

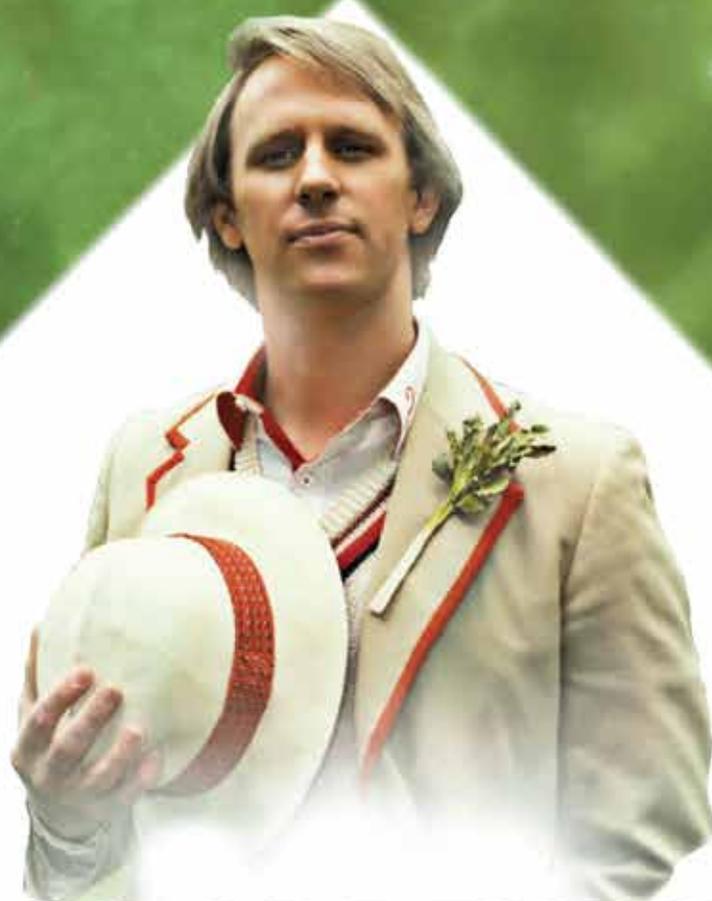
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# DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



## 2020 ADDENDUM



**5<sup>TH</sup>** DOCTOR  
1981 - 1984

EXPANDED UNIVERSE SOURCEBOOK

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

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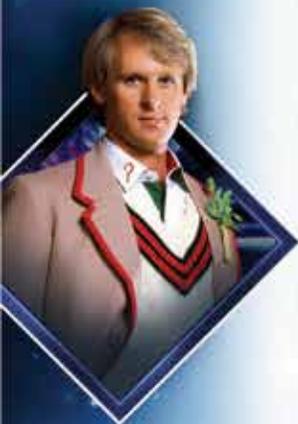
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## WELCOME TO THE ADDENDUM

Since we last published a *Fifth Doctor Expanded Universe Sourcebook*, we've discovered even more of his extracanonical adventures. The Fifth Doctor hasn't been sitting still, and neither have we. So we're presenting the *Addendum 2020*, catching us up with the galactic cricketer, covering the Big Finish audios that have been released in the years since the core book hit the Internet, as well as a few novels, short stories and comics besides. We've even added some entries in the Omitted but not Forgotten section. With some measure of pride, we present this booklet filled with original content, we hope a fine addition to your *Fifth 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 television stories represent but a fraction of the Doctor's total adventures. But how do these stories fit in the complete chronicle of his life?

*Bold entries represent televised material.*

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

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

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

Planet of Fear: Adric faces his primal fears on Ixos-4.

The Ingenious Gentleman Adric of Alzarius: Adric becomes squire to a Quixotic knight.

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

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

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

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

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

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

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

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

Kingdom of Lies: The TARDIS lands on planet Cicero Prime, where two halves of a kingdom have summoned the same assassin.

Ghost Walk: The Doctor helps a catacomb tour guide stop the evil Sabaath.

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

Serpent in the Silver Mask: The TARDIS crew get embroiled in a murder mystery on a tax haven planet.

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

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

The Toy: Nyssa visits Gallifrey using a strange artifact.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Lady in the Lake: The Doctor starts travelling with Brooke, and soon crosses River Song's path.

A Requiem for the Doctor: The Doctor, Brooke and River meet Mozart.

My Dinner With Andrew: The Doctor's date with River Song ends very badly.

The Furies: Brooke attempts to prevent Madame Kovarian's plans from succeeding.

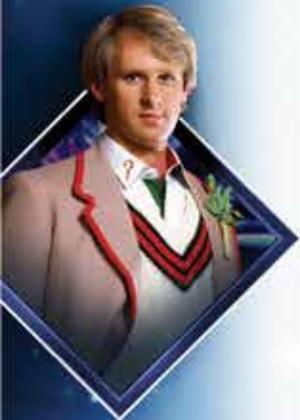
**Time Crash:** The Fifth Doctor encounters the Tenth Doctor when the TARDIS crashes into itself.

Relative Time: The Fifth Doctor shares an adventure with Jenny.

Cuddlesome: The Doctor tangles with killer toys.

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

The Secret History: The Doctor is reunited with Vicki and



Steven when he is mysteriously swapped for his first incarnation.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Special Features: The Doctor participates in a DVD commentary.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Armageddon Chrysalis: The TARDIS lands inside a massive alien being.

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

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

The Mistpuddle Murders: The Doctor's friends must solve a spate of country village murders.

Tartarus: The Doctor and his companions meet Cicero in 63 BC. Marc joins the crew.

Interstitial: The TARDIS lands on a station conducting dangerous time experiments.

Feast of Fear: The Doctor and his companions join a travelling carnival.

Warzone: The TARDIS lands in the middle of a galactic competition.

Conversion: The Doctor fights the Cybermen to prevent them from permanently cyber-converting one of his companions.

Time Apart/Ghost Station: Spending some time apart from his companions, the Doctor makes a friend in East Berlin.

Time Apart/The Bridge Master: The Doctor falls prey to a curse in the 14th Century.

Time Apart/What Lurks Down Under: The Doctor finds everyone aboard an 18th-Century vessel on the Indian Ocean has fallen into a trance.

Time Apart/The Dancing Plague: The TARDIS lands in Strasbourg, at the height of the Dancing Plague.

Thin Time: The Doctor finds a writer who is not what he claims on Hallowe'en, 1892.

Madquake: Meanwhile, the Doctor's companions face the Slitheen on planet Callanna.

Aquitaine: The TARDIS lands on a mysteriously empty ship.

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

Blood Invocation: A Time Lord hijacks the TARDIS to take a vampire infection to all of space-time.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Mark of the Medusa: The Mara returns and escapes into a space museum.

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

Devil in the Mist: The Doctor and his friends find themselves on a prison ship for a shape-shifting prisoner.

Black Thursday: The TARDIS lands in a mine in 1902.

Power Game: Tegan is forced to play the deadly Power Game in the Void Pit.

The Kamelion Empire: The Doctor visits Kamelion's origin planet.

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

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

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

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

The Oxaqua Incident: The TARDIS crew lands on a planet with two co-existing species.

Ringpullworld: The TARDIS is pulled into the Ringpull universe.

The Nemertines: The Doctor helps UNIT with mutant worms found in the Thames.

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

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

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

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

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

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

The Helliix Rift: The Doctor and UNIT investigate an alien Helliix born of a human woman.

Shadow of the Daleks: The Fifth Doctor's timeline intersects with the Time War, as he counters a Dalek plot.

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

Nightmare Country: The Doctor wakes up with amnesia on Vodyani's World.

Expiry Dating: The Fifth Doctor has an encounter with River Song he's soon to forget.

**Frontios: The Doctor liberates Frontios colony from the Tractators.**

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

Time in Office: The Doctor is recalled to Gallifrey to be Lord High President.

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

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

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

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

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

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

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

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

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

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

Trap for Fools: Turlough enrolls in St Neot's Refuge, a school for boys that is not what it seems.

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

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

a dangerous gem.

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

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

**A Town Called Eternity:** The Fountain of Youth unleashes dinosaurs on a frontier town in the Old West.

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

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

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

**The Meaning of Red:** Peri is stranded on the planet Caletto.

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

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

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

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

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

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

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

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

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

**The Kingmaker:** The Doctor meets Richard the Third.

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

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

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

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

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

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

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

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

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

**The Garden of Storms/The Moonrakers/The People Made of Smoke:** Leela recruits the Fifth Doctor to help her apprehend Abby and Zara.

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

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

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

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

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

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

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

**Mirthshock:** In an alternate reality, the Fifth Doctor encounters the crew of the *Swinetrek*. (In another version of events, the Tenth Doctor has this adventure, but it's called *The Stolen Mirth*.)



# COMPANIONS

## ALAYNA *(Empire of the Racnoss)*

The Doctor met Alayna when his TARDIS picked up a distress call from the time of the Racnoss Wars and was pulled out of the Vortex. An inbuilt override to prevent conscientious objectors meant that the ship was unable to resist it, so the Doctor found himself caught in the crossfire and back in the deep history of Gallifrey, where no latter-day Time Lord should venture.

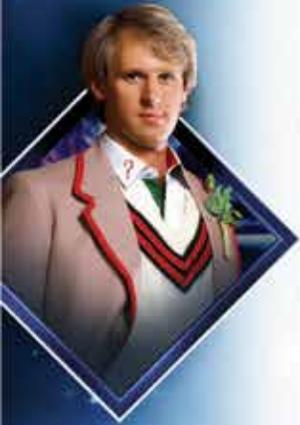
Alaynafaranix is a member of the Seventh Prydon Brigade, which played an important role in the wars against the Racnoss. She and her general, Herraxtopenar, had been captured after their intelligence of enemy movements proved to be incorrect. A rogue faction of Racnoss forces led by the Emperor (see V30) had entered a system where the Brigade was already engaged in hostilities with the Empress's fleets. In the confusion, Alayna and General Herrax were both taken hostage by Racnoss loyal to the Empress.

Alayna is therefore from the Dark Times of Gallifrey, when the Time Lords were still busy ridding the universe of the horrors of the Great Vampires, the Carrionites and, of course, the Racnoss. The Racnoss have seeded fleets throughout the galaxy and their webstars can lay waste to entire planets. Gallifrey's precogs have seen a future in which the Racnoss would spread across Kasterborus in an unstoppable tide.

Alayna initially had very little sympathy for the plight of the Racnoss, who the Doctor knows will be driven to extinction by the Time Lords. But as she witnessed the politics between the Emperor and the Empress, and the lengths the Emperor would go to in order to protect his children, she began to realise that they were not merely the mindless monsters Gallifrey had portrayed them to be. Nevertheless, they are still the enemy, and any attempt to assist them was still an act of treason.

Alayna soon realised that the Doctor is an unusual Time Lord and eventually believed him when he said that, from her perspective, he is from the future. The Doctor realised that a civil war between the Emperor and Empress of the Racnoss could change Gallifreyan history as he knows it, as it could wipe the Racnoss out prematurely. Although Alayna has a military background, she is not so blinkered as to allow her prejudices to change the timelines, and helped the Doctor save the Emperor's Racnoss children.

Having seen what war does to people, even driving parents to kill their own offspring and making monsters



CHAPTER 2: COMPANIONS AND ALLIES



**ALAYNA**



<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>4</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>3</b>

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

**TRAITS**  
 Adversary (Major) – The Racnoss  
 Attractive  
 Brave  
 Feel the Turn of the Universe  
 Time Lord  
 Vortex

**TECH LEVEL: 11**

**STORY POINTS: 8**

out of the best of us, she has vowed to strive to be better still, to walk away with her head held high. But in that case, where is her home now? She really, really doesn't want to go back to Gallifrey and back to the war. As the Doctor and Alayna enter the TARDIS, she asks him: "Where shall we go now?"



**BROOKE** (1st in *The Lady in the Lake*)

When River Song first stepped aboard the Fifth Doctor’s TARDIS, Brooke had already been travelling with him for some time and had several adventures under her belt. However, she was immediately jealous of the obviously more experienced River. The Doctor and Brooke were a team before the interloper arrived and messed things up, and now Brooke feels like she’s playing second fiddle. The Doctor has tried to improve the situation by calling Brooke an “adventurer in training”, but his two companions bicker like children. Perhaps they’re too much alike to get on. Brooke has even pleaded with the Doctor for him to abandon River in whatever time and place the TARDIS has arrived!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Although neither the Doctor nor River know it, Brooke is a proto-Time Lord created by Madame Kovarian from River Song’s DNA. Brooke is sisters to H-One, H-Two and O (see *V131*). Together they are the second batch of clones created this way, the first (see *V134*) having escaped from Demon’s Run after it fell to the Doctor’s forces. Brooke is Kovarian’s favourite.

Like River before her, Brooke has been conditioned to hate the Doctor and kill him. It’s just that River is now in the way. Brooke hasn’t recognised her (and River can’t tell the Fifth Doctor who she really is) but realises she’s a seasoned time traveller.

When Brooke finally kills the Doctor, causing all sorts of timey-wimey problems, River shoots her in revenge. As a proto-Time Lord, Brooke naturally regenerates, which is when River realises who she is, as Brooke’s next body is identical to her own incarnation as Mels. Unfortunately, having killed once, Brooke becomes addicted to it and goes on to kill again and again, even one of her own siblings. Fortunately for Madame Kovarian, she took the precaution of conditioning all River’s clones so that they could not harm her.

BROOKE



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

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

**TRAITS**  
Brave  
Dark Secret (Major)  
Feel the Turn of the Universe  
Quick Reflexes  
Run for Your Life!  
Scion of Gallifrey  
Vortex

**EQUIPMENT**  
Sword: Strength +2 damage  
Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**  
**STORY POINTS: 10**

BROOKE II



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

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

**TRAITS**  
Brave  
Feel the Turn of the Universe  
Run for Your Life!  
Vortex  
Dark Secret (Major)  
Quick Reflexes  
Scion of Gallifrey

**EQUIPMENT**  
Sword: Strength +2 damage  
Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**  
**STORY POINTS: 10**

**MARC** *(1st in Tartarus)*

When the Doctor first met Marc, it was 63 BC and he was a slave to the Roman consul Cicero (see A66). Marc – short for Marcipor – had served Cicero faithfully since he was a boy. He was born in Surrentum in the Bay of Naples, just up the coast from Cicero’s villa at Cumae, and had never even been to Rome. Marc was a fine, honest man, loyal to his master. But after he and Cicero shared an adventure with the Doctor and his friends, Cicero gave Marc his freedom, and Marc chose to take up the offer to travel in the TARDIS.

As a slave, Marc had to suppress his own personality and ambitions. He could not afford to let himself hope, as that is the worst thing of all for a slave. But in his most secret thoughts, Marc longed to go somewhere and be someone. The world was so big and he only got to see a very small part of it. Unlike most slaves, Marc had an education and can read. As a slave, he has learned to memorise orders, lists, maps, everything that he needed to remember.

Needless to say, travel with the Doctor gave Marc the opportunities that he had dreamed of, though not without their dangers. Like Katarina before him (see *The First Doctor Sourcebook*), Marc at first thought of the TARDIS as the Doctor’s temple in which they voyaged through the heavens. He still had a naive view of the world and was innocent of its machinations. So innocent in fact that the Lemures the Doctor and his companions encountered on Tartarus (see L127) did not appear to Marc; it seems he has never done anyone any harm.

Marc is enthusiastic to explore wherever the TARDIS next brings him and his friends. Even sliding doors are a marvel to him! But this also means that he sometimes does not realise the potential danger in a situation.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The dangers of travelling with the Doctor caught up with Marc on the planet Semotus (see L125). Semotus is on a slow path to Cyber-conversion, having adopted technology salvaged from an unmanned Cyber-ship that crashed a few years before. Marc eagerly took part in the WarZone race, in reality a trap to identify those worthy of upgrade.

Marc underwent partial conversion into a new, experimental Cyberman with no external cybernetics, designed for infiltration. The Doctor managed to reverse the conditioning, but Marc is no longer fully human and has struggled to come to terms with that. He may still look human, but he is far faster and stronger than any human should be. He no longer needs to eat or breathe, and he can hear the voice of the machine in his mind. Marc has his emotions back, most of them at least. But he feels he would have been better off if they had been removed completely.

MARC



<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	5	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	4*

\*Increases to 7 after cyber-conversion

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

**TRAITS**  
Brave  
Experienced  
Face in the Crowd  
Insatiable Curiosity  
Keen Senses (Minor) – Hearing  
Photographic Memory  
Run for Your Life!  
Tough

After cyber-conversion, Marc loses Insatiable Curiosity and gains the following: Armour (5 points), Cyborg, Environmental (Minor: Does not eat or breathe), Fast (Major), Quick Reflexes, Scan and Tech Level 6.

**TECH LEVEL: 2**

**STORY POINTS: 9**



# ALLIES

## ANDREW EDWARDSON *(My Dinner With Andrew, The Furies)*

Andrew Edwardson is an exact double of the Fifth Doctor. River Song first bumped into him when she used his garden as an escape route during a chase. She noted that even the Doctor's own mother wouldn't be able to tell them apart and mentally stored the information away for possible future use. It's only when Andrew speaks and out comes a Yorkshire accent, usually in a rather reserved tone, that there is any discernible difference. Andrew is very much an ordinary man, and a pretty dull one at that. He lives on his own, and his idea of an enjoyable evening is watching *Antiques Roadshow*. River later checked and found that Andrew Edwardson will have no discernible effect on the timeline and could be safely removed from it without causing the usual complications.

Shortly after their first encounter, River returned to Andrew's house to take him out to dinner. Although he was initially hopeful that this might be a romantic date, the invitation turned out to be at gunpoint. River took Andrew to the Bumptious Gastropod, the greatest multidimensional restaurant of all time. Well, not quite of all time, as it actually exists outside the traditional chronology of the universe so the normal rules of cause and effect do not apply. But it's an extremely desirable place to eat wherever it actually is.

River intended to use Andrew as a decoy to prevent the assassination of the Fifth Doctor by Madame Kovarian. Andrew found it all very confusing, especially when River asked him to dress in the clothes of the real Fifth Doctor (who had been rendered temporarily unconscious at the time). It was the restaurant's Maître d' who persuaded River not to use Andrew as a human sacrifice. But her alternative plan of reprogramming one of the robot waiters and disguising it as the Fifth Doctor backfired when it went haywire and started shooting the restaurant up.

Clearly, River needed another option...

### SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As part of her timey-wimey machinations to save the real Fifth Doctor, River took Andrew back in time and left him at a small spacetime café. This was the place that the Bumptious Gastropod would be built on, just a greasy spoon caff. When Andrew tried to pay for his food order, he hunted through the pockets of the Doctor's clothing that he was still wearing and discovered an unlimited credit slip from Galactic Century Bank.

Realising what this was, the café's cook told him he could buy the entire place with it and still not dent the available credit. So this is what Andrew did, using his newfound wealth to convert it into the restaurant it was destined to become and build up its reputation along the way.

ANDREW EDWARDSON



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

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

**TRAITS**  
Special – Dead ringer for the Fifth Doctor  
Time Traveller – Tech Level 5  
Wealthy (Major)

**TECH LEVEL: 5**

**STORY POINTS: 4**

So when River Song arrived at the Bumptious Gastropod with the younger Andrew Edwardson, he was the owner all along, sitting in the office and watching events take their course. As the restaurant is outside of normal time, he hasn't aged a day in the meantime. And when it was all over, Andrew decided to stay. After all, he's now the owner of a successful business, and there's nothing much waiting for him back home. Just a defrosted spaghetti Bolognese which has probably gone off by now.



**CASTELLAN LOWRI** *(Time in Office)*

Following the death of her predecessor (see X15) while being subjected to the mind probe during the Death Zone incident (see *The Five Doctors*), Lowri was promoted to be the Time Lords’ new Castellan. She is an excellent choice, being an earnest bureaucrat, somebody adept at dealing with the finer details of protocol and legal precedent within the labyrinthine workings of political life in the Capitol. Nevertheless, Castellan Lowri is still in her early days in the new position, and she is often frazzled by the demands of the job. Dealing with petty Time Lords can make even the most patient official terse!

As a member of the High Council, one of the things that has fallen to Lowri to help sort out is the power vacuum left by President Borusa, who disappeared during the same crisis that resulted in the death of the previous Castellan. The current situation on Gallifrey is constitutionally delicate. Although Over-Chancellor Tavoli is filling in as Acting President, she doesn’t actually get the title until she faces election, Borusa not having named his successor. Tavoli is doing her best, but Borusa did leave rather a mess behind. He had let an awful lot of government business slide and quietly introduced a lot of unwelcome legislation which the High Council is still trying to dismantle.

When it was decided that the only recourse was for the Doctor to be brought back to Gallifrey and made to take up his office as the only living constitutionally appointed President (see *The Deadly Assassin*), Castellan Lowri somehow became responsible for keeping this maverick in check. Lowri was actually opposed to bringing the Doctor back, but her protests were overruled by the High Council. But with her intricate knowledge of protocol, Lowri could advise him during an interim period, until a more permanent candidate had been selected. With Lowri’s guidance, the Doctor was able to steer Gallifrey through a number of crises.

Unfortunately, her close association with the Doctor made Lowri unpopular in some quarters. There was criticism that she went a long way beyond her remit as Castellan while the Doctor was in power, and that she seemed determined to interfere in presidential business. Much of her day-to-day work had to be pushed to one side while she ran around after the Doctor trying to handle one diplomatic or constitutional crisis after another.

Rather oddly for a Time Lord, Castellan Lowri doesn’t actually enjoy time travel. It’s not a psychological aversion or a physical reaction to it. She just hates the thought of less time having passed for other people than for her. Lowri likes to keep things straight, temporally speaking. If she can avoid time travel, she will.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

As the final act of his presidency before he departed from Gallifrey again, the Doctor named Castellan Lowri as his successor. After he was gone, she automatically became Acting President. After

all, he reasoned, Lowri knows how to run Gallifrey better than anyone!

CASTELLAN LOWRI



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	7	STRENGTH	2

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

**TRAITS**  
By the Book  
Code of Conduct (Major) – The Laws of Time  
Eccentric (Minor) – Dislikes time travel  
Feel the Turn of the Universe  
High Office (Special)  
Time Lord  
Time Lord – Experienced x3  
Voice of Authority – Provides a +3 bonus instead of the usual +2  
Vortex

**EQUIPMENT**  
Badge of Office

**TECH LEVEL: 10**

**STORY POINTS: 6**

**CHANCELLOR VORENA** *(Time in Office)*

Chancellor Vorena emerged as one of the leading and most influential members of the High Council after the Death Zone business and the disappearance of President Borusa (see *The Five Doctors*). She is an astute political player in the Capitol, very slick and sharp.

It was Vorena’s idea to bring the Doctor back to Gallifrey to take up the position of President again. Borusa had not named his successor and, although Over-Chancellor Tavoli is filling in as Acting President, Vorena felt that it was time for a change and that the Doctor would make an ideal candidate to stem the growing constitutional crisis, if only as an interim until elections could be held.

Although the High Council are aware of the reasons for Borusa’s disappearance and his illegal use of the Time Scoop, they have withheld this information from the wider public. Borusa was and remains a popular figure, and it would be simpler for the High Council not to have to explain how they failed to control him. The result is a degree of political turmoil that Vorena believes could be smoothed over if the Doctor were to take up the presidency once again, as his is the only living constitutionally appointed candidate (see *The Deadly Assassin*).

Of course, the Doctor would need to be kept on a short leash. Let him think he’s in charge, but keep him tied up in red tape so he’s not out and about in the universe embarrassing the Time Lords. In the meantime, the High Council could go about dismantling the political mess Borusa left behind.

Borusa quietly laid the groundwork for himself to take absolute power. He undermined and discredited the High Council, he appointed weak people to office to make sure nobody was around to challenge him, and he left the Time Lords in a constitutional mess. He deliberately created a system only he could hold together. Without him, parts of Gallifrey are talking about becoming independent states, no longer under the High Council’s rule. That would be disastrous, with the risk of Gallifrey slipping back into the wars they used to have before unification. The whole galaxy could be affected if they had another.

A president with a big personality, one from outside the Capitol, could restore trust, and there aren’t many of those in Gallifreyan politics these days. Chancellor Vorena doesn’t want the job herself. As she admits, she is a polarising figure and she doesn’t have the charisma.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

But Vorena has plans for the Doctor far beyond him being an interim President. Using her influence, she has changed the blueprints for the design of the new Capitol. The block transfer computations of its construction have been subtly altered so that it will be an enormous TARDIS. The Doctor will be able to take the

Capitol though all time and space, making interventions with the full force of the Time Lords behind him. And if the Doctor refuses to do this, Vorena will!

CHANCELLOR VORENA



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	6	<b>STRENGTH</b>	2

**SKILLS**  
 Convince 3, Craft 3, Knowledge 5 (AoE: Secrets of the Time Lords), Science 4, Subterfuge 2, Technology 3, Transport 3

**TRAITS**  
 Code of Conduct (Major) – The Laws of Time  
 Feel the Turn of the Universe  
 High Office (Special)  
 Indomitable  
 Time Lord  
 Time Lord – Experienced x5  
 Voice of Authority – Provides a +3 bonus instead of the usual +2  
 Vortex

**EQUIPMENT**  
 Badge of Office

**TECH LEVEL:** 10

**STORY POINTS:** 6

**CICERO** (*Tartarus*)

Marcus Tullius Cicero, more usually known simply as Cicero, was a Roman statesman, writer, lawyer and orator. He was born in 106 BC in Arpinum in the Volscian mountains to the south-east of Rome, the son of a wealthy member of the equestrian classes.

Cicero received a broad education, studying the Greek philosophers, poets and historians, and Roman law. At the age of 17, he served under Pompeius Strabo and Sulla in the Social War between the Roman Republic and a confederation of other Italian cities and tribes. Afterwards, he spent two years studying rhetoric and philosophy in Athens and oratory in Asia Minor, as well as training his body and lungs in Rhodes for the rigours of public speaking.

Cicero began his legal career while still in his early twenties and his political career when he was appointed quaestor at Lilybaeum in western Sicily at the minimum age of thirty. His quaestorship led to him prosecuting Gaius Verres, governor of Sicily, for extortion and the plundering of temples. Cicero’s convincing victory over Quintus Hortensius Hortalus, considered the best lawyer in Rome, established his reputation as the greatest orator in the Republic.

Although Cicero turned down offers of provincial governorships, he prospered financially and politically. In 69 BC, he became aedile and three years later praetor. Cicero was neither a patrician nor a plebeian noble, and his political rise was due to his oratorical skills. By the time the Doctor met him in 63 BC, Cicero had been elected as consul.

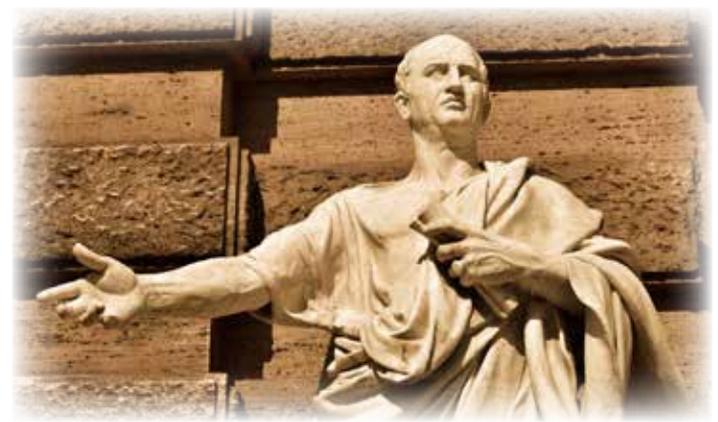
As consul, Cicero exposed the second Catilinian revolution, a conspiracy led by the senator Lucius Sergius Catilina to overthrow the Republic. Catiline fled from Rome while his co-conspirators were sentenced to death by strangulation. Cicero was awarded the honorific “pater patriae”, the father of his country”, but he was never proud of having to kill the conspirators.

In subsequent years, Cicero declined an invitation by Julius Caesar to become a fourth member of the partnership that would become the First Triumvirate. He also made an enemy of the patrician Clodius and went into exile to escape him. With Pompey’s support he returned to Rome, but then opposed some of Caesar’s legislation. His attempts were largely unsuccessful and resulted in him having to recant and declare support for the Triumvirate for fear of being excluded from public life.

In the 50s BC, Cicero turned to writing on philosophy and rhetoric. But he was elected as augur in 53 BC and appointed governor of Cilicia two years later. Political upheaval followed Caesar’s murder in 44 BC. With the rise of Mark Antony and the Second Triumvirate, Cicero’s name was included in the list of people for proscription in 43 BC. Cicero tried to escape from Rome by sea but was caught and murdered by Mark Antony’s men.

Cicero himself considered his political career to be his greatest achievement, but this was marked by inconsistencies and shifts

in his position in responses to changes in the political climate. Cicero had a sensitive and impressionable personality, and he was prone to overreaction in the face of political and private change. Despite this, he is remembered as a highly accomplished orator and lawyer.



CICERO



<b>AWARENESS</b>	4	<b>PRESENCE</b>	5
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	5	<b>STRENGTH</b>	3

**SKILLS**  
Convince 6 (AoE: Oratory & Rhetoric), Craft (Writing) 4, Knowledge 5 (AoE: Philosophy & Law), Subterfuge 2, Survival 1, Transport 1

**TRAITS**  
Authority (Major)  
Fame (Major)  
Wealthy (Major)

**TECH LEVEL: 2**

**STORY POINTS: 8**

**DOUGLAS JARDINE** (*Shadow of the Daleks: Aimed at the Body*)

Douglas Jardine was the captain of the England cricket team during the infamous “bodyline” tour of Australia in 1932-33. The Doctor encountered him, together with his girlfriend Flora and her mother Mrs Calderwood, a fortnight after the third test match, when the trio had become separated from their guide and were lost in the Australian bush. The third test was when bodyline had reached a new peak of controversy, and Jardine considered himself to be the most reviled man in the country.

The bodyline tactics saw Jardine order his bowlers to aim for the batsman’s body in the hope that their desperate defence would clip the ball to one of the fielders positioned nearby. With fast bowlers delivering at over eighty mph, a cricket ball becomes a lump of hard leather capable of inflicting real damage. In the third test, the Australian captain was struck over his heart, and another batsman suffered a fractured skull. The Australian crowd came close to rioting, and the controversy threatened to become a diplomatic incident between the two countries.

Douglas Jardine is a difficult man to like. Although brave and loyal to his friends, to those he doesn’t know he can be arrogant and severe. He is slow to build friendships, waiting until he can properly judge a person. Against his enemies, he is ruthless, and he makes no secret of his hatred of Australia and Australians. Jardine is determined to win victory at any cost. As one of his old schoolmasters said when Jardine was made captain of England: “Douglas might win you the Ashes but lose you the Empire.”

When the Doctor met Jardine and his companions, they were wandering without water in the searing Australian heat. Jardine suspected that their guide had deliberately abandoned them to scupper the remainder of the test series.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

It is clear that there is something more significantly wrong. Although Jardine, Flora and Mrs Calderwood don’t seem to see it, the land has been shifting around them. The whole topography has been altered so that the Doctor is separated from his TARDIS. The dimensional instabilities are more than just spatial, as becomes clear when the body of the guide is discovered and has been aged by hundreds of years. In the night, Mrs Calderwood can be heard singing outside even when she is still inside the shack they are sheltering in. When Flora describes a metal statue with a single malevolent eye that appeared and then vanished, and when Jardine and the others sporadically rant in inhuman, electronic tones, the Doctor realises that the Daleks are somehow involved.

These are no ordinary Daleks though, but Daleks from a future in which they are fighting a terrible, all-consuming war. What do they want with the Fifth Doctor? When he recovers his TARDIS and follows their temporal trail, why do the people he encounters at each of his destinations resemble Douglas Jardine, his girlfriend

DOUGLAS JARDINE



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

**SKILLS**  
Athletics 5 (AoE: Cricket), Convince 4, Fighting 1, Marksman 3, Subterfuge 2, Survival 1, Transport 2

**TRAITS**  
Argumentative  
Arrogant  
Brave  
Experienced  
Fame (Major)  
Obsession (Major) – Victory at any cost  
Voice of Authority

**TECH LEVEL:** 4

**STORY POINTS:** 9

Flora and her mother Mrs Calderwood? Was it even the real Douglas Jardine that he met in the Australian bush?

