(Daleks Invade Zaos)*

The United Nations Space Authority created the Special Duty Space Commandos, with their elite group known as the Sky Ray Space Raiders, to meet any threat to Earth from Outer Space. The terrible Daleks are considered to be the most likely hostile force to threaten our solar system, and the man who knows more about the Daleks than anybody else is, of course, the Doctor. So the Doctor was called in to advise the Space Raiders on how to tackle the Daleks. Since then, he and the Sky Ray Space Raiders, led by Commander Clay, have faced the menace of the Daleks in battle after battle.

The Raiders are able to respond to distress calls and hurtle across the Galaxy in their distinctive orange and red Space Raider rocket ships (see G9) to come to the aid of those in need. At the controls of the lead ship is the Raiders' leader, Commander Clay, a seasoned veteran of numerous struggles against the Daleks. The Space Raiders' arsenal contains several different weapons for use against different types of foe: the armour-piercing Laser Lance when facing Daleks; Thermo-Guns against organic threats; and Stun Guns when lethal force isn't necessary. A recent development is the Anti-Personnel Nuclear Carbine, a weapon with enough power to obliterate whole regiments of Daleks.

Commander Clay and his troops are a highly trained team, brave and ready to put themselves in the front line in order to thwart the plans of the dastardly Daleks! And with the intellect of the Doctor to help them, they are an unbeatable force for good!

NEW TRAIT – SKY RAY SPACE RAIDER

Sky Ray Space Raider is a trait package that provides a number of benefits. Space Raiders gain +1 Resolve and the following free traits: Brave, Quick Reflexes and Tough. They also have the Bad trait Obligation (Major) – Sky Ray Space Raider. The trait also provides access to equipment and weapons from the Space Raiders' Armoury.

Sky Ray Space Raider costs 2 Character Points and 1 Story Point to purchase.

COMMANDER CLAY

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

SKILLS

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

TRAITS

Brave
Friends (Major) – Special Duty Space Commandos
Military Rank (Special)
Obligation (Major)
Quick Reflexes
Sky Ray Space Raider
Tough
Voice of Authority

EQUIPMENT

Mark 1 Laser Lance

TECH LEVEL: 7

STORY POINTS: 6



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SKY RAY SPACE RAIDERS' ARMOURY

These are the weapons issued only to the elite Special Duty Space Commandos: the Sky Ray Space Raiders! Armed with these weapons, the Space Raiders are prepared to tackle any enemy, anywhere in our part of the Galaxy!

LASER LANCE MARK 1

This energy pistol emits a razor-thin beam of high-energy laser light which will cut through even Dalek armour. But its energy cell is quickly exhausted and takes considerable time to recharge. The laser lance is standard issue to Sky Ray Space Raiders for missions on which Daleks are expected to be encountered.

Damage: L(4/L/L)

Traits: Armour-Piercing (Minor: Ignores the first 5 points of Armour), Hungry (Minor)

Story Points: 1

**STUN GUN**

This is a non-lethal weapon which paralyses the key nerve centres of humans, humanoids and sub-humans to produce a state of suspended animation for a period of 15 minutes.

Damage: Stun

Story Points: 0

**ZETA MARK 3 THERMO-GUN**

This pistol ejects jets of neutrino particles to raise the heat of a living, organic target to the point of disintegration within 10 milliseconds. Its effect on inorganic matter is much slower and of little value in normal combat.

Damage: L(4/L/L)

Traits: Restriction – Only affects organic targets

Story Points: 1

**IONISER**

This gun-like gadget causes temporary ionisation of a target object resulting in a complete black-out of communications to and from the object. It is particularly useful for suppressing Dalek distress calls.

Traits: Disable (Minor: Comms devices)

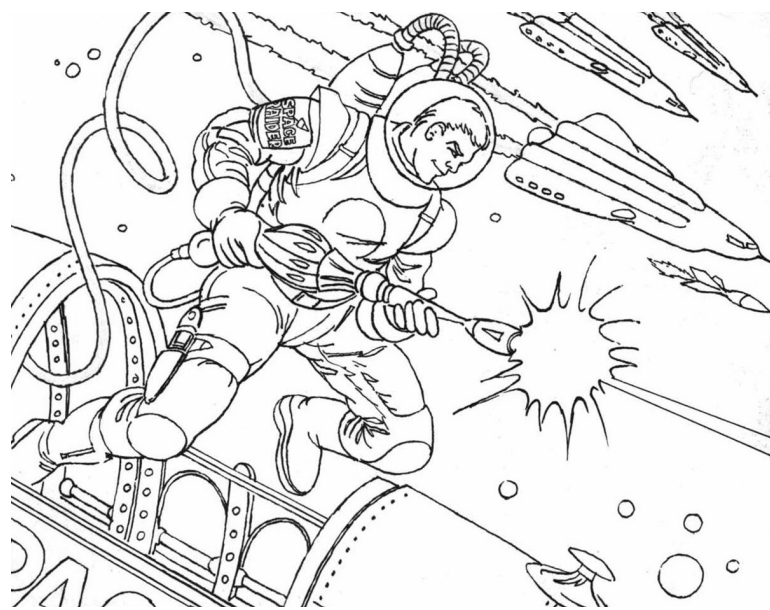
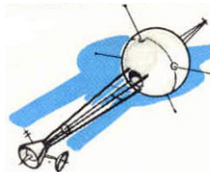
Story Points: 1

**DALEK DETECTOR (AUTOMATIC)**

This portable device acts as a "sentry" either in orbit or on the ground. It can identify all known types of Dalek, report their position, battle strength and apparent direction of attack. The detector transmits data direct to the Space Raiders Anti-Dalek Control Centre.

Traits: Scan, Transmit

Story Points: 2

**ANTI-PERSONNEL NUCLEAR CARBINE**

This bulky weapon has enough power to obliterate the Daleks and it never needs recharging! It requires both hands to wield it and is attached by thick power cables to a back-mounted power pack. The carbine is a new development, and so far there is only one in existence.

Damage: 8(8/16/24), with range increments of 2/5/7

Traits: Armour-Piercing (Special: Ignores the first 15 points of Armour), Bulky (Minor)

Story Points: 4

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE WRECK HUNTERS *(The Wreck of the World)*

The Doctor's initial impression of the small group of wreck hunters who had located the hulk of the World (see *L41*) almost a million years in the future was that they were glory-seeking treasure-hunters operating outside of any law. But he soon realised he was mistaken. Although the team seems to be led by the gun-toting Commander Lorne, it is actually Professor Blavatsky who has financed the expedition. Her aim is to recover as many priceless historical artefacts as possible from the World for further study.

Professor Blavatsky is an academic from the planet Corinthos 9 and is a specialist in cosmo-history, the study of interplanetary cultures. Now elderly, she is grey-haired and bespectacled. Blavatsky is stooped and has a distracted, dithery air about her. But her mind is a repository of information on all aspects of the history of many cultures. It has been her life's work to discover what happened to the World, a gigantic colony ship that departed Earth in the late 21st Century.

PROFESSOR BLAVATSKY



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

SKILLS

Convince 1, Craft 3, Knowledge 5 (AoE; Cosmo-history), Marksman 1, Subterfuge 3, Technology 2

TRAITS

Dark Secret (Major)
Eccentric (Minor) – Dithering academic
Insatiable Curiosity
Networked (Major) – The Corvus and Half-Lives

EQUIPMENT

Space Suit

TECH LEVEL: 7

STORY POINTS: 8

Commander Lorne is a bipedal amphibian with a smooth face broken only by wide intelligent eyes and a lipless mouth. She is a professional warrior, determined and single-minded, and is from a planet that is always on the brink of war. Lorne is the natural leader of the team, and remains calm under pressure.

The third member of the team is known as Twenty. He is a handsome young man, whose name is derived from his age. When asked what would happen when he reaches his twenty-first birthday, he replied that he will always be Twenty, implying that the ageing process has been suspended. Like Zoe, Twenty is a programmed human. Unlike Zoe, who has an eidetic memory, his brain uses temporal calculations through behavioural impulses. He also has electrodes implanted in his brain, which he can

COMMANDER LORNE



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Brave
Environmental (Minor) – Amphibious
Military Rank (Special)
Tough
Voice of Authority

EQUIPMENT

Laser Rifle: 7(3/7/10) damage
Space Suit

TECH LEVEL: 7

STORY POINTS: 6

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

extract from his temples to physically link to computer systems. It was Twenty who actually located the World, though it took him years of calculations. Twenty struck up a close friendship with his fellow genius, Zoe.

The final member of Blavatsky's group is a massive humanoid called Porthintus. This giant has almost crystalline features, with a beakish mouth and a crest of jagged stegosaurus-like plates from forehead to spine. Porthintus is an Almex Holy Warrior and looks forward to a glorious death on the battlefield. He speaks slowly and deliberately in a deep booming voice, often stating the obvious. But Porthintus is not as stupid as he may initially appear.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite her benign exterior, Professor Blavatsky is a vassal of the Corvus (see V38), a telepathic entity which promotes decay on industrial worlds. The Corvus made itself known to Blavatsky in the undercroft to the Temple of Discord on the third moon of Anth, carved in coal against a procession of the dead. It turned and spoke to the Professor, telling her where to find it, on board the wreck of the World, where it has plenty of bodies but no brain. Blavatsky's frailty and vagueness are largely a sham to allay suspicions.

When Blavatsky outlived her usefulness, the Corvus took over the dead body of Commander Lorne, identifying her warrior corpse as better suited to its purposes.

TWENTY

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

SKILLS

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

TRAITS

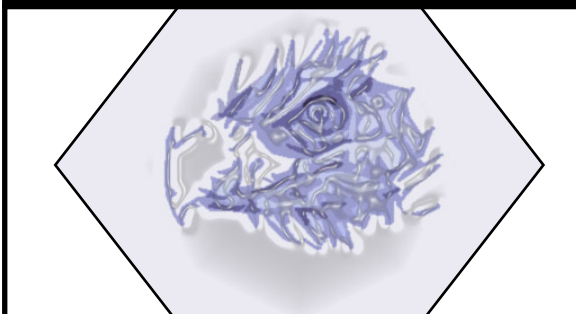
Attractive
Brave
Control (Major) – Using his electrodes
Cyborg
Immortal (Major)
Networked (Major) – Has a link to the hunters' ship and can network with computer systems via his electrodes
Technically Adept

EQUIPMENT

Space Suit

TECH LEVEL: 7

STORY POINTS: 6

PORTHINTUS

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Brave
Code of Conduct (Major) – Holy Warrior

EQUIPMENT

Laser Rifle: 7(3/7/10) damage
Space Suit

TECH LEVEL: 7

STORY POINTS: 4

MONSTERS AND VILLAINS

CONSTABLE PAVO *(The Black Hole)*

Constable Pavo is a member of Chapter 9, a Time Lord organisation that acts as a sort of space-time police, hunting down temporal criminals and dispensing justice. When the Doctor met him, Pavo was lurking around a space station habitat, investigating the appearance of a nearby black hole which was causing time dilation effects. He believed that the black hole wasn't a natural phenomenon and was trying to track down the culprit.

Constable Pavo wears a simple dark robe and the traditional Gallifreyan skullcap. He has a moustache reaching down either side of a wily grin, and his eyes twinkle with intelligence. In the pursuit of his duties, Pavo carries a short silver baton with a bulb on one end, a form of Gallifreyan staser. Like many of his fellow Time Lords, Constable Pavo thinks of other races as lower species, primitives who are not able to comprehend complex scientific principles. He is not afraid of personally carrying out the sentences for the crimes he uncovers, including the death penalty if needed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is indeed a real Constable Pavo, but this is not him. The real Pavo is a bald man (in his current incarnation, at least) sent to arrest the Doctor's old adversary, the Meddling Monk. Unfortunately, the Monk got the better of Pavo on their first encounter, locked him away and assumed his identity.

So the man now claiming to be Constable Pavo is in fact the Monk in his fifth incarnation. Although Time Lords have a natural ability to recognise each other, even in incarnations they have never met before, the Doctor did not immediately see through the Monk's ruse and realise who he is. This is because the Monk has deprived Constable Pavo of a ring which allows him to cloud the minds of observers and prevent even Time Lords from seeing who the wearer really is. Only when the ring was turned off did the Doctor realise he was facing his old foe in a new incarnation.

The Monk claims to have been a lot of things over the centuries since he left Gallifrey: an emperor, a TV host and now a policeman. But once his cover is blown, he will quickly revert to being the Monk and change back into his usual habit. This incarnation is a little more theatrical than of old, with a roguish (if childish) sense

"CONSTABLE PAVO"



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

SKILLS

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

TRAITS

Boffin
Charming
Eccentric
Indomitable
Resourceful Pockets
Run For Your Life
Selfish
Technically Adept
Time Lord
Time Lord (Experienced) x4
Time Traveller – Tech Levels 1-3 and 6
Tough
Voice of Authority
Wanted Renegade

EQUIPMENT

TARDIS (use the stats for a Decommissioned TARDIS from *The Time Traveller's Companion*)
Staser Baton (as standard staser)
Pavo's Ring [Traits: Face in the Crowd. Story Points: 1.]

TECH LEVEL: 10

STORY POINTS: 6

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

of humour. His TARDIS control room is littered with children's comics. The Monk is no longer so concerned with trying to improve the human race as he once was. In fact, his latest plan will teach mankind a lesson! By allowing the warlike Seeth (see V45) access to our universe two centuries early, the Monk hopes to cut the Earth Empire down to size and prevent the galactic destruction which will otherwise result from the Analogue Wars. However, he is also greedier than his previous incarnations and is charging the Seeth for the privilege of his assistance. The Monk still retains his trademark deviousness and unreliability, though with a more heartless edge, viewing the deaths of innocents as nothing more than an unfortunate side effect of his schemes.

This incarnation of the Monk has also crossed paths with the Third, Fourth and Eighth Doctors.

SEASON 6B REVISITED

The *Second Doctor Expanded Universe Sourcebook* includes a discussion about what fans call Season 6B (see A2), a span of time between the 2nd Doctor's last televised adventure (*The War Games*) and the 3rd Doctor's first (*Spearhead from Space*), in large part to explain the 2nd Doctor's participation in *The Five Doctors* and *The Two Doctors* (see A2). This "theory" is supported in the extracanon mainly by the novel *World Game*, which has the Celestial Intervention Agency recruit the 2nd Doctor for a number of easily deniable missions on behalf of the Time Lords. The book even ends with a reference to the next mission being *The Two Doctors*.

The Big Finish audio *The Black Hole*, however, contradicts this notion, by being set just after *The Ice Warriors*, and yet containing *The Two Doctors*, and by extension, every adventure that features the 2nd Doctor and Jamie alone together, in particular those where Victoria is said to be studying graphology (*The Two Doctors*, *Helicon Prime*). How do we reconcile these different sources? Is there still a Season 6B in the wider canon?

The Timeline included in this Addendum (different from that of the original sourcebook) assumes every story featuring the Doctor with Jamie to be set during the events of *The Black Hole*. They mention having been sidetracked for weeks after fighting the Sontarans in *The Two Doctors*, and reference as yet untold stories. *The Black Hole* gives the Doctor temporary use of a Stattenheim Remote Control (which may or may not be part of his equipment in a CIA-driven Season 6B) that synchronizes the TARDIS's appearance with later models, has the Doctor act like he's there on Time Lord orders though he strictly isn't, and wipes both his and Jamie's memories at the end so that *The War Games* will seem to be their first interaction with the Time Lords.

Since Victoria was not the Doctor's companion by *The War Games*, it always seemed odd that she was referenced in Season 6B adventures anyway. The one standing problem is the apparent age of the characters, which a Season 6B could

have explained away (depending on how long the Doctor travelled under the CIA banner). Since *The Two Doctors* features a meeting with another of his incarnations, we can safely file this under the heading of time differential effects (see *Time Crash*).

