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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



7TH DOCTOR
1987 - 1996

EXPANDED UNIVERSE SOURCEBOOK VOL.1

The Seventh Doctor Expanded Universe Sourcebook Vol.1
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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



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WELCOME TO THE EXPANDED UNIVERSE

Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 57 years later, we've seen 26 seasons of the original series, more than ten of the new series, and more than thirteen Doctors.

That's if you were only watching television.

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

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

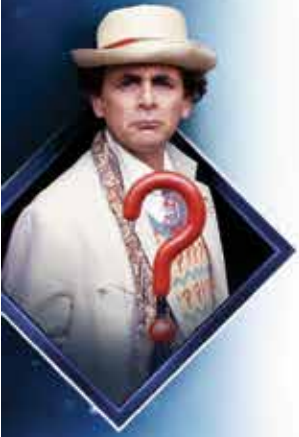
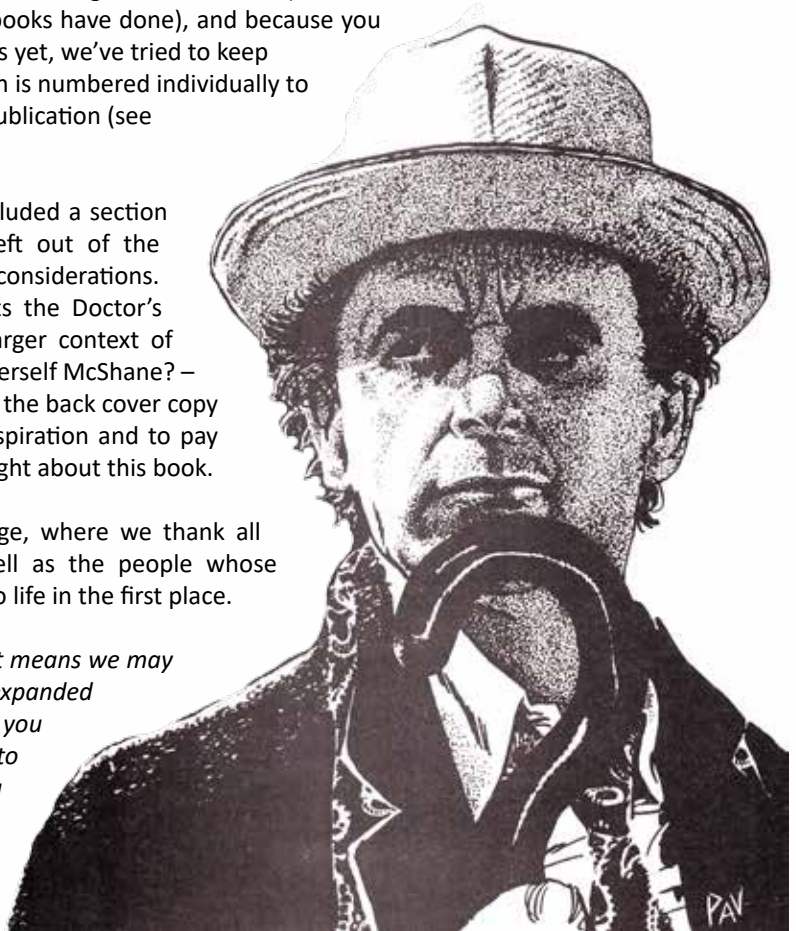
In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artefacts to discover, all from books, audios and comics based on the Seventh Doctor's adventures. Now, the Seventh Doctor was a very busy Time Lord, and putting all of his extracanon adventures in the same book would be a difficult endeavour. So we've divided them across two volumes. Before you is volume 1, which covers all his adventures before being joined by famous archaeologist Bernice Summerfield. Volume 2 will cover his stories from Bennie onward.

To make this book as useful as possible, we've divided it by category (Companions and Allies, Monsters and Villains, Locations in Time and Space, and Gadgets and Artefacts) rather than by story (as Cubicle 7's Doctor sourcebooks have done), and because you might not have discovered these stories yet, we've tried to keep the spoilers to a minimum. Each section is numbered individually to help us add content even after initial publication (see Note, below).

But wait, there's more. We've also included a section on canonical characters that were left out of the official sourcebook because of space considerations. Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show – when did Ace start calling herself McShane? – and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

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

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



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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.

Time and the Rani: The Sixth Doctor regenerates into the Seventh, just in time for the Rani to pose as Mel to confound him on the planet Lakertya.

Unregenerate!: The Doctor suffers from post-regeneration madness.

Paradise Towers: The Doctor and Mel visit a futuristic apartment complex in the throes of a civil war.

We Are the Daleks: The Daleks try to take over the 1980s with economic power.

The Warehouse: The TARDIS lands in a mysterious warehouse run by a damaged computer.