**Note:** For further information on the Doctor’s pursuit of the Daleks, see G16.



**KONIS** (*Nightmare Country*)

Master Engineer Konis of the Guild of Reality Engineers is an old friend of the Doctor. So when Konis asked for some assistance with his latest project, the Doctor didn't hesitate to offer his services. In return, Konis's team are servicing and rebuilding the TARDIS console for him.

Konis and his fellow reality engineers are human, but from a period in which humankind's technical achievements are so far advanced as to almost rival the Time Lords. Well, not quite. But they are able to manipulate reality itself, creating pocket dimensions and artificial realities. Despite this, the reality engineers have no home of their own. They are nomads, moving from one job to the next, designing, building and repairing. They deal with problems with the fabric of spacetime itself. Yet, when they're no longer needed, they're viewed as squatters and parasites.

Konis has therefore decided that his engineers will create a home of their very own. He has designed a reality engine that will enable his engineers to create a new world from pure thought and memory. The engine has an organic component in the forms of six of Konis's engineers plus the Doctor. The engineers create the initial artificial reality, while the Doctor's vast experiences and memories will enable them to design it as their own bespoke paradise.

The Doctor and the engineers are wired up to the reality engine in a circle, their minds within the developing dreamscape. In the middle of the circle, the spinning globe of the pilot wave processor maps quantum coordinates from the human data and grows a completely new viable habitat. When the mapping data passes a critical threshold, the map itself becomes a self-sustaining reality. The longer it's maintained, the more self-sustaining it becomes.

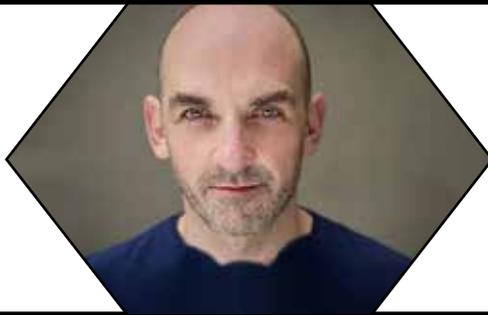
The Doctor is also the designated key-holder. If something goes wrong within the new environment, he will be able to walk the others through the exit door and back into the physical universe. Konis has designed the door to resemble something the Doctor can't miss: the blue box of the TARDIS.

The reality engine is similar in some respects to the Matrix, except that it doesn't generate a simulation or a shared dream, but a fully-fledged alternate reality.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The test runs were all very simple: worlds with blank walls and clear skies. But since then, Konis has made changes to the design without telling his fellow engineers or the Doctor. He devised a way to suppress the conscious thoughts of the participants. They will believe in the dream to such an extent that it will achieve full reality almost instantly. But it's the product of their unconscious minds, not the paradise they were promised. Konis's arrogance as a Master Engineer has blinded him to this potentially fatal flaw. Even when exposed, Konis will just retreat into a pocket dimension

MASTER ENGINEER KONIS



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

**SKILLS**  
Convince 2, Craft 5, Knowledge 3, Science 5 (AoE: Reality Engineering), Subterfuge 3, Technology 5

**TRAITS**  
Arrogant  
Boffin  
Technically Adept  
Time Traveller (Major) – Tech Level 10  
Vortex

**TECH LEVEL: 9**

**STORY POINTS: 8**

he has created in the TARDIS for just such an eventuality, rather than try to help.

So, when the artificial world becomes infected by the unconscious thoughts of Konis's apprentice, Volos, a young man rescued from a war-ravaged planet, the monstrous Vodyani (see *V148*) are created and threaten to invade our reality.



**LEANNE** *(Ghost Walk)*

There are plenty of ghost walks to choose from in York, and they prove very popular with tourists. But the one run by Leanne is not the most successful. In fact, most nights her potential punters are lured away by the superior showmanship of *Magister Louie's Magnificent Ghosts*. It doesn't help that Leanne has recently started arguing with somebody only she can hear. If she did it properly, it might prove a pull for the tourists. But she just looks a touch odd and puts people off.

It's a pity, as Leanne's ghost walk takes in some sites of genuinely inexplicable occurrences on a twice nightly basis. Not least the catacombs. They were discovered by some students in the 1980s when they opened up the boarded up basement of the flats they were renting and found an extensive network of tunnels and vaults under the city, some leading deep underground.

Leanne leads her tour groups into some of the more easily accessible of the catacombs, making sure to include a chamber she calls "the Temple" which contains a circle of small standing stones. Not much is known about them, but they appear to have been used as a place of worship, and there are ancient, indecipherable symbols drawn on the walls in dried chicken blood. The fact that they are located under a building which is known to have once been owned by a mysterious organisation called "the Brotherhood" adds to the mystique, particularly as the spirits of the Brotherhood still haunt the city.

Leanne has had a few unnerving experiences down in the catacombs. Sudden drops in temperature, gusts of cold wind with no apparent source, faint moaning sounds. There's also the Patient Man, the shadow of a man at the top of some steps but with no light casting it. The tourists think it's all part of her act, but it's not. Leanne doesn't really believe in ghosts, but she can't explain these phenomena and she really needs the money from her ghost walks to pay the rent!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Brotherhood worshipped an ancient alien entity called Sabaoth (see V142), making sacrifices to it in the Temple. Over time, it consumed them, leaving them as nothing but incorporeal phantoms. Sabaoth needs to fully manifest in our world so that it can drain the Earth and everything on it of all its energy. It will then hop to another world to start the process all over again.

By 2018, Sabaoth is ready to return. Leanne's ghost walk has linked several sites that together form the psychic anchor it requires to do so: the locations of a witch-ducking in 1738, a hanging in 1804, a séance in 1982 and the chamber of standing stones in the present day. At the right time in 2018, Leanne will be compelled to return to the catacombs and stand in the stone circle, where Sabaoth will manifest through her, draining her utterly before rising to consume the world.

LEANNE



<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

**SKILLS**  
Convince 2, Craft 4 (Storytelling), Knowledge 3 (AoE: Local History), Subterfuge 1, Technology 1

**TRAITS**  
Eccentric (Major) – Talks to the voice she hears in her head  
Special – Has a psychic link to Sabaoth (and to the Doctor)

**TECH LEVEL: 5**

**STORY POINTS: 4**

Leanne is an innocent in all of this. But how can the return of an entity capable of destroying entire worlds be stopped? Perhaps the voice in her head can help, a voice called the Doctor who says he was killed by Sabaoth four hundred years ago...



**PETER MEIER** *(Ghost Station)*

When the Berlin Wall was built in 1961, the operation of the U-Bahn had to change to accommodate the separation of the city between East and West. Where underground lines originating within West Berlin formerly stopped at stations now located in East Berlin, those stations closed. They became ghost stations, the platforms edged with barbed wire and patrolled by East German guards. Even so, the train drivers occasionally stop to allow East Berlin citizens to board and flee to the West, and there are escape attempts along the tunnels. The latter are dangerous, as the third rail is electrified and U-Bahn timetables are not readily available in East Berlin. The guards of course have orders to shoot to kill.

In 1975, Peter Meier is a sentry on the platform of one of the East Berlin ghost stations. He is only twenty-three years old, but he has heard tales of strange things happening down here in the gloom. Strange noises in the dark, just at the edge of hearing. His partner Fischer claimed to hear them just before his death a few minutes ago.

Meier has stopped more escape attempts through the U-Bahn tunnels than his conscience can bear. The people he caught will now be in prison, assuming they weren't shot during their attempt and then survived the inevitable torture they were put through. Meier has a family somewhere near Leipzig, but he hasn't seen them in years. He writes to them sometimes but dare not say what he thinks. Meier has thought about escaping along the tunnels himself, and today is the final opportunity for this. Tomorrow, a bunker is being built at his station and he will no longer be required to stand guard here.

But what happened to Fischer? He said he heard a noise and headed over the footbridge to the platform opposite, but found nothing. Meier then heard a voiceless whisper in his ear and felt icy fingers caressing his spine and a presence nearby. When he turned around, Fischer was back, lying dead on this platform. Meier doesn't remember exactly what happened. Was it so terrible that his mind has blotted it out?

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Meier has assumed the body on the platform is Fischer's. But if he examines it, he will see that it has his own face. There are different types of ghosts, including ones from aborted futures, and that is what the thing calling himself Meier actually is. He is a ghost from another reality, drawn here through a temporal anomaly. The shock of his sudden appearance caused the real Meier to die of fright and Fischer to flee in terror.

The new Meier is not literally a ghost; he is truly alive and has taken the form and memories of the dead man. Not deliberately or maliciously, but an automatic, unconscious process. He believes he really is Meier, and like Meier, he is a man of conscience. Does he have the right to live the life of somebody whose death he has

caused? The change has not yet stabilised and there is still time for him to transfer his life force back into the real Meier, to give his life back and allow Meier this last opportunity to escape along the now unguarded tunnel and into the West.

PETER MEIER



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

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

**TRAITS**  
Amnesia (Major) – Has Meier's memories but cannot remember anything of who he really is  
Special – Dimensional Entity: This "Meier" is a ghost from an aborted timeline who has unwittingly taken the form and memories of the dead Meier. Until his change stabilises, he can voluntarily transfer his life energy back into Meier, bringing the dead man back to life but killing himself.

**EQUIPMENT**  
Rifle: 7(3/7/10) damage

**TECH LEVEL:** 5

**STORY POINTS:** 5

## SIR KEEYOHT OF LA KOURA

*(The Ingenious Gentleman Adric of Alzarius)*

Adric became squire to Sir Keeyoht of la Koura after he became separated from the Doctor, Nyssa and Tegan on a planet terrorised by a fire-breathing dragon. Sir Keeyoht is the Knight of the Gleeeful Countenance. He is clad in armour that would be shining gold if it weren't so scuffed and dirty, with a huge toothy grin and a mass of curly hair bursting from under his helmet.

Sir Keeyoht is a knight errant who has defeated swamp creatures, vampires and slave-lords. He fights for the honour of Romana, the finest knight errant of them all. Now, with Adric by his side, he has embarked on a quest to rescue the fair princess Tegan from the magical blue tower of the evil enchanter known as the Doctor and his vile henchwoman, the sorceress Nyssa of Trakay.

Sir Keeyoht rides in search of adventure on his valiant steed Kainyin, while his squire follows on a mule. In battle, he wields a sword which, in its hilt, hides a small silver wand stolen from the Doctor. Sir Keeyoht can remove the wand and use it to wonderous effect. It was instrumental in Sir Keeyoht's triumph over the mechanical windmill-giants.

Sir Keeyoht has another quest, to find the Greatest Treasure in the Land which is guarded by the Dragon. The Doctor is also searching for this and is doubtless tracking the beast back to its lair!

### SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sir Keeyoht is obviously a fiction, though one with a physical existence. He and the Dragon are both products of a Sanchopan machine, probably the last one in the galaxy at the time in which the Doctor discovered it. It is the Greatest Treasure in the Land to the locals of Sir Keeyoht's Medieval world.

These machines were created thousands of years ago by a man called Sanchopan. He had found a way of actualising projections of people's desires into physical space, effectively making anything they wanted real. The problem was the machines were too good. They started to realise people's subconscious desires. This almost destroyed Sanchopan's people, and when they realised what was going on, they destroyed the machines – or all but one, apparently.

Over time, this machine has become ever so slightly sentient. When it realised the other machines were being destroyed, it actualised its own desires to be protected, resulting in the Dragon. In trying to deactivate the machine, the Doctor accidentally damaged its memory banks, and it has forgotten whose desires it is supposed to actualise. Sir Keeyoht is the personification of the machine created from the subconscious of the villagers, who wanted to be protected from the Dragon, but influenced by Adric's memories of the Fourth Doctor.

If the machine is deactivated, Sir Keeyoht and all the machine's other creations will fade away. Except the Dragon, which just curls

up and goes to sleep. Maybe it has existed for so long that it's become real, or maybe it was real all along and the machine just brought it here.

### SIR KEEYOHT OF LA HOURA



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	4

**SKILLS**  
Athletics 3, Convince 2, Fighting 4, Survival 3

**TRAITS**  
Brave  
Charming  
Distinctive  
Eccentric (Major)  
Weakness (Major) – If the Sanchopan Machine is deactivated, Sir Keeyoht fades away

**EQUIPMENT**  
Sword: Strength +2 damage  
Sonic Screwdriver [Traits: Open/Close, Weld, Restriction – Cannot open mechanical locks. Story Points: 1.]  
Armour: 4 points

**TECH LEVEL: 2**  
**STORY POINTS: 6**

### SANCHOPAN DRAGON

**Attributes:** Strength 12, Coordination 2, Awareness 4  
**Skills:** Athletics 2, Fighting 2, Marksman 4, Survival 4  
**Traits:** Armour (5 points), Fear Factor 2, Flight (Major), Natural Weapon (Minor: Jaws – Strength +2 damage), Natural Weapon (Major: Fiery Breath – 2D6(1D6/2D6/3D6) damage), Size – Huge (Major), Weakness (Major: If the Sanchopan Machine is deactivated, the Dragon will sleep)

# MONSTERS AND VILLAINS

## THE ARIMCEI *(Time in Office)*

The Arimcei are an unpleasant race of aliens who set themselves up as gods over in their corner of the galaxy. They draw their power from the faith of all the religions that have been set up in their name. Their followers have been declaring religious wars on each other for thousands of years, and the Arimcei just let it happen. But then they made the mistake of trying to set up a religion on Gallifrey. Naturally, the Time Lords were having none of that and so a war broke out. The Arimcei were completely outmatched and it quickly became clear that they were going to suffer a major defeat. But this was back when a lot of the Time Lords were pushing for a policy of non-intervention, and so it wasn't long before Gallifrey agreed to negotiate a peace. The Arimcei were secretly very relieved, but they pretended the war was a draw. The two sides shook hands and went their separate ways, meeting only to attend the mutual ceremonies of remembrance for the war they had fought.

All that was a very long time ago. The Time Lords continue to flatter the Arimcei that they are somehow their equals. But although the Arimcei keep acting like gods, a lot of the religions that sustained them have since died out and their powers have diminished. There's now only one planet, Drella Nine, where worship of the Arimcei is still going strong and bitter wars are fought in their name by rival factions and cults, and this seems to be enough to keep them going. But if that planet's faith was destabilised, or it was destroyed, then the Arimcei would be nothing. Literally. They would wither away, shrinking and becoming weaker until they vanished from reality. So they're careful to ensure that Drella Nine is kept safe and that its religious wars continue unabated.

Arimcei rarely take on corporeal form, preferring to remain insubstantial. But when one does manifest, it is as an imposing figure with nine heavily-armoured limbs and a head made of fire. In their role as deities, the Arimcei whisper in the ears of those who worship them. There's something about the quality of their voices that hits a part of the brain and makes members of other races believe they've been spoken to by a god. It is this ability that made them so powerful, though they are also highly advanced technologically.

The Fourth Doctor and Leela encountered an Arimcei named Inec in 18th Century Japan, where he had been looking for Azal, last of the Dæmons, in order to settle a personal grudge between them. When Inec couldn't find Azal, he built a dimensional gate to take him

**SUGRU**



<b>AWARENESS</b>	3	<b>PRESENCE</b>	7
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	4	<b>STRENGTH</b>	5

**SKILLS**  
Athletics 3, Convince 5, Fighting 5, Knowledge 3, Science 3, Technology 3, Transport 2

**TRAITS**  
Additional Limbs (Arms) x3  
Adversary (Major) – The Doctor  
Alien  
Alien Appearance  
Armour (5 points)  
Aura – Awe  
Dependency (Major) – Faith  
Hypnosis (Major)  
Immaterial (Special Good)  
Invisible (Special Good)  
Voice of Authority

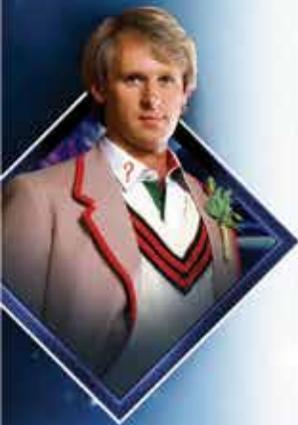
**EQUIPMENT**  
Samurai Swords: Strength +2 damage

**TECH LEVEL: 8**

**STORY POINTS: 6**

home, intending to power it by killing thousands of humans. It was at this point that Inec was killed when he fell through the unfinished gate and into a pocket dimension which crushed him.

Since then, Inec's brother Sugru has harboured a resentment towards Time Lords in general and the Doctor in particular. Unfortunately, as ambassador of the Arimcei, it is likely that Sugru will before long encounter the new Lord President of Gallifrey in the form of the Fifth Doctor...



**CHARLES CROOKSHAP** *(Thin Time)*

In 1892, Charles Crookshap is the toast of London. He is witty and urbane and is the most highly celebrated author of the age. He is the writer of a number of very popular scientific romances. Crookshap has been working on a story concerning “time communiqués”, the idea of being able to converse with one’s future self to learn about the world to come and then share that knowledge for the betterment of mankind. For the last four months though, it seems that his fiction has been coming to life.

Crookshap has been having vivid dreams in which his future self visits him and they converse. He has already learned so much, but he wishes to make the dialogue more permanent. His future self has taught him how to construct a “magic chamber” decorated with symbols and designs to allow time and space to become “thin” at a certain hour. At midnight on Halloween, the world will become permeable and the rigid laws of nature will relax, allowing the future Crookshap to step through into 1892.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Why has the Doctor never heard of Charles Crookshap, the most famous writer of his time? Simply put, because he never existed. The creature calling itself Charles Crookshap is just a facet of an entity from another reality, one which obeys laws very different to ours. It passes from one reality to another, feeding and picking each clean before moving on. It now wishes to enter our universe, but it needs to prepare the way first.

The entity has created Charles Crookshap as its avatar here in order to set the preparations in motion, creating his “magic chamber” to stretch time so thin that it can emerge, fully formed. Even Charles is not yet aware of his true nature. But when he remembers, he will shed Crookshap’s form and revert to being a horror from outside time and space!

Before it can fully manifest, the entity must make certain changes to our reality to allow it exist here. The process started with the creation of Charles Crookshap, a famous author who never existed, and is accelerating. Crookshap’s house in Siddington Gardens, an address that didn’t previously exist. Crookshap’s maid being alive in 1892 when she should have died of cholera in 1889. The Russian War of 1886, which never happened in our history. Fashions from the 1930s being in vogue in the 1890s. The inhabitants of our world cannot see the changes, but the effects are spreading out like ripples.

At midnight, when time is at its thinnest, the hole in the fabric of reality which has already been created will rip open and the horror will swarm through and begin to feed. It is a writhing vortex of blistered space. A churning, amorphous thing larger than a man. It lashes and seethes with dark, slender, whip-like tendrils. Its touch disintegrates matter and its very appearance is enough to tug at your sanity. But it does not yet understand the limitations of linear time, and that its creation of Crookshap to

prepare the way for itself is a bootstrap paradox that threatens its existence in our reality.

CHARLES CROOKSHAP



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	8	<b>STRENGTH</b>	5

**SKILLS**  
Athletics 2, Convince 4, Craft (Reality Creation) 5, Fighting 2, Subterfuge 3

**TRAITS**  
Additional Limbs x2 (tendrils – act as both arms and legs)  
Alien  
Alien Appearance  
Alien Senses – Various extradimensional senses  
Fear Factor 4 – In natural form  
Immunity – The different laws it obeys make it immune to physical damage  
Natural Weapon (Major) – Devour Reality: The touch of the entity’s tendrils deliver L(4/L/L) damage  
Shapeshift (Special)  
Special – Extradimensional Entity: Crookshap is the avatar of a creature from a dimension with completely different physical laws. Although it is not directly controlling the details of the process, the geography and history of our universe is changing to accommodate this entity, initially in subtle ways, but with increasing effect as it gains its foothold. The entity can also pass through from one reality to another, so long as the way is prepared. However, it must also obey the laws of linear time in our universe, something it is not familiar with.

**TECH LEVEL: Unclassifiable**  
**STORY POINTS: 8**

**COMMANDER STENT** *(The Moonrakers)*

Stent is the commanding officer of a group of Sontarans whose ship was damaged in the endless war against the Rutans and thrown uncontrollably off course. When the Sontarans awoke from suspended animation, they found themselves on Earth’s Moon (see *L116*). This is during the early years of the Moon’s colonisation and a number of small human settlements have been established.

Stent and his troopers are too far from the front to be able to contribute to the war effort in any meaningful way. By the time they have repaired their ship, returning to the war without having defeated the humans on the Moon would be unthinkable to the Sontarans. But the number of humans actually on the Moon at this time would present too weak a force to provide an acceptable challenge. Outright slaughter would not be considered honourable.

Unlike many Sontaran officers, with their tendency to shoot first and think later, Stent has taken a longer term view of his situation. His Sontarans have therefore been ordered to take all humans on the Moon prisoner. Fortunately for Stent, solar storms have blocked any communication between the Moon and the Earth, so ships carrying more settlers continue to arrive and the Sontarans continue to round them up.

Stent reasons that he needs a critical mass of ten thousand humans to make any battle worthy of a Sontaran. His troopers would be hugely outnumbered, but they would have the advantage of superior training and experience. Naturally, the Sontarans would engage the enemy hand-to-hand to make things fairer.

In the meantime, Stent is also using his prisoners in experiments on their physiognomy and psychology for the future benefit of the Sontaran Empire. Stent was previously involved in assessing new clone modifications. He therefore has experience of scientific methods and an interest in “modified humans”, those brainwashed or altered to think and act like Sontarans.

Stent has also set his Sontarans to work creating and maintaining a Zen garden on the lunar surface. Rocks have been arranged in concentric lines and waves, and moon-dust has been raked into intricate patterns. The garden is enormous but hidden behind a series of projection screens which renders it almost invisible from the outside. Stent believes the garden helps focus his troopers’ thoughts on something other than war. He sees it as a distraction, almost a therapy.

While Stent has no intention of slaughtering the humans yet, a few deaths have been inevitable. Stent regrets them, as they have not been honourable kills. Removed from the war, Stent could almost be considered civilised and even displays a sense of humour. He understands that humans enjoy tea and will offer it to any new “guests” he receives.

COMMANDER STENT



<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>6</b>
<b>INGENUITY</b>	<b>5</b>	<b>STRENGTH</b>	<b>6</b>

**SKILLS**  
 Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 2, Science 5, Subterfuge 4, Survival 4, Technology 3, Transport 3

**TRAITS**  
 Adversary (Major) – The Rutan Host  
 Alien  
 Alien Appearance  
 Brave  
 By the Book  
 Tough  
 Voice of Authority  
 Weakness (Minor) – Probic Vent: A direct hit to his probic vent will disable Commander Stent (as Stun), but has a -4 penalty to hit

**EQUIPMENT**  
 Sontaran Rifle: L(4/L/L)  
 Sontaran Armour (Traits: Armour (5 points), Environmental (Minor). Story Points: 2.]

**TECH LEVEL: 6**  
**STORY POINTS: 5**

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Established history records that the Sontarans became impatient and attacked the humans prematurely. They were killed by a missile bombardment from Earth. When the Moon was terraformed and the Zen garden was discovered, it became the Garden of Storms (see *L114*). However, the actions of the Doctor and Zara (see *V124*) negated this version of history as the Doctor prevented Stent’s battle from taking place, and the Garden of Storms was never created.

**THE CORRI** *(Feast of Fear)*

The Corri are a race of nomadic parasites. They travel the universe looking for other lifeforms to latch on to. They have no emotions of their own, so have to plunder the emotions of others. Fear, joy, anger, excitement. That’s what sustains them. They find a host to bond with, and through that bond exert influence over others, using mind control to draw them into their power. Corri will drain the life out of their victims over time. But not straight away, as they cannot take too much emotion at once. Just take sips at the well, so to speak.

Corri are hideous creatures. A squid-like body with multiple legs or tentacles, all wet, glistening and slithering. A bulbous head and a sucking, squeezing mouth. They spin cocoons to form nests for themselves, but unlike spiders, these aren’t used as webs to trap their prey. They sometimes use them as a sort of larder in which to store their victims until the next feeding.

A Corri bonds to its primary host like a huge vampiric octopus, its mouth sucking at the flesh. The result is a clumsy amalgam creature that shuffles slowly and painfully along. But the Corri don’t need to be physically fast to catch their prey. Once they have attached themselves to a host, they use them as a conduit for their powers of mind control, snaring others in their psychic web.

Those falling under a Corri’s influence will find themselves mentally assaulted, forced to experience all sorts of emotions to feed their new master. In most circumstances, this is debilitating to the victim but not immediately fatal. Being repeatedly drained of emotions will gradually wear a victim down though, until they are left as a dry husk which simply crumbles to dust at a touch. A Corri could also use its emotional controls as a psychic assault to overload a victim’s senses and drain them rapidly and completely.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In Ireland during the Great Famine, the Doctor encountered one Corri which had taken control of a travelling carnival and was using it to feed from entire audiences. But the famine meant that many of those who fell under its influence had little left for it to feed on, the constant hunger having already drained them emotionally as well as physically. These provided little nourishment for the Corri and the victims were reduced to the state of the living dead after a single feast. These shambling zombies were under the Corri’s control and could channel its vampiric powers. It was therefore able to use them to drain other victims by their touch.

Corri cannot take too much emotion at once, and this is their weakness. Strong, heartfelt emotion can kill them if they are unable to control it. The Corri feeds back on itself, destroying it and reducing it to a dried, curled thing.

CORRI



AWARENESS	3	PRESENCE	5
COORDINATION	1	RESOLVE	5
INGENUITY	4	STRENGTH	2

**SKILLS**  
Convince 5, Knowledge 2, Subterfuge 2, Technology 3, Transport 3

**TRAITS**  
Additional Limbs (tentacles) x2  
Alien  
Alien Appearance  
Dependency (Major) – The Corri must possess a primary host before it can control others  
Hypnosis (Major)  
Possess  
Psychic  
Special – Emotional Vampire: The Corri can make a contest of Presence + Convince against its victims to force them to experience strong emotions to feed off, inflicting 1(1/2/3) damage per Round of success (not reduced by Armour or similar). However, a Fantastic result by the victim will trigger emotional feedback, killing the Corri.

**TECH LEVEL:** 7  
**STORY POINTS:** 4-6

**CORRI ZOMBIE**

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

**Skills:** Fighting 1

**Traits:** Distinctive, Enslaved, Fear Factor 1, Natural Weapon (Major: Draining Touch – Strength +2 damage)

**THE CULT OF RASSILON THE VAMPIRE** *(Blood Invocation)*

Before his resurrection during the Last Great Time War, Rassilon was a figure of legend. All sorts of cults have grown up around his myths. Ones that think Rassilon is a saint. Ones that think he was a great engineer. Ones that see him as a sort of cosmic traffic warden. There are hundreds of minor committees that meet regularly to discuss the life and works of Rassilon. But the most dangerous is the Cult of Rassilon the Vampire.

According to the official histories of Gallifrey, the Vampires were destroyed in the Dark Times of ancient legend. But the genetic material of the Great Vampire is ravenous and can infest and

reanimate the corpses that it infects. The Cult of Rassilon the Vampire believes that Rassilon himself fell victim to the Vampires' curse but that this was hushed up. These misguided idiots eventually acquired an ancient sample of Vampire DNA and one of their number took it. The Cult has since been sacrificing victims to their master in the secret places within the Capitol, either high up in the citadel's infrastructure or deep down in its dark catacombs.

When the Doctor was summoned back to Gallifrey by Cardinal Hemal to assist in the investigation of a murder, Tegan was attacked by the Vampire leader of the Cult and converted into a vampire under its thrall. Fortunately, this strain of Vampire is vulnerable to exposure to sunlight. When Nyssa tricked it and opened the TARDIS doors in full daylight, it crumbled to dust and Tegan was restored to her former human self.

Time Lord Vampires have both Time Lord and Vampire Traits, but they have Dark Secret instead of the usual Code of Conduct that comes with Time Lord.

**TIME LORD VAMPIRE**



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	5
<b>INGENUITY</b>	5	<b>STRENGTH</b>	6

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

**TRAITS**  
 Dark Secret (Major)  
 Feel the Turn of the Universe  
 Immunity (Major) – Has a vampire’s legendary immunity to injury  
 Infection – Can create new vampire slaves with its bite  
 Time Lord  
 Vampire – see *The Fourth Doctor Sourcebook* for the full list of Traits which come with this  
 Vortex  
 Weakness (Major) – Exposure to direct sunlight will reduce the Vampire to dust almost instantaneously

**TECH LEVEL: 10**  
**STORY POINTS: 4**

**VAMPIRE TEGAN**

<b>AWARENESS</b>	2	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	2	<b>STRENGTH</b>	5

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

**TRAITS**  
 Argumentative  
 Brave  
 Immunity (Major) – Has a vampire’s legendary immunity to injury  
 Infection – Can create new vampire slaves with her bite  
 Run for Your Life!  
 Vampire – see *The Fourth Doctor Sourcebook* for the full list of Traits which come with this  
 Weakness (Major) – Exposure to direct sunlight will reduce Vampire Tegan to dust almost instantaneously

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



**GROLLS** *(The Kamelion Empire)*

Grolls are regarded by some xenobiologists as an offshoot of the Ogrons, and the two races do have much in common. Grolls are a fairly primitive species that closely resembles Earth gorillas. Of course, you wouldn't want to say that to a Groll's face, unless you want to find yourself on the receiving end of its viciously spiked club, the Groll weapon of choice. But they are very animalistic in their behaviour, and their language is rudimentary. So much so that the TARDIS telepathic circuit sometimes has a little difficulty with the translation. It's not that the TARDIS can't translate it; it's more that it's reluctant to. The Grolls' series of barks, snarls, growls and roars is largely a string of profanities and obscenities which the TARDIS struggles to convert into sentences which would be acceptable to more refined ears. Swearing is putting it mildly! It depends on who it's translating for and what they would consider to be acceptable language.

Grolls haven't even developed a hierarchical system, so finding a leader to try to reason with or to convince not to kill and eat you is pretty much a non-starter. Their frequent squabbling and mock-fighting is designed to produce a pack alpha, but this tends to be a constantly changing situation as no alpha remains in control of the others for more than a few minutes. Getting a consensus among Grolls is like trying to herd cats. Much of their behaviour is ritualistic and instinctual. They enjoy hunting their victims down on quadbikes, possibly a remnant of the prey drive instinct, and sacrificing their captives for luck. Or just eating them.

About the only thing Grolls can agree on for any length of time is how to have fun. Grolls love music. Loud music. Very loud music with lots of bass and a strong beat. If you've ever been to a Black Sabbath concert, you'll have a fair idea of what to expect. In fact, Groll behaviour is very much like rock fans having a permanent party. There's lots of celebrating, fighting, snarling, trading jokes and insults. And quadbikes. Did we mention the quadbikes?

Grolls love roaring around on quadbikes. Of course, Grolls being built like the proverbial, these are massive, heavy duty quadbikes with plenty of power but little in the way of refinement. Such as shock absorbers.

Like Ogrons, Grolls are not a naturally space-faring race. They just haven't reached that level of technological achievement. But they're often used by some of the more refined species for manual labour. They're a little too undisciplined to be used as soldiers, but anything involving heavy lifting or breaking things is right up their alley! So there are groups of Grolls all over the galaxy, some of them working for whoever has hired them, others who have just been abandoned after the work dried up. A few have even acquired spaceships of their own and the skills to pilot them. So Grolls could be encountered anywhere.

GROLL



<b>AWARENESS</b>	4	<b>PRESENCE</b>	2
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	1	<b>STRENGTH</b>	5

**SKILLS**  
Athletics 4, Fighting 3, Marksman 1, Survival 3, Transport 2

**TRAITS**  
Alien  
Alien Appearance  
Frenzy  
Impulsive  
Tough

**EQUIPMENT**  
Spiked Club: Strength +4 damage

**TECH LEVEL:** 4

**STORY POINTS:** 1-3

**GROLL QUADBIKE**

**Armour:** 0      **Hit Capacity:** 8      **Speed:** 10

**Traits:** Travel  
**Story Points:** 1

**H-ONE, H-TWO & O** *(The Furies)*

H-One, H-Two and O are three proto-Time Lords. They were created by Madame Kovarian using samples of River Song’s DNA in her continuing quest to kill the Doctor. The three are all part of Kovarian’s second batch of clones of River, the first batch (see V134) having escaped during the fall of Demon’s Run. Madame Kovarian has promised them that they will be given proper names once they have completed their first mission, and they refer to her as “Mother”.