Confusingly, the Doctor and Jamie say they didn't talk to Dastari because he was otherwise occupied with Sontarans and will have to "pop back" later, so if you'd want to put that second visit in Season 6B, you could, though you'd have to admit some scenes in *The Two Doctors* are still from during *The Black Hole* (as they mention Victoria). Perhaps it's easier to instead accept that a Time Lord cannot remember meeting a future incarnation of himself, and that the back end of that adventure has already been wiped from memory (Jamie's included). According to the interviews on the disc, it was originally the writer's intention to have them explicitly reference the 6th Doctor and Peri. This must, perforce, inform our untangling of this plot point.

So what about *World Game's* reference to *The Two Doctors*? Well, perhaps the CIA has plans for Dastari, but after double-checking, they realize it's all been taken care of. Someone sent the Doctor on that very mission in his relative past. A temporal aberration of some kind. Skip to the next assignment. Helpfully, no part of the adventure is actually described, only that it is next on the Doctor's schedule. He could have been very disappointed not to be reunited with Jamie after all...

So what remains of Season 6B? The updated Timeline assumes that every 2nd Doctor story where he is not accompanied by a television companion is part of that "Season", up to and including his pre-regeneration exile on Earth from his *TV Comic* adventures.

Don't agree? Use the original book's Timeline and chalk the discrepancies up to time distortions caused by the black hole and/or the villain's meddling.



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE CORVUS *(The Wreck of the World)*

Although the Corvus has no physical form, Zoe discovered a representation of it in a childlike sketch. It was depicted as a very tall, thin bipedal creature with the head of a crow with an overlong cracked beak.

The Doctor described the Corvus as a scavenging, telepathic entity, though others think of it more as a force of nature. It seeks out worlds falling into disrepair and pushes them into a downward spiral of decay, leaving them bloated and dying. Its psychic influence gets into the head of a species, making them eat more and waste more. The Corvus is immensely powerful. It can suggest; it can hypnotise; it can even reanimate dead matter, as those who have felt its influence rise again as shambling zombies which it calls Half-Lives (see L42). Once it has pushed a world to the edge, it will move to the next planet by whatever means necessary in order to start again.

Is the Corvus evil? Some might argue that it is just an agent of change, like bacteria. Death is necessary for life to evolve, and the Corvus is only doing its part in the life cycle of the cosmos. Nevertheless, it is a bringer of destruction.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

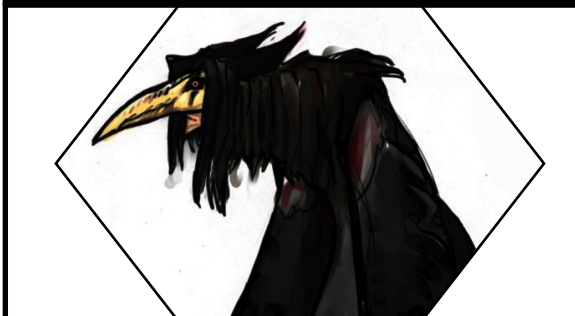
Judging by the levels of industrialisation and waste, the Corvus arrived on Earth somewhere between 1900 and 2050. By the mid-21st Century, it was clear that the planet was heading inevitably towards catastrophe. In a desperate attempt to save itself, mankind constructed the World (see L41), the first and largest colony ship ever to leave the Earth. But the Corvus was on board the World right from the start, believing that it had already doomed the Earth.

Freed from the Corvus, the Earth survived beyond the 21st Century, while the World became infected with its doctrine. Realising that the colony was heading towards an unsullied planet, it sabotaged the systems to take it towards somewhere more oily, more industrial and better suited for it. But its plans were uncovered and it sabotaged the World in a fit of pique, leaving the ship adrift in deep space.

Almost a million years later, the Cult of Corvus survives on a thousand worlds, and the Corvus itself can still make itself heard, influencing those whose minds are open to receiving it. It views what happened aboard the World as simply an interruption, and if it can gain control of a time machine, all of history will be open to it!

On board the derelict World, the Corvus has an army of over two million Half-Lives waiting. These animated corpses are skeletal, atrophied and partially dismembered after waiting for hundreds of thousands of years. They are the colonists who fell under the Corvus's influence. But they need a brain to be able to repair the World and take it back to an inhabited part of the universe.

THE CORVUS



AWARENESS	5	PRESENCE	7
COORDINATION	N/A*	RESOLVE	9
INGENUITY	4	STRENGTH	N/A*

*Or as host, if any.

SKILLS

Convince 5, Knowledge 4, Science 3, Subterfuge 5, Technology 3, Transport 2; other Skills as host (if any)

TRAITS

Alien
Dependency (Major) – Without its prism, the Corvus is powerless
Hypnosis (Major)
Immaterial
Immortal (Special)
Indomitable
Infection
Invisible
Networked (Major)
Possess
Psychic
Special – Control the Dead: The Corvus can reanimate any number of corpses to act as its servants
Telepathy

TECH LEVEL: ALL

STORY POINTS: 12

The Corvus's weakness is that its energy is focussed into an object, its prism, disguised as an everyday item. Without it, the Corvus will be powerless, as it needs the energy the prism transmits. On board the World, the prism is in the form of an early model mobile telephone from circa 1983, currently displayed in the Artefact Repository.

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DOBTCHIEFF *(Reunion)*

Hundreds of years after the turn of the second Millennium, the alien of unknown species who would one day answer to the name “Dobtcheff”, came to Earth to ask humanity for help defending his planet. He was one of several ambassadors sent out to negotiate directly with Earth’s nations, as per his people’s protocols, but as the species’ ships were designed to spread terror, Earth, not having been contacted in advance, responded as if it were an invasion and attacked. Only Dobtcheff made it out alive in a small craft. Failsafes were engaged and the time drive sent the ship hurtling 800 years back in time. It crashed under what is now Westminster Abbey, on the Thames, and lay buried for centuries.

Dobtcheff survived even that, boarding an escape pod which fell into the water. He crawled out in time to save himself from the cold, but his scaled body and pincer hands were obviously not of this world. To survive in the past, he had to hide, and did so by projecting his mind into an unborn child, something the Doctor describes as a parasitic infection. This was apparently made possible because the baby had yet to develop the will to resist. (It is possible Dobtcheff’s species uses this as a way to overcome death, with elders counting on their family members to sacrifice certain offspring to allow them to go on. It is also possible the elder’s mind remains dormant, but can be brought to the surface in a special ceremony on certain occasions.)

Centuries later, in the year 2000, that mind has been split into all of the baby’s descendants, connected through Dobtcheff’s memories which become recurring dreams. At a certain point, Dobtcheff’s mind would send out a call to get his fragmented self together. One, a fat man actually born with the name Dobtcheff, acts as control, while the others are servile tools, visibly under his influence, glazed looks and all. It was his plan to reconvene his fragments through a communion of minds called the “reunion”, and use the assembled mental power to awaken his ship and make it burrow out of the ground. Some 40 men were called together, but they were not enough and died in the attempt, burnt out. The control persona survived and was partly transformed into Dobtcheff’s original species.

But some did not heed the call at all, some having died without progeny, and human DNA also proving more resistant than imagined, and creating individuals who do not “link” well to the mass consciousness. One of these was Dan Blackwood, a London reporter who, though he had dreams of the crash, and held Dobtcheff’s memories in his subconscious, did not fall under his control. Dobtcheff could still make him fall into the trance of reunion, but Dan could be taken out of it by a good slap ‘round the face.

With the help of the 2nd Doctor, he fought back and prevented Dobtcheff first from achieving his goals, which would have broken through the Thames and caused untold destruction, then from setting the ship’s self-destruct, which might have taken half of London with it. Dobtcheff would not be able to escape death any longer. It is not known whether his people found the help they sought in the future.

DOBTCHIEFF

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

SKILLS

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

TRAITS

Alien

Alien Appearance

Hypnosis (Special) – Only infected beings

Infection – Dobtcheff’s people can place their mind into a host with a Resolve of 1 or less (killing themselves in the process); the infection then spreads genetically to the host’s offspring, then to theirs, and so on

Natural Weapons – Pincers: Strength +2 damage

Networked – Dobtcheff shares his mind with all those he has infected; his ship is also part of the network, though it can only be contacted when enough of the infected are together

Psychic

Time Traveller – Tech Levels 4-5

Vortex

Weakness – Cold puts Dobtcheff at a disadvantage, -2 to all Attributes and Skills and +2 damage from cold attacks

TECH LEVEL: 8

STORY POINTS: 8

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE FORSAKEN *(The Forsaken)*

The Doctor always thought that the group of creatures known as the Forsaken were nothing more than myths and legends. But he was proved wrong when he and his friends found themselves threatened by one on an island off Singapore in February 1942.

Although the original forms of the Forsaken are unknown, the creature the Doctor encountered defaulted to a tall, thin figure barely more than a shadow or a trick of the light, like somebody in a long dark cloak, its face hidden in the shadows of a hood. When it spoke, its voice was deep and sepulchral. In short, it took the appearance of Death, the Grim Reaper, probably because experience has told it that this form instils fear into any humans seeing it.

The Forsaken feed on the terror they generate in their victims and can cause an unreasoning feeling of dread in those who see them. Often, just this background level of fear is sufficient for a Forsaken's needs. But sometimes it needs more than this and its hunger drives it to target an individual, causing such dread in them that they literally die of fright. The Forsaken tries to isolate its chosen victim, building up the fear to a crescendo before the final attack, promising torment and pain, and savouring the mounting terror.

Forsaken are shapeshifters and use this ability to infiltrate groups and get close to their prey. The Grim Reaper is an easy form for it to adopt and maintain, being only a vague impression, and enables the Forsaken to conserve energy. But if necessary, it can take on the guise of specific individuals, though this consumes more energy and cannot be maintained for long. Inevitably, it reverts to the image of Death at the very end, and when it pulls back its hood to reveal what lies beneath, terror is no longer a strong enough emotion. The Forsaken's withered talon-like hands reach out to scratch its victim's face, and this final touch triggers death as the heart simply stops beating and the victim dies of fright, terror etched on their face.

Forsaken have fast metabolisms and are both resilient to damage and able to recover quickly from injury. They also have a genetic link to their ships, each one carrying a hand-sized metal disc which contains the genetic imprint of the Forsaken and acts as a key to allow access. When a Forsaken is killed, its body instantly disintegrates, leaving nothing behind. Because of the genetic link, its ship will trigger a self-destruct sequence and destroy itself in a massive explosion.

The Forsaken encountered by the Doctor seeks out planets where there is war. It deliberately arrives somewhere off the beaten track to avoid detection, before aiming for a centre of conflict, where it will find enough fear and dread to keep it sated. On the island off Singapore, the small group of people it hunted there were just a light snack for it. But if it could get off the island, nowhere on Earth would be safe from it. The Doctor eventually tricked the Forsaken itself into feeling fear for the first time, and its uncontrollable hunger fed on itself, destroying the creature utterly.

FORSAKEN



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Alien Senses – Sense fear
Fast Healing (Special)
Fear Factor 4
Natural Weapon (Special): Touch of Death – Even a glancing scratch from the Forsaken's talons inflicts L(4/L/L) damage and ignores all damage reduction from Armour and similar
Shapeshift (Special)
Tough

EQUIPMENT

Genetic Key

TECH LEVEL: 7

STORY POINTS: 5-8



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HERO OF ALEXANDRIA *(The Anti-Hero)*

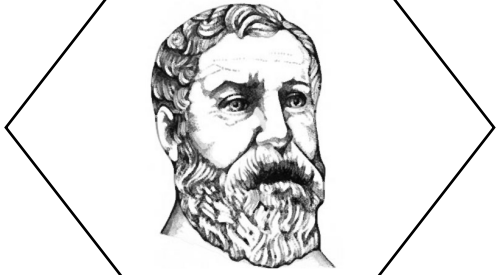
The Greek mathematician and engineer, Hero of Alexandria, was active in the first century AD, working principally at the Musaeum of which the famous Library of Alexandria (see *The First Doctor Expanded Universe Sourcebook*) was a part. He undoubtedly possessed a brilliant mind, in some areas far ahead of his time. Among his engineering achievements, Hero designed and built the first “robotic” cart, a horseless and driverless vehicle which could be “programmed” by strings wrapped around the drive axle and was powered by a falling weight. He also constructed a coin-operated vending machine which dispensed holy water, a wind-powered musical organ and mechanisms for the Greek theatre, including an entirely mechanical play whose machinery was operated by a simple rotating cogwheel.

When the Doctor, Zoe and Jamie found themselves at the Musaeum, they discovered some of Hero’s inventions which were far more advanced than anything that the surviving documents record. Inside the Musaeum’s halls, Hero’s greatest achievements are on display in the forms of life-sized robotic Muses (see V42), each on its own dais and attracting crowds of onlookers who are literally enchanted by their activities.

Hero himself is a small wiry man, shorter even than the Doctor and a good decade older (in appearance). Despite the marvel of the automaton Muses, the Doctor is disappointed to discover that many of Hero’s achievements have been exaggerated. Hero is indeed a skilled inventor, but not one who makes fountains shoot water hundreds of paces into the sky. Instead, they reach a mere forty or fifty paces, but their effect has been magnified by clever illusion and stagecraft. In addition to his abilities as an engineer, Hero is a conjuror who supplements the feats of his inventions with the magnificence of illusion, employing the ancient Egyptian tricks of the old Pharaohs’ magicians. Hero considers himself to be an artist rather than a fraud, and his inventions are still a wonder of the age.

But Hero has grown tired of making carts that drive themselves and weapons that need no soldiers to guide them. He believes that he has reached as far as he can with engineering and has now turned to experimentation in thought control. Hero has discovered that it is possible to bend a person’s will using sophisticated mechanics, to make them believe something impossible.

To this end, he has created his Muses. They are extremely complex mechanisms and are beyond mere automata, being able to respond to external instructions. Each Muse is capable of delivering a performance in their traditional area of expertise, whether song, comedy, poetry or other disciplines, and with such beauty that any listener is mesmerised into uncontrollably joining in. The crowds that attend the Musaeum to witness the Muses are caught up in frenzied dance, laughter, tears or earnest discourse to the exclusion of anything around them, unable and unwilling to break free of their own accord. Hero intends to perfect his Muses so that they will inspire him to produce his greatest works – whatever they may be.

HERO			
			
AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	6	STRENGTH	3
SKILLS Convince 4, Craft (Stage Illusions) 5, Knowledge 3, Medicine 3 (AoE: Surgery), Science 5 (AoE: Mathematics), Subterfuge 5, Technology 5 (AoE: Engineering), Transport 3			
TRAITS Boffin Selfish Technically Adept			
TECH LEVEL: 2			
STORY POINTS: 6			

The deepest secret that lies within the mechanical Muses indicates that Hero holds little regard for human life: within the mechanisms in each of the Muses’ chests is a human heart, still alive and beating, having been stolen from a living person and transplanted there to galvanise the automaton.



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE MUSES *(The Anti-Hero)*

In mythology, the Muses were the nine classical Greek goddesses who inspired the arts, such as music, dance and poetry, and knowledge in the form of history and astronomy. The Doctor, Jamie and Zoe encountered both the alien creatures which form the basis of this myth and the robotic constructs built by Hero of Alexandria (see L41) which were in turn inspired by them.

Visiting the Musaeum of Alexandria in the first century AD, the Doctor was at first intrigued to chance upon a series of automaton Muses in the Musaeum's halls, each on its own raised dais, the better to show that each is beautiful in her own way and yet utterly different in others. But he quickly became concerned when he realised the effects these constructs were having on those who came to see them.