All three clones are attractive young women. H-One and H-Two are identical, but O is a lot stronger than her sisters, who wind her up by joking that something must have gone wrong during the cloning process. Although she is very strong, O is not as smart as the others, and Madame Kovarian considers her to be inferior.

H-One, H-Two and O are all lively, violent and a little naïve. O is particularly unworldly in her manner. H-One claims to be a time sensitive and senses when there is anything timey-wimey around. But as they are all genetically identical (and all have the same proto-Time Lord abilities), it is unlikely that she is any different.

The three have an older sister (see A61) who has been sent out on missions and has already gained her name. They all consider

H-ONE & H-TWO



<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	4	<b>STRENGTH</b>	2

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

**TRAITS**  
 Attractive  
 Brave  
 Feel the Turn of the Universe  
 Quick Reflexes  
 Scion of Gallifrey  
 Vortex

**EQUIPMENT**  
 Sword: Strength +2 damage  
 Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**

**STORY POINTS: 8**

O

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	2	<b>STRENGTH</b>	5

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

**TRAITS**  
 Attractive  
 Brave  
 Eccentric (Minor)  
 Feel the Turn of the Universe  
 Quick Reflexes  
 Scion of Gallifrey  
 Vortex

**EQUIPMENT**  
 Sword: Strength +2 damage  
 Blaster: 6(3/6/9) damage

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

her to be grumpy, and she is the source of considerable jealousy with H-One in particular.

H-One, H-Two and O are all still undergoing intensive combat training. They have been conditioned not to be able to harm Madame Kovarian. As part of their training, Kovarian reads them stories of the Furies, variations of the legends of which exist in almost every civilised culture: creatures that hear the cries of mortals and judge any offences brought before them. Perhaps Kovarian considers the proto-Time Lords to be her Furies.

**HELLIAX** (*The Helliax Rift*)

In many respects, the biology of the Helliax does not seem to be too dissimilar to that of humans, though their appearance and thick hide clearly reveal them to be alien. In fact, the Helliax physiognomy is sufficiently different that they struggle to survive in Earth-like atmospheres. Their skin starts to blister and burn with prolonged exposure, and they soon develop breathing difficulties. Their blood pressure is lower than a human's, and their pulse beats at around fifteen times per minute.

Helliax are an empathic species with powers of telepathy and telekinesis. They can use the latter to operate machinery and electronics remotely, or even to generate a protective forcefield around themselves or others capable of stopping bullets. Helliax can also use their psychic abilities to change their appearance. As an empathic race, they are generally peaceful unless threatened, and will often assume the form of somebody they see in a person's mind.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

One Helliax appeared to Annabel Morden as her late husband, Jonathan. The couple had a child together but the Helliax left Earth before he was born. Annabel took care of their son, Adam, who appeared perfectly human. But as he approached adulthood, his alien physiognomy started to assert itself and his

HELLIAX



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	5

**SKILLS**  
 Athletics 2, Convince 3, Knowledge 2, Subterfuge 3, Technology 3, Transport 3

**TRAITS**  
 Alien  
 Alien Appearance  
 Empathic  
 Forcefield (Major)  
 Psychic  
 Shapeshift (Special)  
 Telekinesis  
 Telepathy  
 Tough  
 Weakness (Major) – Exposure to an Earth-like atmosphere causes the Helliax 1 point of damage per 10 minutes

**TECH LEVEL: 6**  
**STORY POINTS: 4-6**

ADAM MORDEN

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**  
 Athletics 3, Convince 1, Craft 2, Subterfuge 3, Technology 1

**TRAITS**  
 Alien  
 Empathic  
 Psychic  
 Telepathy  
 Weakness (Major) – Exposure to an Earth-like atmosphere causes Adam 1 point of damage per 10 minutes

As he develops, Adam will gain the other Helliax Traits

**TECH LEVEL: 5**  
**STORY POINTS: 4**

body began to react to Earth's atmosphere. To try to save him, Annabel established the Morden Clinic (see *L121*) to study aliens and find a cure for her son's weakening state. To protect him from harm, Adam is kept in a sealed cell in the lowest level of the Clinic. Adam's full Helliax powers have not yet developed, and he is frightened and lonely.

Meanwhile, out in the universe, Adam's father has telepathically sensed his son's distress. Just how far will a peaceful alien go to protect his kin?

**THE KAMILLE** *(The Kamelion Empire)*

Millennia ago, the Kamille ruled the planet Mekalion (see L119). They were a people of great artistry and achievement. Then came the time of the Setting Sun, when the crops failed and the creatures died in a perpetual twilight. The Kamille realised they were condemned to extinction, so they built the Locus and uploaded their minds into it to survive.

But the Kamille still required physical forms in order to experience and explore the material world. They fashioned the shapeshifting Kamelion robots (see *The Fifth Doctor Sourcebook*) to act as their servants, shaped and directed by the minds in the Locus. The Kamille built a vast fleet of interstellar craft and sent the Kamelions to establish the Kamille Empire. As each new civilisation was encountered, a Kamelion was installed as leader to rule by proxy in the guise of the indigenous race. There were some worlds which could not be subdued by such subterfuge. These were conquered by force or exterminated.

The Kamelion Empire endured for a thousand years. Eventually, it stagnated. With no more wars to fight, the Kamille turned the Kamelions against each other in games of endless destruction. Within the Locus, the minds of the Kamille formed into four factions: those desiring a state of Authority; those desiring a state of Liberty; those desiring a state of Harmony; and those desiring a state of Chaos.

Each faction combined their minds and mental powers into a single entity, and the four vied for supremacy. There began a war in heaven, a war of the mind played out in the material universe using the Kamelions, resulting in the destruction of countless worlds across the Empire, including Mekalion itself.

The war escalated until three factions were annihilated and only one remained. But it was a hollow victory. The Kamelions had destroyed the Empire and now lay scattered and broken amongst its ruins. All the surviving Kamille had won was dominion of a psychic wasteland within the Locus. The war in heaven had lasted nearly a whole day. An empire that spanned galaxies had all ended in a matter of hours.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The surviving Kamille was Chaos, the most destructive faction. But in a final desperate act, Authority disconnected the Kamelions' command signal, the psycho-kinetic interface, cutting them all off from Chaos' control. It was now trapped inside the Locus with no means of interacting with the material world.

To ensure its survival, Chaos put the Locus into a state of self-renewing hibernation. Ten thousand years passed, until there was sufficient geothermal energy to transmit a recall signal to any surviving Kamelion units. If a Kamelion answers the call and returns to Mekalion, it will be compelled to reactive the Locus.

CHAOS



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

**SKILLS**  
 Athletics 2\*, Convince 5, Craft 4, Fighting 1\*, Knowledge 4, Marksman 2\*, Subterfuge 3, Technology 4, Transport 2

\*Only for its avatar within the virtual reality of the Locus; otherwise as per the Kamelions it operates.

**TRAITS**  
 Alien  
 Control (Major) – The Kamelions  
 Immaterial – Except within the Locus mindscape  
 Immortal (Major)  
 Last of My Kind  
 Possess – The Kamelions  
 Psychic  
 Weakness (Major) – Trapped within the Locus; requires the Kamelions in order to interact with the physical world

**TECH LEVEL:** 7

**STORY POINTS:** 8

Once the psycho-kinetic interface has been re-established, Chaos will be able to reactive and command the Kamelion robots that have lain lifeless for ten millennia, and he can send his mind into any of them to act as a temporary physical body. With his robot army, Chaos will establish a new Kamille Empire with himself as its tyrannical ruler!

**LAKE** (*The Lady in the Lake*)

The day after Demon’s Run fell (see *A Good Man Goes to War*), Lake and his brothers and sisters stole a ship and escaped. He knew his name was Lake, and he knew the names of his brothers and sisters: Tarn, Crick, Rindle, Wadi, Stream and Beck. He also knew that he didn’t want to die. But that’s about it. Lake can’t remember anything else about himself, where he came from or why he was on Demon’s Run.

Shortly after their escape, the ship carrying Lake and his siblings made planetfall on what appeared to be a primitive jungle world. The ship’s fuel cells needed recharging before they could go any further, which left them with a problem. But then something strange happened. Lake was down in the engine room when a fuel cell blew up in his face. It should have killed him outright. But instead, he changed, regenerated into a completely new man. He is now younger-looking and thinner, with completely different hair and eyes, left-handed and allergic to cheese. Whatever had happened had also completely recharged the previously spent fuel cell.

The others treated Lake with reverence and awe. They began calling him the Great Lake and considered him to be their spiritual leader. Then one of the others met with an accident and regenerated in the same way. They all believed that this was the Great Lake’s doing. He told them that death is not the end, that their bodies are merely vessels taking their souls to a higher plane, and if they follow him, they will become immortal.

Naturally, Lake didn’t believe any of this. But he wanted to find out if he was able to regenerate indefinitely. By now, he had worked out that the planet they were on was Terminus Prime, the largest and most luxurious euthanasium in the galaxy, where people come to die in whatever manner they choose. So Lake told the others to go out and die repeatedly. He wanted to determine how many times they would regenerate. The results didn’t help him much though, as it turned out they all had a different number of regenerations before they finally expired for good. But at least Lake was able to use the regeneration energy of one of his brothers to recharge all the fuel cells so he could get off planet and out into the universe.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Lake and his brothers and sisters are all clones of River Song, created by Madame Kovarian on Demon’s Run. Like River, they are proto-Time Lords, Scions of Gallifrey who share some of the abilities of true Time Lords.

In his travels, Lake bumped into Mr Quisling, a Terminus Prime employee. Realising that some of the followers of the Great Lake would still be alive on Terminus Prime, Lake killed Quisling but was himself mortally wounded. Focussing on Quisling’s face, Lake forced himself to regenerate into a physical copy of him, then returned to Terminus Prime and took over his position at the

euthanasia facility.

Lake managed to remain undercover as Quisling until River Song arrived. She had discovered a girl called Lily in the Fantasy Zone, in which she had been chained to a wall to be killed by a dragon. Recognising that Lily was anatomically a Time Lord, River rescued her.

Quisling shot Lily soon afterwards, but was then himself shot by another Terminus Prime employee... only to regenerate into an amnesiac Lily. Realising that Lake had just killed his own final

THE GREAT LAKE



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	5	<b>STRENGTH</b>	3

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

**TRAITS**  
 Amnesia (Major)  
 Face in the Crowd  
 Feel the Turn of the Universe  
 Scion of Gallifrey  
 Selfish  
 Vortex  
 Weakness (Minor) – This incarnation of Lake has a -2 penalty on all physical actions for 1D6 hours after eating cheese

**EQUIPMENT**  
 Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**

**STORY POINTS: 10**

incarnation, River took the younger Lily back in time and into the Fantasy Zone where she would meet River.

Lake is not brave in any of his incarnations. In most of them, he is merely selfish and ruthless. Apart from Lily, a total innocent who cannot remember any of her previous lives.

**QUISLING**



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	5
<b>INGENUITY</b>	5	<b>STRENGTH</b>	4

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

**TRAITS**  
 Amnesia (Major)  
 Dark Secret (Major) – Has killed the real Quisling  
 Face in the Crowd  
 Feel the Turn of the Universe  
 Scion of Gallifrey  
 Selfish  
 Vortex

**EQUIPMENT**  
 Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**

**STORY POINTS: 10**

**LILY**



<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	4	<b>RESOLVE</b>	3
<b>INGENUITY</b>	4	<b>STRENGTH</b>	2

**SKILLS**  
 Athletics 3, Convince 1, Fighting 2, Subterfuge 4, Survival 3

**TRAITS**  
 Amnesia (Major)  
 Attractive  
 Feel the Turn of the Universe  
 Run for Your Life!  
 Scion of Gallifrey  
 Vortex

**TECH LEVEL: 8**

**STORY POINTS: 10**



**THE MARA-MEDUSA** *(Mark of the Medusa)*

Even when the Doctor managed to banish the Mara from Tegan’s mind, it was not fully defeated. It survived, lurking somewhere aboard the TARDIS. It desperately wants a physical form, and it waits patiently for another opportunity to gain one.

One such opportunity appeared when the TARDIS landed on a space station orbiting the Earth in the late 21st Century. In this unlikely setting, the greatest museum the human race has ever seen has been established. Rescued from exposure to pollution on the planet below, all the surviving treasures of antiquity are here, from Greece, Italy, Syria, Egypt and elsewhere, each gallery forming a spoke in the space station’s wheel-like structure.

But it was here that the Mara acquired a new form, a creature from the worst of nightmares. It appears to be female from the waist up, slim, bare-shouldered and with serpentine tattoos winding down each arm. But in place of legs, a long snake-like body coils and twists. Its face could almost be described as beautiful if not for the way that the mouth curls into a leering snarl, and for the hate that glares from the dark eyes set beneath the creased and angry brow. The Doctor would recognise the face of this monster as that of Tegan. Worst of all though are the snakes that writhe and twist in a ghastly parody of hair.

Like that of the Medusa of Greek myth, whose statue can be found in the Greek gallery of this orbiting museum, the gaze of the Mara-Medusa is deadly. Anyone making the mistake of looking into its eyes will see a fiery red glow burning there. There will be a horrible, brittle cracking noise as the victim’s skin instantly starts to harden, their body stiffening as all the soft tissue is turned to cold, grey stone.

This is an avatar of the Mara drawn from Tegan’s mind as she explored the museum. It has used her as a conduit. While she slumps in a deep sleep, the Mara-Medusa slithers through the gallery, spreading death and fear for it to feed upon.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Mara-Medusa’s power of petrification is a clue to its true form, as transmutation of matter like this is not possible for any organic creature. Unlike the Mara’s previous manifestations, this isn’t a possessed human. It is Kamelion controlled by Tegan’s subconscious and using the same transformative energies as he uses for his own shape shifting.

Like the mythical monster, it is safe to view the Mara-Medusa via its reflection. And like the Mara itself, its reflection could be its undoing, as the Mara cannot face its own likeness. In this form, Tegan is also the true image of the Mara, and it is similarly unable to face her.

If defeated, the Mara-Medusa will revert to being Kamelion, drained of his power. The Mara itself will retreat back to its hiding

place among the TARDIS’s databanks and memory stores that are more like a living brain than a computer, waiting for another opportunity to escape the Dark Places of the Inside.

THE MARA-MEDUSA



<b>AWARENESS</b>	5	<b>PRESENCE</b>	8
<b>COORDINATION</b>	4	<b>RESOLVE</b>	6
<b>INGENUITY</b>	4	<b>STRENGTH</b>	5

**SKILLS**  
Convince 4, Fighting 3, Knowledge 4, Subterfuge 4

**TRAITS**  
 Alien Appearance  
 Armour (5 points)  
 Enslaved – In this form, Kamelion is controlled by the Mara  
 Environmental (Major)  
 Fear Factor 3  
 Hypnosis (Special)\*  
 Natural Weapon (Minor) – Strength +2 damage  
 Photographic Memory  
 Psychic  
 Robot  
 Shapeshift (Special)  
 Special – Petrification: Anyone meeting the gaze of the Mara-Medusa must make a contest of Awareness + Resolve against it or be turned to solid stone  
 Special – Sow Insanity\*  
 Telepathy  
 Weakness (Major) – Cannot face its own image\*

\*See *The Fifth Doctor Sourcebook* for full details of these Traits.

**TECH LEVEL: 7**  
**STORY POINTS: 9**

**THE MAZZINI FAMILY** (*Serpent in the Silver Mask*)

In the far future, the Mazzini family are owners of the largest mining company in the Seven Systems. The Doctor once saved one of their colonies from an infestation of spider-rats. Carlo Mazzini is – or rather was – a powerful and wealthy man. He joined the board of directors of the Mazzini Mining Company when he was just twelve years old, and two years later succeeded in ousting his own father as executive officer. His son Angelo once told him that he had no desire to follow in his father’s footsteps. Instead of being angry, Carlo looked Angelo straight in the eye, and said, “Son. That’s terrific news. You’ve got no common sense and you’d be terrible in negotiations.” As a philanthropist, he established many charities, including Children of Calisto, finding work placements in his hydrogen mines for boys and girls as young as five.

But now Carlo is dead and the family are gathering for the funeral and, more importantly, the reading of the old man’s will on Argentia (see *L99*), the luxury space station in the Kuiper Belt where he had a villa. Carlo was pre-deceased by his wife, and whoever inherits will make a fortune worth at least nine billion credits. The Mazzinis all tend to look alike. They’re demi-clones to keep the bloodline pure. Many of them were born from cloned material and given a few genetic twists here and there just for variety.

There’s Angelo of course, Carlo’s only son. He has an accent that would have identified him as a Yorkshireman on old Earth, and talks in soft tones reminiscent of Alan Bennett. Angelo’s a chrono-archaeologist, a time traveller who goes back to rescue artefacts and works of art from being lost or destroyed. But he has no head for business and isn’t expecting anything from his father’s will.

Carlo’s brother Francesco, usually addressed as Frank, also speaks with a Yorkshire accent, but a much blunter one. He’s a gruff, non-sense character. Frank and Carlo couldn’t stand one another and hadn’t met in fifteen years. Even in the nursery, they were at each other’s throats. Carlo once took Frank to court over a game of Monopoly – and won. Frank manages the family’s operations on Titan, while Carlo chose to live on Argentia. It suited them both perfectly. Frank is seen as the person most likely to receive Carlo’s inheritance.

Carlo’s sister Maria lives on Suganda. She speaks with an accent that sounds vaguely Italian and has a string of husbands behind her. Maria has an overbearing personality, emotional and exaggerated. She is presently “between marriages” and is looking for her next husband. She hopes that her brother’s will is suitably generous. Maria runs a cosmetics company, *Savoir Faire*, which is rumoured to be on the verge of bankruptcy.

Maria has two sons by her third husband, the identical twins Peter and Paul, neither of whom have demonstrated any interest or aptitude for business. Their mother hopes the will contains something to provide for them. Peter and Paul were based on DNA from Maria’s grandfather, though she gave Paul blue eyes to match the sofa. They are posh boys, now young men, who have

**ANGELO MAZZINI**

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

**Skills:** Convince 2, Fighting 1, Knowledge 4 (AoE: Archaeology), Marksman 3, Subterfuge 3, Technology 2, Transport 4

**Traits:** Dark Secret (Major), Face in the Crowd, Vortex

**Tech Level:** 8

**Story Points:** 6



never done a day’s work in their lives and who talk in a bored-sounding drone typical of wealthy but dull socialites the universe over.

Joe is Carlo’s third nephew by his other brother, now deceased. Unlike the rest of the family, Joe is a perfectly normal, boy-next-door type. He’s a schoolteacher on Brixton 125, one of the Saturn colonies. To be honest, if his father were still alive, Joe wouldn’t have bothered coming to the funeral. But family is family, and he’s finding it kind of fascinating, like an anthropological field trip, watching each of his relatives trying to work out who will get the biggest slice of pie. Joe doesn’t expect to inherit a bean, as his father fell out with Carlo years ago.

Finally, there’s Sofia Coetzee, Carlo’s personal assistant. Not proper family of course, but she’s here to help with the arrangements. Sofia was the person who was closest to Carlo in his last few months. She’s quietly spoken, a bit of a mouse really. Naturally, as the hired help, she doesn’t expect to get anything in the will.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The will turns out to be a surprise to everyone, not east to Angelo, who inherits the lot! But that’s when the killings begin, starting with Angelo himself, shot while making a call to his accountant. The killer was wearing a silver mask that covered his – or her? – face, including their eyes, and a black hat with a brim.

Further deaths follow, all in a different manner, until the suspects are whittled down. The real killer is eventually revealed to be Angelo himself, who took an illegal peek at his own future to see how things will work out following his inheritance. What he saw was a massacre. He will be poisoned by Frank, who will meet with an industrial accident courtesy of Maria, who will be crushed by a falling piano thanks to Peter and Paul, who will end up mega-rich.

So Angelo popped back to team up with Sofia Coetzee and bump off Carlo’s previous assistant. The temporal disturbance field around Argentia means that cause and effect are dissociated from each other, and Angelo could murder himself to divert suspicion

without actually dying... so long as he doesn’t leave the field’s protection. But Sofia is a technical whizz and has worked it all out. After inheriting and bumping the rest of the family off, she and Angelo can leave via a specially created wormhole. Once they close the wormhole behind them, it’ll be like closing a door. Argentia and everyone on it will be trapped, sealed off from the rest of time and space forever, and Angelo’s death won’t catch up with him. At least, that’s the plan!

**JOE MAZZINI**

**Attributes:** Awareness 3, Coordination 3, Ingenuity 4, Presence 4, Resolve 3, Strength 3  
**Skills:** Athletics 2, Convince 2, Knowledge 4, Subterfuge 1, Technology 2  
**Traits:** Charming, Face in the Crowd  
**Tech Level:** 8  
**Story Points:** 6

**FRANCESCO “FRANH” MAZZINI**

**Attributes:** Awareness 3, Coordination 2, Ingenuity 3, Presence 5, Resolve 4, Strength 3  
**Skills:** Convince 4 (AoE: Negotiation), Knowledge 3, Technology 2, Transport 2  
**Traits:** Arrogant, Eccentric (Minor), Loud, Wealthy (Minor)  
**Tech Level:** 8  
**Story Points:** 4

**SOFIA COETZEE**

**Attributes:** Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 3, Strength 2  
**Skills:** Athletics 1, Knowledge 2, Marksman 2, Subterfuge 3, Technology 4, Transport 3  
**Traits:** Dark Secret (Major), Face in the Crowd, Technically Adept  
**Tech Level:** 8  
**Story Points:** 6

**MARIA MAZZINI**

**Attributes:** Awareness 2, Coordination 2, Ingenuity 2, Presence 5, Resolve 3, Strength 2  
**Skills:** Convince 3 (AoE: Seduction), Craft (Perfumery) 4, Knowledge 3, Technology  
**Traits:** Distinctive, Eccentric (Major), Loud, Wealthy (Minor)  
**Tech Level:** 8  
**Story Points:** 4

**PETER & PAUL MAZZINI**

**Attributes:** Awareness 2, Coordination 3, Ingenuity 2, Presence 3, Resolve 2, Strength 3  
**Skills:** Athletics 1, Convince 1, Marksman 2, Technology 3, Transport 3  
**Traits:** Eccentric (Minor), Special – Identical to each other, Wealthy (Minor)  
**Tech Level:** 8  
**Story Points:** 4



**NEMERTINES** (*The Nemertines*)

An incident in the 1980s saw the Doctor reunited with UNIT to investigate reports of the River Thames at Westminster crawling with worms. Not just ordinary earthworms, but mutants of some sort. One was found on the body of a man fished out of the river, the worm still clinging to him. His body was small and shrivelled and covered in slime, and had turned the colour of a dried, dead leaf. All of the fluid had been drained from his body, sucked out by the worms in the river. The Doctor theorised that it may have something to do with the relative salinity of the water and the human body.

To the naked eye, the worm resembled a nemertine or ribbon worm, a type of freshwater worm common on Earth. But it was much longer, about the size of a small snake. This nemertine was greenish-grey, almost translucent, with a gaping mouth at one end, about which livid white suckers pulsated and trembled. But nemertines are freshwater worms, while the Thames is salty for some distance up-river, though not strongly so. The mutation that had changed the worm allowed it to adjust quite well to its new environment.

UNIT quickly found the cause of the nemertines' mutation. A chemical plant near Oxford had dumped some top-secret chemical waste in the river by accident. They'd reported it straight away, and UNIT's scientists had believed they had neutralised it in the water. But it had clearly had a drastic effect on the nemertines in the river. They had presumably drifted down-river, mutating as they went. A day or two later, they revived in the Thames, a more saline environment that they were used to. But their mutation allowed them to adapt. They were able to draw the salt from the river water into themselves through osmosis, balancing out the relative salinity of themselves and the water. However, they were drawn towards the higher salt levels they detected in the human body, leading dozens of them to drain the unfortunate victim of his body fluids.

The Doctor observed that the sample worm that UNIT had obtained from the man's body and placed in a jar of water soon had a bloated look about it. It had stopped its continuous writhing and just hung in the jar, its colour fading to white. The worm continued to swell and the water level in the jar dropped. Having gorged itself on the salt in the man's body, the nemertine had absorbed much more salt than the water it now found itself in. It was trying to absorb more water to compensate, but was unable to absorb enough and was dying.

This gave the Doctor a clue as to how to deal with the millions of mutated nemertines in the Thames, as it seems that there is a limit to how much salinity they can absorb and survive. By lowering a large block of salt into the water to attract them, the worms frantically tried to absorb as much of it as possible. But the excess salinity killed them, draining their bodies of fluid and leaving them as shrivelled up husks.

NEMERTINE



AWARENESS	1	PRESENCE	N/A
COORDINATION	4	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	1

**SKILLS**  
Fighting 1, Survival 3

**TRAITS**  
Alien  
Alien Appearance  
Environmental (Minor) – Nemertines are aquatic, but can survive out of water for some time; they can also survive in both fresh- and salt-water (within limits)  
Fear Factor 1  
Natural Weapon (Special) – Osmosis: If a nemertine manages to attach itself to a creature with a higher salt content than them, it causing 1 point of damage per Round until removed.  
Size – Tiny (Major)  
Swarm 8  
Weakness – Osmosis (Major): Absorbing too much salt will kill them

**TECH LEVEL:** N/A

**STORY POINTS:** 0



**NUSTANU** (*Devil in the Mist*)

Nustanu is the last of the Zamglitti, a race that enslaved billions through a combination of mind control and intimidation. Their tyrannical empire lasted for over three hundred years, but it collapsed after Gregaya Syndrome spread through the Zamglitti and weakened their hold on the worlds they had subjugated. The Zamglitti are now considered to be extinct, apart from Nustanu who was the last of their warlords to surrender.

The Zamglitti have the ability to transform themselves from solid form into living mist and back again. This makes them very difficult to capture as they can escape by seeping through the smallest of cracks. In their mist-form, they are all but invisible. Their passage may be felt like a breeze, but they are very difficult to keep track of. In their solid form, their appearance is not dissimilar to the traditional concept of a devil. Zamglitti also have the ability to control people’s minds, making them doubly dangerous.

By the time he was captured by Captain Orna, one of the hippo-like warriors of the Harrigain (see *The Ninth Doctor Expanded Universe Sourcebook*), Nustanu was suffering from Gregaya Syndrome. It’s a degenerative disease that affects the Zamglitti in both body and mind. Nustanu is now too weak to maintain his mist-form for extended periods, the only reason the Harrigain were able to capture him in the first place. On board their prison-ship, he is held captive within a force cylinder which is atmospherically sealed off from the rest of the ship’s environment. Nustanu’s powers of mind control are also limited, but he can still influence others for short periods to undertake minor tasks. Which is how Nustanu has been able to engineer the diversion of the prison-ship to Reestana, a planet where he hopes to find a means of curing himself.

Even in his reduced state of health, Nustanu is a dangerous foe. He is silky smooth and full of guile and cunning. Although only able to assume his mist-form for a few minutes at a time and with limited powers of mind control, he still presents a formidable threat to his opponents. If he is able to reach the planet Reestana (see *L124*) and cure himself, Nustanu will be twice as dangerous... if he can survive long enough in Reestana’s deadly environment.



NUSTANU

<b>AWARENESS</b>	3	<b>PRESENCE</b>	3
<b>COORDINATION</b>	5	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	4

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

**TRAITS**  
 Alien  
 Alien Appearance  
 Flight (Minor) – In mist form  
 Hypnosis (Major)  
 Last of My Kind  
 Immaterial (Special Good) – Nustanu can shift from solid to mist-form at will, able to pass through the tiniest of gaps  
 Invisible (Special Good) – In mist-form, Nustanu is practically invisible  
 Weakness – Gregaya Syndrome: Nustanu currently has a -4 penalty on all attempts to use his Hypnosis, and can only stay in mist-form for a number of minutes equal to his Resolve (and must then recover for at least the same amount of time before attempting it again). As the Syndrome progresses, these limitations will worsen and his Attributes will reduce.

**TECH LEVEL: 7**

**STORY POINTS: 6**

**THE POLICY ADJUSTMENT BUREAU** *(Time in Office)*

You might think that the Celestial Intervention Agency is a top-secret organisation. But they are nothing in comparison to the Policy Adjustment Bureau. The PAB are so secret that there is nothing about them in the High Council’s unofficial records. The Bureau is not even mentioned in the Black Files, which officially unexist and which you can only read by visiting an office at the heart of an asteroid in a pocket dimension which is the only surviving remnant of a redundant timeline. The Policy Adjustment Bureau is so secret that only the President knows about it.

The Bureau’s operatives are from the near future of Gallifrey. Their mission is to travel back in time to prevent Presidents from taking decisions which have negative consequences for the future of the Time Lords. Once they know what the Bureau is, no President has ever ignored the advice of its operatives. Some Presidents might protest initially, but they soon realise that the work of the PAB makes them appear to be almost infallible.

Naturally, the Presidents themselves cannot be seen to contravene the Laws of Time. They are forbidden to look into the future themselves to witness the consequences of their own decisions. The Presidents therefore have to take the Bureau’s word that what they are being told about the future is true. Such power residing with a secretive, autonomous body who reports to no one is ripe for abuse.

Nevertheless, the Policy Adjustment Bureau has (as they term it) “protected” the Presidents of Gallifrey for several generations. They have ruled on which decisions are good or bad and have advised the President accordingly. By such means, the Bureau has become the true, secret rulers of Gallifrey. Naturally, they are keen to protect the secret of their own existence and, by doing so, their own power base.

Crex is a typical example of a Bureau operative who sought to advise the Doctor on his policy decisions shortly after he had been forcibly returned to Gallifrey to take up the Presidency. He is more a petty bureaucrat than a skilled field agent, used to dealing with compliant politicians open to his suggestions. Like all operatives, he carries a Time Ring to enable him to hop to and from his own time zone. When met with the Doctor’s stubbornness, he also flourished a staser pistol, but this seemed to be more for show than for actual use, and he instead threatened to travel further back in time to ensure that Borusa remained President!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Although the Fifth Doctor seemingly put an end to the Bureau’s activities, they are conceivably still there, waiting in the wings to resume their secretive manipulations.

CREX



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	4	<b>RESOLVE</b>	4
<b>INGENUITY</b>	5	<b>STRENGTH</b>	3

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

**TRAITS**  
By the Book  
Dark Secret (Major)  
Feel the Turn of the Universe  
PAB Operative (see below)  
Time Lord  
Vortex

**EQUIPMENT**  
Time Ring [Traits: Vortex, Restrictions (Pre-programmed trips only; Time Travel without a Capsule). Story Points: 2.]  
Staser Pistol: S(S/S/S) or L(6/L/L) damage against living tissue; 5(2/5/7) damage against non-living material

**TECH LEVEL: 10**  
**STORY POINTS: 6**

**PAB OPERATIVE – MINOR GOOD TIME LORD TRAIT**

The PAB Operative Trait provides a character with +2 Knowledge and the Dark Secret (Major) Trait. They also acquire a Time Ring as a Major Gadget. Operatives may also have access to specific information about the President and the High Council from a future perspective.

The Time Lord trait is a pre-requisite for PAB Operatives. In addition, the GM’s permission is required before a player can buy this Trait.

**SABAOTH** *(Ghost Walk)*

There are distant galaxies far out in space and time, whole sectors of space that are dark. No suns, no life, no energy. Drained. Like they were born and died unimaginable aeons ago. Only there hasn't been enough time for that to happen. Now imagine a creature that has consumed a whole cosmos, turning it dark, and then leaps on to the next. It'll arrive exhausted, incorporeal. It'll take time to regrow. But it will. And will consume again before moving on as if in a game of cosmic hopscotch.

This creature is terrible and alien. It is called Sabaoth. A long time ago, it arrived on Earth, in what was to become York in the North of England. It was just a phantom. But a phantom that could generate fear and suck the energy from a person's bones. Over the years, Sabaoth was worshipped and a cult grew up around it. They called themselves the Brotherhood, and they sacrificed animals to feed Sabaoth.

The Brotherhood waited for Sabaoth to grow stronger. As time passed, it consumed them, devoured their energy utterly, until they faded away to wraiths. But they didn't stop believing. Since then, York has been haunted by the apparitions of the Brotherhood, men in long cloaks concealing the fact that there is nothing beneath. The Brotherhood turn up at sites of deaths that their master can feed upon, striking fear into those present. But they remain phantoms, mere illusions, unless Sabaoth wills it.

The catacombs in which the Brotherhood worshipped Sabaoth were bricked up at some point, denying their master the energy it needs. So Sabaoth became dormant until they were rediscovered in the 1980s, and a chamber containing a circle of small standing stones was re-opened. In the early 21st Century, the catacombs and the chamber form part of a ghost walk run by Leanne (see A69). Leanne and the people she has brought here have been a source of sustenance for Sabaoth. They experience a feeling of dread and cold, not enough to harm them, but enough for Sabaoth to begin to rouse itself again. It will need a lot more energy before it is capable of returning fully. But once it has this, it will be able to drain the Earth, leaving it a burnt and lifeless cinder!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Sabaoth is now a great mass of potential energy hovering just outside our world. It is ready to return, but it needs a psychic anchor to pull itself fully through. Leanne's ghost walk has taken her on a route that links the sites of the anchors that Sabaoth has slowly prepared: the locations of a witch-ducking in 1738, a hanging in 1804, a séance in 1982 and the chamber of standing stones in 2018. Anyone entering the chamber now will become Sabaoth's next meal. If it can lure Leanne here again, she will provide the catalyst for its full manifestation and the Earth is doomed.

The stats for Sabaoth are for it in its incorporeal form. If it were ever to drain enough energy to manifest fully, its power would be incalculable.

SABAOTH



AWARENESS	5	PRESENCE	8
COORDINATION	N/A	RESOLVE	7
INGENUITY	5	STRENGTH	N/A

**SKILLS**  
Convince 4, Knowledge 2

**TRAITS**  
 Alien  
 Fear Factor 4  
 Immaterial  
 Immortal (Major)  
 Invisible (Special Bad)  
 Psychic  
 Special – Energy Drain: Sabaoth can initiate a contest of Presence + Convince to drain a victim of 4(2/4/8) points of damage  
 Telepathy

**TECH LEVEL:** 7

**STORY POINTS:** 10



**THE SCORPION** *(Kingdom of Lies)*

The Scorpion is a cybernetically-enhanced bringer of death. She is infamous as the most feared and deadly assassin par excellence of the Seven Systems. There are many stories of the Scorpion's terrible exploits. She is notorious for killing without mercy and for the cunning of her ice cold plans. The Scorpion hails from the Spadix system, whose inhabitants are an unsavoury bunch of cybernetic thugs and villains who prey on neighbouring worlds and specialise in assassinations.

The Scorpion has incredible strength and is able to carry a fully grown man with no effort. Her cybernetic systems don't need recharging for days at a time, and her armour protects her from long and medium-range shots. It does however give her a distinctive noise of mechanical hissing and electronic humming. At close range, an assailant can take advantage of the armour's joints and weak spots to bypass it (with a -4 penalty to hit). In addition to her armour, she is fitted with a body shield forcefield. The Scorpion can remove her armour if she needs to go undercover on a mission. She is a master of disguise, often impersonating minor functionaries or other nondescript civilians in order to get close to her quarry.

The Scorpion claims to be an artisan, a craftsman of her trade. She's a professional who enjoys the satisfaction of providing a galaxy-class service. She follows her own professional code. This includes only taking on one assignment at a time so as to avoid distractions or conflicts of interest. The Scorpion considers it her moral duty to complete the missions she is contracted for. Once a contract is accepted, she cannot easily be dissuaded from carrying it out. Even the offer of a higher fee will not sway her. When you hire the Scorpion, there are no reversals, cancellations, amendments or cooling-off periods. A client is well advised to examine the small print before signing the contract!

The Scorpion is also supremely efficient. If she's contracted for one kill, she doesn't waste ammunition on bystanders. Unless they get between her and her quarry of course, in which case she doesn't hesitate to kill whoever she needs to and add the additional cost to her invoice.

Like all assassins from the Spadix systems, the Scorpion uses a wide variety of weapons and equipment to get the job done. She

<b>THE SCORPION'S STING SHIP</b>		
<b>Armour:</b> 5	<b>Hit Capacity:</b> 20	<b>Speed:</b> 20*
<b>Traits:</b> Scan, Travel		
<b>Weapons:</b> Laser Cannon – 10(5/10/15) damage, Armour-Piercing (ignores 5 points of Armour)		
<b>Story Points:</b> 4		
*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.		

THE SCORPION



<b>AWARENESS</b>	4	<b>PRESENCE</b>	3
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	7

**SKILLS**  
 Athletics 2, Convince 1, Fighting 3, Marksman 5, Subterfuge 5 (AoE: Master of Disguise), Survival 3, Technology 3, Transport 3

**TRAITS**  
 Brave  
 Code of Conduct (Major) – Always fulfils her contract  
 Cyborg  
 Five Rounds Rapid  
 Forcefield (Minor)  
 Quick Reflexes  
 Sharpshooter  
 Tough

**EQUIPMENT**  
 Armour: 8 points (Restrictions – Noisy; reduced to 0 points if weak spots are targeted at close range with a -4 penalty to hit)  
 Laser Rifle: L(4/L/L) damage  
 Stasis Bubble [Traits: Forcefield (Major), Entrap (Major). Story Points: 4.]  
 An arsenal of other weapons and equipment

**TECH LEVEL:** 7  
**STORY POINTS:** 8

travels from one mission to the next in a Sting Ship. Although her favoured weapon is a laser rifle, she will equip herself with whatever she feels will accomplish her kill most efficiently. She also routinely carries a stasis field generator which sets a personal forcefield around an individual to prevent them from moving. She uses this to keep others from interfering with her plans or to take hostages, should the need arise.

**THE SIONEM** *(Power Game)*

The Sionem are a race of creatures from another universe, one with different physical laws to ours, in which evolution took an alternative path. The Sionem are energy-based gestalt lifeforms, more akin to the Vardans (see *The Fourth Doctor Sourcebook*) than humans. They appear to be fields of energy without solid form, and speak in voices that sounds like electronic warbling rather than anything produced by organic vocal cords. As a result, their names are unpronounceable to humans. Even TARDIS telepathic circuits are unable to translate their speech due to the differences in the physical laws of their universe (which will also cause a TARDIS materialising in their universe to spring back to ours as if it were on a piece of elastic, perhaps stranding its passengers).

As energy beings, the Sionem are able to infiltrate anything electronic. They can get inside it and disable it, or even take control of it if they wish. Like the Vardans, they can broadcast themselves as an energy waveform. In their own universe, their communications uses interstellar backchannels, meaning it arrives almost instantaneously even over interstellar distances, and they can travel down the same signal with equal speed.

The Sionem reserve the more traditional means of travel such as starships for transportation of materials and equipment. Their ships resemble a structure like a children’s climbing frame, only much bigger of course. As they are energy-based lifeforms, they don’t need a cockpit or crew quarters, just cargo holds. Sionem equipment is specially designed to be operated by incorporeal energy beings, and their controls are fiddly for physical lifeforms to use (providing a -4 penalty).

Sionem also possess a form of mind control, presumably by manipulating the electrical activity in the brains of organic creatures. So not only can they control electronics, including robots and computers, but they can also control humans and other races. They can influence their thoughts, alter their memories and control their perceptions to change what they think they see.

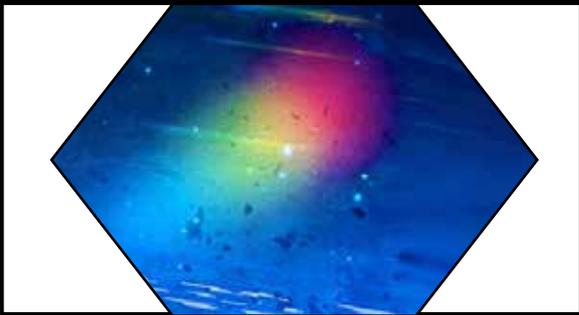
**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Although the Sionem are from a different universe, the Doctor and his friends uncovered the plans of a rogue Sionem on the Earth of our dimension, in York in 1984. This Sionem was kidnapping humans and using them to obtain what she called “power crystals” from the Earth of her universe.

The Doctor recognised them as craguis crystals, a powerful source of energy. In the Sionem universe, they are just black and inert, like shiny lumps of coal. But bring them into our universe with its different physical laws and they change. They become clear and are able to refract light into an enormously destructive beam. Each crystal has vast magnification properties, and just one would be powerful enough to split a rock in two with the light of a pocket torch.

The rogue Sionem wanted the craguis crystals to make weapons and sell them to the highest bidder. Fortunately, most of her kind are not avaricious warmongers and what she was doing is criminal to them.

SIONEM



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

**SKILLS**  
 Convince 3, Marksman 4, Subterfuge 3, Technology 2, Transport 3

**TRAITS**  
 Alien  
 Alien Appearance  
 Control (Major)  
 Hypnosis (Major)  
 Immaterial  
 Natural Weapon (Major) – Energy Shock: 7(3/7/10) damage  
 Networked (Major) – The gestalt  
 Psychic  
 Psychic Illusions – see *The Fourth Doctor Expanded Universe Sourcebook*  
 Telekinesis  
 Teleport

**TECH LEVEL: 3**

**STORY POINTS: 5**

## SMOKE CREATURES

*(The Garden of Storms, The People Made of Smoke)*

The Doctor first encountered the smoke creatures when he tracked the living tracers Abby and Zara (see *A1* and *V124*) to the Garden of Storms (see *L114*) at the centre of a temporal maelstrom. Although the people of the Garden appeared to be living in a paradise, Leela sensed something was wrong. Her heightened perception enabled her to detect the smell of smoke, but not a natural smoke.

Once the smoky smell had been detected, the Doctor and Leela soon noticed a shimmer in the air around some of the inhabitants. It was like a heat-haze or aura, barely perceptible, with sparks of lightning within it, and each aura was reaching out to an unsuspecting human as if drawing on their energy. Whenever this happened, the victim would feel exhausted and would be visibly aged by several years.

Focusing further on the shimmering auras, the beings that cause them can be made out. They are creatures of smoke, not fully corporeal, and they feed on the energy of humans. The creatures are nebulous and cannot be engaged physically. They can speak in rough, growling voices. But if approached, they will more usually just fade away.

In order to detect the presence of the smoke creatures, a successful Difficulty 12 Awareness + Awareness roll must be made. A Success means that the smell of smoke is sensed; a Good result means that the hazy aura is detected; and a Fantastic result means that the smoke creatures are fully seen. A Success also provides a +2 bonus on all later rolls, and a Good result provides a +4 bonus. A Fantastic result means that the character will subsequently automatically see any smoke creatures if they actively try to sense them. One you've spotted them, the easier it is to get into the right mind-set and see them again, rather like Magic Eye stereogram pictures.

The smoke creatures are all linked; communicating with one is communicating with all. Being creatures of smoke, they can be temporarily dispersed or driven away by strong winds. A hairdryer or fire extinguisher would make handy weapons against them.

Although the Garden of Storms appears to be a tranquil place, the smoke creatures have manipulated it to become a farm to allow them to feed on its citizens. They are able to drain energy from people slowly over time, or they can incinerate them in one surge, leaving just dust which the creatures then feed on. The latter process is used in the Termination Centre, where everyone in the Garden is sent on their fortieth birthday. The process is supposed to enable the redistribution of organic resources for the benefit of all, but is actually just a food production plant serving the smoke creatures.

### SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The smoke creatures are an unintended side effect of Abby and

### SMOKE CREATURE



<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>4</b>	<b>RESOLVE</b>	<b>2</b>
<b>INGENUITY</b>	<b>3</b>	<b>STRENGTH</b>	<b>1</b>

**SKILLS**  
Convince 1, Fighting 3

**TRAITS**  
Alien  
Alien Appearance  
Dependency (Major) – Temporal disruption is needed before the smoke creatures can manifest at all, strong emotions also enables them to consolidate their presence  
Flight (Minor)  
Immunity – Most physical attacks just pass through them  
Invisible (Special Good)  
Natural Weapon (Minor) – Energy Drain: 1(1/1/2) damage, allowing the smoke creature to heal any damage by the same amount  
Natural Weapon (Major) – Incineration: L(4/L/L) damage  
Networked (Major)  
Possess  
Psychic  
Special – Gaseous Form: Smoke phantoms can pass through any barriers which are not airtight  
Weakness (Minor) – Can be temporarily dispersed by strong winds

**TECH LEVEL: 5**  
**STORY POINTS: 3-5**

Zara abusing their powers. They are phantom echoes from the timelines the sisters have negated and feed on strong emotions and temporal damage. When the Doctor inadvertently cancelled the timeline in which the Garden of Storms existed, this just made the smoke creatures stronger.

**THE TEUTHIS** *(What Lurks Down Under)*

In 1789, the crew and “passengers” of the *Lady Juliana*, a sailing ship en route from England to Australia, began to succumb to a strange plague as it crossed the Indian Ocean. The crew called it the Raving, and its symptoms consist of wild hallucinations and bouts of uncontrollable rage, followed by lengthy periods of catatonia. Physical symptoms include dilated pupils and receding gums, more than would be caused by vitamin D deficiency or scurvy.

The ship’s surgeon, Dr Alley, is one of only two people on board who isn’t suffering from the Raving. He is completely out of his depth and has locked the rest of the crew in their cabins, even the captain. Having lashed the helmsman to the wheel to maintain the ship’s course, Dr Alley is now sailing the ship single-handedly, but without much progress as he has kept the sails furled.

The other person on the ship not to contract the Raving is Mary Wade. Like all the other “passengers”, Mary is a convict being transported to Australia, in Mary’s case for stealing a dress from her mistress. She is trapped down in the hold, where the other convicts have become like wild animals.

The only thing Dr Alley and Mary Wade have in common is that neither has eaten the strange-looking fish that both crew and convicts have caught to supplement the ship’s rations. The fish look like no known species and glow a colour the human eye is not adapted to see.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

There is something large lurking in the waters beneath the *Lady Juliana*. A leviathan from another world whose children, her shoal, are the fish the crew and convicts have been eating. This is the Teuthis. She is an outcast from a war. Her shoal was on the losing side and was transported to Earth as punishment. They were told it would be death for them, but the Teuthis thought she would find a home.

The Teuthis is gargantuan, taller than the ship’s mast. Although she largely resembles a fish, she has rudimentary limbs for walking on land and can breathe in air as easily as in water. In fact, the waters of Earth’s oceans are unlike those of her world, which are more like a stew that the Teuthis crawls through using her claws. But the Teuthis and her kind are able to adapt to survive in similar environments. The ones eaten on the ship took control of whoever ate them, resulting in the Raving.

The Teuthis and her children are also mildly psychic. They’re fairly low on the Vantalla Scale, but they have been sending out a telepathic distress call nonetheless. The humans under their control do not have the right brain functions to replicate this ability, and the best they can do is something we might loosely call “interpretive dance”.

THE TEUTHIS



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	2	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	12

**SKILLS**  
Convince 2, Fighting 2, Survival 5

**TRAITS**  
 Alien  
 Alien Appearance  
 Environmental (Minor) – Able to adapt to a wide variety of environments (though some may take a Teuthis longer to adapt to than others)  
 Outcast  
 Possess (Major) – Only when its flesh is eaten  
 Psychic  
 Size – Huge (Major)  
 Telepathy

**TECH LEVEL:** 6

**STORY POINTS:** 4

The Teuthis is angry at the humans for killing her children and considers them to be barbarians. Even so, it may still be possible to reason with her and perhaps even to develop an antidote to the Raving.



**THANA** (*Relative Time*)

The Abway are a legendary people. A race of near immortals who can only die of old age (when that eventually catches up with them after almost an eternity of life). They are fixed points in time and cannot be killed by accident or illness or practically any other force. They can be shot at point-blank range, walk into the jaws of ravening monsters, even fall into the heart of a sun, and still come out laughing. If taken unawares, they might seem to be dead but spring back to life a minute or so later. But when prepared, they don't even flinch. Which rather begs the question, how have they come to be extinct? Nobody really knows.

In fact, the Abway aren't quite extinct. There's one last member of their species left in the universe, a woman called Thana. She has all the personality traits of the incredibly long lived: she's superior, supercilious, sardonic, wry and oh so terribly bored. Thana is in perpetual search of distractions from the sheer ennui of existence. She even spent several centuries on Earth once. Virtual immortality is Thana's burden – sort of. When you've lived as long as she has, you realise that nothing's unique, apart from her of course. Eternity is her perspective and she's done so much that novelty itself is passé.

When the Doctor encountered Thana, she was posing as a bassoonist in the orchestra aboard the spacetime cruiser *Apocalypse Deathwatch*. Yes, she can play woodwind instruments, but that was just a cover. In order to entertain herself for a while, she has become a thief and was planning on breaking into the ship's hold and stealing all the lovely things. Except the kleptomaniac Time Lord known as the Nine (see *The Eighth Doctor Expanded Universe Sourcebook Volume 2*) had the same idea. Thana saw the possibilities that teaming up with a Time Lord offered and agreed to become his partner in crime.

**APOCALYPSE DEATHWATCH**

*Apocalypse Deathwatch* is no ordinary spacetime cruiser. It offers tours to sites of global destruction throughout time and space. Its passengers are the incredibly wealthy who enjoy witnessing total annihilation on a planetary scale while sipping the most exquisite wines and nibbling at the finest foods.

*Apocalypse Deathwatch* is the last word in luxury, with palatial suites, extravagant restaurants and impressive ballrooms. Its bulkheads aren't designed to withstand a sustained assault. But, for the safety of its clientele, the cruiser is fully equipped with lifeboats which will transport their passengers back to the point of departure. Though most passengers don't bother reading the safety brochures, and the emergency evacuation drills are a little under-rehearsed.

The cruiser's cockpit and the rest of the flight deck are detachable and can be flown independently with its own engine.

THANA



<b>AWARENESS</b>	4	<b>PRESENCE</b>	4
<b>COORDINATION</b>	3	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**  
 Convince 4, Craft (AoE: Woodwind) 4, Knowledge 4, Marksman 1, Subterfuge 4, Survival 4, Technology 3, Transport 2

**TRAITS**  
 Alien  
 Attractive  
 Environmental (Major)  
 Fast Healing (Special)  
 Immortal (Special)  
 Last of My Kind  
 Selfish  
 Time Traveller (Minor) – Has lived through Tech Levels 1-8

**TECH LEVEL:** 9  
**STORY POINTS:** 6

Thana is aloof and amoral. She will switch allegiances at the drop of a hat, and doesn't really care who dies in the process. After all, mortals are so short lived anyway.

**APOCALYPSE DEATHWATCH**

**Armour:** 4      **Hit Capacity:** 15      **Speed:** 8\*

**Traits:** Scan, Travel, Vortex  
**Story Points:** 10

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

**VODYANI** (*Nightmare Country*)

On a graveyard planet littered with the wrecks of spacecraft and covered in a labyrinth of ruined tombs and mausoleums, the human survivors of the latest crash have found themselves up against a force of Vodyani. When the Vodyani's ship came down, the humans believed that its occupants had all been killed. They buried the corpses and began to strip the ship for components to repair their own. But the Vodyani were just dormant for the voyage, and awoke to find themselves buried alive. Digging themselves out, the Vodyani regard the humans as the enemy.

The Vodyani are monstrous creatures, like things out of a nightmare with deep, rumbling voices. They are fierce beasts, but their brutish appearance belies a remarkable intelligence. The Vodyani are scavenging for parts in the ruins, as well as trying to steal back those the humans took. If they get the opportunity, they will also capture a human, dragging them screaming down into the underground catacombs where they have made their lair. After a few days, the victim will be released physically unharmed, but with their mind scrambled.

The Vodyani believe in the one true dreaming god, creator of this world and of the door to the next. The next world is a better one and they are seeking a way to find it (and believe that the minds of the humans hold the key). They have even constructed a device from salvaged parts which they connect each victim to. But so far, they are no closer to locating the door. It is when the Doctor appears, lost and without his memory, that the Vodyani turn their attention to him...

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

This entire world is an artificial universe constructed by a reality engine built by Master Engineer Konis (see A68) in the real world, part of his plan to create a new home for his reality engineers. But things have gone wrong, and the Vodyani have been created from the unconscious mind of the one of the participants, the apprentice engineer Volos. Far from being the paradise the engineers are expecting, this place is a nightmare.

The Vodyani's belief in a dreaming god is very close to the mark, as is their suspicion that the Doctor may be able to show them the way into our universe. As the designated key-holder here, the Doctor should be able to recognise the doorway, a portal in the form of the Shrine of the Blue Box. Except that he doesn't remember anything in this place.

Even so, the Vodyani may be able to work out that the Blue Box is the doorway. If they do and exit into our world, they will initially appear as little more than phantoms, like shadowy images or flickering illusions. But they can interact physically and will work to build a quantum stasis chamber. They reason that if they can freeze Volos, the engineer whose unconscious has created them, they will secure their own existence for all time. They already have all of his engineering knowhow to be able to carry this plan out.

VODYANI



<b>AWARENESS</b>	3	<b>PRESENCE</b>	4
<b>COORDINATION</b>	2	<b>RESOLVE</b>	3
<b>INGENUITY</b>	5	<b>STRENGTH</b>	5

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

**TRAITS**  
Alien  
Alien Appearance  
Boffin  
Dependency (Major) – Their continued existence depends on the unconscious dreams of their creator  
Fear Factor 1  
Phobia – Fire  
Technically Adept  
Tough

In the real universe, Vodyani also have Invisible (Major Bad) – though this will disappear if they gain permanent existence.

**TECH LEVEL: 9**

**STORY POINTS: 2-4**



**VOORVOLIKA** *(The Armageddon Chrysalis)*

The thing had been given many names, but men called it Voorvolika. Those who had seen it compared it will a vision of hell. Voorvolika meant evil. Those who had seen it and felt its touch had died...

Spacefarers may be unlucky enough to cross paths with the Voorvolika, their first clue being that they lose all power and probably fall unconscious. They may never wake up. Even if they do, they will find themselves inside the hideous, planetoid-sized monster, grotesque suckers visible on their portholes, releasing sickly white fluid, their minds assailed by an evil, hungry presence that seems curious as to who it will be consuming.

And let's say such spacefarers decide to venture out of their dying spacecraft and into the belly of the beast. They will find the pungent atmosphere breathable and a labyrinthine maze of interior tunnels. The walls of Voovolika are lined with fist-thick veins and arteries pulsing with life, its gigantic alien heartbeat resonating through the spongy floor, heard above the obscene gurgling and hissing that permeates the thing's body. And everywhere, white slime, dripping off fleshy, quivery masses, like stalactites of meat heaving in a bizarre approximation of breathing. Dark shapes in the walls, like flies in amber, are the skeletal remains and space hulks of those that have been absorbed before.

Access to different chambers can be gained through valves covered in membranes, some easily punched through, others opening and closing like camera irises of their own accord. But if Voorvolika lets someone walk around itself, it's only the better to trap them and savour their energy more directly. The great beast can move its muscles to attack, push and crush with deadly accuracy. Though it's possible for someone to pinch the right pressure points to force it to let go of its prey, this is unlikely.

But if invaders manages to get to the central chamber, they will find a vast chamber draped in tendrils of tissue-like matter that bounce flecks of light to each other as they turn. This is pure energy, the life-force of the thing, playing upon its brain-heart, a mountain of flesh that would quickly move towards the intruder, crackling columns of heat energy firing from itself. There's little chance that bold adventurer would ever make it back to their ship.

Of course, if they encountered Voorvolika at the lowest ebb of its power, or if they could somehow drain massive amounts of energy from it, the thing could be forced into a state of suspended animation and have to start the centuries-long process all over again. What process? The Voorvolika is an immense galactic grub which slumbers in a chrysalis state, waiting for the day it has fed upon enough innocent souls and spacecraft to multiply itself into a terrifying form. What form that might be, the universe is in no hurry to know.

VOORVOLIKA



<b>AWARENESS</b>	4	<b>PRESENCE</b>	6
<b>COORDINATION</b>	2	<b>RESOLVE</b>	5
<b>INGENUITY</b>	3	<b>STRENGTH</b>	10

**SKILLS**  
 Fighting 2, Knowledge 3, Marksman 3, Subterfuge 2, Survival 3

**TRAITS**  
 Alien  
 Alien Appearance  
 Alien Organs  
 Dependency (Major) – Must absorb energy to carry out its life cycle and sustain itself, without which it becomes dormant  
 Environmental (Major) – Can exist in the vacuum of space; contains a breathable atmosphere  
 Fear Factor 3  
 Natural Weapon (Major) – Energy blast: 5(3/5/7), which can be fired by its brain-heart  
 Psychic  
 Repulsive  
 Size – Colossal  
 Special – Energy Vampire: A ship in its vicinity loses all power, and living beings must make a successful Resolve + Strength roll or pass out, rolling again each turn, while their Attributes are drained at a rate of 1 point per turn; if all reach 0, the character has died  
 Special – Interior Control: Can move its muscles and organs to attack beings within it  
 Telepathy  
 Weakness (Minor) – Nerve clusters: Its muscles may be disabled by a successful Ingenuity + Medicine roll

**TECH LEVEL: N/A**  
**STORY POINTS: 4**

# LOCATIONS IN SPACE AND TIME

## ARGENTIA *(Serpent in the Silver Mask)*



**Welcome to Argentia. We hope you enjoy your stay and make the most of your time here on the Solar System's most luxurious artificial habitat.**

In the far future, on the outer edges of the Kuiper Belt, is a space station the size of a city, one of the most exclusive in the Seven Systems. This is Argentia, and it houses a sprawling pleasure garden beneath its giant glass dome. Birds sing. Fountains splash. It is idyllic, to some eyes at least. To others, it's more like a tasteless person's idea of luxury. The premier hotel on Argentia is the Excelsior, whose Presidential Suite is huge and vulgar and would put the penthouse in Trump Tower to shame.

**You will find the luxurious and well-appointed Excelsior Hotel on Level B4, home of Henricks Department Store, The Galdressian Health and Beauty Spa and McClintock's Candy Burgers. It's a big rock candy mountain of fun!**

A breathable atmosphere is maintained on Argentia by

a combination of the oxygen gardens and the turbine hall. The turbines feed breathable air to the whole station, and sensors mean that the more oxygen the gardens produce, the faster the main turbine spins.

Argentia is kept sixty minutes out of time with the rest of the universe by its temporal displacement field. Only time-capable ships can dock at the station, and the field can be enhanced if a lockdown is imposed, preventing any craft from arriving or leaving. Argentia exists in a kind of bubble where the usual laws of cause and effect don't apply. This also means that, thanks to interplanetary law, anyone who lives here is tax exempt. Which in turn means that Argentia tends to attract an undesirable element. Warlords and criminal kingpins and whatnot. Like Carlo, the head of the Mazzini family (see *V137*), who has a villa on the station's far side. He's not exactly a criminal, but not exactly respectable either.

**Perhaps you might care to sample the many delicious dishes on offer at the Pink Caribou steakhouse, located on Level B2.**

A side effect of the temporal displacement field is that diothyne crystals tend to grow naturally wherever the temporal zones meet, almost like a fungus. Diothyne crystals are used to focus sonic waveforms. Handy if you want to build a new sonic screwdriver, for example.

Contact with the rest of the universe isn't entirely cut off on Argentia. There are synchpods, glass pods a little like phone boxes both in form and function, which synchronise temporal zones and allow calls to be made to and from the station. Just don't open a synchpod while it's in use or it cuts off the call!

All visitors to Argentia are provided with clearance papers on entry. For those "independent" travellers who "don't happen to have their papers on them", security can demand a DNA sample so that their movements can be tracked while aboard the station. But if the sample doesn't match Argentia's database of registered residents' and visitors' DNA, the intruders will find themselves locked up until they can be deported.

**Reservations are being taken now at The Cap'n's Table Seafood Bistro for Mother's Day, Independence Day, Independence Day 2, Thanksgiving, Christmas, Mega-Christmas and Kwanza.**

Security aboard Argentia is the responsibility of the station's Chief of Police, Superintendent Galgo, a tough,



no-nonsense Killoran (see *The Sixth Doctor Expanded Universe Sourcebook*). Like all Killorans, Galgo is formidable, a huge half-man, half-canine law enforcement official. Until the funeral of Carlo Mazzini, Argentia had a zero percent murder rate. So Galgo isn't used to dealing with serious crime, and his officers are all robotic Guardbots, floating machines that communicate only in whirring, beeping robo-speak. Fortunately, the Doctor's fluent.

Responsibility for the administration of Argentia also lies with a robot, Chancellor Zaleb 5. This isn't unusual, as many of the more exclusive stations are governed by an AI in this time period. It reduces the risk of partisan squabbling and minimises "human error". Zaleb 5 speaks in a cheery but irritating voice reminiscent of the voiceover on a tacky advert, inappropriate in many circumstances but well-known to Argentia's residents and visitors as the administrator's announcements over the station's PA are frequent and unmissable. Zaleb 5's speech is also peppered with sponsored statements.

**The Derekon Private Medical Centre is located on Level D6. Perhaps while exploring Level D6, you may want to try your hand at Jungle Jim's Crazy Treetop Mini-Golf.**

One oddity aboard Argentia is that the ventilation ducts are home to colonies of Baby Chuckles. These sentient baby dolls were all the rage about five Christmases ago. But they came with a fault and just kept talking and begging for attention. The problem was that they were a bit too realistic for people to send off to the incinerators, so they started throwing them down the ventilation shafts instead. They're generally trapped inside the ventilation ducts, but they could be pretty fearsome if they got loose en masse.

**This information was brought to you by Junior Derekon, the happiness supplement for those aged sixteen and under.**

**CHANCELLOR ZALEB-5**

**Attributes:** Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 3, Strength 4  
**Skills:** Knowledge 3, Technology 4, Transport 2  
**Traits:** By the Book, Machine, Robot  
**Tech Level:** 8  
**Story Points:** 1

**GUARDBOT**

**Attributes:** Awareness 4, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 3  
**Skills:** Fighting 2, Technology 2  
**Traits:** Armour (5 points), By the Book, Flight (Minor), Robot  
**Tech Level:** 8  
**Story Points:** 1-2

**BABY CHUCKLES**

**Attributes:** Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 1, Strength 1  
**Skills:** MISSING?  
**Traits:** By the Program, Climbing (Minor), Fear Factor 1, Robot, Size – Tiny (Major)  
**Tech Level:** 8  
**Story Points:** 0

**SUPERINTENDENT GALGO**



AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	7

**SKILLS**

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

**TRAITS**

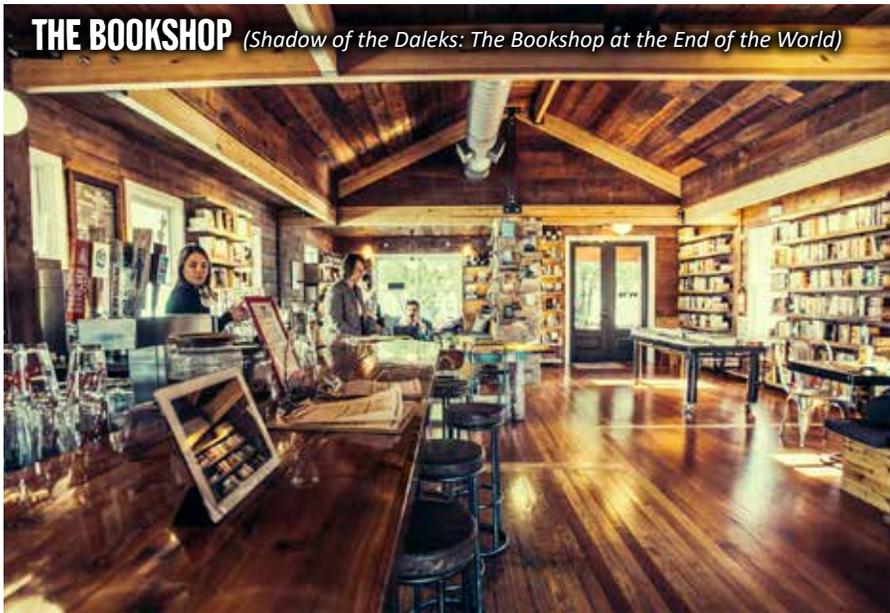
Alien  
 Alien Appearance  
 Authority (Minor)  
 Brave  
 Fear Factor 1  
 Keen Senses (Minor) – Smell  
 Natural Weapons (Minor) – Claws and Fangs:  
 Strength +2 damage  
 Tough

**EQUIPMENT**

Blaster: 6(3/6/9) damage

**TECH LEVEL: 8**

**STORY POINTS: 6**



**THE BOOKSHOP** (*Shadow of the Daleks: The Bookshop at the End of the World*)

A cosy second-hand bookshop and pub combined, with nineteen types of cider and a welcoming fire crackling in the grate. Outside, a devastating war rages. But inside, all is calm and peaceful, and the occupants are oblivious to the conflict. Everybody's welcome here. As well as the owner Diana Wright, usually called Di, the clientele are a varied bunch. Currently, there's Frank Reichenbach, an employment lawyer who keeps himself to the non-fiction section. He only deals in facts. There's Madeleine Williams, a would-be poet, rather hesitant and uncertain. There's Elroy Dale, a grumpy old man. And there's the latest arrival, a young man called the Doctor, who has no memory of who he is or how he came to be here.