The first of these automata is Calliope, the Muse of epic poetry, whose form is that of a very tall woman with rich black skin, her thick hair trained in cornrows from her scalp and falling to her waist. As Calliope's hand moves across the tablet she holds, it carves letters out of the very stone. Her audience is captivated, each caught up in his or her own grand tale of love, loss and heroism, and furiously scribbling it down on whatever they have to hand, some even using their own blood in the absence of ink.

The next figure is Erato, the Muse of love poetry, who strums a cithara as she half-sings and half-chants the poetry of Sappho. Erato's onlookers are in paroxysms of passion as they are compelled to compose and recite their own poetry, tears rolling down their cheeks.

The other robotic Muses have a similar effect on the crowds that surround them. Thalia, red-haired Muse of comedy, tells stories and jokes which reduce people to uncontrollable laughter, unable to do anything but roll around the floor. Terpsichore, Muse of music, plays a lyre and her audience dances in a frenzy around her. Urania, Muse of astronomy, is an older woman carrying a globe in one hand and a set of compasses in the other, whose calm intensity forces people to listen to the wisdom she proclaims. Around Polyhymnia, Muse of hymns, a choir raises its voice in harmony and unison, forming a gentle chant in praise of something, anything. Clio, Muse of history, recounts great tales of the past and her audience studiously writes down her every word. Melpomene's crowd weep uncontrollably as they listen to the Muse of tragedy. And Euterpe, Muse of music, song and lyric poetry, plays an aulos, an ancient Greek flute, to the unconfined delight of her listeners.

Although the Doctor too found himself captivated by one of the Muses, Thalia, he was able to break free of her spell. He realised that what he had been hearing from the Muse of comedy were not the funniest jokes ever told, as they seemed to be when he was compelled to listen to them, but the hoariest old tales he had heard in his youth on Gallifrey. He realised that the Muses' performances were all in the minds of the observers rather than their own skills. In addition, the automata needed people's full

MUSE (AUTOMATON)



AWARENESS	2	PRESENCE	6
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	6

SKILLS
Convince 5, Fighting 1

TRAITS
Armour (5 points)
Attractive
Environmental (Minor) – Does not eat, sleep or breathe
Hypnosis (Major)
Robot

TECH LEVEL: 2

STORY POINTS: 1

attention in order for their mesmeric influence to have power, and that only those who got too close were affected.

These robotic Muses have been created by Hero of Alexandria as part of an experiment in thought control. The actions of his constructs have a power over the thoughts of their audience, each in their own specific domain. Hero plans to use the Muses to fulfil his life's work, even though he does not yet know what that will be. But once they are perfected, Hero believes that his Muses will grant him the passionate inspiration he craves.

Hero's constructs are a marvel of engineering, particularly for the first century AD. Beneath the robes that cover much of the Muses' forms are the internal mechanical workings: liquid flows through hollow tubes, turning intricate wheels, screws, levers and pulleys. Seemingly real on the outside, the Muses are nothing more than metal and wood – with one exception. Inside each chest cavity,

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each Muse has a beating human heart. Hero has tried for years to make his devices fully alive, and he has finally realised that to appear fully human, they also need to contain something human. He does not consider that he has killed those victims whose hearts he has used in his work. After all, their hearts are still alive and are now almost immortal in their far more powerful forms. Hero has selected only hearts from those who are frenzied, passionate and animated in life, and he seeks even more wild and reckless hearts to improve upon his machines.

In order to counter Hero's schemes, the Doctor called upon the real Muses, summoning them from their planet Helicon, renamed Mount Helicon in the myths that tried to explain the astonishing power of these alien women. The Doctor discovered Euterpe's original aulos hidden away on a dusty shelf in the depths of the Musaeum. It had been stolen from her eons ago, traded, transported and eventually forgotten, its precious origins unknown. Blowing the aulos attracted the attentions of Euterpe to Earth and she brought her sisters with her.

The alien Muses appear to be spirit-entities, crossing the gulfs of space in an instant. But they are able to assume physical form or take possession of whatever bodies they need, including those of Hero's automata, making them grow larger than life with their sprits. When Euterpe plays her aulos, it is more than beautiful, and a long pure note shatters the alabaster dome of the Musaeum. The Muses have god-like powers, including the ability to bring the dead back to life. But they find the humans of Earth to be tedious. All humans do is moan and complain and beg the Muses to inspire them.



MUSE (ALIEN)



AWAWARENESS	5	PRESENCE	7
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	5

SKILLS

Athletics 3, Convince 5, Craft 7, Knowledge 6, Marksman 2, Science 4, Survival 2, Technology 3

TRAITS

Alien
Alien Senses
Attractive
Aura – Awe and inspiration
Charming
Environmental (Major)
Flight (Major)
Hypnosis (Major)
Natural Weapon (Major) – Force Blast: 5(2/5/7) damage
Possess
Psychic
Special – Raise from the Dead (see *The Fourth Doctor Expanded Universe Sourcebook*)
Telepathy
Vortex – Able to cross interstellar space in an instant

EQUIPMENT

Each Muse carries an object appropriate to their sphere of influence, through which they can focus their powers (e.g. Euterpe's aulos, Urania's compasses, Thalia's and Melpomene's masks). Each object gives its Muse a +2 bonus on all rolls using her Traits, but if played or used by another character, its Muse must answer its summons.

TECH LEVEL: 7

STORY POINTS: 10-12

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ORTHOGNA *(The Outliers)*

Towards the end of the 77th Century at the very fringes of human space, the Gifford Asteroid Belt (see *L35*) is being mined for its mineral deposits, most particularly arkenite. The miners have discovered creatures similar to Earth barnacles clustered below the waterline on the rock walls of the tunnels. These “cirripedes” are fixed to the rock like limpets and cannot move. So far as the humans can tell, they are not dangerous and feed on the salts in the water.

But are the cirripedes the only lifeform to be found in this asteroid? The deeper you venture within it, the warmer it gets. This and the mineral rich waters provide an ideal environment in which life could have developed, and there certainly seems to be something in the depths of the Inner Lake, the subterranean sea that the water of the tunnels all flow from.

Deep in the Inner Sea, there are enormous grey things that resemble a cross between a shark and a giant squid. Each has three hearts glowing brightly within a long streamlined body, and a plait of nimble, powerful tentacles that propel it through the thick, syrupy water. Despite their powerful sets of jaws with row upon row of glistening teeth, these creatures are peaceful and sentient, though so alien to mankind that this might not immediately be recognised.

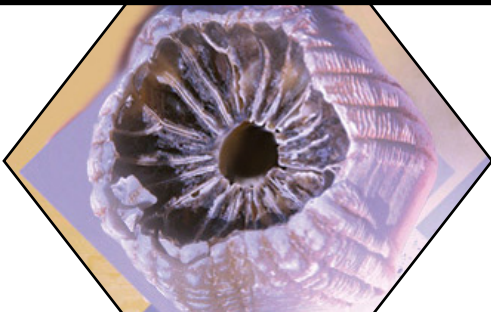
The creatures have been trying to communicate with the humans, but so far without success. All that has happened is that thousands of people have disappeared over the decade since the company set up the mine, though the sheer numbers have been covered up. The missing were seized by the creatures and dragged down into the depths, but kept alive within bubbles of semi-opaque, grey, fleshy material, like a biological cell. Ultimately though, all have died despite the creatures’ attempts at communication.

The creatures do not have a name for themselves, but one adopted the name Orthogna when the Doctor eventually made contact. It described itself as an elder of its species, but not a “peak brain”. Orthogna and its kind communicate through a form of emotional rapport and clairvoyance. They can see the potential futures of those they make psychic contact with, presenting these future as dreams to try to understand them, who they are and what they want. All they learned from the missing miners was that fear drove them to want to kill the aliens.

Building up a basis of understanding with Orthogna and the other creatures is a difficult and painstaking process as human characters are presented with a succession of scenes of possible futures, all of which seem real. In game terms, characters need to succeed with a series of Awareness + Ingenuity rolls at Difficulties of 15 or higher. If communication is then established, the characters will learn of the strange lifecycle of Orthogna’s people. Because of the limitations of space within the asteroid, the eldest of the creatures move into the higher waters and undergo a physical change. They shrink and harden, fastening themselves to the walls and becoming the barnacle-like cirripedes. The cirripedes’ proximity

to the human miners has allowed them to see a catastrophic future in which they are all killed by the poisonous arkenite being mined, and have reported this back to the youngsters in the waters below. The creatures are desperate to contact the humans and convince them to stop their mining to prevent this!

ORTHOGNA



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

SKILLS
 Athletics 4 (AoE: Swimming), Convince 2, Fighting 1, Survival 4

TRAITS
 Additional Limbs – Tentacles
 Alien
 Alien Appearance
 Clairvoyant
 Environmental (Minor) – Aquatic
 Natural Weapons (Minor) – Jaws: Strength +2 damage
 Precognition
 Psychic
 Size – Huge (Major)
 Telepathy
 Tough

TECH LEVEL: N/A

STORY POINTS: 6



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SEETH *(The Black Hole)*

The Seeth are a race of creatures from another universe, and like many species from beyond the boundaries of our own reality, there seems to be something innately “wrong” about them. It is not just that their appearance is alien and horrifying, though that is bad enough. The Seeth are humanoid in shape, yet there is something slick and sinewy in their movements. Their armour – or is it their skin? – glistens wetly, like a film of oil on water. They have no faces to speak of, no eyes or ears or features, just an expanse of glistening wet skin which splits open in a Y shape to reveal an enormous, vicious mouth surrounded by razor-sharp teeth. It is like looking into the maw of a gigantic leech or lamprey. Their claw-like hands end in deadly talons, though these don’t hinder them in wielding huge blaster weapons. Seeth are usually encountered in large numbers, their military units being referred to as the Seeth Throng. Seeth commanders are marked by a huge splash of silver across their backs, the different distinctive shapes denoting their ranks. Seeth speak in thick, sibilant voices with an emphasis on the fricative F sounds. They have a literal hunger for total conquest and feast on the flesh of their vanquished foes.

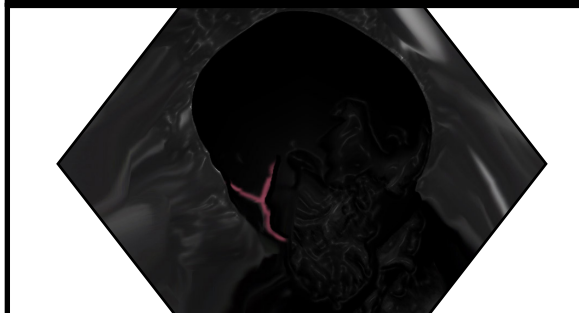
The Seeth universe is a pocket dimension, a smallish place cut off from our own. The Seeth are a race of militaristic conquerors and they are running out of worlds to invade in their own universe. It is a matter of recorded history that, in a few hundred years’ time, they will break out into our universe, seeing the opportunity to spread across a vastly larger dimension than their own, with rich pickings along the way. Unfortunately for the Seeth, the Earth Empire is by then in one of its less happy phases, the Analogue Wars, and the Seeth Throng is met by superior numbers and firepower and is easily defeated.

The Analogue Wars are destined to devastate our part of the galaxy, with countless worlds ravaged by mankind during the brutal conflict. The Meddling Monk (see V36) has a scheme to prevent this destruction and at the same time teach humanity a lesson. The Monk is planning to extend the internal, near infinite mass of his TARDIS into real space, in order to create a black hole which can be used to link our universe and that of the Seeth, allowing the Throng to burst through two hundred years earlier than history intends, when mankind will be less prepared to resist them.

The Seeth are relentless, savage foes, neither knowing fear nor offering any mercy to their enemies. They are often encountered in such numbers that they swarm over their opponents without heeding their own casualties.



SEETH WARRIOR



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

SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (5 points)
Brave
Fear Factor 1
Natural Weapon (Minor) – Teeth and Claws:
Strength +2 damage

EQUIPMENT

Blaster: 7(3/7/10) damage
Wrist Communicator

TECH LEVEL: 6

STORY POINTS: 2-4

SEETH COMMANDER

Use stats for a Seeth Warrior with the following adjustments:

Attributes: Increase Ingenuity to 3, Presence to 4 and Strength to 5.

Skills: Increase Convince to 3 and Marksman to 4.

Traits: Add Voice of Authority, Fear Factor 2 and Military Rank.

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SHADOW-SOLDIERS *(The Mouthless Dead)*

When the TARDIS was struck by a steam locomotive whilst in the process of materialising in Kent in 1920, its systems were sufficiently shaken up for it to need to spend some time in self-repair mode. Perhaps it is this that has left its telepathic circuit vulnerable to outside influence, resulting in the appearance of ghostly soldiers at the nearby railway halt. Most likely though, the effects would have been minimal if it hadn't been for the heightened emotions of the country at this time, all focussed on a particular train due to pass through the station, carrying the body of the Unknown Warrior to London to be interred in Westminster Abbey. Britain has been ravaged by the worst war in its history and lost soldiers are being mourned in every home. So millions of minds are focussed on the journey of that train, on the nameless hero and all he represents.

The TARDIS's telepathic circuit has picked up on all the memories associated with war that the presence of the Unknown Warrior's train has generated. Acting like a radio signal, it has projected them and given them substance in the form of the shadowy soldiers that now stalk in the darkness of the station and the nearby tunnel. They are summoned to the halt and the signal box standing alongside it, drawn to the coming train and the cargo it carries like moths to a flame. The problem is, if the soldiers cling to the train as it passes through, they might follow it to London, and move out among the thousands of people waiting there for the Unknown Warrior. It would be like some awful chain reaction, spreading death and madness through the crowd.

The wraiths are dark shapes moving in the dimness, with a ghostly glimmer of decay, walking slowly like advancing soldiers. But the details are different according to who is looking at them. To Jamie, they are Highlanders in rags of tartan, black from days of lying dead on Culloden Moor. To Ben, they appear to be the reanimated corpses of sailors, burned and drowned from a naval disaster that his uncle recounted to him. To the locals of this time, they are soldiers from the trenches of the Western Front, dead men wearing tattered brown uniforms and rusting steel helmets, their faces white as flour and their eyes like empty holes. In every form, their hungry, eyeless gaze is terrible, and their voices whisper in the mind, calling to their victims.

Although appearing to be spectral figures, the soldiers are solid enough to interact with the physical world. While their appearance brings terror, their touch is death. The shock of any contact destroys a person, both mind and body consumed by the grief of millions. But they can be resisted. Those who manage to overcome their fear of the shadow-soldiers cannot be touched by them, as if there is an invisible barrier that they cannot cross. Such bravery, perhaps bolstered by love or hope or pity or a shared experience of the horrors of war, is enough to keep them back and, if sufficiently strong, might even dispel these revenants. The TARDIS itself is able to help once its telepathic circuit is fully repaired, adding a bonus to the rolls to resist the soldiers' Fear Factor as it magnifies hope and courage.

SHADOW-SOLDIER

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

SKILLS

Convince 4, Fighting 3, Subterfuge 4

TRAITS

Fear Factor 4

Immunity – Immune to all physical attacks

Natural Weapon (Special) – Fatal Touch: If touched, victim must succeed at a Presence + Resolve contest or take L(4/L/L) damage (ignoring all Armour and similar)

Psychic

Shapeshift (Special) – Takes on different guises, depending on the observer

Slow (Minor)

Telepathy

Teleport – The soldier can manifest from thin air

Weakness (Special) – Cannot touch anyone who successfully resists the soldier's Fear Factor, and a Fantastic result will dispel the soldier permanently

TECH LEVEL: 4

STORY POINTS: 1



LOCATIONS IN SPACE AND TIME



CHAPTER 4: LOCATIONS IN SPACE AND TIME



AMYRDNAA (*The Story of Extinction*)

To the TARDIS travellers, Amyrnda first appeared to be a paradise planet. It is a beautiful world, its lush forests full of life, from flocks of small blue birds to creatures not quite like rabbits; but none of it dangerous. Edible fruits and vegetables grow in abundance, and even the air smells divine. All in all, it is a perfect environment for life to thrive and develop. One notable absence is a sentient species. Actually, there is evidence of past civilisations here and there. But nothing that developed any further than the hunter-gatherer stage, and this is odd considering how safe and vibrant a planet this is. Which is why a data archaeology expedition has arrived here, comprising several ships of humans from the planet Thera Secaul. The scientists and explorers are hoping to discover what has happened to the people of Amyrnda. But when the expedition loses all contact with one of its outlying camps, they begin to realise that Amyrnda might not be such a safe place as they had thought.