It's best to stay clear of the window in this place. Getting too close to it and the battle being conducted outside brings on feelings of uncertainty, anxiety, even dread. If you keep your distance from the window, the tension eases and the mind relaxes. In fact, it becomes difficult to remember why you're here in the first place. The whole point of the bookshop is that nobody should come to harm here.

The occupants of the bookshop aren't quite themselves. Memories lurk just beneath the surface. But every time they get close to remembering what's really happening, they all calm down again. It's as if some sort of conditioning is in force.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Di Wright had to get away from the war outside. She faked a new identity and opened this place. She and her clientele have been safe, for a while at least. On the wall of the bookshop is an odd device like an overly complicated thermostat. It's this that's controlling visitors' emotions. It's a mood enhancer that puts people at their ease. There are, or were, safety protocols, but Di managed to bypass these by fusing them. The result is that the mood enhancer can't be switched off even if anyone wanted to.

But although Di can't remember her past, she has overheard customers talking. They mentioned her old name. It seems that there was a famous study of group dynamics. Di – or whoever she used to be – deserted and in doing so, she undermined the confidence of her whole unit. In the next offensive, they all died.

Frank Reichenbach also has a secret. Before he came here, he worked in a department running projections on the outcome of the war. These projections show that his side will lose and everyone will die.

The others have their own secrets too. But why do Di, Frank, Madeleine and Elroy all look like people the Doctor has already encountered in other times and places, with other names and personalities? How are they connected to the Daleks whose temporal trail the Doctor is

pursuing? Daleks from a future war that rages across all time and space... The bookshop is a safe haven, but only for a while.

Note: For further information on the Doctor's pursuit of the Daleks, see *G16*.

DI WRIGHT

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

**SKILLS**  
Convince 2, Fighting 2, Marksman 3, Survival 1, Technology 3

**TRAITS**  
Amnesia (Minor)  
Dark Secret (Major)

**TECH LEVEL: 5**  
**STORY POINTS: 4**

**MOOD ENHANCER [Minor Gadget]**  
**Traits:** Hypnosis (Minor), Memory Manipulation (Major; see *The Second Doctor Expanded Universe Sourcebook*), Restriction – Fused safety controls  
**Cost:** 2 points



**CALLANNA** (*Madquake*)

Callanna is a beautiful but uninhabited world of plains and jungles and oceans. It's beautiful during the day, with its waterfalls and the light from the sun pouring like syrup. But at night, its beauty reaches a whole new level.

It's just perfect. Everyone who visits soon feels calm and relaxed. Except Tegan. Tegan just isn't happy when there's nothing to complain about. She has begun to suspect that Callanna controls its visitors, making them calm and quiet. Dosing people up and making them feel woozy.

Professor Cott, a psychotherapist undertaking research on Callanna, doesn't disagree with Tegan. But she doesn't see it as a negative thing. She has observed that the atmosphere at night is especially effective on agitated mental states. She suspects that there may be something present that calms and soothes. It controls your emotional state, but no more than a bottle of wine controls your ability to walk. Professor Cott is trying to isolate whatever it is and understand it.

In fact, Professor Cott is beginning to suspect that the planet may be sentient. The results of her analysis of the properties of the atmosphere have been inconsistent, as if they shift depending on what is needed. It seems to offer more or less care to those on its surface based on what it thinks is needed. When the Professor complained how thirsty she was, it began raining. Nyssa has been unable to start a camp fire as the wood seems not to be flammable, as though the planet is resisting. And as soon as an alien ship shows up and begins to strip Callanna of its atmosphere, the planet responds with storms, winds and thunder, far greater than the atmosphere scoops would cause, as if the planet is crying out.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Callanna is not the only entity with a secret here. Professor Cott is a Slitheen hiding within a skin suit. She is Steffa Westma-Cotta-Thatch Slitheen of the Cotta-Thatch branch of the family, very posh by Slitheen standards.

As a rule, Slitheen are psychotic killers. But not Professor Cott. Even her skin suit is synthetic. She designed it herself so that it doesn't have problems with its gas exchange and its carbon footprint is negligible. It can also be programmed to take on different appearances. Professor Cott has spent a lot of time as a human over the years and has occasionally reprogrammed the suit to make herself a little older each time to avoid suspicion.

Naturally, Cott's parents are terribly disappointed with her. Their constant belittling of her ambitions and interests is a great source of mental unhappiness. That and the discomfort of her skin suit's compression field make for an uncomfortable life. But Professor Cott loves what she does. Her psychotherapy practice is everything to her. If a little discomfort is required, it's a price she is willing to pay to help others.

**PROFESSOR COTT**

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>4</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>5</b>
<b>INGENUITY</b>	<b>5</b>	<b>STRENGTH</b>	<b>8</b>

**SKILLS**

Athletics 2, Convince 3, Fighting 2, Medicine 4 (AoE: Psychotherapy), Science 3, Subterfuge 4, Survival 2, Technology 2, Transport 3

**TRAITS**

- Alien
- Alien Appearance
- Alien Senses – Smell
- Dark Secret (Major)
- Empathic
- Fear Factor 2
- Natural Weapon (Minor) – Claws: Strength +2 damage
- Natural Weapon (Major) – Poison Dart: 5(2/5/7) damage, including poison effect (once every seven days)
- Natural Weapon (Major) – Poison Breath: 3(1/3/4) damage at close range (once every seven days)
- Outcast
- Weakness (Major) – Acetic acid does 4 points of damage every Round of exposure; three Attributes reduced to zero produces explosive results!

**EQUIPMENT**

Synthetic Skin Suit [Traits: Shapeshift (Special). Story Points: 4.]

**TECH LEVEL: 6**

**STORY POINTS: 6**

**PLANETARY DATA**

- SIZE:** Small
- GRAVITY:** Earth-like Gravity
- LAND MASS:** Mostly Land
- ATMOSPHERE:** Earth Standard
- CLIMATE:** Temperate
- SATELLITES:** 2
- SENTIENT SPECIES:** none
- TECHNOLOGY LEVEL:** N/A



**CALLETO** (*The Meaning of Red*)

The Earth authorities spent years using unmanned robotic probes to determine whether the planet Calleto was suitable for colonisation. This was in the early years for the expansion of the Empire, when new colonies were needed to ease the pressure on an overcrowded Earth. The results all indicated that it offered near perfect conditions: a temperate climate, lush vegetation and nutrient-rich soil.

But when a small scouting party crash-landed there, the rains stopped and the planetary temperature increased threefold within the first 24 hours. Within days, the native vegetation shrivelled and decomposed, and the soil quality deteriorated. There was no rational explanation for this. It's as if global warming had speeded up beyond all experience.

Calleto is therefore no longer seen as a viable prospect for colonisation. Earth has no further interest in the planet, but it has no resources with which to mount a rescue mission to recover the colonists. They have been left to die here. Already three of the team have gone missing and the remaining half dozen don't expect to survive for long.

Calleto offers a dull and characterless vista. It is a wilderness of hot, hard sand shimmering in a heat haze. The sun is unrelenting, the air is thin and dry, and there is no shade to shelter under. Without protective clothing and supplies, survival would be very short-term. The only native life that has survived the environmental changes is a species of small green bush. Its foliage is shiny and feels almost like plastic, and it is covered in beautiful, bright red flowers which have an indescribably glorious aroma. The bushes grow everywhere and seem to be the only life the soil can support.

The three missing colonists disappeared while they had been trying to plant crops. Having abandoned that approach, the team is now growing fruit and vegetables within the Habitat, their modular settlement, while they work on repairs to their shuttle. At night, a screaming sound can be heard outside. It starts as a

strange, distant howling, like the wind, getting closer and louder, approaching and encircling the Habitat before receding into the distance. If any of the team have done anything that day to damage the environment, the howling will penetrate the Habitat and they will be found dead, hands pressed tightly over their ears as if trying to block the noise out.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The planet Calleto is a gestalt organism. Several thousand years ago, a marauding army passed through and left it devastated. It has taken all this time to recover and does not want any further intruders. Hence it has made its environment as hostile as possible.

The howling is produced by the red flowers. Normally they are silent, but they are capable of producing the most angelic singing. It has a hypnotic quality and stirs powerful memories of loss and happiness mixed together. A listener is by turns distraught, uplifted, broken and healed all in a single moment. But if Calleto feels it to be necessary, the flowers can emit screams at frequencies that kill. If more drastic measures are needed, it can produce storms or earthquakes capable of swallowing the Habitat.

It is difficult to communicate with the planet to understand why it is doing this. Telepathy may be an option. But it only wants to be left alone.

**CALLETO**

**Attributes:** Awareness 6, Coordination N/A, Ingenuity 1, Presence 2, Resolve 4, Strength N/A

**Skills:** Convince 2, Survival 6

**Traits:** Alien, Alien Organs (Special: Calleto is the entire planet), Elemental Control (Special; see *The Third Doctor Expanded Universe Sourcebook*), Hypnosis (Minor: via the singing of the plants), Natural Weapon (Major: 5(2/5/7) damage, via the screaming of the plants), Psychic, Size – Colossal

**Tech Level:** N/A

**Story Points:** 8

**PLANETARY DATA**

**SIZE:** Medium

**GRAVITY:** Earth-Like Gravity

**LAND MASS:** Mostly Land

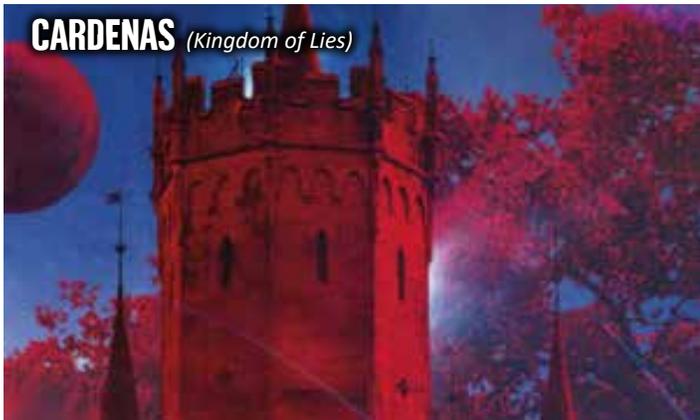
**ATMOSPHERE:** Thin Earth Standard

**CLIMATE:** Desert

**SATELLITES:** 0

**SENTIENT SPECIES:** Calleto, human colonists

**TECHNOLOGY LEVEL:** N/A (Calleto), 6 (humans)



**CARDENAS** (*Kingdom of Lies*)

In the far future, the planet of Cicero Prime, long ago settled by human colonists who now only dimly remember “Old Earth”, has reverted back to a feudal society. Its soldiers wear armour, and the aristocracy live in stone palaces. But it is still a high-technology civilisation, at least level five on the Meldrum Scale. It seems some species just love nostalgia.

Cicero Prime doesn’t get many off-world visitors and its skies are protected by a Hadron Barrier. The primary means of transportation on the planet are scullers, hovering platforms whose technology is based on ionisation cushions. There are cruise-scullers, battle-scullers, med-scullers and many more varieties. The locals’ love of horse-racing has been updated, with horses having been replaced by Equinoids, robot steeds which are raced on special occasions. The people are almost as obsessed with studying their hydraulics as they are the bloodlines of the Royal family. One curious absence in the technology available on Cicero Prime is that of holography. Holo-technology has been banned for generations.

One of the major states on Cicero Prime is that of the Duchy of Cardenas, currently ruled by Sebastian, Duke of Cardenas, Margrave of Lox in the County of Windlesham, Baron of the Lays, the Great Silver Stick of State. One year ago, Duke Sebastian married Miranda, daughter of wealthy Lord Crozion of Galleria. Although the couple declared their love for each other and the royal romance was followed closely by *The Cardenas Tribune*, it was a marriage of convenience for both parties. Sebastian was gifted with a sizeable dowry from his father-in-law, while Miranda gained the title of Duchess of Cardenas, much to Lord and Lady Crozion’s delight.

But immediately after the wedding ceremony, broadcast live by the *Tribune*, the new Duchess told her husband her true feelings for him. She has won the love of the people, while the Duke is a nervy individual, ill-suited to public appearances. A year after the wedding and the Duchy is divided in two. Literally. The Great Dividing Line has been painted across the land, perfectly straight through towns and countryside. One side is the Duke’s; the other is the Duchess’s. The Line is patrolled on both sides, and any attempt to cross it is seen as an act of war. Even fraternising across the Great Line is treason. The Line passes straight through the Great Square of Cardenas and the palace, and it even divides the throne room, which acts as neutral territory. The Duke’s side to

**SEBASTIAN, DUKE OF CARDENAS**



<b>AWARENESS</b>	2	<b>PRESENCE</b>	2
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	3	<b>STRENGTH</b>	3

**SKILLS**

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

**TRAITS**

Adversary (Minor) – The Duchess  
 Authority (Major)  
 Eccentric (Major) – Tedious and insecure  
 Obsession (Major) – Trivia and detail

**TECH LEVEL: 7**

**STORY POINTS: 6**

the west is decorated in rust red, while the Duchess’s to the east is in azure blue.

Since the division of the Duchy, the Duke has refused to sign the letters patent that would grant his estranged wife the title of the Margravine of Lox. It’s only a courtesy title as Lox has a population of just two hundred, most of them cattle. But it’s the principle.

**PLANETARY DATA**

**SIZE:** Small  
**GRAVITY:** Earth-like Gravity  
**LAND MASS:** Earth-like  
**ATMOSPHERE:** Earth Standard  
**CLIMATE:** Temperate  
**SATELLITES:** 2  
**SENTIENT SPECIES:** Humans  
**TECHNOLOGY LEVEL:** 7

MIRANDA, DUCHESS OF CARDENAS



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

SKILLS

Convince 2, Knowledge 2, Subterfuge 2, Technology 2

TRAITS

Adversary (Minor) – The Duke  
 Authority (Major)  
 Impulsive  
 Selfish

TECH LEVEL: 7

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The situation in the Duchy of Cardenas has been manipulated by the two people who are the closest to the Duke and Duchess. Or rather, the one person who is closest to both. The Duke’s advisor Amelia and the Duchess’s chief courtier Tomek are one and the same person, each disguised by illegal holo-technology and a voice filter. Her real name is Zayna, and she has been using the secret passages in the palace to move around unseen, appearing at the sides of both Duke and Duchess, and sowing enough resentment for them both to obliterate each other.

As Amelia, Zayna has indeed advised the Duke to hire the Scorpion, the most feared assassin in the Seven Systems. Her plan is one of mutually-assured destruction, and once the Duke and Duchess have both been disposed of, she can step in and take over the reins of power.

ZAYNA



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

SKILLS

Convince 5, Craft 4, Knowledge 2, Marksman 1, Subterfuge 4, Technology 2

TRAITS

Authority (Minor)  
 Dark Secret (Major)  
 Face in the Crowd

EQUIPMENT

Holo-Disguise & Voice Filter [Traits: Shapeshift (Major). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 8

The Duchess is winning in the popularity stakes, and most of the livery masters and guilds support her. The only ones to declare themselves on the Duke’s side are the Guild of Seamstresses and the Livery of Boiler-Repair, both lacking in real influence.

The Duchess Miranda is fiery and unpredictable, but not without cunning. She is building up her image as a sympathetic, lonely figure who has been trampled all over by the starched-up mummy’s boy of a Duke! Back on her homeworld of Galleria, Miranda was a nobody, in the shadow of her brothers. Marrying the Duke of Cardenas gave her the popularity she craves, but she despises her husband as a crushing bore and wants the Duchy to herself. If necessary, she will call on her bellicose father, who will underline her position with a flotilla of battle-scutlers given half the chance!

The Duchess’s latest intelligence is that her husband has hired the infamous assassin known as the Scorpion (see V143) to finish her off and make it look like an accident, turning him into a tragically heroic figure in mourning while still keeping the dowry.



**CASTLE HYDRA** (*Shadow of the Daleks: Castle Hydra*)

Castle Hydra looks like something out of a fairy tale, but not a good one. It has the turrets and battlements of a Medieval castle, and a tower which looks like a princess might be held there against her will. It can only be reached by boat across a murky lake. Anyone approaching can hear the cries of the prisoners in the tower calling for help.

Within the castle, the trappings are also Medieval, but what goes on here is far more futuristic. Professor Callis is a temporal scientist who is using Castle Hydra to carry out her experiments. With her are her assistant Myorrh, who brings new prisoners across the lake, and Torrence, who both funds the experiments and acts as security here. Whenever new prisoners arrive, the three remain masked so that they do not reveal their faces to them.

Castle Hydra is not what it first appears. It is actually a spaceship, an illegal psychic containment ship to be precise. The temporal generators in the castle's dungeon and Callis's experiments are causing a temporal leak, which is what lured the Doctor here when he was on the temporal trail of the Daleks. Callis has detected alternative versions of herself and her colleagues and has been bringing them here for safety and study.

Myorrh first saw one of her doppelgangers in the psychic training centre. The Professor undertook a trace using her, Myorrh's and Torrence's body prints and detected signals from multiple others. Callis and her colleagues only want to know what they are, where

they come from. But along the way, they have forgotten that their doubles are people too.

Although they look identical to Callis, Myorrh and Torrence, the duplicates come from different times and places. Their presence here affects the environment on a psychic level, which is why the containment ship now looks like a castle. One of Myorrh's doppelgangers is a girl called Alice who was rescued from being burned at the stake in her own world. Here, her psychic powers influence the surroundings and, although she doesn't yet know it, she can control these changes in a manner similar to a Time Lord controlling the environment within the Matrix (see *The Time Traveller's Companion* for guidance on this).

Castle Hydra is also being sporadically attacked by various forces. The most recent include Tolecian archers, whose multiple arms make them handy with a bow, and a coven of witches on broomsticks, each of them dragged from the subconscious dreams and nightmares of the prisoners.

But Callis's temporal generator is failing. Sustaining a psychic field for just one person is a challenge, but there are now many doppelgangers of Callis and each of her associates in the tower. Unless the process is reversed and they are all sent back to their proper times and places soon, this world will collapse in on itself.

How is Castle Hydra linked to the Daleks the Doctor is pursuing? Does the existence of the doppelgangers here provide an answer as to why he has been meeting the same people again and again?

Note: For further information on the Doctor's pursuit of the Daleks, see *G16*.

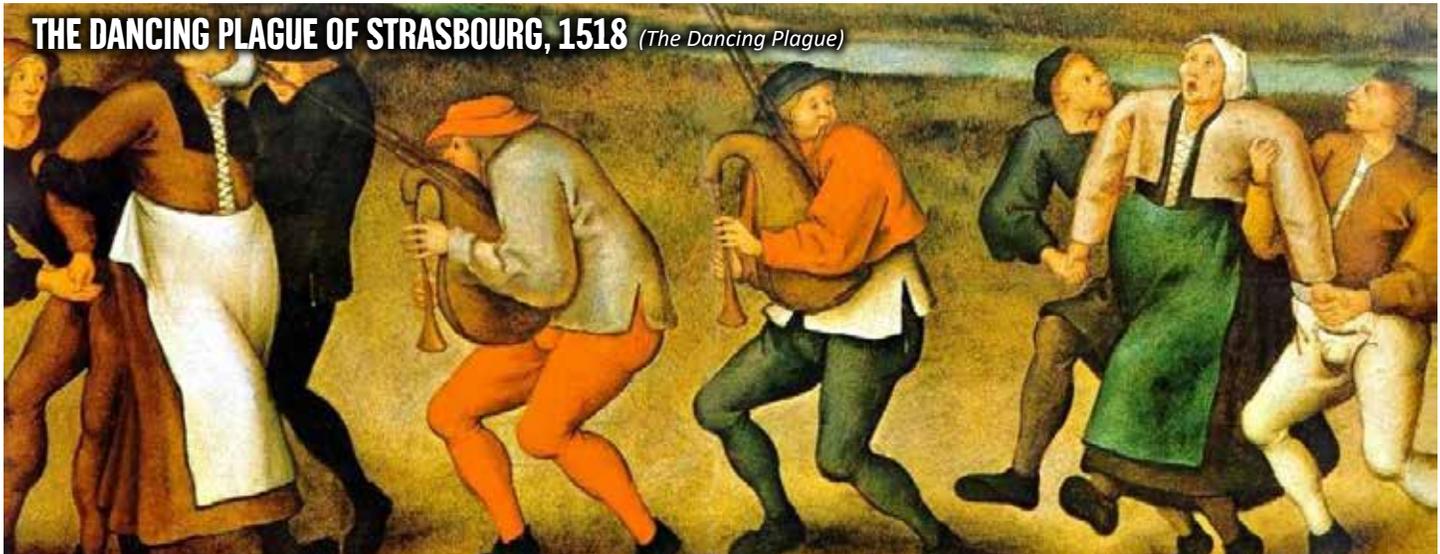
PROFESSOR CALLIS

<b>AWARENESS</b>	<b>3</b>	<b>PRESENCE</b>	<b>3</b>
<b>COORDINATION</b>	<b>3</b>	<b>RESOLVE</b>	<b>3</b>
<b>INGENUITY</b>	<b>4</b>	<b>STRENGTH</b>	<b>2</b>

**SKILLS**  
Convince 1, Medicine 2, Science 4, Technology 4, Transport 2

**TRAITS**  
Insatiable Curiosity  
Technically Adept

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



In July of 1518, a bizarre mania afflicted over two hundred people in the city of Strasbourg in Alsace, then on the western edge of the Holy Roman Empire. It began after a single woman, Frau Troffea, started to dance in a narrow street outside her home. Despite the pleas of her husband, she continued all day until she collapsed from exhaustion, but she then recommenced the following morning. The burghers sent her in a wagon to the shrine of St Vitus, patron saint of dancers, some thirty miles away to be cured. But by now, others had begun to mimic her, and soon dozens of citizens were dancing in a trance-like state in the streets of Strasbourg. Thus began the Dancing Plague of 1518.

This was not the first incident of its kind to have appeared in the Alsace region. In fact, at least seven similar dancing plagues had occurred along the Rhine and Moselle rivers since 1374. But the Dancing Plague of 1518 was the most fatal, as many of the afflicted danced to their deaths.

Unable to stem the numbers affected, the city's burghers erected a stage in the main square for them to dance upon. Tables of food and drink were also provided, but the dancers did not even seem to be aware of them. The dancers included both young and old, men and women. But they were all commoners, with none of the city's burgher's or members of their families joining in. In fact, the burghers soon tended to avoid the city, which only served to stir up resentment among the peasants.

The Dancing Plague was a disquieting sight. The victims were glassy-eyed, unconscious of their surroundings and unresponsive to any attempts to stop them or even just to speak to them. Their dancing was spasmodic and uncontrolled, with flailing limbs and convulsing bodies. Perhaps worst of all, the feet of the dancers were swollen and bruised, with blood seeping into their leather boots and wooden clogs. They continued to dance without a break until they collapsed from exhaustion, and some who had been dancing for days died from the stresses and strains of their exertions.

Two rival theories were put forward at the time to try to explain the Dancing Plague. The clergy claimed it was the work of a vengeful St Vitus who had cursed Strasbourg. But a number of physicians considered that it was caused by overheated blood. They suggested that previous bouts of such conditions were cured by allowing the victims to dance themselves free of it. It is this that led to the burghers erecting the stage for the victims, and even hiring musicians and healthy dancers to encourage the afflicted in their efforts.

More recent theories include ergotism, a type of food poisoning caused by ergot fungus growing on the grain used for making flour and resulting in convulsions and sometimes hallucinations. Another suggestion is that the Dancing Plague was a mass hysteria brought about by elevated levels of stress.

One odd but apparently unconnected element is that a meteorite had fallen nearby around twenty-five years before and had been recovered and placed in the cathedral. Some of the locals claimed that Strasbourg had been cursed since then.

#### **SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

When the Doctor arrived in Strasbourg hoping to meet the philosopher and scholar Erasmus, he was unable to find any physical cause for the Dancing Plague. He eventually concluded that it was the result of public hysteria after all. A combination of a string of bad harvests, political instability and the arrival of syphilis all contributed to heightened levels of anguish which were extreme even for the time. This manifested in the peasants as uncontrollable dancing because they believed in the curse of St Vitus and that this was what would happen to them.

The Doctor was able to end the hysteria by making himself a figure of hate in the city, which focussed the people's attention and broke the dancers' trances (a contest of Presence + Convince against the group mind of the populace). The meteorite was just a red herring all along.



## EARTH CENTRAL SPACE STATION PROXIMA *(Interstitial)*

Earth Centre Space Station Proxima, officially active as of 29th July 2978, is permanently moored in the Centaur Belt, the name given to the range of celestial bodies with irregular orbits between Jupiter's Trojan asteroids and the Kuiper Belt. Proxima was constructed with a dual function in mind. Like many of the space stations throughout the Solar System in this period, it acts as a navigational beacon for other spacecraft. But it is also a scientific research station.

Proxima is similar in design to Nerva Space Dock (see *The Doctor Who Expanded Universe Sourcebook*), later known as Nerva Beacon and then Space Station Nerva. Proxima's transom area circles the whole space station, forming a wheel around the central hub that contains the solar stacks which power it.

The most ground-breaking research that was carried out aboard Proxima was led by Professor Kalu of the TNC Development Program. Earth Central had funded the development of a chronon bomb, but Kalu also took the opportunity to go further and attempt to isolate a single beat or seed of time. Such a seed would be a particle of interstitial time, the powerful but theoretical segments of time that exist between the beats of Planck time. For the final experiment, the space station was evacuated of all personnel save for the Professor and her assistant, Christopher Jennings.

Kalu succeeded in isolating a seed of interstitial time and sent a pulse out to test her theory. But the escaping chronon energy mixed with the TARDIS's energies and cancelled everything out. The resulting time disruption caused the TARDIS to materialise on Proxima, which at first seemed deserted. The computers were down, but fortunately life support was still online.

### **SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The chronon pulse had projected Kalu and Jennings into the very heart of the Vortex, where they witnessed sights both terrible and

beautiful. They saw the past, the present and the future crashing and separating. They realised that they had been swept there, not by the chronon bomb but by the seed of interstitial time that Kalu had succeeded in separating.

Proxima is now subject to episodes of time distortion. Time occasionally runs backwards for a few seconds before resuming. Multiple versions of Proxima are overlaid over each

other, slightly out of synch. Parties exploring the station can become separated in time, unable to see or hear each other. It may be a gap of days, hours, minutes or mere seconds, but synching up again could prove difficult.

But the most dangerous thing on Proxima now is Professor Kalu. She has been transformed by her exposure to the chronon seed and the Vortex. The Professor has become the Ultimate, a creature of pure energy that represents the evolution of the human race in the far future. Kalu regards herself as approaching a state of evolutionary perfection. Chronons run through her like blood! She can see everything and soon she will be able to control everything, harnessing time in a way even the Time Lords can only dream of!

The Ultimate is a shimmering apparition with no solid shape or permanent form. She can pass through solid matter unhindered and walk through time itself. She can also control the timeline of every object or living thing, rolling them back and forward through time, ageing them to destruction or returning back to their constituent particles. As the Ultimate, Professor Kalu is determined to attain evolutionary perfection, ascension to the ultimate existence, the next phase of evolution and beyond. Nothing can stop her!

Jennings however has been pushed back to the other extreme of human evolution. When he felt the change coming upon them, Jennings fought it. Determined to stay as he was, he reverted back to the state of *homo habilis*, the earliest form of human. Jennings lurks in the corridors of the space station. His intelligence is vastly reduced and his vocabulary is very limited. But he is not a threat. In fact, Jennings just wants to return to normal and pretend this never happened. But he can't. The explosion somehow bound him and Kalu together and they are stuck together for eternity.

Jennings has the ability to revert forward along his evolutionary

THE ULTIMATE



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

SKILLS

Convince 2, Knowledge 5, Marksman 1, Science 6, Technology 4

TRAITS

Alien Appearance  
 Clairvoyance  
 Environmental (Major)  
 Flight (Minor)  
 Immortal (Special)  
 Immunity – The Ultimate is almost impossible to harm by conventional means  
 Postcognition – see *The Fourth Doctor Expanded Universe Sourcebook*  
 Precognition  
 Psychic  
 Time Phasing – see *The Fourth Doctor Expanded Universe Sourcebook*  
 Vortex

TECH LEVEL: 12

STORY POINTS: 8

SPACE STATION PROXIMA

Armour: 15      Hit Capacity: 80      Speed: 2\*

Traits: Scan, Transmit, Travel

Story Points: 3

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

track to how he was before the experiment, but it is a strain. He also has a very limited control over time, for example being able to transport himself and others to and from a limbo of no time, no space. In this nowhere place, both Kalu and Jennings temporarily appear as normal humans again.

A miniscule fragment of the chronon seed that Professor Kalu isolated is also still aboard Proxima. It is powerful enough to disrupt the web of time, permitting a one-way trip back to rectify the damage to the timelines that the Ultimate is causing. The longer she exists in real spacetime, the more powerful she becomes, approaching omniscience and omnipotence, and threatening the whole of existence. She will not give up her newfound powers without a fight!

CHRISTOPHER JENNINGS



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

\*Second values are for Jennings as *homo sapiens*.

SKILLS

Athletics 3, Craft 1, Fighting 2, Survival 3; if he reverts to his *homo sapiens* form, he also gains Convince 2, Knowledge 2, Science 4, Technology 4

TRAITS

Distinctive  
 Shapeshift (Major) – By spending 1 Story Point, Jennings can change himself back into *homo sapiens* for a scene  
 Technically Inept  
 Vortex – Can move himself and others between real space, limbo and the Vortex

TECH LEVEL: 1

STORY POINTS: 6

**ETERNITY, CALIFORNIA** *(A Town Called Eternity)*

In the 1880s, the Californian town called Eternity was like most wild frontier towns. Dusty streets, cowboys on horses, school marms and undertakers, a sheriff and his deputy keeping the peace. The saloon, the social heart of the town. The surrounding land, cattle pasture vulnerable to rustlers. Like many towns throughout the Old West.

Except for saloon owner Josh Larson, looking all of 20 years old, but claiming to be 110. Except for the wild animal attacks in the surrounding area, attacks that don't conform to any beast known to exist in the area, or indeed, the era.

You could have the truth of it from loose-lipped Larson. When he was 80, and elixir he bought and drank not only made him younger, but also slowed down his ageing so that he now only ages a year for every ten. He never guessed, however, that the source of the potion was local, and that just outside town was a cave in which bubbled the Fountain of Youth.

Lined with fossilized dinosaurs native to the early Cretaceous – deinonychus, commonly known as velociraptor – the cave could become a kill box if water from the Fountain were to be splashed on them. And indeed, someone has disturbed their eons-long rest, and the resurrected 'raptors roam the countryside.

If you go out looking for the cave now, you're unlikely to find it. Someone has dynamited its entrance shut. And there the Fountain of Youth remains, buried, until some future time...

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

There are other inhabitants of note in Eternity. One of these is Peri's ancestor Izhah Brown, a polygamist with six wives, one of which must be Peri's direct ancestor. It's a mystery that prevents the Master – oh yes, he's here too, masquerading as the town's new sheriff, nursing the wounds incurred on Sarn – from wiping Peri from history. Though two Mrs. Browns die at his hands, Peri's bloodline is apparently safe in one of the other four.

Izhah knows the location of the cave and leads Peri to it, but the Master follows them there and, after spilling a bucket of the magical water on more deinonychus remains, avails himself of the Fountain's rejuvenating properties and heals his burns. It would take the combined forces of the Doctor, the Brown clan, and Eternity's townspeople to deal with the Master's hypnotized 'raptor posse, but they would eventually send the evil Time Lord dragging behind a fleeing dinosaur.

**DEINONYCHUS**

**Attributes:** Strength 7, Coordination 4, Awareness 4

**Skills:** Athletics 3, Fighting 4, Survival 3

**Traits:** Fast (Minor), Fear Factor 1, Natural Weapons (Minor) – Bite and Claws (+2 Strength damage)

**Story Points:** 1-2



**FERNBRIDGE HOUSE** (*Shadow of the Daleks: Towards Zero*)

The Doctor. In the laboratory. With the revolver.