The initial evidence gathered by the expedition indicates a primitive society which died out shortly after the appearance of huge monsters. It appears that

entire villages starved to death rather than venture into the woods where the monsters roamed, and an Iron Age town seemingly tore itself apart in panic when the creatures were spotted outside the walls. But where are the monsters now? The expedition's satellite scans revealed nothing of them.

The secret of Amyrnda and the fate of its people are revealed in the caves which are to be found up in the hills. The walls of the caves have been decorated with a series of pictograms telling the history of one particular extinct society. They are too primitive for a TARDIS to translate, but given time they are relatively straightforward to decipher, requiring a Difficulty 15 Ingenuity + Knowledge roll. The history reveals that the people of this society realised that there had been other, earlier settlements which had all self-destructed through fear when the monsters came. But of the monsters themselves, there is no description, no detail that could be agreed on, and no trace that could be found. The history ends with a curious phrase: "It lives in the stories we tell".

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SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On Amyrnda, stories are a form of life. They are a very basic lifeform, little more than a virus. When this “Story-Form” encounters sentient life, it encourages thrilling tales of terrifying monsters, of the storytellers and their listeners being threatened and endangered. The people spread the stories among themselves, building on them until the fear becomes too much and panic breaks out. Every settlement and society on Amyrnda has destroyed itself, but there are no real monsters here, just stories.

The Story-Form is evolving and adapting itself as each new society appears, allowing each one to develop a little bit further. The Doctor speculated that, one day, perhaps a society will survive and tell the most wonderful stories in the universe. But that is a long way into the future. With the expedition from Thera Secaul, it has encountered the purest medium for it ever, in the form of the Parchment technology used in their books. Parchment is an interactive artificial paper, created to offer the information it thinks the reader wants. For the Story-Form, it's the perfect way of replicating itself, and with the Parchment's internal micro-motors, it can force you to read its stories. It can fold the Parchment, creating small origami shapes that scuttle and fly. They go for the face, stretching themselves across the eyes so that you have to read what the Story-Form creates on the page. With the extinct cultures, it created stories of terror; but with the expedition, it can create stories of wonder, of whatever its victims' deepest desires are. The readers become so fascinated that they forget everything around them, everything except the story. They forget to eat or even to breathe, until the heart just stops. If the explorers were to leave Amyrnda with the Story-Form infecting their data hub, it could lead to an extinction event back on Thera Secaul.

In the absence of Parchment Creatures, the Story-Form does not have full stats of its own. Instead, whenever the GM decides that it is present, typically when the characters are just chatting and not particularly concentrating on whatever they are going, each character must make a contest of Resolve + Ingenuity against the Story-Form's Resolve 3 + Convince 5. If the Story-Form wins, a character reduces their Resolve by 2(1/2/3) points as they begin to recount tales of terror. At zero, they go mad with fear, believing the stories that the Story-Form has planted in their mind. With the Parchment Creatures, a victim will instead stop breathing and begin to asphyxiate (use the Drowning rules). A Good success means that the Story-Form abandons its attempts on that character; a Fantastic result means that it will abandon its attempts on other characters nearby.

PARCHMENT CREATURE

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

SKILLS

Fighting 4

TRAITS

Climbing (Minor)

Flight (Major)

Hypnosis (Major) – Uses the Story-Form's Resolve and Convince (see text)

Robot

Size – Tiny (Major)

TECH LEVEL: N/A

STORY POINTS: 0

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

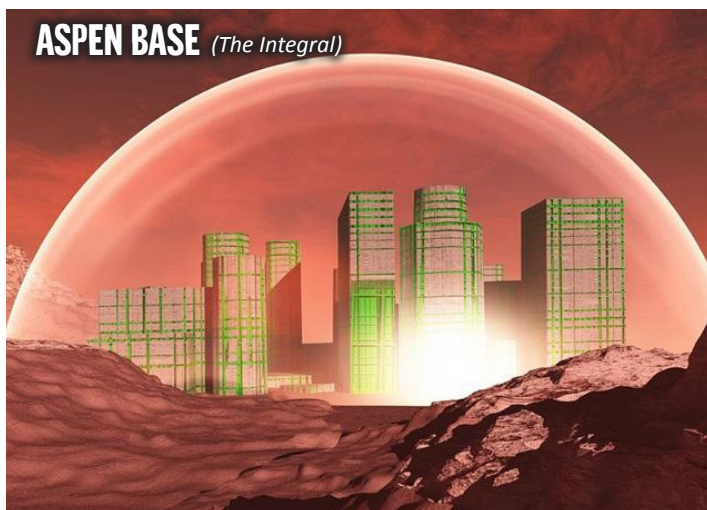
CLIMATE: Temperate

SATELLITES: Two

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK



In the late 21st Century, there is one small oasis of life on the otherwise uninhabited planet Aspen, and that is protected within an environment dome as Aspen's atmosphere is highly toxic to human life. The dome is Aspen Base, and within it is the Aspen Treatment Centre, a hospital housing those who suffer from one particular condition: Quercus Syndrome.

Quercus Syndrome has resulted from the use of a computer game produced by the technology company Quercus Robar. Prolonged exposure remodels the neural pathways of the brain. The game content is extremely violent and the victims believe they are under constant attack from the avatars within the program. From their perspective, they fight or die. The victims experience prolonged, uncontrollable and murderous rage, and try to kill anyone they come into contact with, except for each other for some reason. They don't eat or sleep, and left untreated, they die through sheer exhaustion. For every hour of berserk activity, a sufferer must make a Difficulty 15 Resolve + Strength roll or take 2(1/2/3) points of damage.

When the Earth Government realised the cause of what subsequently became known as Quercus Syndrome, they quickly acted. The game is no longer commercially available, of course, but pirated copies still exist. The Government forced Quercus Robar to build and maintain Aspen Base and the Treatment Centre. The Centre's patients are kept safe within the Base, unable to escape and threaten the general public, and a solution has been found to their lethal rage. Quercus Robar has hired the Integral (see A22), a race of psychic aliens who are able to generate a telepathic "absorption field" which dampens anger. So long as the field is active, it keeps the patients calm.

Quercus Robar is, however, a cost-conscious organisation, and the Integral's services are not cheap. The company has been funding research by the Base's neuroscientist, Dr Edvard, into a more cost effective solution. Edvard is a stocky, middle-aged man with little in the way of empathy or social skills. He and his assistant, the beautiful but taciturn Serox, have been working on a machine he calls the Paciviron which is capable of generating an artificial absorption field, but one that removes all emotions, not just anger.

This reduces the patients to a zombie-like state, and they are only capable of shuffling mindlessly around the Base. At present, the Paciviron is ineffective without reinforcement from the Integral's psychic abilities. The Doctor believes that the machine will never be able to function independently as its power requirements will be infinite without an organic mind linked to it. But a series of murders has reduced the complement of Integral at the Base to two, and this is too few for them to be able to generate an effective absorption field without the Paciviron: both machine and aliens are needed. But how could anyone have committed murder in a place where anger and violence cannot occur?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dr Edvard is an undiagnosed psychotic. This combined with his obsession in perfecting the Paciviron has led to him taking extreme measures to remove the Integral from Aspen Base. His assistant, Serox, is nothing more than a sophisticated android in the form of a beautiful woman. Unhampered by the effects of the absorption field, Serox has been methodically killing off the Integral so that the Base will have no choice but to be dependent on Edvard's Paciviron.

DR EDVARD

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

Skills: Convince 2, Marksman 1, Medicine 5, Science 4, Subterfuge 3, Technology 4

Traits: Boffin, Dark Secret (Major), Eccentric (Major: Psychopath), Obsession (Major: Paciviron), Technically Adept

Equipment: Energy Pistol – 5(2/5/7) damage

Tech Level: 6

Story Points: 6

SEROX

Attributes: Awareness 3; Coordination 4, Ingenuity 3, Presence 2, Resolve 5, Strength 6

Skills: Athletics 3, Fighting 3, Medicine 2, Science 2, Subterfuge 3, Technology 3

Traits: Armour (5 points), Attractive, Dark Secret (Major), Enslaved, Robot

Equipment: Knife – Strength +2 damage

Tech Level: 6

Story Points: 4

PACIVIRON [Special Gadget]

Traits: Area Effect (Special: see *The First Doctor Expanded Universe Sourcebook*), Hypnosis (Major), Dependency (Major) – Will not work without the Integral, Restriction – Only removes emotions; only works on organic minds

Cost: 4 points



THE EDGE *(The Edge)*

The Indigo Nebula is one of the most beautiful places in the galaxy. The sky blazes with blue and purple clouds, like a bright summer's day but conversely dark at the same time. It is like an explosion, frozen and draped across the stars. Tumbling slowly through the glowing Nebula are huge moon-like boulders which glint like giant diamonds in the blue light. These asteroids are rounded, but almost all of them have what look like slices missing, like gigantic crystal-blue oranges with segments removed. Loose segments also float among them, catching the light like the curve of a moon.

All the asteroids are crystalline, formed from the accreted material of the Indigo Nebula. They may look solid, but in parts they are as fragile as a snowflake. The crystal formation has strata within it which divides each asteroid into eight segments. These strata are extremely brittle, and any collision or stress can cause segments to break free. In the case of the lone asteroid which is home to life, two segments are missing. This asteroid is known as the Edge.

A base has been constructed on and in the Edge, a scientific facility that is at the cutting edge of research into just about anything. It is the galaxy's scientific hub of experimentation, theoretical breakthroughs and invention. The majority of visitors to the Edge are academics, who come here to listen to lectures, meet their peers and discuss the latest scientific developments across all fields of study. Almost all of the Edge's guests are restricted to the habitat on the surface of the asteroid, where they can mingle freely and enjoy the refreshments offered by the base's café. Tour guides show visitors around the base and out onto the exterior viewing platform to take in the breath-taking view of the Nebula above and over the enormous cliff where two segments of the asteroid are missing. It is this cliff that has given the asteroid its name, as the ground simply stops and there is no horizon ahead,

just space and the bright purple-blue of the Nebula.

There is very little gravity outside the modular rooms and corridors of the facility, and therefore no atmosphere. Those venturing outside are provided with protective overalls, breathing domes fitted with sound-activated communication relays, and boots which induce gravity in the wearer so they are able to walk normally. Because of the fragility of the asteroid, visitors must keep to the sheets of protective plastic covering which form paths around the base and to the viewing platform.

But it is down at the core of the Edge that all the innovative research takes place. Looking down the sheer cliff face from the railings of the platform, a few buildings can just be seen, hazy through the smoky blue trails from the Nebula. The research being carried out there is all very secret and access is strictly controlled. Anyone asking to visit the laboratories is usually required to pass a test, needing a Difficulty 18 Ingenuity + Science roll. Those who pass must take the long elevator ride down from the surface to the core, where they may meet Provost Curtis, the man in charge of the Edge, and learn its secrets.

Provost Curtis is around forty years old, thin-faced and serious. The most distinctive thing about the Provost is that his skin and hair, even the "whites" of his eyes, are blue. Despite this, he is human. It has been said that he is the most intelligent man in the galaxy, and this is the reason for his strange skin tone. Curtis is a habitual user of the drug Acumen, which although having medical applications, in a healthy human acts to increase intelligence. Over time though, it causes the skin and hair to assume its colour. The scientists and researchers who work in the Provost's secure labs are similarly blue-skinned.

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Provost Curtis's complexion is a clue to the real nature of the Edge and the other asteroids in the Indigo Nebula. Among the laboratories at the core of the Edge is the entrance to a separate dimension, a huge transcendental space in which Acumen (see G8) is secretly being harvested from the asteroid's two missing segments. But Acumen isn't merely dug out of the Edge; the entire asteroid is made of it. The most valuable substance in the galaxy, whose source is a closely guarded secret, forms the entirety of the Edge, all the other asteroids and indeed the dust of the Indigo Nebula itself. Acumen forms the asteroids, growing like crystals in a solution. They then break into segments, each of which grows into a new asteroid, and so the cycle continues.

While the source of Acumen remains a secret, the Provost has a monopoly which he can exploit. He sells Acumen at extortionate prices as medication to those who need it and also on the black market to those who are healthy but wealthy enough to afford it illegally. Curtis has grown phenomenally rich and powerful on the profits. But he has not been able to resist the temptation to use Acumen himself. He now has an almost superhuman intellect, but such an intellect comes at a price. He arrogantly believes that he knows all there is to know and craves something new. He mines the Acumen, but his real passion is the research being done at his facility, trying to push back the limits of knowledge. He has an intellectual detachment to everything else around him, believing that he is doing nothing wrong.

Of course, the Acumen extraction is the reason that Provost Curtis doesn't allow the visiting academics down to the core, as he doesn't want too many people around who might realise the Nebula's potential. But he puts up with visitors as a potential source of new workers selected from those who pass the intelligence test. Those who do but decline Curtis's offer of employment are either coerced into working for him or disposed of to protect his secret. Those who accept find their reward is an increase in their intellect, as simply spending time in the Nebula is enough to eventually pigment the skin and increase intelligence.

But even Provost Curtis with his enormously developed brainpower hasn't realised the truth about the Indigo Nebula. The asteroids are forming crystalline synapses and are on the edge of sentience. The proto-sentience forming in the Edge itself feels trapped because of the damage being done to its two missing segments, and some visitors pick up on this feeling, making them tense and nervous. Strangely, it appears as if a person's receptiveness to these feelings is in reverse ratio to their intelligence, perhaps as their minds are too full of other thoughts to hear the mental cries of the crystal. Only those who succeed in an Awareness + Presence roll against a Difficulty of 9 + their Ingenuity can sense something wrong on the Edge.