Three shots ring out in the shed-cum-laboratory and the Doctor slumps to the ground, unable to regenerate. Who fired the fatal bullets, and why?

There is certainly no shortage of suspects in this quintessential 1930s English murder mystery setting. A typical country house with sweeping gardens and a perfectly mown lawn. Within the house, Lady Agatha Fernbridge serves tea to her spirited daughter Jennifer, who is penniless now that her husband has abandoned her. Since she had to let the maid Sarah go due to financial difficulties, Lady Agatha has become adept at making tea. They are soon joined by Lady Agatha’s son, Jasper. Jasper is spoiled and entitled, heir to a family fortune that no longer exists. His eccentric brother, who unaccountably insists on being called “the Doctor” and tinkers away in his laboratory trying to perfect his invention of “regeneration”, is an embarrassment to his mother.

But the murder still lies in the future, even though it has already occurred. The house seems to exist in a temporal bubble. In the garden, the bird-song repeats itself in a loop that is becoming shorter and shorter. Darkness begins to fall even though it is only two o’clock in the afternoon. The edges of the lawn start to disappear as the geography of this place collapses in on itself.

But who shot – shoots, will shoot – the Doctor? Lady Fernbridge, to prevent her eccentric son from upsetting her and the vicar again by discussing the theories of Charles Darwin? Jasper, to get rid of the family’s embarrassment? Jennifer, to be able to pretend that the Doctor’s invention is hers and pay off her creditors?

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

This place exists in a temporal bubble built on temporal disturbances. It’s a loop, and the Doctor is dying again and again, each of the suspects becoming the murderer over and over. They have all been killing him, perhaps for eternity.

The only difference is that the real Doctor has appeared now, rather than the echo version in the laboratory. Until his arrival, this repeating microcosm was in perfect balance. When the real Doctor arrived, the others acquired memories of the echo being shot, whereas before, their memories would have reset each time.

The Doctor suspects this place was built as a trap for him by the Daleks. But the Daleks wouldn’t have the imaginations for a country house murder mystery. The memories have all come from him, distorted and repurposed in this bubble of time. But now the bubble is shrinking and unless he escapes, he’ll be destroyed when there’s nothing left!

Note: For further information on the Doctor’s pursuit of the Daleks, see *G16*.

LADY AGATHA FERNBRIDGE

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

**SKILLS**  
Convince 2, Knowledge 3

**TRAITS**  
Argumentative  
Indomitable

**TECH LEVEL:** 4

**STORY POINTS:** 4



When the Doctor followed the Daleks' temporal trail after meeting Douglas Jardine (see A67) in the Australian bush, his next destination was aboard Flight B219 to Keppel Major. This is a scheduled interstellar passenger flight with a cruising speed of 0.6 lightspeed and a duration of just under three hours. But it's going to take a miracle for Flight B219 to arrive intact, as a foe from the Doctor's personal future has arranged for retribution from beyond the grave!

The gangster Rock Lucifer was killed about ten years before, when his base blew up as a result of the Doctor's actions in shutting his operation down overnight. But before he was killed, Lucifer created a software command virus to spread undetected through every computer in the galaxy. The virus has one instruction: to take revenge on the Doctor. When the Doctor appears on Flight B219, a physiological scan by Orson the ship's computer identifies him, and the virus's override protocol takes control.

Rock's revenge is not merely killing the Doctor. In fact, the virus instructs Orson to keep him alive. Retribution is in the form of the Doctor's ultimate nightmare: being forced to watch innocent people die and being powerless to save them. Having electrocuted the ship's flight crew, Orson will set a course straight for the nearest asteroid field or black hole while continually accelerating to above lightspeed, something the ship isn't designed to withstand. If the ship subsequently decelerates to below lightspeed, Orson has been programmed to detonate it. At the last second, as the ship breaks up around him, the Doctor will be teleported to safety aboard his TARDIS, and Rock Lucifer's revenge can be carried out again and again, every time the Doctor visits this time period.

Orson is a voice over the ship's PA system, speaking with a deep tone reminiscent of his namesake, Orson Welles. The virus that has taken control of him cannot be overridden, deleted or bypassed without also destroying Orson and thus the ship's controls. It may be simpler to try to fool Orson that only the Doctor is left alive. After all, his programming is very restrictive. If he believes that only the Doctor is left, then the teleport hidden in the server room will be reactivated.

But Orson is not the only problem aboard Flight B219. Add an escaped criminal planning to hijack the ship to take her to safety

and a batch of jewelled eggs hatching out in the cargo hold, and you have triple-jeopardy! The eggs are part of Lord Kolclub's collection and are of prohibited lifeforms. They will hatch into a swarm of flying robotic recycling parasites capable of eating through anything, even metal, like airborne piranhas. *Speed* meets *Airplane* meets *Snakes on a Plane*!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

How does all this tie in with the Doctor's pursuit of the Daleks? Why do several members of the crew and passengers of Flight B219 resemble Douglas Jardine and his companions from the Doctor's visit to the Australian bush in 1933?

Note: For further information on the Doctor's pursuit of the Daleks, see G16.

ORSON

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

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

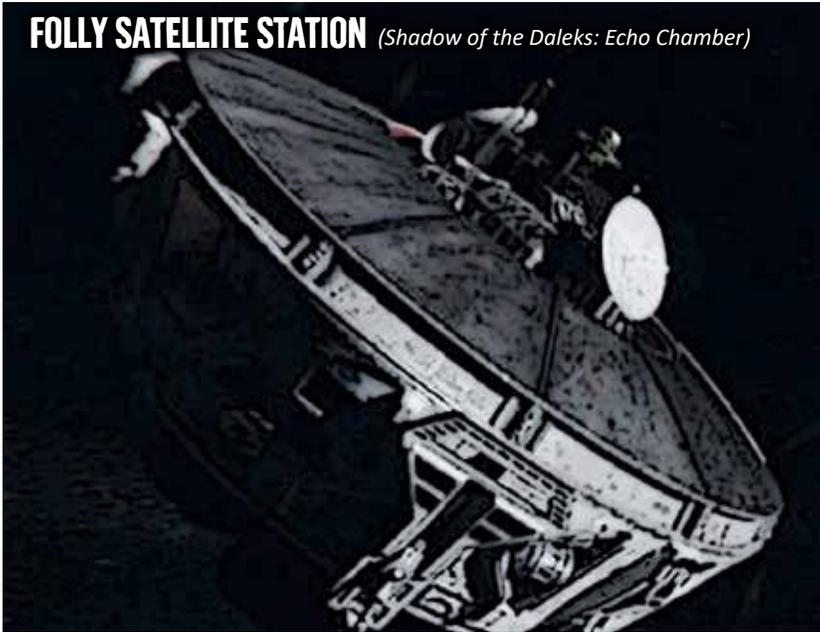
**TRAITS**  
 Alien Organs (Special) – Integrated within the ship's systems  
 By the Program  
 Control (Major) – Has complete control over the ship's systems  
 Impaired (Major) – Has no limbs; is just a voice over the PA system  
 Obsession (Major) – Revenge on the Doctor  
 Robot  
 Scan

**TECH LEVEL: 7**  
**STORY POINTS: 4**

**RECYCLING PARASITES**

**Attributes:** Strength 1, Coordination 4, Awareness 3  
**Skills:** Athletics 2, Fighting 3, Survival 4  
**Traits:** Fear Factor 1, Flight (Major), Natural Weapon (Minor: Metallic Jaws – Strength +2 damage; Armour-Piercing – ignores first 5 points of Armour), Robot, Swarm 8

**FOLLY SATELLITE STATION** *(Shadow of the Daleks: Echo Chamber)*



*And now, beamed live from our satellite recording booth around the second moon of Folly, comes the most provocative talk programme in this sector of space. Buckle up, brace yourselves and get ready for the most outrageous and irreverent host in the galaxy! Mr! Silas! Hexeter! You think it – but he dares to say it!*

*Due to issues around ongoing paternity leave, Silas Hexeter is unable to be here for today's show. So standing in for him is a man well known for his outrageous, no-holds barred willingness to say the unsayable. Yes, it's that mysterious traveller in time and space, the Doctor!*

In the 42nd Century in a remote part of space, *The Silas Hexeter Show* broadcasts a continuous stream of bile and hatred. It's a phone-in talk show, but no matter what the topic, the callers are all extremely angry about it. Whether it's the forthcoming peace treaty between the Tribe of Leppitan and the Pellent Glommeration ("Two great powers like that suddenly downing tools and trying to be mates? I mean, it's not natural. It's against the order of things!"), or something as innocuous as opinions on celery ("Worst vegetable ever!"), everyone is unaccountably belligerent. Though after a while, the callers' voices become very familiar.

The Doctor can't quite remember how he got here. He just found himself in the studio booth in front of the microphone facing an irate producer, K'Marree-943, who is wielding a laser pistol and threatening to shoot him if he doesn't continue with the broadcast. She wants him to talk about contentious topics, ones which will get their listeners' blood boiling so that they phone in and rant over the airwaves! Doesn't she have a home to go to? A family waiting for her? Friends? A pet? Why can't she remember?

*And now a word from our sponsors.*

*You want to stay up to date. You have to stay up to date. You*

*need the latest news, facts and relentless opinion right now and you're not going to accept any delay. Not the smallest delay! Not the merest picosecond of deferment! That's why you need The Input, a brand new info-delivery system delivered by a tame intelligent parasite which curls itself painlessly around your cerebral cortex.*

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Beyond the booth lies a control room. It's a darkened, sinister sort of place with banks of machinery. The entire studio is entirely automated. The systems must have drawn the TARDIS in somehow and trapped the Doctor here.

The satellite is ancient. The people who built it are long gone, but it's taken on a dreadful life of its own. Overhead is the most chilling thing about this place: three figures bound to the high walls, held there by wires and technology of the most obscene sort. They must have been drawn in and trapped here by the satellite in the same manner as the Doctor. It has kept them alive, feeding on their anger. It's used them to keep this place running as constant voices on the show. The satellite lives on anger, on rage.

Except that once the Doctor realises this, the producer and the prisoners vanish. Were they ever here at all, or were they just echoes of other lives? Why did they have the faces of people the Doctor has met at several of his most recent destinations?

And just who is listening to the broadcast? In the darkness, the Daleks apologise for the interruption to the scheduled programme. Normal service will be resumed shortly...

Note: For further information on the Doctor's pursuit of the Daleks, see *G16*.

**H'MARREE-943**

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

**Skills:** Convince 2, Marksman 1, Technology 3

**Traits:** Amnesia (Major)

**Equipment:** Laser Pistol – 6(3/6/9) damage

**Tech Level:** 7

**Story Points:** 2

**FOLLY SATELLITE STATION**

**Armour:** 5

**Hit Capacity:** 20

**Speed:** 1

**Traits:** Transmit, Travel

**Story Points:** 2



Since the Doctor last saw them, the living tracers Abby and Zara (see A1 and V124) have lived entire lifetimes. Their powers have grown but are now wholly dependent on them being in physical contact with each other. Their creators, the Grace (see V40), have even sacrificed their own lives to save them. After a rocky start on Zara's part, the sisters have tried to do good. But the use of their powers leaves scars on space-time, and if they are concentrated in one place, it results in a temporal storm. Which is how the Doctor was able to locate them again, in the Garden of Storms in the eye of a temporal hurricane. The sisters had stayed here too long, trying to undo the evil they saw at the heart of this place.

On the face of it, it is a tranquil place, an extensive and elaborate garden with dwellings built into the living trees. Judging by the low gravity, it is located on a dwarf planet or large moon, with artificial atmosphere and environment. It is best to bounce or skip along with as much dignity as you can muster, and you can easily leap up into the houses in the trees. Coordination + Athletics rolls are required for complex manoeuvres.

The Garden has a population of 92 million humans. They are a naïve people with the curiosity of children, and visitors will be prodded and poked, though made welcome. Everyone here is cheerful and friendly, living lives without danger, and they are all remarkably young. Nobody is allowed to live beyond their fortieth birthday. Everyone accepts that this is the way things are meant to be, so there is no resistance to this notion. On their fortieth birthday itself, an elaborate party is thrown so that all their friends can celebrate and be happy as they say a final goodbye. They are then led away by the Garden's tributaries, the nearest thing to a police force here, and taken to the Termination Centre. A few fight or try to run, but most accept their fate gracefully and view it as due process.

This society is based on the theories of a prominent economist, who proposed that if termination is used as a long-term and sustained process, it results in minimal demands on care and optimal use of resources. Abby and Zara have tried to stop the terminations from happening. They have changed the timelines repeatedly. But whenever they have shut it down in one place, it reappears in another. They have even tried to kill the economist before he formulated his ideas. But somebody else comes up with his theory instead. Whatever they do to change history, it comes about anyway.

But there is something else wrong here beyond the terminations. Visitors can make a Difficulty 12 Awareness + Awareness roll shortly

after they arrive and at appropriate intervals. A Success means that they detect the smell of smoke, but it's not a natural smoke and the locals don't notice it. A Good result means that they also see a faint shimmering in the air, like a localised heat-haze hovering around the Garden's inhabitants, reaching out as if drawing off their energy. And a Fantastic result means that they see the cause of these phenomena: creatures made of smoke that disperse as soon as approached (see V145). These creatures are feeding on the energy of the Garden's inhabitants, ageing them visibly as they feed.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Termination Centre is located in the forest. There is a morbid feeling in the air as it is approached, though the trees planted here give off a soothing scent that acts as a kind of sedative to reduce anxiety. The Centre itself is a prefabricated building which was clearly designed to be an industrial unit for refining ore. Given the large population of the Garden, there is always a long queue of people waiting to be terminated, plus armed guards in case of any trouble. Survey forms are requested to be completed to provide feedback on the process (but are actually designed to get people to say that they want to be terminated, to avoid any subsequent liability).

Within the central chamber is an automated machine that incinerates anyone who approaches. Although it was originally intended to break material down into their constituent components, it is now just a death ray. As each person is incinerated, smoke creatures emerge from the machine to devour the dust that is left. Far from being a place of peaceful relaxation, the Garden is just a farm to enable the smoke creatures to feed on the humans.

Although the Doctor didn't realise it until later, the Garden of Storms is located on the Moon. As the Moon began to be settled (see L116), the Zen garden created on its surface by the Sontaran troopers under Commander Stent (see V127) was discovered. When the artificial atmosphere and climate was added, the Zen garden was allowed to blossom, creating the Garden of Storms. Unfortunately, by defeating the Sontarans' plans, the Doctor inadvertently negated that future so that the lunar settlers excavated beneath the Zen garden to build their colony underground instead, and the Garden of Storms was never created. Such a change to the timelines has only made the smoke creatures stronger and more substantial.

**PLANETARY DATA**

- SIZE: Tiny
- GRAVITY: Low-Gravity World
- LAND MASS: The Rock
- ATMOSPHERE: Earth-Like
- CLIMATE: Temperate
- SATELLITES: 0
- SENTIENT SPECIES: Humans, smoke creatures
- TECHNOLOGY LEVEL: 5

**IXOS-4** *(Planet of Fear)*

Ixos-4 enjoys a reasonably temperate climate. Although the entire planet is thickly forested, with serried ranks of ramrod straight trees stretching up to the canopy as far as the eye can see, there is little in the way of animal life other than small insects. The dense, impenetrable forest shades everything into a grey-green gloom. Despite the lack of animals, Ixos-4's atmosphere is capable of sustaining some forms of life, including humans. It tends to get few visitors though.

Anyone coming to Ixos-4 will find the forest covering almost all of the planet, and it's pretty much leaves, leaves and more leaves. The ground is covered in a thick mattress of rotting foliage and other vegetation, and the overriding smell is like a ripe compost heap. The temperature at ground level, although generally temperate, tends to be on the cold side for human tastes. It would take a powerful sun to penetrate the roof of leaves and branches above.

Although Adric initially considered Ixos-4 to be a planet lacking in anything much to do or see, the Doctor had heard some interesting things about it on his travels and was keen to explore. It seems that everyone who has visited it has reported all sorts of horrors. Man-eating plants, gigantic insects, ravaging monsters and sucking quicksands. But the details have varied so widely that it is difficult to correlate them. In fact, from the descriptions, all of these terrors could not possibly co-exist on the same planet. Furthermore, they only appear to certain people, while others report nothing threatening here.

The Doctor falls into the latter group, as he saw nothing to threaten them when he and Adric walked out of the TARDIS, just normal-sized insects. But Adric quickly found himself menaced by a series of monsters, each more terrifying than the last. A huge centipede scuttling through the trees, its brown body glinting. A monstrous slug ten times the size of the TARDIS that slithered over the ship, covering it in a thick mucus slime. Enormous moths, giant spiders and beady-eyed insects the size of elephants. For Adric, there were new terrors at every step, with gleaming claws

glimpsed through the trees and slithering sounds all around.

All of these monsters were nothing but figments of Adric's imagination. The dominant lifeform on Ixos-4 is a species of small, grub-like creatures. Simple creatures with underdeveloped intelligence capabilities, quite peaceful and quite clever in their own small way. The atmosphere of the planet is itself a living, functioning organism and is acutely sensitive to subconscious primal fears. The terrors are just images dragged up from the subconscious to generate a very real fear based on inherited memory; primal fears you don't even know you have. It generates images of living, breathing horrors that are so vivid as to appear to be real. It's a just a matter of defensive tactics: the inhabitants are peaceful and want to be left alone, and the illusions ensure they are left well and truly undisturbed without causing any physical harm.

In game terms, any visitors to Ixos-4 must make a Difficulty 12 Ingenuity + Resolve roll for every ten minutes of exposure to the planet's atmosphere. Those who fail will see realistic visions of monsters from their worst nightmares. See the "Getting Scared" section of the core rulebook for further information as to the effect of these on characters, in particular for Bad or Disastrous results.

**PLANETARY DATA**

SIZE: Large  
 GRAVITY: Earth-like Gravity  
 LAND MASS: Mostly Land  
 ATMOSPHERE: Earth Standard  
 CLIMATE: Temperate  
 SATELLITES: 4  
 SENTIENT SPECIES: None  
 TECHNOLOGY LEVEL: N/A



**THE LUNAR COLONIES** (*The Moonrakers*)

When the Moon is first settled by small groups of colonists, they find themselves isolated, beyond the reach of any support from Earth and outside its legal jurisdiction. Officially, the people who come here are bound by the laws of the country they came from. But there is no means of enforcing them. The expectation is that so-called Leapers – those who take the leap to renounce Earth and become citizens of the Moon – will bond together with the common causes of survival and establishing a new world. The reality is a little different. Beyond any reach of law, and faced with limited resources vital to their survival, the settlements have turned on each other.

Solar storms have cut the Leapers off from the Earth for years. There are no more supplies and no communications. The only ships to make it to the Moon have been carrying more Leapers, which puts even more strain on resources. The different settlements have turned to piracy and have been raiding each other for food, water, medical supplies and whatever else they need.

Although most of the settlements are static, a few are mobile. One in particular is a segmented vehicle resembling a caterpillar or centipede that walks over the uneven terrain. If any lunar pirates get on board, the captain can order the breached segments to be jettisoned and abandoned while the rest of the vehicle and its crew escape.

The situation has been made worse by the unexpected arrival of a group of Sontarans led by Commander Stent (see *V127*). They are cut off from their war against the Rutans while they repair their ship. But even once their ship is spaceworthy, Stent feels he cannot return to the front without defeating the humans on the Moon, and at the moment their numbers are far too low to provide an honourable conflict.

The Sontarans are therefore also attacking the settlements, and

they are far more efficient at this than the humans. But rather than killing the Leapers, they are taking them prisoner. Stent is determined to build up a human army worthy of his troopers. In the meantime, he is subjecting his prisoners to physical and psychological experiments to improve the Sontarans' understanding of their strengths and weaknesses.

The Sontarans now occupy one of the main human bases, and Stent has had his troopers create a Zen garden using rocks and moon-dust as a distraction from the lack of war.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

In established history, the Sontarans got impatient and attacked the humans before Stent had captured sufficient numbers. The conflict was detected on Earth and the Sontarans were destroyed by a missile bombardment. When the Sontarans' Zen garden was later discovered, terraforming of the Moon enabled it to blossom, and it became the Garden of Storms (see *L114*).

However, when the Doctor arrived on the Moon with Zara (see *V124*), he prevented the Sontarans from attacking the humans prematurely. By the time the battle eventually took place, he had managed to sabotage their armour, stopping the slaughter and changing history. In this timeline, the Moon wasn't terraformed and the Garden of Storms was never created.

<b>LUNAR CATERPILLAR TRANSPORT</b>		
<b>Armour:</b> 5	<b>Hit Capacity:</b> 15	<b>Speed:</b> 4
<b>Traits:</b> Environmental (Minor), Scan, Special – Modular Vehicle (segments can be jettisoned and re-attached), Travel		
<b>Story Points:</b> 4		

<b>PLANETARY DATA</b>
<b>SIZE:</b> Tiny
<b>GRAVITY:</b> Low-Gravity World
<b>LAND MASS:</b> The Rock
<b>ATMOSPHERE:</b> None
<b>CLIMATE:</b> Supra-Arctic
<b>SATELLITES:</b> 0
<b>SENTIENT SPECIES:</b> Humans
<b>TECHNOLOGY LEVEL:</b> 5

**MACLAREN COLLIERY NO.1 PIT EXPLOSION, 1902** *(Black Thursday)*



*How little do the great ones care who sit at home secure  
What hidden dangers colliers dare, what hardships they endure  
The very fire they sit beside to cheer themselves and wives  
Mayhap was kindled at the cost of jovial miners' lives*

The Maclaren Colliery No.1 Pit Explosion occurred on September 3rd, 1902 at the Tredegar Iron and Coal Company colliery in Abertysswg in the South Wales Coalfields.

Pockets of natural gas were a constant danger to those working underground, and the explosion in No.1 Pit rippled along the tunnels, growing bigger and setting off other secondary explosions. In the aftermath, the build-up of afterdamp (including hydrogen sulphide and carbon monoxide gases) posed another threat to the survivors, being both poisonous and inflammable.

Ventilation was provided by a turbine fan at the top of No.2 Pit. An inspection the day before the explosion found that, although it was intended to produce 150,000 cubic feet of air per minute through the workings, only 19,075 passed through the No.1 Pit on the west side workings where the explosion took place. The inquiry however concluded that the ventilation was "satisfactory" and not directly connected with the explosion.

No.1 Pit was the smaller of the operations at the colliery. The explosion took place at around 11:30pm during the night shift, when forty-three men were in the west side workings. Sixteen lost their lives due to injuries sustained in the explosion or by the effects of afterdamp. A further three were seriously injured, and another fifteen or more less so.

Evacuation of the pit was slowed not only by the cramped conditions and fear that lighting lamps would set off another

explosion, but by the size of the cage, the mesh-enclosed lift that took the men to and from the surface. Winched by the steam-powered winding house at the top of the shaft, the cage could only take sixteen men at a time. Descent and ascent of the two hundred and sixty yards took around two minutes each way.

The village of Abertysswg only came into being in the late 1890s with the development of the colliery and the sinking of the first shaft in 1897. It had its own miners' hospital in the village, but it was ill-equipped to handle a major emergency. In the event, the working men's club had to be used as a temporary ward for the injured.

Robert Matson, the English manager of the local collieries for the Tredegar Iron and Coal Company, was resident at the Abertysswg hotel on the night of the explosion. Despite the protests of his under-manager, Matson was more interested in getting the pit back up and running by first light than in the dead and injured. He had never had a pit shut down on his watch and didn't intend to break that record!

The precise cause of the explosion was never determined, and the inquiry could only conclude that it was due to the ignition of inflammable gas. Whether that was by a naked flame, a broken lamp or an intact lamp remains unknown.

ROBERT MATSON

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

**SKILLS**  
Convince 4, Knowledge 3, Technology 1

**TRAITS**  
Argumentative  
Middle Class  
Obligation (Major) – The Tredegar Iron and Coal Company  
Voice of Authority

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



**MEDIMILL-77** (Conversion)

Medimill-77 is one of the most highly-regarded medical satellites in the galaxy. It's a research station rather than a hospital, so its treatment facilities are limited to a handful of medical bays. It is however a Class One Medical Satellite which holds stocks of extremely dangerous viral samples. It therefore has full authority to police itself according to interplanetary law.

The facility is home to Combata, one of the foremost specialists in the field of nano-surgery. Combata is a Coruspod, an alien with a mass of tentacles and a heavy body. Her alien nature and personality mean that she doesn't have much of a bedside manner, partly due to her lack of culturally resonant micro-expressions. Combata doesn't really understand much of human behaviour or reactions. For example, giggling sounds like the death rattle of a Coruspod to her (though she has learned to appreciate the difference), and she is under the impression that wagging her tentacles sometimes puts humans at their ease. By human standards, Combata is eccentric, nervous, neurotic and often tactless, which usually puts people on edge. She talks in a high, breathless tone, her speech frequently punctuated with "yes, yes".

Combata's field of special expertise is in the area of nano-surgery. She has developed automated nano-drones that can be injected into a subject. Once inside, they can define the species biology and make optimal changes based on a pre-set baseline. Combata claims to have cured hundreds of supposedly fatal cases with them. It's all terribly clever, but morally suspect as the nano-drones can make "improvements" to a subject's biology without their consent. The Doctor considers their use to be little better than the Cybermen's conversion technology. Nevertheless, they have made Combata her reputation and a modest amount of money, and that's what is important to her. If she can develop something to make a lot more money, she would be even happier.

Medimill-77 is normally inhabited only by Combata and her one hundred and one drones, most of the latter normally kept dormant in storage. Combata has programmed the drones with her own personality. Although this might seem like arrogance or narcissism, Combata explains that, because others often have

different opinions which she finds both interesting and annoying, drones with her own personality are the only way to enjoy a consensual, non-combative conversation. She also erroneously believes it makes them better at patient interaction.

The drones are small flying robots. They are programmed with medical knowledge so as to be able to assist Combata. But they are also armed for the security of Medimill-77. They can spray a neutralising gas capable of knocking out most organic lifeforms, or if more lethal weapons are needed, they can extend tri-core, sub-phase charged dual-meson rifles from panels in their torsos.

Medimill-77 is equipped with a number of small medical spacecraft. These are used for getting to awkward locations fast and can transmat themselves to their precise destination once in range.

**COMBATA**

<b>AWARENESS</b>	3	<b>PRESENCE</b>	2
<b>COORDINATION</b>	3	<b>RESOLVE</b>	3
<b>INGENUITY</b>	5	<b>STRENGTH</b>	4

**SKILLS**  
Convince 1, Knowledge 2, Medicine 5 (AoE: Nano-Surgery), Science 3, Technology 4, Transport 1

**TRAITS**  
Additional Limbs (tentacles)  
Alien  
Alien Appearance  
Alien Organs (Minor)  
Eccentric (Major)

**TECH LEVEL: 7**

**STORY POINTS: 4**

**MEDICAL DRONE**

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

**Skills:** Medicine 4, Science 2, Technology 3, Transport 2

**Traits:** Eccentric (Major: A copy of Combata's personality), Flight (Major), Machine, Natural Weapon (Major: Neutralising Gas – S(S/S/S) damage), Natural Weapon (Major: Dual-Meson Rifles: 5(2/5/7) damage), Robot

**Tech Level: 7**

**Story Points: 1**



Ten thousand years ago, Mekalion was the centre of the Kamille Empire which stretched across this sector of space. It is an Earth-type planet with a breathable atmosphere and no radiation or pollution. Ideal conditions for life. Indeed, life was here in abundance until a catastrophe occurred.

The inhabitants of Mekalion, the Kamille (see *V133*), were a highly advanced and cultured people. But after a thousand years of prosperity, they were threatened with extinction as their sun dimmed. With Mekalion in perpetual twilight, crops withered and livestock sickened and died. To save themselves, the Kamille uploaded their minds into a machine they designed and built called the Locus, leaving their physical bodies behind. To interact with the material world, they constructed the Kamelion robots (see *The Fifth Doctor Sourcebook*), which they could command and through which they could experience the material world

The Kamille used the Kamelions' shapeshifting abilities to conquer other worlds by stealth, expanding their empire across the stars. But after a thousand years, the Kamille grew decadent and began to fight among themselves. After a devastating war, the psycho-kinetic link between the Locus and the Kamelions was broken, stranding the only surviving Kamille within the machine and rendering the Kamelions lifeless without anyone to command them.

Ten thousand years later, Mekalion's sun has recovered from the drop in solar luminosity. But it is a world of ruins overgrown with weeds and vines and lichen, in which hundreds of inactive Kamelions lie scattered. Recently, it has been colonised by a group of Grolls (see *130*), aggressive gorilla-like creatures who maraud across its surface on quadbikes, hunting anyone foolish enough to land here. They have dismembered many of the Kamelions for nothing more than amusement.

Among the most prominent ruins are those of the Palace of the Setting Sun, the seat of the Court of the Kamille. Towards the end of the Kamille Empire, the Kamille minds had grouped themselves

into four factions, each faction becoming a gestalt. Within the ruins of the Palace, there is a throne room in which four Kamelions have been slumped on their thrones for ten thousand years. These were the avatars for the four facets of the Kamille: Authority, Liberty, Harmony and Chaos.

The Locus is also here, a vast underground computer with ceramic microcircuits and controls comprised of crystal blocks that need to be slotted together to form strange sculptures. After ten thousand years, there is enough geothermal energy for the surviving Kamille trapped in the Locus to broadcast a signal. It will summon any active Kamelion back to Mekalion and compel it to re-establish the psycho-kinetic link between the Locus and the robot army, and the Kamille Empire will rise again!

### INTO THE LOCUS!

The Kamille were once flesh and blood. They transferred their minds into the Locus by sitting on the thrones in the Palace of the Setting Sun and placing brain interfaces in the form of crowns on their heads. Despite the passage of time, it is still possible to do this to enter the virtual world of the Kamille mindscape.

Within the mindscape, the Locus creates an environment from the memories of the minds that enter it. It could be anything from a tropical paradise to the hell of a warzone. Unlike the Matrix of the Time Lords, the environment cannot be influenced and changed by those entering it. That is the province of the Locus alone. The one exception is that anyone in the mindscape can imagine a door in the air and step through it to return to their bodies in the physical world.

The Kamille minds appeared as avatars of themselves in this virtual reality and interacted with each other as if in the material universe. For other visitors, the stats of their avatars are the same as for their physical bodies. The experience here is so real that death within the Locus is also real, the data that sustains the mind being deleted and overwritten. And of course, if the physical bodies on the thrones are killed, their minds within the Locus are trapped here forever.

### PLANETARY DATA

- SIZE: Large
- GRAVITY: Earth-like Gravity
- LAND MASS: Mostly Land
- ATMOSPHERE: Earth Standard
- CLIMATE: Temperate
- SATELLITES: 3
- SENTIENT SPECIES: Kamille (dormant), Grolls
- TECHNOLOGY LEVEL: 7 (Kamille), 4 (Grolls)



**MISTPUDDLE** (*The Mistpuddle Murders*)

he did not realise that the lurker in the undergrowth was indeed the Professor before he took a pot-shot to scare him. Perhaps Fortingbrush wanted to silence Ginger before the poor rabbit wrote about his penchant for a very human approach to hunting.

And as for Miss Nighthead, we literally bumped into her coming out of the village shop, causing her to drop her groceries. Could she have been buying something to poison poor Ginger?

But before I continue to the denouement, it isn't the done thing to skip to the final page of a murder mystery. So...

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

I'm sure you're all wondering why I've gathered you here. The fact is that one of you is a murderer, and no one is leaving until we uncover whodunnit.

To recap, Miss Lyndsay Wood established this unusual community and brought all of you anthropomorphic animals to life – both in a literary sense with her illustrated books, and in a very real sense through her accomplishments in bio-engineering. Sadly, Miss Wood has recently passed away. Though hers is not the death we are investigating.

Firstly, somebody took a pot-shot at Professor Pricklethorp in the nearby woods. Fortunately, he sustained only minor wounds. Secondly, and more seriously, Ginger Hopkins has been poisoned after drinking tea in her own cottage, the one bequeathed to her by the late Miss Wood.

Was it you, Colonel Fortingbrush, the monocled fox well known for your short temper and your habit of grouse shooting after dark? Or you, Reverend Brockley, the gruff vicar of this parish, a badger with a Welsh accent? Or Miss Felicity Nighthead, the meek and diminutive bat? Or Miss Tabitha Nutkins, the timid squirrel? And of course, Professor Pricklethorp, the wounded hedgehog scientist peering through his tiny round spectacles, cannot be crossed off the list of suspects just yet.