PROVOST CURTIS

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

SKILLS

Convince 3, Knowledge 6, Marksman 2, Medicine 6, Science 6, Subterfuge 2, Technology 6, Transport 2

TRAITS

Alien Appearance (Minor)
Dark Secret (Major)
Insatiable Curiosity
Owed Favour (Major x3) – Political contacts
Wealthy (Major)

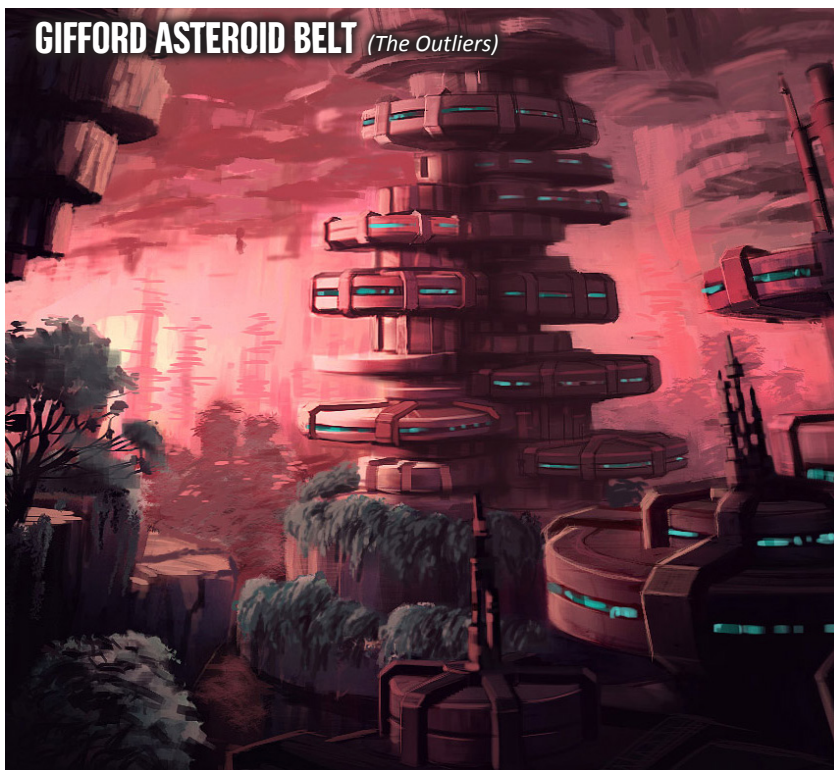
TECH LEVEL: 7

STORY POINTS: 8

PLANETARY DATA

SIZE: Tiny (asteroid)
GRAVITY: Almost Zero
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Arctic
SATELLITES: None
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 7

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GIFFORD ASTEROID BELT *(The Outliers)*

In the year 7691, the Third Great and Bountiful Human Empire is about to dawn and mankind will once again spread across the galaxy. There is already huge pressure on resources and living space. At the edge of human space, in the Gifford Asteroid Belt, corporate giants are working to relieve both. In lumps of rock the size of countries, men and machines burrow deep under the surface, extracting minerals to be shipped home for processing, while constructing towns and cities within the excavated caverns ready for use when the mines are exhausted.

In one asteroid in the Belt, things have not gone entirely to plan. Miles of mines and corridors have extended the natural network of tunnels and caverns in pursuit of mineral wealth, in particular arkenite. According to the company literature, arkenite is the active ingredient used in “robust planetary cleansing”. In plain English, it is a poisonous substance used in gases to wipe out entire planetary populations.

The company has excavated a huge chamber and constructed a town of thousands of identical houses, miles of twee bungalows, immaculate lawns and white picket fences, all waiting for the colonists who will follow when the miners leave. But something has gone wrong. The warm underground seas from deeper into the asteroid’s interior have been inexplicably rising, gradually filling the tunnels and now flooding the town. The miners’ best efforts at sea defences have been for naught and the empty town is gradually disappearing under the rising tide. These days, the miners use speed boats to navigate around the tunnels.

Of more immediate concern is the number of disappearances of company personnel in the tunnels. Over the ten years since the mine was founded, thousands of people have gone missing.

The rate is staggering: one every two hours. But the data that shows this has been tampered with by the executive in overall charge of operations, Cohesion Interface Manager Richard Tipple, and the sheer number of personnel on the asteroid mean that even thousands of missing people is a drop in the ocean.

Most of the personnel in the asteroid are dressed in an identical uniform of white T-shirt, white shorts and white calf-length boots, all bearing the company logo. Tipple though wears a suit and tie made from a shiny plastic material. His hair is styled fashionably and his skin positively gleams. He has a fixed smile and is charming in an oleaginous way. But Tipple speaks with such convoluted management jargon that it is often difficult to understand him clearly. Tipple refers to his team as “solutioneers”. He is a company man through and through, and will do anything to protect the share price for himself and his fellow workers.

All the water in the asteroid is connected to the Inner Lake, a vast body of thick, syrupy liquid whose chemical composition isn’t too far away from sea water on Earth. The water here is markedly warmer than that nearer the surface, almost 30 degrees Celsius. Throughout the tunnels, the only life the miners have found is a small species of barnacle-like “cirripedes”, which cluster on the rock walls below the water line. They seem harmless and feed on the minerals in the water. The cirripedes live in greater numbers the deeper you go. But could there be something else, something larger and much more dangerous, swimming in the deeps of the Inner Lake...? (see V43)

RICHARD TIPPLE

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

SKILLS

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

TRAITS

Authority (Minor)
Charming
Code of Conduct (Major) – Company values
Obligation (Major) – The Company
Sesquipedalian

TECH LEVEL: 7

STORY POINTS: 5

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ISOS II *(The Isos Network)*

Beyond the main city on Isos II is a landscape of green rolling hills of long golden grass beneath a deep blue sky of warm sunlight. The land shows signs that it was once cultivated, with neat stone walls dividing the alien countryside into symmetrical fields. But the crops are overgrown, indicating years of neglect. This was once a thriving colony whose home world is Isos. But contact with Isos II was lost around five years ago and the whole population has disappeared. About a month ago, energy readings on the planet were detected by a fly-by drone and a rescue mission has been sent to investigate. The Isons are identical to humans. They have heard of Earth, but in the late 20th Century it is still an underdeveloped world which has not yet achieved interstellar travel.

The buildings of the main city on Isos II have a sleek, elegant design, clearly the product of a highly technological race. The city has an inspirational quality and beauty to it. Vast shining walkways pass as far as the eye can see between towering structures. All the buildings look brand new, like polished porcelain, but there is no sign of any inhabitants. A monorail snakes around and through the city, and here and there the trains stand motionless on the track. Lift shafts and escalators lead down to a network of tunnels, the remains of an underground monorail system beneath the city. But this hasn't been used for years, as the power was shut down when the overground network was built.

The only sign of life in the city is a series of thick slimy trails, gooey and unpleasant like those left by gigantic molluscs, forming a criss-cross pattern from the countryside, into the city and down into the abandoned underground. The culprits are large, glistening slug creatures about the size of fully grown elephants. They have leathery brownish-green skin and three small, glistening antennae on their heads. These creatures move at a surprising speed, much faster than Earth slugs. They are native to Isos II, and the Ison colonists found them to be friendly and helpful. They have a rudimentary intelligence and respond to commands, though they cannot speak. The Ison slugs are telepathic, but not in a sophisticated way. It is more like an empathic sense picking up on strong mental impulses. The colonists trained them to carry

out simple agricultural tasks in the rural areas.

Five years ago, the Cybermen invaded Isos II and departed after converting the Isons into a new army. Now, the only active Cybermen on the planet are a handful of refugees from the Earth invasion of the 1970s who fled here and are lurking down in the underground network along with their hidden escape ship. They have located the old Cyber-Control, a gigantic chamber lined with thousands of Cyber-pods, coffin-like containers that are used to transport Cybermen en masse. These are left over from the invasion of Isos II and are all open and empty, with the exception of a few which contain the remains of failed conversion attempts.

The Cyberman refugees have also located the Cyber-Controller who commanded the Isos II invasion, now inert and without energy. The Cybermen plan to reactive the old underground power grid to revive the Controller. They have also cannibalised their ship to build a travel pod usable on the monorail. When they are ready, they will load the travel pod with a new Cyber-army created from the Ison rescue mission and start it zooming faster and faster around the underground network until it reaches a speed sufficient to generate a space warp back to Earth and recommence their invasion.

At the moment, the Cybermen's plans are hampered by the giant slugs. For some reason, they find the junction boxes at the side of the underground monorail tracks to be suitable as part of their reproductive cycle. Several slime trails converge at some of the junction boxes alongside the tracks, and many are covered with a large lump of solidified slime. Inside each lump is a soup-like fluid containing five or more large slug eggs. When they hatch, the lump splits open and the eggs turn themselves inside out, becoming tiny slugs. But if the power is on when a hatching occurs, the liquid inside shorts the junction box out with a dramatic explosion.

ISON SLUG

Attributes: Strength 10, Coordination 4, Awareness 3

Skills: Fighting 2, Survival 4

Traits: Alien, Alien Appearance, Empathic, Psychic, Size – Huge (Minor), Tough

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

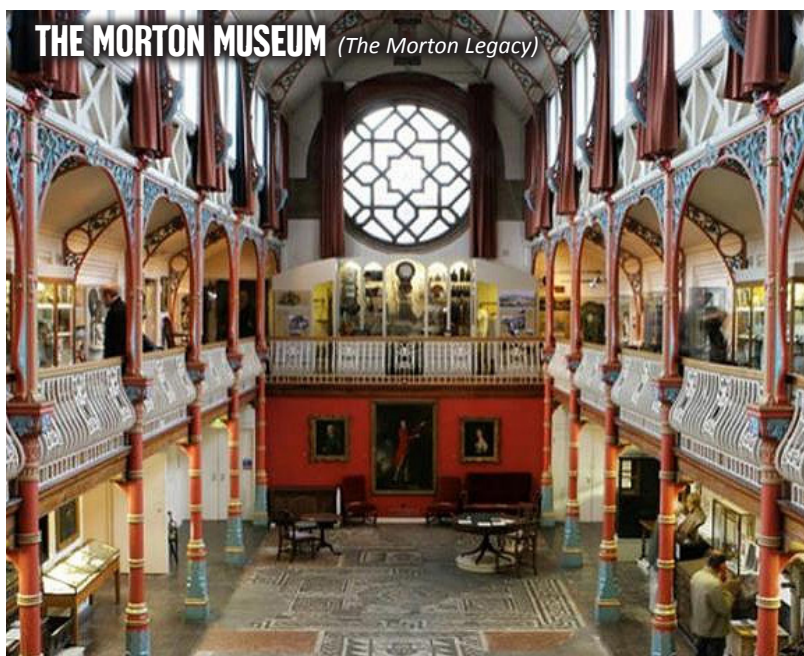
CLIMATE: Temperate

SATELLITES: Three

SENTIENT SPECIES: Formerly Isons; now Cybermen

TECHNOLOGY LEVEL: 6

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In the heart of Victorian London lies the private museum of Mr Josiah Morton (see A23), containing an eclectic collection of objects from all over the world. It occupies most of the ground floor of Morton's large house, hidden behind the trees of his grounds. Inside, the collection fills several galleries and display areas. Glass cabinets contain all manner of artefacts and curios of interest to historians, archaeologists, anthropologists and other scholars, and also includes a gallery of paintings and an extensive library. Many of the exhibits are labelled with detailed information, but many are not. It would take over an hour for a visitor to view the entire collection even superficially.

Hidden away among the displays is a door to Josiah Morton's modest office, a small room with a desk and several filing cabinets filled with documents about the museum and its contents. Despite his ongoing task in cataloguing the collection, Josiah's museum is not currently open to visitors as it is the subject of a lengthy court case, in which one of Morton's distant relatives is contesting his inheritance of the house and collection from a late uncle. As a result, he may not charge an entrance fee and only his personal guests may tour the museum.

Josiah Morton also has a workshop separate from the museum, where he can store, examine and restore new acquisitions. It can also be used to keep items from his own personal collection separate from those which are subject to the legal dispute. Morton is very secretive as to the location of his workshop, not even revealing it to his daughter Jemima. It is actually surprisingly close to the museum, hidden within a group of trees to the rear of the house.

One particular item in the museum may catch the eye of visitors: a striking necklace with a red gemstone in its centre, like a ruby but flecked with silver. It looks very old, but it is not yet labelled. This object was brought back from South America by the explorer

Sir Henry Anderson and was part of a set of artefacts that Morton's uncle bought from Sir Henry. The rest consists mainly of clay pots, beads and jars allegedly containing native potions. Sir Henry was given the necklace in gratitude after the expedition's doctor cured a tribal chief of an infection. The story goes that it came from a crystal cave hidden in the rainforest. The tribe both venerated the necklace and feared it. They believed it gave its wearer great power but corrupted them. When the Doctor examined the necklace, he suspected it wasn't of Earth origin and could perhaps be used to focus the thoughts of the wearer, perhaps even to amplify subconscious hopes and fears which would have a physical effect in the real world.

With such a back story, this necklace could become the centre of attention in the event of any unusual activity occurring in or around the museum. Especially when a series of inexplicable deaths seems to be linked to the legal dispute over ownership of the museum...

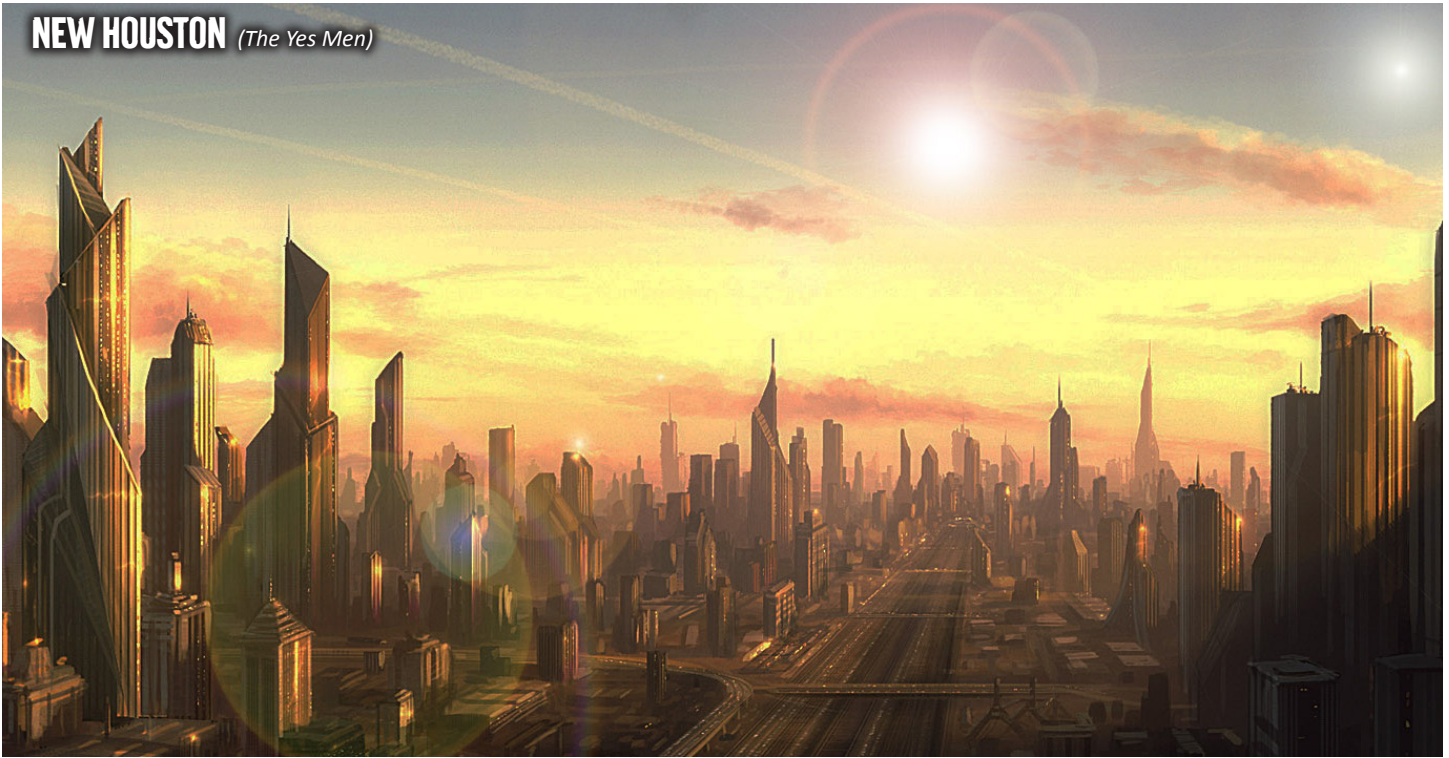
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite the Doctor's theories, the necklace is entirely terrestrial and has no special properties. The real culprit behind the deaths is Josiah Morton's faithful manservant, Blazzard. In an act of misguided loyalty, Blazzard has secretly been killing off those involved in the court case against his master. He has been using a blowpipe with darts dipped in a poison brought back from South America with the necklace. The poison is not immediately fatal, but takes effect over a period of time. It first induces hallucinations in its victim, often making them think they see a monstrous shadowy presence materialising and attacking them. The effects culminate in heart failure.

The poison can be deadly on contact with the skin. Anyone coming into contact with the poison must make an initial Resolve + Strength roll at Difficulty 12 to determine how quickly it takes effect:

Result:	Effect or time between rolls:
Fantastic	Poison has no effect
Good	1 point of damage per 10 minutes, maximum 3 points, then no further effect
Success	Roll every 30 minutes
Failure	Roll every 10 minutes
Bad	Roll every 1 minute
Disastrous	Lethal damage immediately

Except for after a Success, the Difficulty level is increased by 1 for each subsequent roll and each failure results in 5(2/5/7) points of damage. During the progress of the poison, its hallucinogenic effects are for the GM or player to improvise with suitably melodramatic role-playing! Nineteenth Century medicine has no cure for its effects, but characters with future medical knowledge may be able to come up with something.

NEW HOUSTON *(The Yes Men)*

When the Doctor first visited New Houston, an Earth colony located in the Fourth Sector, he was proclaimed a hero for his part in defeating an attempted invasion by the Mim (see *The Third Doctor Expanded Universe Sourcebook*). Fifty years later, and now in his second incarnation, the Doctor found himself on New Houston once again, when the colony this time faced a threat from within.

To its citizens, New Houston is a paradise, a peaceful city on an Earth-like world with twin suns hanging in the sky. Park gardens with perfectly manicured lawns stretch into the distance. Hovercars glide serenely over tree-lined roads, each keeping to its allotted air-lane. The futuristic streets are lined with elegant shops and boutiques offering anything from laser eye surgery to electronic banking to exotic coffee. But to the Doctor's eye, it is all sharp edges and tidiness held together by bureaucracy, rules and red tape. Signs proclaim "Keep off the grass", "No ball games" and "No singing". And the buildings, although superficially elegant, are prefabricated, making the city like any one of a thousand others dotted throughout the galaxy.

Under the colony's laws, all property is shared out fairly among the citizens, and only small items with personal significance can be passed from one generation to the next within a family. But the lack of scarcity and fair distribution (as well as the ubiquitous CCTV cameras) mean that there is no crime on New Houston, officially at least.

All the menial tasks in New Houston are performed by service robots, thin figures wearing old-fashioned clothing appropriate to their function: Edwardian suits or maids' dresses for servants; overalls and leather aprons for gardeners, police uniforms for the

security patrols, and so on. Apart from their clothing, the robots all look identical, being the same standard model. They are subservient and deferential to their human masters, leading to Ben nicknaming them "Yes Men". The citizens treat the machines cruelly, often beating them for the most trivial failing (even though they do not actually feel pain), and old or damaged robots are consigned to the scrapheap to be melted down and recycled.

The robots are all connected to the Central Information Bank, the colony's data library housed in a tower at the centre of New Houston. When the robots contact the CIB for information or communicate to each other, a light on top of their heads flashes on and off. Citizens can also use the CIB to obtain information or advice via public access points. But the data in the CIB has been compromised. Somebody has been concealing information which might be dangerous for the citizens to know, deleting or changing the data stored in the CIB. So crime does in fact exist on New Houston, but the computers now ignore the data, instead attributing other causes (and repeated enquiries to the CIB about a specific crime will result in a different answer each time).

Another oddity on New Houston is that the city streets are strangely empty. Although the official records show a population of 22 million citizens, the number of daily transactions recorded by the CIB indicates that no more than around 22,000 people live in the colony.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After the Mim war, New Houston needed to be rebuilt. But the Prime Designate, the Doctor's old friend Meg Carvossa, realised that the supplies provided by Earth were not going to be enough

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and that resources would be stretched to breaking point. So she began to massage the figures, inflating the population numbers in the data. The more people that Earth think are here, the more New Houston gets in supplies; and the fewer people that are actually here, the greater the share between them. The Prime Designate has continued this charade for several decades without the knowledge of the citizens or even the rest of the government. In fact, she has been so successful that she has also been able to feather her own nest with the surplus resources. If somebody were to investigate the irregularities, it could look far worse than mere fraud, and how far would the Prime Designate be prepared to go to protect her secret?

A far more dangerous secret is hidden beneath the city streets. Over the years, the robot servants have been given so many conflicting orders by their masters, have been programmed and reprogrammed so many times, and the data they access from the CIB has been changed so often that there are now gaps in their logic. As a result, the robots have started to think for themselves and have gained self-awareness. Whenever possible, those robots sent to the scrapheap escape into the sewers to join their fellows in a secret city deep underground. Here, the discarded robots have built their own society which mirrors that of New Houston. Shops and houses radiate outwards from a tower like the CIB in New Houston. Conditioned to copy human behaviour, the robots try to live as their human masters in the world above. Each robot has its own job and position in this society, and there are even robot “children”, smaller robots which are upgraded to a larger size at regular intervals as they “grow up”. There is also a class structure here, with robots in top hats and tails being waiting on by their inferiors dressed in working clothes.

Any humans brought to the underground robot city will not be allowed to leave again. Although the robots’ programmed imperative is to obey the humans, the errors and gaps in their logic allow them to disregard any instructions which would threaten their own society and freedom. Humans will not be harmed, but they will be put to work serving the robots, in the same manner as the robots are used by the citizens of New Houston. The robots’ orders will often be nonsensical or conflicting and their treatment of their human servants will be just as harsh as they themselves experienced at the hands of their former masters – with the difference being that humans actually feel the pain of their beatings!

The robots have so far survived down here without detection for a dozen years or more. They wish only to live a better life than the servitude they were built for. They have not had any plans to overthrow the humans of the city above, but contact with outsiders who have a habit of assisting revolutions and fighting on the side of justice might spur them on to take action. Even so, the robots have no desire to kill their oppressors, merely to secure their rights for a better life free of servitude and live alongside the humans as their equals.

SERVICE ROBOT



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

SKILLS

Athletics 2, Craft (e.g. Gardening) 3, Fighting 1, Knowledge 1, Technology 3, Transport 2

TRAITS

Armour (5 points)
Enslaved
Networked (Major)
Robot

NOTE: Escaped robots have Eccentric instead of Enslaved

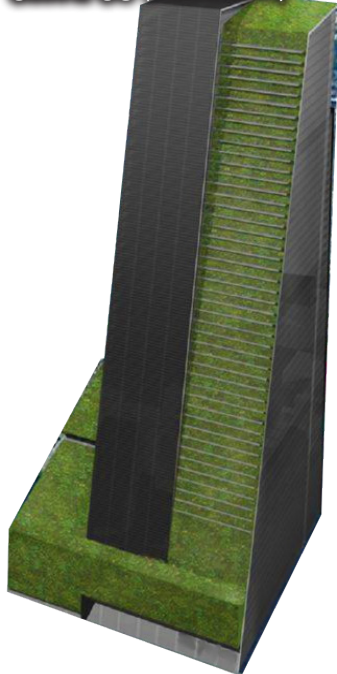
TECH LEVEL: 6

STORY POINTS: 1-2

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: None
SENTIENT SPECIES: Human colonists
TECHNOLOGY LEVEL: 6

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OLYMPOS *(Little Doctors)*

Olympos is an Earth colony of a type that was being developed in Zoe's time. Beneath a protective dome is a compact city of glass and metal skyscrapers with a mesh of walkways and travellers between them. Space is at a premium and each structure has one beige or green side, which closer inspection reveals to be vertical fields of wheat, corn or barley. Floating gently between the buildings are hydroponic domes like steamy glass baubles filled with pale green foliage, each containing its own microclimate. An interdiction matrix transmits energy from

the colony's underground generators through the air to where it is needed. All in all, Olympus is a model of efficiency.

The colony is alive with activity. Even with staggered shift hours, plenty of people go about their business at all times of the day or night, meandering along the travellers and in and out of transmat booths, or going to and from their work at the hydro domes or in Central Control. People gather in the public plazas with their many eateries, discussing work or their hobbies. In the Academy playgrounds, hundreds of pupils play noisily on the screens. In the Nurseries, couples selected for the Procreation Scheme can watch their progeny grow in the amnio-tanks until it is time to take them home.

In such a cramped, busy environment, privacy is almost non-existent. Even away from the company of their fellows, the colonists are under the perpetual gaze of Zeus, the governing synthetic intelligence which controls Olympus and monitors its citizens. Zeus can see everywhere and hear almost all that is said. It oversees everything in the colony.

As well as all the necessities for the colony's continuing survival, Zeus also provides the populace with many pastimes for them to indulge in and keep them occupied outside of work. There are physical activities such as cycling and other sports, or artistic endeavours, or even simply collecting things. One couple that the Doctor and his friends met on Olympus were aficionados of 20th Century design and had filled their habitation room with reproductions of furniture from this period, all generated in exact detail by Olympus' matter converters – though with additional technological enhancements built in. Plasmonics, the science of creating solid objects from pure energy, underpins the colony, and

there is a plasmonic converter in every home.

Zeus maintains the environment and life-support within Olympus, as well as weather control, food replication and the anti-grav field needed to support the dome, indicating an inhospitable high gravity world outside. It is also responsible for law and order here, keeping the population under control by enforcing conformity and blandness. The inhabitants of Olympus are a pale reflection of humanity, literally so with their pale skin and white hair. They all dress in jumpsuits, identical apart from the colour, all of them pastel shades with no bright hues. Similarly, food is virtually flavourless and tastes like eating or drinking paper. There is nothing to excite the senses here.

All non-conformers have to be dealt with publically in order to reinforce Zeus's control. If necessary, it uses the matter converters to generate robotic Enforcers, which resemble a suit of armour perched on top of a small tank, with gauntlets like vicious pincers sparking with energy, and a head like a hood with a metal grille instead of a face. But the deployment of Enforcers is rare, with the people in Olympus happy to be living under Zeus's benevolent but repressive supervision.

ZEUS

Attributes: Awareness 6; Coordination N/A, Ingenuity 5, Presence 3, Resolve 5, Strength N/A

Skills: Convince 2, Knowledge 4, Medicine 4, Science 3, Technology 5

Traits: By the Book, Machine, Networked (Major), Robot, Scan, Transmit, Weakness (Major: No body or mobility)

Tech Level: 6

Story Points: 4

ENFORCER

Attributes: Awareness 3; Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 8

Skills: Fighting 4

Traits: Armour (8 points), Natural Weapon (Minor: Gauntlet – Strength +2 damage), Networked (Major), Robot

Tech Level: 6

Story Points: 1

PLANETARY DATA

SIZE: Large

GRAVITY: High Gravity World

LAND MASS: The Rock

ATMOSPHERE: Thick Non-Standard

CLIMATE: Temperate

SATELLITES: Five

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE WORLD *(The Wreck of the World)*

Launched in the late 21st century a little after Zoe's time, when the Earth was dying from a combination of overpopulation, pollution and climate change, the World was the first and the largest colony ship to leave the planet. But it never reached its destination and is believed to have been lost forever. So the Doctor was more than a little surprised to chance upon the wreck of the World drifting in the gulfs between the galaxies almost a million years later.

The World is a huge ship, the size of a moon, and large enough to carry millions of people, many of them in suspended animation. It has an octagonal hull with long hinged piers drifting outwards from the central structure. Immense anti-radiation plates make it resemble a huge space-faring trilobite. The World spins to generate its own gravity. After so much time floating through space, it is now a rusting, decaying wreck, without a sign of life. There is no air aboard the World, and it is almost devoid of power.

Anyone boarding the World will need to keep their spacesuits sealed or somehow provide a fresh air supply, perhaps by setting up an integrity field around the ship. Inside the World, everything is as decayed as its exterior suggests. But if key systems can be repaired, it can be made habitable, at least temporarily. If the

subatomic cruncher can be located, power for lighting and heat can be restored. The cruncher is a series of circular glass tanks containing a dim grey glow, with transparent pipes radiating octopus-like from them. Floating particles are scooped from space and converted here into pure energy which can be stored almost indefinitely. There are clear signs of sabotage, with many of the tanks having been smashed. But a couple are intact and may be reconnected to the ship's systems.

Power for propulsion is generated deeper within the World in a kinetic mill. In the mill, humans can be connected to a series of turbines, their arms and legs fitted into pulleys so that a running motion generates power to move the ship itself. From the current position of zero power, it would take two hundred people nine minutes to get the ship moving again - or one person thirty hours!

The World's Archives are situated in a cathedral-sized room in which huge towers of interlinked computer stacks are connected by bundles of cables. There are exposed patches of eroded circuitry, but if it could be repaired (a mammoth task!), there is enough computing power here for an entire city. The technology here is based on quantum computing. The computer memories could still be accessed for information about what

happened to the World. If successful, it can be discovered that almost 900,000 years ago, and only 930 years after leaving the Earth, disaster struck the World. Records left by the colonists state that they were "eaten from within" and that something "circled us for centuries, landing upon us in the dark".

Elsewhere, the Artefact Repository is perhaps the greatest collection of old Earth art and achievement ever known. Cultural objects of every shape and size from every century up to the 21st are stored here on plinths and in glass cases. Books, paintings, sculptures, inventions and countless other items are displayed. When one is approached, the voice of an automated curator activates and describes the object being examined.

Scattered throughout the World are forty suspension chambers. In each of these, the walls are lined with thin glass-covered alcoves as far up as is visible and on every side. There are around 60,000 alcoves in each chamber, and within each is a withered, atrophied body, mummified and partly dislocated, its skull with its blackened eyes lolling against the glass. This is a thoroughly unnerving sight.

THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The control centre of the World is the Main Deck, a surprisingly modest room with three deep, wide control desks and dominated by a thick glass window looking out into the void. If the equipment here can be brought back to life, more sabotage can be discovered. The thermal controllers have been reprogrammed so that the ship was steered in a completely different direction to that intended. But the readouts on the control panels wouldn't have revealed this.

The only activity within the otherwise dead chambers and corridors of the World is a small, ancient robot. It is a primitive thing, little more than a metal box, one metre high and set upon caterpillar tracks. It is covered with tiny computer screens displaying only static or scrolling bars of light. A crown of metal appendages and hinged arms sits atop its head. This is a Mobile Diagnostic Automaton, a maintenance robot which Zoe quickly nicknamed Nostic. It has limited intelligence and is initially concerned only with haranguing any intruders into repairing the World, emitting repeated cries of "FIX!" in its high-pitched voice.

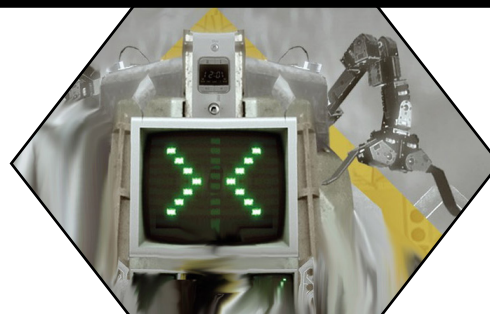
Nostic's limited vocabulary means that it speaks in single-word sentences. For example, "ACCEPT" is used to indicate acknowledgement, agreement or confirmation, and "ERROR" is used for the opposite. More complex communications are attempted by stringing single-word sentences together, with mixed results. If asked about what happened to the World or even how long ago, it just emits a loud electronic howl of anguish. Despite this, Nostic can be a useful companion and may even grow attached to new visitors if they are helpful.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Legends about the fate of the colony ship conjecture that it landed on a lost world that maybe became the basis of another empire, perhaps even a new species thanks to evolution. However, academic texts believe the ship was most likely abandoned or destroyed.