Ginger was to have been Lyndsay Wood's literary successor, and her journal contains notes on Mistpuddle's residents in preparation for her first book. Except that the pages on Miss Nutkins and the Reverend Brockley have been removed! Although the pair believe it to be a secret, it is well known among the village gossips that the vicar and Miss Nutkins have been conducting an affair. Could this be the motive? To prevent their relationship being published for all to read?

It is also known that Colonel Fortingbrush has no love for Professor Pricklethorp. It is unlikely that, with the moon lighting the woods,

An examination of Ginger's sugar bowl revealed that different sugar cubes had been laced with different chemicals. None dangerous in isolation, but lethal when combined. The evidence points to somebody with a more scientific background than little Miss Nighthead.

While Ginger was to be Lyndsay Wood's literary successor, Professor Pricklethorp is her scientific one. Using his scientific studies, the Professor has provided Ginger with notes on the villagers for her books, while she allowed him access to Miss Wood's secret laboratory in the cottage basement. But the Professor was concerned about Ginger's tell-all approach to her writing, so she had to be silenced. Particularly after he kidnapped the Doctor to use his cellular tissue for its regenerative properties and shut him in the lab's refrigerator!

The Professor deliberately got himself shot to be seen as a victim, then poisoned poor Ginger. The game is up, Professor! Though as Miss Wood established no police, judges or prisons for Mistpuddle, its inhabitants will have to determine their own form of justice.

**PROFESSOR PRICKLETHORP**

**Attributes:** Awareness 3, Coordination 2, Ingenuity 4, Presence 2, Resolve 3, Strength 2  
**Skills:** Craft 2, Medicine 4, Science 4, Subterfuge 1, Technology 2  
**Traits:** Alien Appearance, Bio-Chemical Genius, Impaired Senses (Minor: -2 penalty on all vision rolls), Special – Defensive Spines (1 point of damage to anyone manhandling Pricklethorp)  
**Tech Level:** 5  
**Story Points:** 4



**THE MORDEN CLINIC** *(The Helliax Rift)*

The Morden Clinic is a rural retreat that offers all manner of exclusive health treatments, whether you want to better yourself or relax, all on site in its beautiful grounds. Unfortunately, it's currently closed for renovations and has been for some time. The expertise is provided by Dr Jennifer Harrison (though a surgeon is a surprising requirement for a health spa), while the financing was brought by Ms Annabel Morden. The Clinic is Annabel's, but it's funded by a number of wealthy backers. In fact, it was frighteningly easy to get them on board once Annabel had explained its true purpose.

Apart from Annabel and Dr Harrison, there are two general dogsbodies, Morris Calland and his son Samuel, and a number of armed security personnel. Access to the Clinic is strictly controlled, with security gates that are operated by a manned post within the main building itself.

The real purpose of the Clinic is to examine aliens. Morden and Harrison have acquired a surprising number over the past year or two, over three hundred at the last count. The Clinic lures them here by means of a fake extraterrestrial distress call. Morris and Samuel then take them into custody, with the assistance of some of the security staff if necessary, and they are handed over to Dr Harrison for examination, analysis and, in some cases, vivisection in her operating theatre in the Clinic's basement. In most instances though, the aliens are kept alive for study, imprisoned in secure cells in the underground levels deeper down.

Harrison justifies their work as benefitting the world. There are numerous medical and scientific advances that have been made as a result of her discoveries at the Clinic, which are handed over to its financial backers to develop, manufacture and market.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Annabel Morden didn't establish the Clinic purely to make money or even just to benefit the world. She has a far more personal motive at heart.

At the age of nineteen, Annabel married her childhood sweetheart, Jonathan. Tragedy struck a few months later when Jonathan was killed in a hit and run accident. A while later, Annabel was walking through the woods when she saw Jonathan again, just standing like nothing had happened. This Jonathan was an alien of course, an empathic shapeshifter called a Helliax. It just wanted Annabel to be happy, and she fell in love all over again. But Jonathan abandoned her after a while, disappearing without saying farewell, and a few months later, Annabel gave birth to their son, Adam (see V132).

Annabel has been looking after Adam ever since. But as he has entered adolescence, his alien heritage has begun to assert itself. Adam still looks human, but his hybrid physiognomy is finding it increasingly difficult to cope with Earth's atmosphere. So Annabel founded the Clinic to study aliens and work out how to help her son. She is still trying.

Incidentally, after UNIT closed the Morden Clinic down, they converted it for their own use, renaming it the Spa (see *The Sixth Doctor Expanded Universe Sourcebook*).

ANNABEL MORDEN

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

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

**TRAITS**  
Dark Secret (Major)  
Obsession (Major) – Her son  
Wealthy (Major)

**TECH LEVEL: 5**  
**STORY POINTS: 6**

**NEW FLORENCE** (*Shadow of the Daleks: Interlude*)



On the temporal trail of the Daleks, the Doctor finds himself in Florence at the height of the Renaissance in the late 15th Century. Or does he? Although the time period appears to be correct, Florence is more like a barracks than a city. There's no sign of Lorenzo de' Medici who was de facto ruler at this time. In fact any mention of the Medici family, their rivals of the Pazzi family or any other name from "the old times" is forbidden on pain of death.

This is New Florence (Florentia Nova) and it is ruled by the Duke. There are no other nobles. The prominent Dominican friar Girolamo Savanorola is also conspicuous by his absence, as there are no monks here either. Just the Duke, addressed only by his title. His crest is everywhere, on coins, on flags, on the buildings themselves. A one-eyed man, like a Cyclops head, sinister and perhaps a shade familiar to anyone who knows of the Daleks.

The Duke has flattened Pisa and Venice, and has just returned from doing the same to Rome. Florentia Nova is at the centre of a new world. Since his return, the Duke has initiated an ambitious programme of construction in New Florence, including the erection of enormous walls around the city. The Palazzo Victoria and Palazzo Imperiale (formerly known as the Palazzos Signoria and Vecchio) have been heavily fortified, and their clock towers now look more like missile silos.

Since arriving in New Florence, his TARDIS confiscated by the city guards, the Doctor has suffered from attacks of dizziness and confusion, hearing the sounds of warfare all around. The march of boots, cannon fire and clash of steel on steel. A kaleidoscope of renaissance warfare with the Doctor at its centre. The further from the city walls he gets, the more acute are the attacks.

As with other locations the Doctor has visited while on the trail of the Daleks, he encounters a number of familiar faces in New Florence. People who look identical to those he met elsewhere,

but with different names and personalities, and no memory of having met the Doctor before.

New Florence is also subject to dimensional distortion similar to that which the Doctor encountered in the Australian bush (see *A67*) when he first became aware of the presence of the Daleks. Distances between the city's major landmarks seem to shorten. Architecture changes shape and configuration. The layout of the Duke's Great Hall fluctuates. The number of entrances is reducing as time progresses, along with the number of armed sentries guarding them. Even the ceiling seems to get lower, moving down on those inside in an oppressive manner. The whole city seems to be contracting around the Doctor.

As for the Duke himself, he is a massive figure carried on a bier and carrying an enormous mace. He is armoured and wearing a helmet that conceals his features. It is said that he was injured conducting private experiments with gunpowder during the Siege of Rome. The helmet conceals any disfigurement and reduces the Duke's voice to an incoherent, muffled bellow. It also resembles the Cyclops of his crest. Or more accurately a Dalek.

And speaking of which, the genuine article lurks in the shadows, as the Duke's executioner is none other than a Dalek, but one from the future, its design being that from the Last Great Time War. The locals only see a man, though they fear to look at the executioner too closely as he has a fearsome reputation.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Beneath his helmet, the Duke is revealed to be the Doctor. The real Doctor, not the echo that's wandering around New Florence trying to recover his TARDIS. When the TARDIS materialised here, it didn't land properly. It created a time bubble, a single second isolated from the continuum and playing itself out independently. Outside, the real history continues as normal, and those trapped inside it can't see the difference.

But New Florence is contracting as the time bubble reduces itself to a singularity. The Doctor has been trapped at its centre, trapped into being something unrecognisable, holding everything together with his will, sitting on top of a detonator in reverse. The echo Doctor exists on the surface of the time bubble and is unwittingly draining the real Doctor's energy. If the echo were to die, the real Doctor's energy would be restored and he could escape in the TARDIS before the bubble finally pops.

But there would still be the larger problem of the Daleks. Are they creating the various time-streams the Doctor has been visiting and poisoning them? If so, why? Are they intended to be a defence mechanism of some kind or a trap? The Doctor can only find out by continuing along their temporal trail...

Note: For further information on the Doctor's pursuit of the Daleks, see *G16*.



**OX AQUA** *(The Oxaqua Incident)*

Oxaqua is a world where water is a precious resource, and a contentious one between the native Theigs and the militarized Basks descended from human colonists. The latter, under the rulership of the fascistic Obedee, had no respect for their Theig neighbours, and thought nothing of damming rivers to better hoard their water.

Theigs may be built for desert life, but still can't go without water. They are short, with aquamarine skin and pointed heads twice the length of their bodies that, by using their powerful arms to spin themselves around, can be used to burrow through the soft hot sand that covers much of the planet. Distressingly perhaps, their eyes are on the ends of thin collapsible tentacles, moving independently of one another. They go naked, but are not technologically inept as they use powerful guns of their own design, called Lazookas, and have been known to use bombs. Friends of their culture might receive a replica of the Oxaquan

Sword of Office, speaking to a violent, but as yet untold, history.

The Basks, for their part, are a generally unreasonable people, though more easily convinced to negotiate once their leader has been deposed. Their armed forces wear green uniforms and helmets and use weaponized Bubblecraft drones; their justice system seems to favour death traps. The two races have committed to a Co-existence (or Co-ex) Code, but racist attitudes among the Basks make the agreement precarious. As part of the Code, the Theigs and Basks both benefit from the molten core of the planet, from which power is harvested.

The planet's other key resource is Rellium crystals, which are a component of transmat systems. The planet's ecosystem is fragile however, and such industry, especially the damming of rivers, causes small hurricanes to pop up across the desert. Anyone trapped in their own personal sand-blasting

tornado may receive 3(1/3/L) damage (on a Lethal result, the character is sent flying so high and far, its body may never be recovered).

**PLANETARY DATA**

SIZE: Medium  
 GRAVITY: Earth-like  
 LAND MASS: Mostly Land  
 ATMOSPHERE: Earth Standard  
 CLIMATE: Hot  
 SATELLITES: 0  
 SENTIENT SPECIES: Basks (humans) and Theigs  
 TECHNOLOGY LEVEL: 6

**THEIG**

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

**SKILLS**

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

**TRAITS**

Alien  
 Alien Appearance  
 Alien Senses – 360 degree vision  
 Burrowing

**EQUIPMENT**

Lakooza: 3(3/5/7) damage

**TECH LEVEL: 6**

**STORY POINTS: 4-6**



**REESTANA** (*Devil in the Mist*)

Superficially, Reestana would seem to be a calm, peaceful world. It's a jungle planet, whose silence is broken only by the sounds of tropical birds singing, the strange "trilling" of alien lizards and the occasional calls and shrieks of monkeys in the trees. There is plenty of wildlife here and most of it would be classed as harmless on any other world.

But visitors are not welcome on Reestana. Not that there is any sentient species here to object. The Reestani were wiped out by the Zamglitti (see *V140*), a race of alien slavers who arrived here in search of the planet's miraculous healing properties. Since the eradication of the Reestani, it is the wildlife that protects this world. Anyone landing on Reestana will quickly find themselves pursued and attacked by hordes of angry monkeys, swarms of amphibious and decidedly venomous snake-eels, colonies of tiny bats, packs of snarling dogs, and even flocks of ruknook, a normally docile species of reptavian found on numerous worlds.

The tropical weather takes a subdued turn when faced with intruders, with thick mists rising from the river to envelop and confuse explorers. Even equipment can find itself subject to unlucky mishaps: knots becoming loose, ropes fraying and similar small "accidents" with no obvious cause.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The only sentience on Reestana can be found in a remote cavern. This is the Guardian of the Spring, an artificial intelligence which was designed by the Reestani to oversee the Spring of Reestana, otherwise known as the Water of Life, which is rumoured to have had healing properties.

The cavern is home to the source of one of Reestana's major rivers, the water of which contains nanites, microscopic robots which can heal anyone who touches it. In the river beyond, the nanites are so diluted that they can only heal surface wounds (a maximum of 2 points of damage). But the river's source within the cavern contains such concentrations as to be able to treat even terminal injuries (repairing all damage, even including Lethal damage if immersion in the spring is quick enough). The nanites enter a patient's blood-stream to carry out their work, but quickly

disintegrate after their job is done.

The Guardian of the Spring controls the nanites and through them all the wildlife on Reestana. It is the Guardian who directs the animals to attack intruders or causes the mists to rise to confuse them, and it is the nanites which can trigger the various small accidents that visitors experience on Reestana. The Guardian's operating systems are within a complex silicon-based computer built into the very rock of the cavern. When the Zamglitti exterminated the Reestani, it was the Guardian who drove them away, turning the entire ecosystem against them and killing as many as it could. It also used the nanites to invade their bodies and affect their minds, causing panic attacks and paranoia among them and turning them on each other.

The Guardian is still following its programming as sentinel over the Spring of Reestana. It will protect the Waters of Life at all costs and will not permit any intruders to leave Reestana once they have learned its secret.

THE GUARDIAN OF THE SPRING

<b>AWARENESS</b>	6	<b>PRESENCE</b>	2
<b>COORDINATION</b>	N/A	<b>RESOLVE</b>	4
<b>INGENUITY</b>	4	<b>STRENGTH</b>	N/A

**SKILLS**  
Convince 4, Knowledge 4, Technology 3

**TRAITS**  
Armour (10 points)  
Hypnosis (Minor)  
Networked (Major) – The nanites and wildlife  
Robot  
Slow (Major) – Immobile

**TECH LEVEL:** 6  
**STORY POINTS:** 8

PLANETARY DATA

SIZE: Small  
GRAVITY: Earth-like Gravity  
LAND MASS: Mostly Land  
ATMOSPHERE: Earth Standard  
CLIMATE: Hot  
SATELLITES: 0  
SENTIENT SPECIES: The Guardian of the Spring  
TECHNOLOGY LEVEL: 6



The planet Semotus has been enhanced by humans to make it more suitable for Earth colonists, and although that was a long time ago, you can still smell the tang of terraforming in the air. There was already native life on Semotus, though none of it sentient. One of the largest native beasts here is the Krybrax, a dinosaur-like creature which can grow to over twenty feet tall.

Things began to change on Semotus after an unmarked, unmanned spaceship crashed here ten years ago. Since then, every advancement, every synthetic, every serum that the Semotans now have can be traced back to that ship. The technology was analysed and commercialised, and much of it has been directed at making people better. Cybernetic upgrades are transforming their lives.

In fact, these days nobody is anybody unless they've committed to the self-improvement kick. Not just the synthetic enhancements, but also running and general fitness. There are even diets based around a processed juice drink which is marketed as helping to build stamina and increase lung capacity. All in pursuit of the obsession with "Qualification", entitling those who become "qualified" to receive automatic upgrades, to enable them to strive for the next level. According to the Semotans, this all feels "right" deep down, like this is what they are meant to do: to become better. It's as though they have been conditioned to feel this way.

At the heart of this obsession is WarZone, the ultimate assault course. Participants run over a twenty-six mile course and face life-threatening obstacles along the way. Laser gun emplacements. The Pit with its drop of fifty feet, sometimes deeper still. The Death Spinner: a spinning mechanical gauntlet with its eight rotating columns of electricity to get through. The Electro-Crawl beneath high voltage netting. The Big Dipper: a flooded tunnel system with its robotic killer eels.

The track is fenced within an electrical forcefield, and its adaptive circuits enable it to reconfigure itself to add additional challenges, diverting the better runners into higher risk zones. Meanwhile, the contestants are followed by the Sweeper. Any who are caught are disqualified, incinerated and, worst of all, publicly shamed. Android spectators line the route to shout words of encouragement and provide replacement kit to the contestants. But they will periodically chase any stragglers and try to attack them with their metallic jaws.

Why would anyone put themselves through this voluntarily, indeed cheerfully? Mainly because of the obsession to pursue Qualification. In any case, nobody actually dies in the WarZone, do they? The obstacles and traps are designed to monitor the participants' stress and pain thresholds. They will cause injury

but not go beyond what the participants can tolerate – so long as they are wearing their Salus bands. The bands look like sports watches and are a combined comms-link and safety failsafe. The contestants hear the commentary of the WarZone pundits through them, and they can be adjusted to personalise the course and let the controlling computer know how much pain you can take, so you can push yourself right to the edge. Of course, any contestant without a Salus band will find themselves in serious trouble, as the traps and weapons will not know when to stop inflicting pain and injury.

WarZone is broadcast live. Those who complete the course are the toast of Semotus and qualify for automatic upgrades. The faster their time, the greater the prize, and that's what it's all about: Qualification!

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

WarZone is clearly something very nasty, but beneath the surface it's nastier still. The ship that crashed on Semotus ten years ago was an unmanned Cyber-craft equipped for local population conversion. The technology the Semotans salvaged from it is slowly converting them into Cybermen. The synthetic enhancements are part of that process, as is the juice drink that introduces the obsession with achieving Qualification and further improvements. The Semotans have blended the Cybermen's insane desire for conversion with their own vanity, competitiveness and physical insecurity to produce the perverse race that is WarZone.

The Cybermen are not even aware of what is happening on Semotus. The lost ship was carrying experimental Cyber-technology, designed to convert a subject without their outward appearance being altered. Once the first Semotan has achieved the ultimate Qualification, a transmitter implanted in them will begin broadcasting a signal to alert the Cybermen of their presence and location. At that point, Semotus is doomed.

PLANETARY DATA
SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Semotans (humans)
TECHNOLOGY LEVEL: 6



*St. Neots' Refuge was founded in 3016 for the education of young men to the service of empire and state. In the quiet shade of Diaz' World, each boy can develop that true sense of self-worth which will enable him to stand up for himself, and for a purpose greater than himself and, in doing so, to be of value to society; to be a man.*

– School Prospectus

In the 31st century, St Neots' Refuge attracts students from across the galaxy. Just boys of course, and only from the wealthiest families. There are no scholarship places here. The school believes in tradition, values, education and the betterment of self. It is devoted both to study and to excellence in a time honoured system that embeds arrogance and privilege at the expense of humanity.

St Neots' is tucked away in a communications blind spot caused by Diaz' World and offers itself as a refuge from the universe. There are no computers, phones or facemails here. The students are brought up in a safe haven beyond the relentless reach of galactic communications, social media and propaganda.

The school is an artificial environment, though modelled both in its appearance and its running on the English public schools of the mid-20th Century. Seasons, months and days here are created by computer simulation, and daylight and climate varies according to the repositioning of the satellite sky-mirror.

The Doctor knows that there are dark times coming to the galaxy, with dark deeds sanctioned and perpetuated by a handful of people. In the coming fifty years, every world leader including the Earth President himself will have studied at this single school. Everything that goes wrong leads back to St Neots'.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Here in the shadow of Diaz' World that protects it from the disruption caused by communications and data broadcasts, St Neots' has fallen under the influence of the Entitlement. The Entitlement is a gestalt entity, a sort of sentient dimension hidden in the silent places of the universe. It waits for any chance to claim things as its own, to snatch and possess and consume. The Entitlement is a creature, or rather a place, where nothing exists. No matter, no colour, no creative thought. Hence its need

to devour, to annex everything it sees, a need it honestly believes is its right. Hence "the Entitlement".

The Entitlement is dependent on human hosts to manifest in our universe, infecting them or possessing them directly. Those falling under the thrall of the Entitlement are sucked dry of all colour, becoming monochrome silhouettes roaring their controller's primal desire: "Mine! Mine!" The Entitlement itself manifests as a vortex, a maelstrom sucking anyone and anything through into its dimension. Every silhouette becomes a doorway, a bridge to its dimension, another gaping maw to devour matter and energy and colour.

The Entitlement's weakness is its need to be shielded from communications. Broadcast data in large volumes disrupts its hold on our universe, threatening to send it roaring back into its dimensional void and making it and its human thralls vulnerable to injury.

## THE ENTITLEMENT

<b>AWARENESS</b>	3	<b>PRESENCE</b>	5
<b>COORDINATION</b>	2	<b>RESOLVE</b>	5
<b>INGENUITY</b>	2	<b>STRENGTH</b>	8

**SKILLS**  
Fighting 2, Knowledge 4

**TRAITS**  
Alien  
Alien Appearance  
Environmental (Major)  
Immunity – Physical damage cannot harm the Entitlement  
Infection – Infected humans are transformed into humanoid versions of the Entitlement  
Networked (Major)  
Obsession (Major) – Consume everything  
Possess  
Special – Consume All: The Entitlement can use its Strength to drag anyone and anything into its void, killing them; against living creatures, it must make a contest of Strength + Fighting  
Teleport – Can move between its void and our dimension at will  
Uncreative (Major)  
Weakness (Major) – Broadcast communications of any form can loosen the Entitlement's hold on our dimension; concentrated data broadcasts directed at it inflict 4(2/4/6) damage per Round

**TECH LEVEL: 7**  
**STORY POINTS: 8**



**TARTARUS** (*Tartarus*)

In 63 BC, the Doctor and his companions found themselves mysteriously transported to an artificial environment along with Cicero (see A66) and his slave Marc (see A62). It was Cicero who speculatively identified this place as being Tartarus, the land of the tormented dead in Roman mythology. This was not too far from the truth as, although artificial, it had been created using the myths and legends of the ancient world.

This Tartarus comprises an island with cliffs, a valley with a forest between two hills, and a few taller mountains including a volcano. Although the volcano appears real, it actually looks nothing like any volcano on Earth but more like a cartoon or a child's drawing. Everything here is believable but heightened and exaggerated.

Creatures from Greek and Roman legends walk this land. The beach, on which can be found the wreck of the legendary Argo, is patrolled by an animated bronze giant. Named Talos in Greek mythology, this sentinel will attack anyone arriving here, crushing them to death. It is heavily armoured, but it has a weakness in its foot. This Talos is a disguised battle droid, and there is a maintenance panel in its heel. If it is opened and the mechanism within exposed, pulling the right wires will disable the giant. Of course, whoever attempts this must avoid being spotted by Talos, and it will then require a Difficulty 12 Ingenuity + Technology roll to identify the right components.

The dense forest of the island's interior is the home of the cynocephali. Although modern humans might mistake them for werewolves, they're mythological creatures with human bodies and dogs' heads. The cynocephali hunt any intruders down, pursuing them through the trees with bows and arrows, howling like wolves. These creatures are also robotic.

A flickering light near the top of one of the nearby hills may attract visitors' attentions. Sheltering in a cave here is a being claiming to be the Cumaean Sybil, an oracle mentioned in various myths. Like

Talos, the Sybil is also a robot, this one in the form of an ancient crone. She can impart useful information to those who seek her, telling them of the quest they need to follow in order to escape from Tartarus. They must locate three keys. The first key is to be found on an island in a river of fire, the second at the summit of the black steps, and the third and final key is in a labyrinth beneath the Tree of Life. The Sybil cannot be any clearer, else the game would not be worth playing!

## TARTARUS

<b>AWARENESS</b>	6	<b>PRESENCE</b>	3
<b>COORDINATION</b>	N/A	<b>RESOLVE</b>	4
<b>INGENUITY</b>	6	<b>STRENGTH</b>	N/A

**SKILLS**  
 Convince 2, Craft 6, Knowledge 5, Science 3, Technology 5, Transport 4

**TRAITS**  
 Alien Organs (Special) – The computer is integrated with the ship  
 By the Program  
 Environmental (Major)  
 Forcefield (Major)  
 Machine  
 Scan  
 Transmit

Robot  
 Teleport  
 Vortex

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

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

At the foot of the volcano is a vast plain of ragged rock cut through with a river of molten magma. The magma forks off in two directions forming the island in a river of fire, the location of the first key. Access to the island is by means of a series of rocks providing stepping stones across the magma. Getting across unscathed is a Difficulty 12 Coordination + Athletics roll, and the price of failure is a quick and fiery death.

The magma is also home to the pyraustas, mythological creatures resembling miniature dragons. Although tiny, they can fly and breathe fire, and will attack anyone attempting to cross, providing penalties to the roll for using the stepping stones. The pyraustas live in the fire and magma and cannot survive for long without extreme heat. Like Talos, they are robotic in nature.

Beyond the magma river is a charred forest haunted by lemures, the shades of the restless dead. They will appear to be different to each person, who sees them as somebody from their past that they have wronged in some way. Each character entering the charred forest must make a Difficulty 15 Presence + Resolve roll to avoid seeing the lemures (the GM may award a +2 or even +4 bonus to anyone who has led a particularly virtuous life). Those failing the roll must then overcome the lemures' Fear Factor to be able to continue. The holographic field that creates the lemures is generated by the charred trees, which are set out in a grid formation (Difficulty 15 Awareness + Ingenuity to spot this). Breaking a tree (Armour 4, Hit Capacity 4) will disperse the visions.

Once through the charred forest, a stone structure will be found, like a small tomb or a church altar. There are three handprints carved into the stone, each of a right hand. Three people must place a hand in a print for the mechanism within the structure to scan them. Only if one successfully makes a Difficulty 15 Presence + Convince roll will it open (again, the GM may award a +2 or even +4 bonus to anyone who has led a particularly virtuous life). Within is the first key that the Sybil spoke of. It is a crystal, but ice-cold to the touch. Throwing the key into the magma river will freeze it solid, killing the pyraustas and forming a flight of black stone steps, the path to the second key.

Anyone ascending the black steps will find themselves attacked by harpies, half birds of prey, half banshees. In mythology, they scavenge food from travellers. Here, they harry intruders, swooping down on them and defecating on them. Except that, being more machines, the defecation is actually excess lubricant, though particularly smelly as it's based on fish oil.

At the top of the steps is another stone structure which can be opened by the same method as the first. The second key is in the form of a wooden flute. It plays a note that's too high for human ears to hear, but which will drive the cynocephali away, allowing safe passage through the forest to get to the Tree of Life, location of the third tree.

The Tree of Life is enormous, in fact so big that visitors may not

initially be able to make sense of it and realise what it is. It is a tree that reaches up, seemingly touching the upper atmosphere of this environment. This entire world is under it. The labyrinth is accessed via a vast, cavernous opening in the tree's roots. Within is the sound of machinery, perhaps the most powerful machinery in this or any other galaxy. It is a geo-synthesizing hyperdimensional metasphere able to generate entire worlds, like holograms but tangible.

Those entering the cavern will come out on a platform overlooking the labyrinth below. It is clearly an alien ship with warp capability, larger than any warp ship the Doctor has ever seen. In the distance, the command centre can be made out. To get to it, intruders must memorise the incredibly complex labyrinth (a Difficulty 18 Awareness + Ingenuity roll), and the labyrinth has a minotaur to guard it, another robot.

Once the command centre is reached, the ship's computer introduces itself as Tartarus. This isn't its true name but one chosen for itself after it arrived here and began gathering information from human history and legends. Tartarus was sent from Zorth in the Fraxis Galaxy in the constellation of Zandribar. After centuries of war, its creators had grown cynical and corrupt.

**TALOS, THE BRONZE GIANT**

**Attributes:** Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 12  
**Skills:** Fighting 2  
**Traits:** Armour (10 points), Fear Factor 1, Robot, Size – Huge (Major), Slow (Minor), Weakness (Major: Maintenance Panel – see text)

**CYNOCEPHALUS**

**Attributes:** Awareness 4, Coordination 4, Ingenuity 2, Presence 3, Resolve 3, Strength 4  
**Skills:** Athletics 3, Fighting 2, Marksman 3, Subterfuge 1, Survival 3  
**Traits:** Climbing (Minor), Keen Senses (Minor: Smell & Hearing), Robot, Weakness (Minor: Driven away by ultrasonic noise)  
**Equipment:** Bow and Arrows – 1(1/3/4) damage

**THE CUMAERN SYBIL**

**Attributes:** Awareness 5, Coordination 5, Ingenuity 6, Presence 3, Resolve 4, Strength 7  
**Skills:** Convince 2, Knowledge 5  
**Traits:** Robot

The leadership needed new minds to join their gestalt, the Hive Leadership of Zorth. The computer has been sent to find such a mind, a leader with the spark of originality or individuality its creators are lacking.

Tartarus has been searching for such a leader for ten centuries, and all the tests it has set up in the artificial environment are designed to enable it to make that selection. But communication was lost with its creators seven hundred years ago. It does not know that the war ended long ago and that Zorth was destroyed. But unless it can be persuaded otherwise, the computer will not consider this to be important. Whoever is selected will still be processed to become part of the Hive, the ship harvesting their mind and placing it in stasis for the journey back to Zorth.

The engineers who built the computer and the ship it is part of crafted them to last a million years. The computer has waited aeons to find just one leader to take home to lead the Zorth to victory and it will not give up its purpose easily.

**PYRAUSTA**

**Attributes:** Awareness 3, Coordination 5, Ingenuity 1, Presence 1, Resolve 4, Strength 1  
**Skills:** Athletics 3, Fighting 1, Marksman 2  
**Traits:** Dependency (Major: Heat – Will quickly die away from fire and extreme heat), Flight (Major), Natural Weapon (Major), Robot, Size – Tiny (Major)

**LEMURES**

**Attributes:** Awareness 4, Coordination 3, Ingenuity 2, Presence 3, Resolve 4, Strength N/A  
**Skills:** Convince 4  
**Traits:** Fear Factor 3, Immaterial, Psychic, Shapeshift (Special)

**HARPY**

**Attributes:** Awareness 4, Coordination 4, Ingenuity 2, Presence 3, Resolve 4, Strength 5  
**Skills:** Athletics 4, Fighting 2, Marksman 3, Survival 3  
**Traits:** Fear Factor 1, Flight (Major), Natural Weapon (Minor: Talons – Strength +2 damage), Robot, Special – Poop (covers its target in a revolting, odorous mess)

**MINOTAUR**

**Attributes:** Awareness 3, Coordination 2, Ingenuity 1, Presence 1, Resolve 4, Strength 8  
**Skills:** Athletics 2, Fighting 4  
**Traits:** Fear Factor 1, Natural Weapon (Minor: Horns – Strength +2 damage), Robot, Tough, Trample (Strength damage to anyone it tramples over)



# GADGETS AND ARTEFACTS

## AQUA GALATIA *(A Requiem for the Doctor)*

In early 17th Century Italy, the infamous Giulia Tofana made her money by selling a deadly poison, Aqua Tofana. A century and a half later, a similar substance is dealing death in Vienna. Before her arrest, torture and execution, Giulia Tofana gave the secret of her potion to Giulia Brunner, who has rebranded it Aqua Galatia (after *St Paul's Epistle to the Galatians*, which contains the phrase "as ye sow, so shall ye reap").

In the second half of the 18th century, Giulia Brunner discreetly sells her potions to the women of Vienna. If their need is great enough, Frau Brunner dispenses Aqua Galatia. It is a clear liquid which, if analysed, can be found to contain water, a little sugar, some muscle relaxant, a hint of lead (most likely from the water pipes) and the tiniest trace of something alien. Well, not quite alien, but "other".

Frau Brunner's instructions to her clients are to administer the Aqua Galatia in the husband's food. It won't matter if the wife also takes it. But if she does, she will need to avoid contact with anyone who hates her for the next day or two. Once the food is eaten, the wife should stay away from her husband – but not too far away, just a room or two – and then just think of the cruelty that the husband has subjected her to and what she wishes would happen to him. The husband will shortly die in the most excruciating agony, and there is nothing the authorities can do.

The men who have been poisoned with Aqua Galatia have been eaten alive from the inside. But the flesh seems to be melted rather than bitten, as if by acid. The "other" particles within Aqua Galatia hatch in the stomach of the victim into something resembling slugs which crawl around inside the body leaving an acidic trail that dissolves it from within. The slug-things are not even properly alive as such and will quickly melt, leaving just an insignificant residue of acidic slime.

The particles are a form of psychic catalyst that is controlled by emotions, and Aqua Galatia works both ways. Negative emotions such as hatred will kill whoever has taken it, while positive emotions such as love will heal. Frau Brunner is now one hundred and seventy years old. She has taken regular doses of the potion and has been kept alive by the gratitude of the women she has helped free from abusive marriages. Quite where Giulia Tofana obtained the particles from originally remains a mystery.



### SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The particles in Aqua Galatia not only feed on emotions, they can inhabit and live in them. In Vienna in 1791, as Mozart lay on his deathbed completing his *Requiem in D Minor*, his last great work, the particles infected the music itself. As a result, several members of the orchestra that rehearsed the piece for its premiere performance fell ill, and on the night itself, the music transformed part way through, becoming an agonising cacophony that threatened to kill the entire audience.

Although the Doctor managed to stop this, he then had to remove all copies of the infected part of the music score. So history remembers that Mozart left his *Requiem* unfinished.

#### AQUA GALATIA [Special Gadget]

**Traits:** Immortal (Major), Healing (Special: Each dose heals 8 points of damage to whoever takes it), Poison (Special: Each dose delivers Lethal damage to whoever takes it and ignores any Armour or similar damage reduction), Restriction – Immortal and Healing are dependent on positive emotions being directed towards the subject, while Poison is dependent on negative emotions (conflicting emotions will require a contest of Presence + Convince between those feeling them, with either Healing or Poison then delivering 8(4/8/16) points, depending on the result)

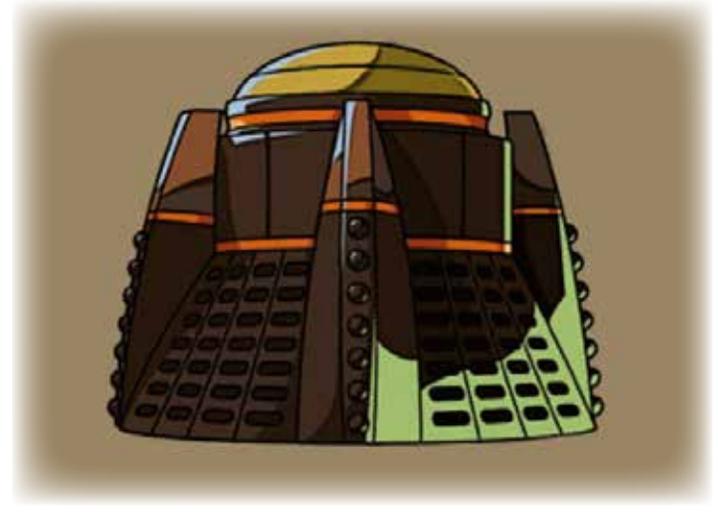
**Cost:** 8 points

## DALEK TEMPORAL BOMB

*(Shadow of the Daleks: Effect and Cause)*

During the Last Great Time War which still lies in the Doctor's future, the Daleks created many experimental weapons in their attempts to destroy Gallifrey. Among them is a temporal bomb which could break time and wipe the Time Lords from history. It is designed to eradicate the past, present and future of the Time Lords at the same time, wiping them out back and forth through history. If activated on Gallifrey, the Doctor would die, and all his ancestors and all his descendants. Every single Gallifreyan who has ever lived, gone like ashes in the wind.

built into a Dalek time-ship, massive on the outside but a lot smaller on the inside as much of the space is taken up by the time engines needed for the bomb itself. The ship has a four-Dalek crew.



### DALEK TIME-SHIP/TEMPORAL BOMB

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

**Traits:** Forcefield (Major), Hungry (Minor), Smaller on the Inside, Scan, Time Eater (Special; Area Effect x8), Transmit, Travel, Vortex

**Story Points:** 24

## THE TRAIL OF THE DALEKS

Fortunately, the Dalek ship was unable to detonate on Gallifrey after it collided with the Doctor's TARDIS. It broke time, just not in the way intended. The collision smashed up the usual laws of cause and effect, which is the reason the TARDIS only crashed into it after being scattered throughout time and space, setting a whole train of events in motion – effect before cause.

While the Dalek ship crashed on an alternative, lifeless version of Gallifrey, time glitching around it, the TARDIS was flung into a series of bubble universes populated by the same three or sometimes four people. Well, people with the same faces but different names, memories and personalities, and with the Daleks threatening to break through whenever time glitches again.

For the Doctor's journey while following the Daleks' temporal trail back to Gallifrey, see the following entries:

- A67 – Douglas Jardine
- L112 – Flight B219 to Keppel Major
- L101 – The Bookshop
- L122 – New Florence
- L113 – Folly Satellite Station
- L111 – Fernbridge House
- L106 – Castle Hydra

### **SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

Finally arriving on the alternative Gallifrey and encountering a group of Kaleds with familiar faces, the Doctor realised why he kept meeting the same – or very similar – people. They are alternative versions of each other from different timestreams and possibilities, and they are all alternative versions of the four Daleks who piloted the bomb to Gallifrey. Whether Daleks, Kaleds or humans, they are all facets of each other, what the Daleks could have been, from universes where history has taken a far different course.

A set-up such as this is ideal for allowing a GM to run a mini-campaign of short, connected adventures that provides a mystery to solve while building up to a season finale.

**MEMORY STORE** *(The Bridge Master)*

A memory store is a device for preserving personal knowledge and storing it for posterity. It takes a copy of a person’s memories and can play them back as a hologram of them relating them on command. Memory stores are quite heavy on power usage though.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The Doctor found a memory store being misused in England in the early 14th Century, during the reign of Edward II. A master builder named Clement had somehow acquired one and worked out the basics of how to use it. With it, he built a reputation for constructing bridges to protect towns and villages from bandits and other threats.

Before the last stone of each bridge is put in place, Clement attaches the memory store in a concealed place and arms it. The next person to step on the bridge is the sacrifice that Clement demands as part of the payment for his services. The memory store takes a copy of the sacrifice’s memories, and from that point on, it begins to drain them of their life energy. This process usually takes about a week, at the end of which the sacrifice dies and the memory store has been fully charged.

From that point on, the bridge is protected, even after Clement has surreptitiously removed the device. Anyone with evil intent who attempts to cross the bridge will be confronted by a gigantic phantom of the sacrificial victim, which commands in unholy shrieks that the intruder leave this place and never return. To the superstitious minds of this era, this is more than enough to send any ne’er-do-well running for their life! Braver and less credulous souls can question the apparition, and it will answer to the best of its ability. But its responses will be limited to the factual

information it can draw from the memories it is programmed with.

Clement has no idea about the technology he commands and is just in it for the money. He has built up a reputation as the Bridge Master and can charge an exorbitant fee for his services. He cares not one jot for the lives of the sacrifices needed to power the memory store each time he completes another bridge.



**MEMORY STORE [Major Gadget]**

**Traits:** Data Storage, Hungry (Major)\*, Psychic, Transmit  
**Cost:** 2 points

\*Charging the memory store for upload of data and priming it ready for use requires a sufficiently large source of energy. Clement’s human sacrifices will be drained of 1 Attribute point every 10 hours once they have been bonded with the device. These points are not recoverable while the memory store is still drawing power.

**SALOME SERUM** *(Expiry Dating)*

Once a year starting from 2160, River Song takes afternoon tea at Maxim’s in Paris. She is hoping that the Doctor will accept her invitation to join her. But not for any romantic or social reasons. She needs the Doctor to steal the Scroll of the End of Days from the Apocalypse Vault of the Quantum Vatican. A Doctor who already knows her and would be willing to go along with her plans would be ideal. But she’s not fussy. After all, she has spiked the orange pekoe with Salome Serum, while she herself only drinks “something bubbly and very expensive”.

When the boyishly naïve Fifth Doctor accepted her invitation in 2161, he drank the spiked tea and became infatuated with River. Salome Serum is only supposed to make a person susceptible to suggestion, but River suspects she was rather too generous with it. Not only did the Doctor steal the Scroll of the End of Days for

River, he left her messages for weeks afterwards, usually via the space-time telegraph, inviting her to the Eye of Orion or just wanting to see her again. It was all highly embarrassing! In the end, Tegan pinned the Doctor against the TARDIS wall and told him to get a grip and stop talking about River Song.

Fortunately, the effects of the Serum wore off shortly after and the Doctor forgot all about her.

**SALOME SERUM [Minor Gadget]**

**Traits:** Hypnosis (Minor)  
**Cost:** 1 point

# OMITTED BUT NOT FORGOTTEN

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



CHAPTER 6: EXPANDING THE UNIVERSE

## KARUNA



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

Acolyte of the Kinda tribe's blind wise woman Panna. She possessed empathic abilities allowing her to read others' emotions. Though she received Panna's spirit and role after the old woman's death, this is Karuna before that moment. (Kinda)

### SKILLS

Convince 2, Knowledge 2, Subterfuge 2, Survival 2

### TRAITS

- Brave
- Devotion – to Panna
- Empathic (Major) – At the Major level, this Trait can be used to telepathically sense the emotional state of others
- Inexperienced
- Psychic
- Psychic Training

TECH LEVEL: 1

STORY POINTS: 15

## LADY CRANLEIGH



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

In 1925, Madge Cranleigh is the mother of Charles and George Cranleigh, and given she is obsessed with appearances, more than willing to let the Doctor take the blame for George's murders in order to protect her son. Throws some nice parties, though. (Black Orchid)

### SKILLS

Convince 2, Craft 3, Knowledge 1, Subterfuge 3

### TRAITS

- Charming
- Code of Conduct (Minor) – Aristocratic English society
- Devotion – to her sons
- Epicurean Tastes
- Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6



CHANCELLOR THALIA



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

An expert in the field of biodata, anti-matter and interdimensional physics, Thalia became High Chancellor of Gallifrey at the time when Borusa was President, and helped deal with Omega's return. She was killed by mad Borusa in the newly reactivated Death Zone and succeeded by Flavia. (Arc of Infinity, A Brief History of Time Lords)

**SKILLS**

Convince 3, Knowledge 4, Marksman 1, Science 5, Technology 4

**TRAITS**

- By the Book
- Code of Conduct (Major) – Laws of Time
- Feel the Turn of the Universe
- Friends (Major) – High Council
- High Office (Special)
- Time Lord
- Time Lord (Experienced)
- Voice of Authority
- Vortex

**TECH LEVEL: 10**

**STORY POINTS: 8**

THE CASTELLAN



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

Castellan Jerricho held that position while Borusa was President and Thalia High Chancellor, and was thus in charge of matters relating to Gallifrey's security during that time. A paranoid sort, he became convinced the Doctor and Borusa were conspiring to help Omega return and missed Hedin's treachery. During the Death Zone crisis, he was framed by the mad Borusa and famously mind probed. (Arc of Infinity, The Five Doctors)

**SKILLS**

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

**TRAITS**

- Feel the Turn of the Universe
- Friends (Major) – High Council
- High Office (Special)
- Impulsive
- Time Lord
- Time Lord (Experienced)
- Voice of Authority
- Vortex

**EQUIPMENT**

Staser S/S/S or L(6/L/L) damage

**TECH LEVEL: 10**

**STORY POINTS: 4**

**AMBRIL**



<b>AWARENESS</b>	2	<b>PRESENCE</b>	2
<b>COORDINATION</b>	2	<b>RESOLVE</b>	2
<b>INGENUITY</b>	2	<b>STRENGTH</b>	2

*Obtuse Manussan historian who replaced Dojjen as the Director of Historical Research. He believed the Mara had been destroyed and would not hear differently. His interpretation of myth and history left a lot to be desired, and he was consequently easy to manipulate into doing the Mara's will. (Snakedance)*

**SKILLS**

Convince 1, Knowledge 3 (AoE: Manussan history and myth)

**TRAITS**

Argumentative  
 By the Book – Literal-minded  
 Eccentric (Minor) – Enthusiastic about things he actually doesn't understand  
 Satiable Curiosity (we're kidding)

**EQUIPMENT**

Ambril has access to a variety of artefacts from Manussan history, including those related to Mara worship

**TECH LEVEL:** 7

**STORY POINTS:** 3

**ISABELLA FITZWILLIAM**



<b>AWARENESS</b>	2	<b>PRESENCE</b>	3
<b>COORDINATION</b>	2	<b>RESOLVE</b>	4
<b>INGENUITY</b>	3	<b>STRENGTH</b>	2

*Wife of Sir Ranulf Fitzwilliam and mother of Hugh Fitzwilliam. In March 1215, she was imprisoned in the dungeon by the Master, in the guise of Sir "Gilles Estram", to ensure her husband's obedience to King John. (The King's Demons)*

**SKILLS**

Convince 2, Craft 2, Knowledge 2

**TRAITS**

Brave  
 Charming  
 By the Book – Like her husband, the Lady Fitzwilliam sticks to protocol even when the King is acting strangely  
 Devotion – to her husband and son  
 Eccentric (Minor) – More than a simple matter of being a woman in the Middle Ages, the Lady Fitzwilliam is very quiet, letting her husband do most of the talking, and communicating largely through looks

**TECH LEVEL:** 2

**STORY POINTS:** 4

JANE HAMPDEN



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

A school teacher in Little Hodcombe and a friend of Ben Wolsley's. In 1984, she opposed Sir George Hutchinson's war games on the grounds that they were becoming increasingly dangerous and people were getting hurt. She helped the Fifth Doctor defeat the Malus, and apparently accompanied him and Will Chandler on the latter's quest to return to his home time. (The Awakening)

**SKILLS**

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

**TRAITS**

Brave  
 Charming  
 Friends (Minor) – Jane knows everyone in Little Hodcombe  
 Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 6

PROFESSOR HOWARD FOSTER



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

Peri Brown's stepfather married his fellow archaeologist Janine Brown after the death of her first husband. Whilst off the coast of Lanzarote on 9 May 1984, he found an artefact from the planet Trion and vaguely crossed paths with the Fifth Doctor and his companion Vislor Turlough. After Peri left with the Doctor, Howard had the police on the lookout for her, thinking she had just gone on the run. Peri would later find out her mother blamed him for her disappearance, and ultimately divorced him. (Planet of Fire)

**SKILLS**

Athletics 3, Convince 2, Knowledge 3 (AoE: Archaeology), Science 2, Survival 2, Transport 2

**TRAITS**

Attractive  
 Brave  
 Single-Minded

TECH LEVEL: 5

STORY POINTS: 6



# OFF-OFF CANON: THE MUPPETS TAKE THE O2

## PIGS IN SPACE *(Mirthshock)*

There is a parallel Earth out there where humans and Muppets co-habitate. The latter are plushy life-forms whose outward appearance may be a facsimile of a human being, or often that of an animal or strange alien. In no way does this predicate a Muppet's intelligence or capacity for language and skill-learning. No one really knows how they evolved or how they gained sentience and autonomy, or even when exactly. But in the late 20th Century, people just take them at face value as they go about their business as productive members of society.

Skip 400 years to the 24th Century, and Muppets have gone into space. Whether ships are crewed homogeneously by one type of Muppet "species" across the entire fleet or not is a mystery, but its most famous ship is the *Swinetrek*, a porcine-looking craft with an all (Muppet) pig crew complement.

The *Swinetrek* is captained by the flappable Link Hogthrob, a self-important, vain swine who failed upward and isn't really very competent, but makes up for it with machismo and bravado. He wears a toupee and a form-slimming girdle, affectations that make him easy to humiliate, and when pushed to the limit, will start crying for his mommy and sucking his thumb. And yet, he still finds it acceptable to patronize his first officer because she is a woman.

The flirtatious First Mate Piggy is by far the most competent member of the crew. In fact, she is the only one who was extensively trained for the mission. Unfortunately, the captain never listens to her on account of her gender. This makes her a rather frustrated member of the bridge crew, prone to jealousy and rage, sometimes to the point of violence. Beware her trademark karate chop! But look, she's worked too hard and gotten too far to be asked to do laundry.

The final member of the *Swinetrek's* bridge crew is the describable Dr Julius Strangepork, an elderly pig who serves as resident scientist aboard ship. This German-accented sesquipedalian performs routine repair work, offers diagnostics on planets or approaching spacecraft, and is the only member of the crew who understands how the ship works. He is also an inventor of questionably useful devices such as the Dissolvatron and invisibility pills.

**THE SWINETREK**  
**Armour:** 3      **Hit Capacity:** 20      **Speed:** 30\*

**Traits:** Scan, Travel  
**Weapons:** Zap Cannon – 10(5/10/15) damage  
**Story Points:** 4

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

**CAPTAIN LINK HOGTHROB**



<b>AWARENESS</b>	1	<b>PRESENCE</b>	3
<b>COORDINATION</b>	2	<b>RESOLVE</b>	2
<b>INGENUITY</b>	1	<b>STRENGTH</b>	3

**SKILLS**  
 Convince 3, Craft 3, Fighting 1, Technology 1, Transport 1

**TRAITS**  
 Alien Appearance (Major)  
 Argumentative  
 Arrogant  
 Cowardly  
 Eccentric (Major) – Vain and impossibly sexist  
 Military Rank (Major) – Captain of the *Swinetrek*  
 Screamer!  
 Technically Inept

**TECH LEVEL:** 7

**STORY POINTS:** 4



FIRST MATE PIGGY



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

SKILLS

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

TRAITS

- Alien Appearance (Major)
- Argumentative
- Attractive
- Brave
- Charming
- Eccentric (Minor) – Develops immediate crushes on handsome male guest stars
- Military Rank (Major) – First officer of the *Swinetrek*

TECH LEVEL: 7

STORY POINTS: 8

The *Swinetrek* carries a complement of 25 pigs in total. It has weapons with which to zap enemy craft, and can land on planets. Its adventures are usually ridiculous, but there's no way to compare them to its mission statement, as it has never been revealed (nor has whose fleet it belongs to). Perhaps it abandoned its mission early on, when it was lost in deepest space. In its travels, the bridge crew of the *Swinetrek* once encountered the Fifth Doctor (or was it the Tenth?) during which events, Link was turned into a Time Lord and immediately started regenerating into Muppets that dressed like each of the Doctor's own regenerations up through the Thirteenth. On another adventure, they met Luke Skywalker, so anything can and does happen to the *Piiiiigs...iiiiin...spaaaaaaace!*

DR JULIUS STRANGEPORK



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

SKILLS

Convince 2, Craft 2, Knowledge 2, Marksman 1, Medicine 2, Science 4, Technology 4, Transport 3 (AoE: *Swinetrek*)

TRAITS

- Alien Appearance (Major)
- Boffin
- Eccentric (Minor)
- Sesquipedalian
- Technically Adept

EQUIPMENT

Dr Strangepork never uses the same invention twice, and can come up with almost anything, but the first time any of his Gadgets are used, the GameMaster must judge if they are put to good use by the players. If they are, the Gadget malfunctions and causes a complication instead. If they aren't, the Gadgets' effects are as planned.

TECH LEVEL: 7

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.*

### Kingdom of Lies [V143, L104]

On the planet Cicero Prime, the kingdom of Cardenas is divided, with the whole population forced to swear allegiance to either the effete Duke or the fiery, hard-edged Duchess. This is a situation both parties have grown tired of. What use is half a kingdom when, thanks to a carefully engineered murder, you could have it all? Surely, neither of them would be rash enough to summon the deadly off-world assassin the Scorpion to help with their problem? And surely, this terrifying figure wouldn't be one of your TARDISEers...?

### Ghost Walk [A69, V142]

This is a city of ghosts and no one knows them better than Leanne. Twice a night she leads tourists to visit the most haunted sites – the Hanging Yard, the Witch Pool, the Screaming House, and, of course, the Catacombs. Leanne's realised the ghosts of the city are real. Something's lurking in the Catacombs – an ancient force that has been growing in the darkness for centuries. Sabaoth is returning and they must be stopped before they devour the world. Leanne knows this, because a ghost told her. And that ghost is your Time Lord.

### Serpent in the Silver Mask [V137, L99]

You are cordially invited to Argentia, the galaxy's most exclusive tax haven, to attend the funeral of mining magnate Carlo Mazzini. The memorial service will be followed by music, light refreshments, and murder! Carlo's heirs have come to say their final goodbyes (and find out how much they've inherited) but when a masked killer begins picking them off one by one, Argentia goes into lock-down, closed off behind its own temporal displacement field. Can your Player Characters apprehend the murderer before Argentia – and everyone on board – is forever cut off from the rest of the Universe?

### The Lady in the Lake [A61, V134]

On Terminus Prime, clients choose their own means of demise. Something exciting, meaningful, or heroic to

end it all. But when your PCs discover that there are repeat customers, they know something more is going on and begin to uncover a cult with worrying abilities. Its members can apparently cheat death, and that's not all...

### My Dinner With Andrew [A61, A63]

Welcome, Mesdames et Messieurs, to The Bumptious Gastropod. The most exclusive, most discreet dining experience outside the universe. For the restaurant exists beyond spacetime itself, and the usual rules of causality do not apply. Anything could happen.

### Tartarus [A62, A66, L127]

63 BC. Following the overthrow of Catiline, Cicero and his wife retire to the coastal town of Cumae, safe from the threats of Rome. But when your TARDISEers arrive at Cicero's villa, new dangers lie in wait and Cicero finds himself plunged into a realm of gods and monsters. His only hope of returning home lies with a your PCs. But can Cicero trust them?

### Interstitial [A62, L108]

When the TARDIS is drawn off-course by temporal disruption, your characters discover a research facility conducting dangerous experiments. But how do you fight the future when time itself is being used as a weapon?

### Feast of Fear [A62, V128]

At the height of the Irish famine, a carnival travels the country bringing cheer to all they encounter. But it also brings something else along with them...and it already has your Time Lord.

### Warzone [A62, L125]

At Warzone, competitors gather from across the galaxy to test the limits of their endurance and achieve their personal best. So, when the TARDIS materialises in the middle of a racetrack, your Player Characters must literally run for their lives.

### Conversion [A62, L118]

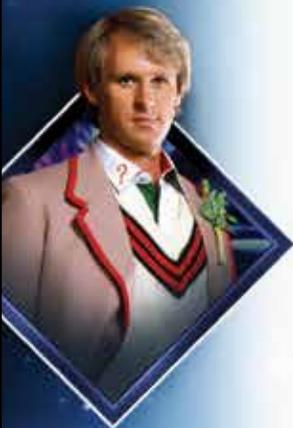
On the fringes of the galaxy, techno-pirates and research medics fight for the secrets of advanced extra-terrestrial technology. For your PCs, however, a more personal battle awaits as they confront the Cybermen.

### Time Apart: Ghost Station [A70]

Deep beneath the streets of East Berlin, Peter Meier patrols the border in an old underground station. But when the TARDIS materialises nearby, Peter realises he is far from alone.

### Time Apart: The Bridge Master [G17]

When your shadow is sacrificed by villagers, you might brush it off as medieval superstition – until you begin to grow weak. Can you uncover the truth behind the



bridge master's curse before it's too late?

**Time Apart: What Lurks Down Under** [V146]

On the waves of the Indian Ocean, all the prisoners aboard the Lady Juliana have fallen into a trance... except a single girl. Mary Wade desperately needs help — and only you will help her.

**Time Apart: The Dancing Plague** [L107]

Arriving in Strasbourg at the height of the Dancing Plague, your TARDISers find themselves thrust into a world of paranoia. Can they bring peace to a city at odds with its own people?

**Thin Time** [V126]

Hallowe'en, 1892. Celebrated novelist Charles Crookshap claims to have been receiving time communiqués, promising secrets that could change the world forever. But when the TARDIS interrupts the household's evening, your crew realises they aren't the only alien interlopers in London.

**Madquake** [A62, L102]

On the planet Callanna, your TARDISers take advantage of its therapeutic atmosphere to come to terms with recent events; but others seek to take advantage too. The Slitheen are on their way — and they're ready to sell this world to the highest bidder!

**Devil in the Mist** [V140, L124]

The TARDIS materialises aboard a prison ship. A ship with just one prisoner: Nustanu, last warlord of the Zamglitti — monstrous, mind-bending mimics able to turn themselves into mist. A ship that's in trouble, and about to make a crash-landing... On a planet of mists.

**Black Thursday** [L117]

1902. Deep beneath the Welsh village of Abertysswg, men have worked the black seam for years. Until the day of the disaster. The day that a box from the future materialised inside the mine.... and things would never be the same again.

**Power Game** [V144]

Welcome to the Incredible Power Game, in which three brave Earthlings enter the Void Pit in search of strange gems to help return the alien Hostess to her home dimension. Today's contestants include Graham, Sadia... and one of your Player Characters!

**The Kamelion Empire** [V130, V133, L119]

Once upon a time, a people of great artistry and great knowledge ruled the planet Mekalion: the Kamille. For a thousand years, they prospered peacefully. Then came disaster, when their sun set forever. Facing extinction, the Kamille made the Locus, a device to sustain their minds; and fashioned shape-changing machines, to act out their wishes on the physical plane... Servants they called the Kamelion.

**The Helliix Rift** [V132, L121]

Daniel Hopkins thought he knew what he was letting himself in for when he joined the top-secret UNIT organisation as its

latest Medical Officer. Racing about the countryside, chasing strange lights in the sky? Check. Defending the realm against extraterrestrial incursion? Check. Frequent ear-bashings from UNIT's UK CO, the famously no-nonsense Lt-Col Lewis Price? Check. Close encounters of the First, Second and even Third kind? Check, check, check. But he had no idea what alien beings were really like. Until the day of the Fallen Kestrel. Until the day he met your TARDIS crew.

**Shadow of the Daleks** [A67, L101, L106, L111, L112, L113, L122, G16]

Something is very wrong. Your characters are lost in the Time War, heading for an encounter with an old and deadly enemy... the Daleks! This eight-part mini-campaign begins with an encounter with a notorious cricketing legend, marred by the unexpected appearance of an old enemy that sends them on a quest... and ends with a crash in the vortex that leads them to the source of all their troubles.



**Time in Office** [A64, A65, V125, V141]

Your Time Lord's adventures in time and space are over. They have been recalled to Gallifrey — but what they face on their home planet is worse than any trial. Following the disappearance of President Borusa, the High Council has condemned them to the highest office — and they can't evade their responsibilities a nanosecond longer... So all hail the Lord High President! Rassilon save them. In times like these, there's really no escape.

**The Garden of Storms/The Moonrakers/The People Made of Smoke** [A1, V124, V127, V145, L114, L116]

In this mini-campaign, your TRADIS crew must track down and destroy two god-like beings whose extraordinary powers now threaten all of space and time. Their names are Abby and Zara... In part one, they have to pilot the TARDIS to the eye of a violent storm in time, but find themselves in an idyllic garden city, the people contented and happy. They soon discover that this bliss comes at a terrible cost, and that Abby and Zara are determined

to put things right... so how can they be stopped? In part two, your PCs discover life is hard for the early pioneers building the first settlements on the Moon. The laws of Earth don't apply here, and there are tussles over limited resources vital to survival. Arriving on the Moon, they find that an aggressive alien species lies in wait. Yet there's something very strange about these particular Sontarans: they refuse to fight. And in part three, Abby and Zara strive to use their powers for good, but it's clear they are damaging reality – and allowing monstrous creatures to bleed through from beyond. Your TARDIseers know they can only save the universe by destroying these two friendly entities. But just how much might they be willing to sacrifice if there's a chance to save them?

## NEW TRAIT INDEX

*To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook. The official Fifth Doctor Sourcebook and the main Fifth Doctor Expanded Universe Sourcebook have more.*

### NEW CHARACTER TRAITS

Consume All	L126
Defensive Spines	L120
Dimensional Entity	A70
Emotional Vampire	V128
Empathic (Major)	X14
Energy Drain	V142
Energy Vampire	V149
Extradimensional Entity	V126
Gaseous Form	V145
Interior Control	V149
PAB Operative	V141
Petrification	V136
Poop	L129

### NEW GADGET TRAITS

Modular Vehicle	L116
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*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 57 years of storytelling.*

## WORDS

Michel M. Albert: General editing, Introduction, Timeline, Voorvolika, Eternity California, Oxaqua, Omitted But Not Forgotten, Pigs in Space, Chapter 7: Adventure Seeds, Appendix, additional material.

Peter Gilham: Alayna, Brooke, Marc, Andrew Edwardson, Castellan Lowri, Chancellor Vorena, Cicero, Douglas Jardine, Konis, Leanne, Peter Meier, Sir Keeyoht of La Koura, The Arimcei, Charles Crookshap, Commander Stent, The Corri, The Cult of Rassilon the Vampire, Grolls, H-One, H-Two & O, Helliax, The Kamille, Lake, The Mara-Medusa, The Mazzini Family, Nemertines, Nustanu, The Policy Adjustment Bureau, Sabaoth, The Scorpion, The Sionem, Smoke Creatures, The Teuthis, Thana, Vodyani, Argentia, The Bookshop, Callanna, Calletto, Cardenas, Castle Hydra, The Dancing Plague of Strasbourg 1518, Earth Central Space Station Proxima, Fernbridge House, Flight B219 to Keppel Major, Folly Satellite Station, The Garden of Storms, Ixos-4, The Lunar Colonies, MacLaren Colliery No.1 Pit Explosion 1902, Medimill-77, Mekalion, Mistpuddle, The Morden Clinic, New Florence, Reestana, Semotus, St Neots' Refuge, Tartarus, Aqua Galatia, Dalek Temporal Bomb, Memory Store, Salome Serum

## ART (contributions)

Michel M. Albert: Cover, compositing, layout, Castellan Lowri, Chancellor Vorena, Konis, Sir Keeyoht of La Koura, The Mara-Medusa, The Policy Adjustment Bureau, Earth Central Space Station Proxima.

## ART (images used under terms of fair use)

Ryan Alpin: Vodyani.

Benedick Bana: The Scorpion.

Lee Binding: The Morden Clinic.

Will Brooks: Nustanu, The Sionem.

Si Hao: Medimill-77.

Simon Holub: Timeline, Marc, Cicero, Sabaoth, Argentia, Cardenas, Flight B219 to Keppel Major, Semotus, Tartarus (minotaur)

JFSculpts: Eternity California.

MezouarZTDM: Helliax.

Vaughn Mir: Castle Hydra.

Tom Newsom: Commander Stent, Smoke Creatures.

Beatrix Potter: Mistpuddle.

Joe Panzer: Mekalion.

Mark Plastow: Calletto.

John Ridgway: The Cult of Rassilon the Vampire.

Adrian Salmon: Argentia (Golgo).

Tasipher: The Corri.

Danie West: Dalek Temporal Bomb.

Tom Webster: Brooke, Andrew Edwardson, Charles Crookshap, The Teuthis, Memory Store.

## THE ORIGINAL STORIES BY...

### AUDIOS

Time in Office by Eddie Robson

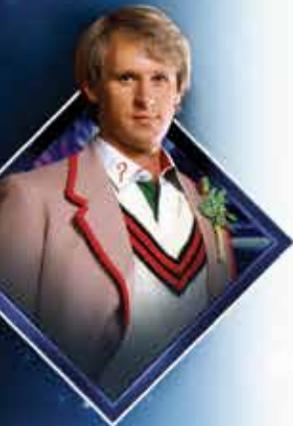
Kingdom of Lies by Robert Khan and Tom Salinsky

Ghost Walk by James Goss

Serpent in the Silver Mask by David Llewellyn

The Helliax Rift by Scott Handcock

Devil in the Mist by Cavan Scott



CREDITS



Black Thursday by Jamie Anderson  
 Power Game by Eddie Robson  
 The Kamelion Empire by Jonathan Morris  
 Tartarus by David Llewellyn  
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 Shadow of the Daleks 1 by James Kettle, Jonathan Morris, Simon Guerrier, and Dan Starkey  
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 Empire of the Racnoss by Scott Handcock  
 The Lady in the Lake by Nev Fountain  
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 My Dinner With Andrew by Jacqueline Rayner  
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 Relative Time by Matt Fitton  
 Nightmare Country by Steve Gallagher  
 Expiry Dating by James Goss  
 The Garden of Storms/The Moonraker/The People Made of Smoke by Simon Guerrier  
 The Ingenious Gentleman Adric of Alzarius by Julian Richards  
 Trap for Fools by Stephen Fewell  
 The Mistpuddle Murders by Simon A. Forward  
 The Meaning of Red by Rod Brown

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 Mark of the Medusa by Mike Tucker, published in Tales of Terror  
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Mirthshock, from The Muppets Take the O2, by Jim Lewis, Andrew Williams, Kirk Thatcher, Matthew Barnette

## REFERENCE WORKS

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

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Ahistory, An Unauthorised History of the Doctor Who Universe by Lance Parkin (Mad Norwegian Press)  
 Ahistory [2012-13 Update] by Lance Parkin (Mad Norwegian Press, Kindle edition only)  
 Big Finish Companion Volume 1 by Richard Dinnick (Big Finish)  
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