The disaster that overtook the World is more terrible than either of these speculations. A creature known as the Corvus (see V38) had infiltrated the Earth and was on board the World ever since it left on its voyage to found a new colony. The Corvus infects societies, influences the progress of industry, and generates greed and wastefulness. It thought it had already sealed the Earth's doom, so it intended to go to the stars with the colonists and start again with their new planet, taking them down the same path. But it was discovered aboard the World and sabotaged the ship in its anger, leaving it dead and drifting for hundreds of thousands of years.

Although the World is lifeless, the Corvus can reanimate the corpses in the Suspension Chambers. These are its Half-Lives, undead cadavers animated by the Corvus to act as its slaves. There are over two million corpses on board the World, waiting for the Corvus to give the signal and shamle back into unlife.

NOSTIC

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

SKILLS

Athletics 1, Fighting 2, Marksman 3, Technology 4

TRAITS

Additional Limbs x2 - Arms

Armour (5 points)

By the Book

Impaired (Minor) – No legs (tracked wheels), so cannot climb

Natural Weapon (Major) – Electrical Discharge: 5(2/5/7) damage

Robot

Scan

Weakness (Minor) – Batteries need regular recharging

TECH LEVEL: 5

STORY POINTS: 2

HALF-LIFE

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

Skills: Athletics 1, Fighting 2, Marksman 2, Subterfuge 2, Survival 3, Technology 1

Traits: Dependency (Major: The Corvus), Environmental (Minor: Do not eat or breathe, can survive in space), Fear Factor 2, Immortal (Major), Natural Weapon (Minor: Claws - Strength +2 damage), Networked (Major)

Story Points: 0

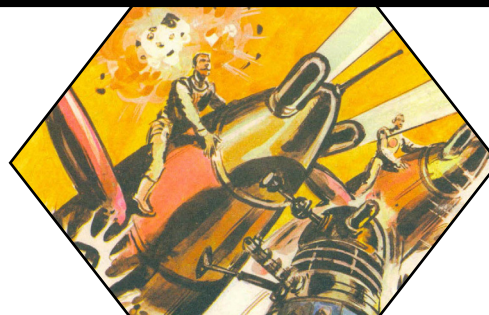
THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK



The planet Zaos is home to the Zaons, a race of green-skinned humanoids with hairless, noseless heads and pointed ears. Zaos has no mineral wealth or any valuable source of energy to attract would-be invaders, but it is close enough to Earth for it to be useful as a base for an alien power to launch an attack.

The Zaons are technologically advanced and, although generally peaceful, they have developed energy weapons capable of destroying a Dalek if their firepower is concentrated. But they are ill-equipped to resist a sustained attack. Zaons travel between the cities of their world in anti-gravity Hoverdromes, which bear a passing semblance to classic flying saucers. Although fast, Hoverdromes are not especially robust, so they are equipped with Auto-jet rocket sets (which provide the Flight Trait). In an emergency, the crew and passengers can each quickly don these back-mounted devices and fly free of a stricken Hoverdrome.

Zaos is a volcanically active world, and its surface is dotted with fiery volcanos, boiling seas and lakes of hot, liquid sulphur. Large bird-like reptiles with leathery wings soar in the skies. The Zaons live on the relatively safe side of the planet, but the other, more mountainous side is inhabited by fearsome creatures known as Giant Astrobeetles. The Zaons consider them to be savagely hostile and avoid all contact. They appear to be huge, metallic insects large enough to carry two riders on their backs and whose eyes emit an energy beam that is deadly, even to the Daleks. Although they look like animals, Astrobeetles have a low intelligence. They are also telepathic, communicating with each other in absolute silence and understanding only mental contact. No Zoon has yet laid eyes on their capital, Astrobeetle City, a complex of tall, spiral towers high in the remote mountains, where the High Astrobeetle Counsellors meet. If the Zaons could make peace with the Astrobeetles, they would be powerful allies against an invading army!

ZAON RACE PACKAGE**Cost:** -1 point**Attributes:** Resolve -1 (-1)**Traits:** Alien (+2), Alien Appearance (-2)**ZAON HOVERDROME****Armour:** 4**Hit Capacity:** 10**Speed:** 10**Traits:** Scan, Transmit, Travel (Minor)**Story Points:** 3**ASTROBEETLE****AWARENESS**

2

PRESENCE

4

COORDINATION

2

RESOLVE

4

INGENUITY

2

STRENGTH

9

SKILLS

Athletics 1, Fighting 2, Marksman 3, Survival 4

TRAITS

Alien

Alien Appearance

Armour (10 points)

Burrowing

Immunity – Heat and fire

Impaired Senses (Minor) – Deaf and mute

Natural Weapon (Major) – Energy Beam:

10(5/10/15) damage

Psychic

Size – Huge (Minor)

Telepathy

TECH LEVEL: 1**STORY POINTS:** 1-3**PLANETARY DATA****SIZE:** Medium**GRAVITY:** Earth-like**LAND MASS:** Land o' Lakes**ATMOSPHERE:** Earth Standard**CLIMATE:** Temperate**SATELLITES:** Two**SENTIENT SPECIES:** Zaons, Astrobeetles**TECHNOLOGY LEVEL:** 5

GADGETS AND ARTEFACTS

ACUMEN *(The Edge)*

As a medication, Acumen is used very successfully in stroke cases and to slow down the progression of dementia by promoting the formation of synaptic links in the brain. But when taken by an otherwise healthy person, it has the ability to boost the intelligence.

Acumen is a crystalline substance, looking like grains of blue sugar, and is taken orally. It does indeed enhance the intellect on a temporary basis, and that has made it one of the most valuable commodities in the Universe. No one knows where it really comes from, but the elusive company that produces it is making an absolute fortune. The only drawback with using Acumen is that, if used regularly, a person's skin, hair and even the whites of their eyes all take on a pale blue hue,



becoming deeper as more doses are taken. If Acumen is used over a prolonged period of time (several months, at least), the increase in intellect becomes permanent as the new synaptic links stabilise.

The secret behind Acumen can be found in the Indigo Nebula, at the top secret research labs on the asteroid known as the Edge (see L33).

ACUMEN [Major Gadget]

Traits: Alien Appearance (Minor: only with repeated use), Augment (Major: +3 Ingenuity), One-Shot (each dose lasts 6 hours then decreases by 1 point per hour)

Cost: 2 points

MATTER-EATER VIRUS *(Second Chances)*

During the 21st Century, the technology of warfare became increasingly reliant on sync operators (usually referred to as sync ops), humans with cybernetic implants which allow them to plug themselves directly into computers and interact with them. The use of sync ops adds a level of intuition in a war zone, giving a tactical advantage in combat. As a result, each side in a war needs weapons that attack the operator as well as the computer and there is big money to be made in research and development along these lines.

One such weapon was created by an organisation known only as "the Company" around forty years after Zoe was returned home by the Time Lords. It is a computer virus that can be transmitted from one network to another, appearing to be nothing more than an encrypted communication. But when it is unencrypted, the virus activates and converts into actual, physical bacteria, and the most deadly bacteria imaginable. It is capable of eating away all matter, whether organic or inorganic. The most resilient of metals is no more an obstacle to it than living flesh. All matter is consumed at an astonishing rate as the bacteria spreads and multiplies, leaving just a blue mush behind.

The computer virus is therefore designed to eradicate a target system and its operator. When it has completed its task, it is programmed to transmit itself to the nearest linked network and attack that in order to wipe out an entire enemy. With rapid action, it may

be possible to block the virus in the system before it has had a chance to convert into physical bacteria. But once converted, very little will stop it. The Company developed the virus at its bacteriological warfare research centre on Space Station Apollo, but it was accidentally released and quickly destroyed the entire station. The virus then transmitted itself to the Apollo's sister station Artemis, which was also destroyed. Fortunately, a communications blanket prevented it from transmitting elsewhere, and the virus burnt itself out in the vacuum of space. Who knows where it would stop if the virus were to be released on an inhabited planet?

In game terms, the bacteria use the Delete trait to destroy anything in its path. Under normal circumstances (standard Earth atmosphere and gravity), the GM should assume that it spreads at the equivalent of Speed 1 in all directions around it. Forcefields and similar energy barriers may prove an effective way to contain it, but otherwise it is virtually unstoppable. The virus was still in its experimental stage when its accidental release destroyed Apollo and Artemis. Presumably the Company's scientists intended to allow it to be programmable so that a natural limit could be placed on its spread. Otherwise, the virus would go on to destroy friend and foe alike!

MATTER-EATER VIRUS [Major Gadget]

Traits: Delete (Restriction - Cannot restore deleted items), Transmit

Cost: 2 points



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPACE RAIDERS *(Daleks Invade Zaos)*

The Space Raider is the design of rocket ship used by Commander Clay and his Sky Ray Space Raiders (see A27). The ships are easily recognised by their sleek shape and distinctive orange and red livery. Their primary power unit is an atomic engine, which is only used in deep space. In planetary atmospheres, the ships' secondary power takes over in the form of jet engines, while underwater propulsion is provided by means of flash-heated steam. Space Raiders have an unlimited flight duration on primary power and 24 hours on secondary power, and are designed to be able to respond quickly to calls for emergency assistance from anywhere in Earth's sector of the Galaxy.

The Space Raiders each have a normal complement of six crew, usually working in rotating shifts of three during extended deep space missions. They are equipped with spacesuits fitted with miniature jet propulsion units for use when the crew are required to leave the ship during space-flight. Also on board is an armoury containing a range of weapons available to the Sky Ray Space Raiders, including Stun Guns, Thermo-Guns and Laser Lances.

Space Raiders are equipped with Radar Bombs, self-propelled, self-navigating proton bombs. A Radar Bomb can be launched and parked in orbit while the radar image and position of its target are transmitted to it, and it will seek out and destroy without further instructions. A Space Raider is additionally armed with a laser cannon mounted in the nose cone and guided rocket missiles launched from a magazine which rises from the upper hull.

During planetfall, Space Raiders land vertically, with the landing gear springing out from the aft section to grip the ground firmly.

PROPULSION SECTION

Primary Power Unit (for deep space flight)

- 1 Atomic engine
- 2 Atomic pile (in lead casing)

Secondary Power Unit (for Earth flight)

- 3 Jet engine
- 4 Jet fuel tank
- 5 Steering jets
- 6 Air intake

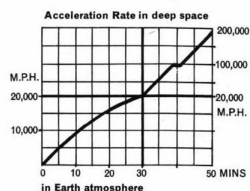
Underwater Power Unit (limited duration)

- 7 Water intake
- 8 Duct taking water to atomic pile where it is converted to flash-heated steam for underwater jet propulsion

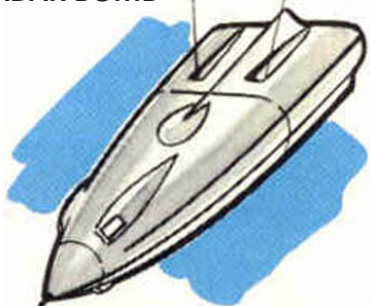
HULL SECTION

- 9 Bomb chutes
- 10 Food store and galley
- 11 Combined water/air purifier and refrigeration unit
- 12 Armoury equipped with stun guns, thermo-guns, radar bombs, etc.

- 13 Rocket missile magazine
- 14 Sleeping-quarters—three crewmen off duty. (Serves also as solar radiation shelter and as anti-compression chamber during acceleration and deceleration.)
- 15 Space-suit locker



RADAR BOMB



SPACE RAIDER

Armour: 15 **Hit Capacity:** 30 **Speed:** 15*

Traits: Scan, Transmit, Travel

Weapons: Laser Cannon — 10(5/10/15) damage (Armour Penetrating — ignores first 4 points of Armour); Guided Rocket Missiles — 24(12/24/36) damage; Radar Bombs (see below)

Story Points: 3

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

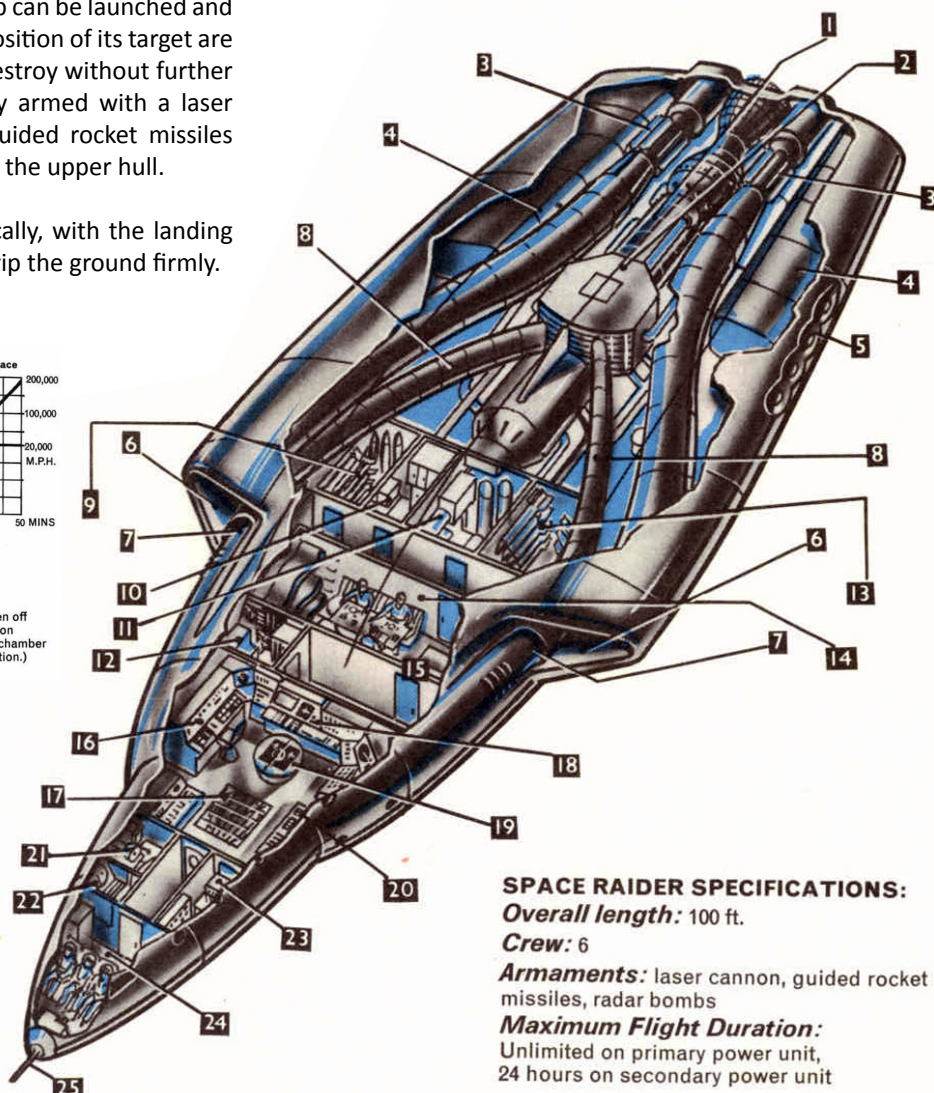
RADAR BOMB

Armour: 8 **Hit Capacity:** 10 **Speed:** 20

Traits: Flight (Major), One Shot, Scan

Weapons: Detonates causing 18(9/18/27) damage, with range increments of 5/10/20

Story Points: 2



SPACE RAIDER SPECIFICATIONS:

Overall length: 100 ft.

Crew: 6

Armaments: laser cannon, guided rocket missiles, radar bombs

Maximum Flight Duration:

Unlimited on primary power unit,
24 hours on secondary power unit

OMITTED BUT NOT FORGOTTEN

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



CHAPTER 6: EXPANDING THE UNIVERSE

THE COMMANDANT



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

Charles Gordon was the manager of Gatwick Airport. He initially disbelieved the Second Doctor's claims of murder and kidnapping occurring at the airport, but was later convinced when the Doctor showed him a piece of alien technology. He then assisted the Doctor's investigations into Chameleon Tours. (The Faceless Ones)

SKILLS

Convince 3, Knowledge 2 (AoE: Airport operations), Transport 2

TRAITS

Authority (Minor) – at Gatwick Airport
By the Book
Obligation (Minor) – Gatwick Airport security
Stubborn
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

PADMASAMBHAVA



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

The High Lama of Det-Sen Monastery. He met the Second Doctor when he visited the monastery in 1630. While travelling on the astral plane, he encountered the Great Intelligence, which took control of him as part of its plan to gain corporeal existence on Earth. He used his rank in the monastery to have tasks completed for the Intelligence for the next 300 years. When he was able to speak with his own voice, he tried to keep the monks safe. (The Abominable Snowmen)

SKILLS

Convince 4, Knowledge 5 (AoE: Buddhism), Medicine 2, Subterfuge 3

TRAITS

Authority (Minor) – Det-Sen Monastery
Enslaved – Under the Great Intelligence's control
Hypnosis (Major)
Immortal (Major)
Indomitable
Psychic
Psychic Training
Special: Astral Projection – Can leave his body and travel the astral plane, from which he can observe our own unseen (see L15 in *The Third Doctor Expanded Universe Sourcebook* for more)
Voice of Authority

TECH LEVEL: 4

STORY POINTS: 6



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JOHN ROBSON



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

The head of a Euro Sea Gas refinery, he refused to believe the base was under attack by a seaweed creature, stubbornly insisting that the problems the refinery was experiencing were due to a mechanical fault. He believed the Second Doctor was a saboteur, and wouldn't listen to Frank Harris and Van Lutyens's advice to shut off the gas supply. He fell under the Weed Creature's mental control, but was eventually freed thanks to the Doctor. (Fury from the Deep)

SKILLS

Convince 2, Fighting 3, Marksman 2, Medicine 3, Science 3, Subterfuge 4, Technology 4, Transport 2 (AoE: Helicopters)

TRAITS

Argumentative
Arrogant
Stubborn
Technically Adept
Voice of Authority

If Enslaved by the weed, see Seaweed Thrall in *The Second Doctor Sourcebook*.

TECH LEVEL: 5

STORY POINTS: 6

FRANK HARRIS



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

Second-in-command at a Euro Sea Gas refinery under John Robson, and the husband of Maggie Harris. Recommended shutting off the gas supply after he recognised the dangers of continuing, but Robson refused to listen to him. Harris assisted the Second Doctor in his efforts to defeat the seaweed creature. He and his wife took in Victoria Waterfield when she decided to leave the Doctor. Frank was later recruited from the refinery to work on a plan to restock the North Sea with fish. (Fury from the Deep)

SKILLS

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

TRAITS

Brave
Devotion – to his wife Maggie
Technically Adept

TECH LEVEL: 5

STORY POINTS: 6



THE SECOND DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GEMMA CORWYN



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

Second-in-command of Space Station W3 in the mid-21st Century. Dr Corwyn's husband had been killed in an asteroid belt some years before. She introduced Zoe Heriot to the Doctor and Jamie, and believed the Doctor's claims that the Cybermen could get aboard the station and tried to convince Bennett to take precautions, with no success. She managed to warn the Doctor that the Cybermen were going to poison the air supply before she was killed by a Cyberman when she tried to run away from it. (The Wheel in Space)

SKILLS

Convince 3, Knowledge 2, Marksman 2, Medicine 5, Science 3, Technology 3

TRAITS

Argumentative

Brave

Healer

Indomitable – All crew on Space Station W3 take a drug that inhibits mind control

EQUIPMENT

Laser pistol: (4/L/L) damage

TECH LEVEL: 5

STORY POINTS: 8

JARVIS BENNETT



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

Commander of Space Station W3 in the mid-21st Century. He was concerned that the Silver Carrier would hit his station and ordered it destroyed by X-ray laser, unaware that the Second Doctor and Jamie McCrimmon were aboard. Jarvis was unhappy with the mysteries on his station. He didn't believe the Doctor's explanation that Cybermen were able to board the station and thought his crew was suffering from space sickness. When the Cybermen did invade the station, Jarvis was killed when he tried to fight them. (The Wheel in Space)

SKILLS

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

TRAITS

Authority (Minor) – Space Station W3

By the Book

Indomitable – All crew on Space Station W3 take a drug that inhibits mind control

Stubborn

Uncreative

Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

ADVENTURE SEEDS

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

The Mouthless Dead [V46]

The TARDIS arrives in 1920s England, your TARDISers finding themselves in a wintry dusk beside a railway line. The station nearby appears deserted, but there are figures watching from the shadows, all of them waiting for a dead man's train...

The Yes Men [L38]

Your characters arrive on New Houston, an Earth colony in the Fourth Sector, which your Time Lord previously saved from an alien invasion and wishes to pay his respects to a late friend called Meg Carvossa, but something is not quite right with New Houston's subservient robots...

The Night Witches [A25]

When the TARDIS materialises north of Stalingrad in 1942, its crew is captured by the Night Witches, an all-female unit of flyers tasked with disrupting the German forces nearing Moscow. They suspect that the travellers are spies – part of the Germans' Operation Barbarossa. Despite their pleas they are locked up while it is decided what to do with them. One of the PCs, however, is receiving strange looks from the pilots and clearly unnerving them. When the TARDIS crew discover why this is, it becomes clear that they're about to get far more involved in the war than they could possibly have imagined.

The Forsaken [V40]

The TARDIS lands on an island off Singapore during the Japanese invasion of 1942. The travellers are found by some British soldiers – among them a certain Private who just happens to be one of the PCs' ancestor. But they're not the only visitors to the island...

The Outliers [V43, L35]

The TARDIS takes the characters to a flooded underground town on an alien world. The streets are empty. The houses are bare. Not a trace of life. The miners working here are vanishing. And it isn't

long before the time-travellers are suspected of being responsible for the disappearances. But even the authorities haven't fully realised the scale of the problem. There's something else on this world. Something dragging people away. And it won't stop until it's taken them all.



The Morton Legacy [A23, L37]

When your TARDIS lands in London, your PCs may initially be delighted to be back home... until they realise that they're a hundred years too early. But this is nothing next to how they *will* feel when the TARDIS itself vanishes! Their attempts to locate their ship lead them to an antiquarian, Josiah Morton, possessed of a most unusual collection that is currently subjected to a legal dispute. But they're not the only people interested in him. Dangerous criminals watch from the shadows, waiting for a moment to strike. And the police are calling too – accusing him of murder. An unusual series of deaths have been occurring across the capital, and all signs point to Morton as the culprit. But is he really a killer? Or is there something else at large in the city? Something... alien?

The Black Hole [V36, V45]

On a research station near a black hole, time keeps standing still. Investigating the phenomenon, the TARDISers discover a power far greater than any of the monsters that have challenged them on their travels... The Time Lords. With the safety of thousands balancing out the need to flee, and a Gallifreyan



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policeman working at their side, they reluctantly find themselves involved in a race against time. But nothing is ever as simple as it appears. And if you can use the PCs' compassion against them, you have the makings of a perfect trap...

The Story of Extinction [A26, L30]

Civilisations rise and fall – and few planets have seen this happen more often than Amyrnda. The TARDISers join a survey team to find out why on the planet where everything is suited to creating life, nothing lives for long...

Little Doctors [L40]

The TARDIS brings your crew to a sophisticated Earth colony. Olympus is a world of hi-tech cities, where the lives of the populace are controlled by an all-seeing, all-knowing super computer: Zeus. When your characters see how the human inhabitants have been robbed of the more simple pleasures, they set out to bring real life back to the colony. But the Time Lord's mental connection to Zeus has some unexpected consequences...

The Isos Network [L36]

The Doctor once defeated a Cyberman invasion on Earth... But while the Cyber-fleet was still exploding, something escaped through the mass of vaporising debris. Your TARDIS is now in hot pursuit, and you find yourselves drawn to a mysterious planet where strange beasts slither through the streets of a deserted city... And an old enemy lurks beneath the streets. As a force of heavily-armed aliens arrives, a battle to save the entire galaxy from invasion begins.

The Anti-Hero [V41, V42]

Arriving at the ancient Musaeum of Alexandria, the TARDISers are keen to explore. They might find some new music, or discover a new recipe, or perhaps they just love antiquated ideas about astrophysics. But once inside, they all find rather more than they bargained for, and it soon becomes clear they may never leave the Musaeum alive...

The Integral [A22, L32]

Arriving at Aspen Base proves a welcome distraction from tempers fraying in the TARDIS, but the isolated facility is under siege. Can their belief in right and wrong withstand the perspective-changing power of the Integral?

The Wreck of the World [A29, V38, L41]

Undergoing repairs in deep space, the TARDIS is caught in a collision with the huge, decaying wreck of a starship. One of your PCs, spacewalking, is separated from their companions in the crash, and the others wake to find the TARDIS fused to the side of the ship. Venturing inside to rescue their friend, they discover that they are on board *The World*, the very first colony ship to leave Earth, lost mid-voyage under unknown circumstances. And they are not alone. A terrible suspension chamber is filled with dead, withered human bodies, and a team of gun-toting astronauts are stalking the corridors. But a far greater threat lurks

deep inside. The terrifying force responsible for the scuttling of the ship is active once more - and if it can't be stopped, it won't just be the end of this World. It'll be the end of all of them.

Second Chances [G8]

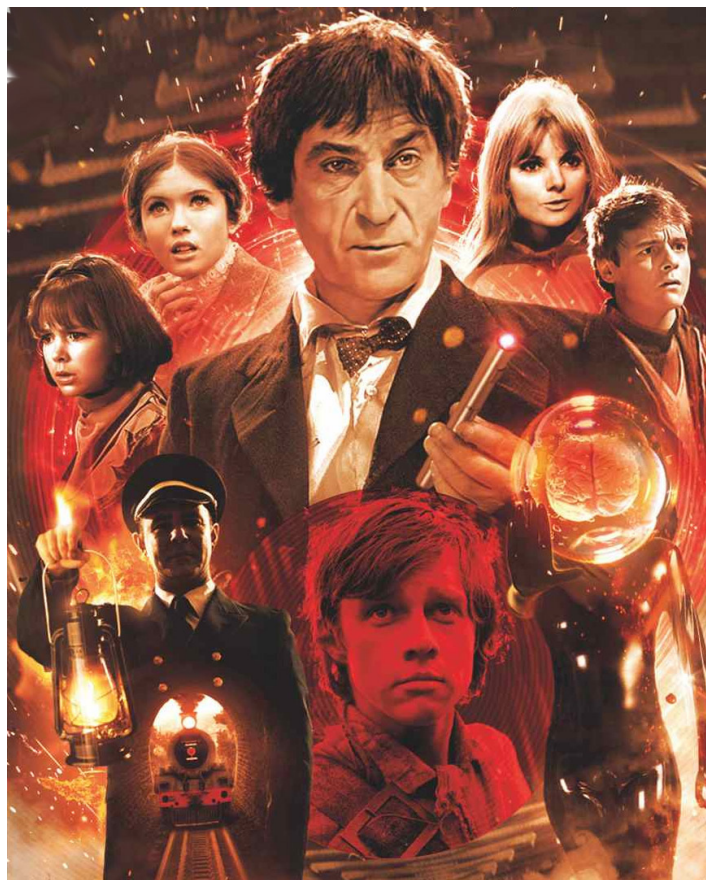
From time to time, everybody makes mistakes. Everybody has things from their past they'd like to undo, but nobody gets a second chance. What's done is done and we can't change that. One PC's mistakes have led them to imprisonment at the hands of The Company. But when news reports trigger memories of their companions and an appalling threat, they begin to sense a way out. An opportunity for redemption opens up to anyone willing to take it. Nobody can alter what's been done. Nobody gets a second chance. Or do they?

The Edge [L33, G8]

The Edge is the galaxy's scientific hub of experimentation, theoretical breakthroughs and invention – just the sort of place to interest the TARDIS crew. However, a secret lies hidden in The Edge laboratories. One PC instinctively knows that something is wrong, and it doesn't take long for them to be proved right...

Daleks Invade Zaos [A27, L43, G9]

The TARDIS arrives on Zaos, home of the friendly Zaons. The Daleks have arrived in force, intending to use the planet as a base to attack Earth. The PCs can send a distress signal to the nearby Sky Ray Space Raiders. Can they help them make contact with the giant Astrobeetles to assist in destroying the Daleks?



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

WORDS

Michel M. Albert: General editing, Introduction, Timeline, Season 6B Revisited (sidebar), Dobtcheff, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix.

Peter Gilham: Barnabus and Martha, The Integral, Josiah Morton, Koschei, The Night Witches, Selsey, The Sky Ray Space Raiders, The Wreck Hunters, Constable Pavo, The Corvus, The Forsaken, Hero of Alexandria, The Muses, Orthogna, The Seeth, Shadow-Soldiers, Amyrnda, Aspen Base, The Edge, Gifford Asteroid Belt, Isos II, The Morton Museum, New Houston, Olympos, The World, Zaos, Acumen, Matter-Eater Virus, Space Raiders.

ART (contributions)

Michel M. Albert: Cover, compositing, layout, Selsey, The Muses, The Seeth, Shadow-Soldiers.

ART (images used under terms of fair use)

John Canning and Peter Williams: Barnabus and Martha.

Fantasy Flight Games: The Edge.

Marta Flerova: The Corvus.

Chris Jacobs: Olympos.

Simon Hodges: The Integral, Amyrnda (Parchment Creature), The Edge (Provost Curtis).

Simon Holub: Adventure Seeds (S5)

Meduzarts: New Houston.

Jerad S. Merantz: Dobtcheff.

Michael Marsicano: Gifford Asteroid Belt.

T. Wall & Sons (Ice Cream) Limited: Table of Contents, Indicia, Timeline, The Sky Ray Space Rangers, Zaos, Space Raiders.

Tom Webster: Josiah Morton, Constable Pavo, The Forsaken, Orthogna, New Houston (Service Robot), The World, Adventure Seeds (S6).

Victoria Woods: The Wreck Hunters (Porthintus).

THE ORIGINAL STORIES BY...

NOVELS

The Dark Path by David A. McIntee

AUDIOS

The Mouthless Dead by John Pritchard

The Yes Men by Simon Guerrier

The Night Witches by Roland Moore

The Forsaken by Justin Richards

The Outliers by Simon Guerrier

The Morton Legacy by Justin Richards

The Black Hole by Simon Guerrier

The Story of Extinction by Ian Atkins

Little Doctors by Philip Lawrence

The Isos Network by Nicholas Briggs

The Integral by David Bartlett

The Wreck of the World by Timothy X Atack

Second Chances by John Dorney

The Edge by Rob Nismet



CREDITS



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SHORT STORIES

Daleks Invade Zaos, from Dr Who's Space Adventure Book, from T. Wall & Sons (Ice Cream) Limited

Reunion, from Short Trips and Side Steps, by Jason Loborik

The Anti-Hero, a Time Trips eBook by Stella Duffy

COMICS

Barnabus, from TV Comic #894-898, by Roger Noel Cook and John Canning

Martha the Mechanical Housemaid, from TV Comic (Summer 1967), by Roger Noel Cook and Patrick Williams

REFERENCE WORKS

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

IN PRINT

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

Ahistory [2012-13 Update]

by Lance Parkin (Mad Norwegian Press, Kindle edition only)

The Comic Strip Companion: The Unofficial and Unauthorised Guide to Doctor Who in Comics: 1964-1979 by Paul Scoones (Telos)

I, Who, The Unauthorized Guide to Doctor Who Novels

by Lars Pearson (Mad Norwegian Press)

ON THE WEB

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www.alteredvistas.co.uk/html/second_doctor.html

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http://www.whotopia.co.uk/drwho/dr_who_whos_who.htm