Terror of the Sontarans: The Doctor and Mel fight the Bloom, which frightens even the Sontarans.

Maker of Demons: Mel and the Doctor are the toast of the planet Prosper.

Flip-Flop: The TARDIS lands on Puxatornee on Christmas 3060 and 3090 where time is out of joint.

Delta and the Bannermen: The Doctor and Mel help an alien queen at a holiday resort in Wales.

Driftwood: The Doctor and Mel investigate murder at a research centre developing methods of communicating with dolphins.

Red: The TARDISseers become a threat to the Needle's Whitenoise system when a violence-spreading virus takes hold of the community.

Bang-Bang-a-Boom!: The Doctor and Mel attend the Intergalactic Song Contest on Dark Space 8.

The Fires of Vulcan: The TARDIS lands in Pompeii the day before Vesuvius' eruption.

Dragonfire: On Iceworld, Mel leaves the TARDIS, but the Doctor picks up a new companion – Ace!

Remembrance of the Daleks: The Doctor uses the Hand of Omega to defeat the Daleks in 1963.

The Happiness Patrol: The TARDIS visits a colony where unhappiness has been outlawed.

Silver Nemesis: The Doctor and Ace deal with a mysterious comet that heralds the arrival of the Cybermen.

The Greatest Show in the Galaxy: The Doctor and Ace free the Psychic Circus from the Gods of Ragnarok.

1963: The Assassination Games: The Doctor meets up with the Counter-Measures group again.

Hill of Beans: The Doctor and Ace encounter Mags as a member of the Psychic Circus.

The Light at the End: The Seventh Doctor and several of his other selves stop the Master's latest plot.

Shockwave: The TARDIS comes under threat from an exploding star while orbiting Tarsus Six.

The Split Infinitive: The Seventh Doctor and Ace team up with the Counter-Measures team to fight a criminal gang.

Birthright (see vol.2): After temporarily leaving Ace in the Cretaceous, the Doctor uses Ercildoune in 13th-Century Scotland as a base from which to set out on various travels.

A Cold Day in Hell!: The Doctor and Frobisher face the Ice Warriors on luxury planet A-Lux. The vampiric Olla boards the TARDIS.

Redemption!: The TARDIS is captured by a Federation ship looking for Olla.

The Crossroads of Time: The Doctor meets Death's Head.

The Sirens of Time: While Gallifrey comes under threat, the Doctor saves a young girl on a planet where ships are mysteriously crashing.

The Defectors: The Doctor and Jo Grant solve the mystery of the missing UNIT officers.

Time Bomb!: The Doctor encounters Death's Head again.

Nemesis of the Daleks: The Doctor meets Abslom Daak, Dalek Killer.

The Enlightenment of Ly-Chee the Wise: The Doctor shows a monk the wonders of the universe.

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

Living in the Past: The Doctor recovers Ace from Cretaceous Mongolia.

Battlefield: The Doctor, Ace, and the Brigadier fight off an extradimensional invasion by Morgaine's forces.

Ghost Light: Ace and the Doctor confront an alien entity in a strange Victorian house.

The Curse of Fenric: The Doctor plays chess with an Elder God during WWII, and Ace is a pawn in their game.

Survival: Perivale is under attack by Cat People under the Master's sway.

Citadel of Dreams: The TARDIS lands in Hokesh City where different time zones are mixed up.

Dimensions in Time: The Rani traps all seven of the Doctor's incarnations and fellow companions in the East End of London.

The Hollow Men: The Doctor and Ace investigate strange happenings in Hexen Bridge.

Thin Ice: An Ice Lord is awakened in the Soviet Union, in 1967.

Crime of the Century: While putting a complicated plan into action, the Doctor meets Raine Creevy, who joins the TARDIS crew for a time.

Animal: The Doctor teams up with Brigadier Bambera and UNIT to investigate strange happenings at Margrave University.

The Algebra of Ice: The Doctor, Ace and Brigadier Lethbridge-Stewart investigate icy crop circles in Kent.

Earth Aid: The TARDIS crew take the roles of command crew aboard the Space Vessel *Vancouver*. Raine leaves some time after this under untold circumstances.

Relative Dementias: The Doctor seeks a missing friend at a Scottish Alzheimer's clinic.

Illegal Alien: The Doctor and Ace encounter Cybermen during the London Blitz.

Matrix: The Valeyard returns in an adventure steeped in



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Ripperology.

Storm Harvest: The Doctor fights the Krill on the water world of Coralee.

Stop the Pigeon: A probe sent to repair temporal glitches exposes the Master sucking the elderly dry in 2067.

The Genocide Machine: The TARDIS crew defends the Kar-Charrat library from the Daleks.

Prime Time: The Doctor becomes the focus of an addictive programme on the planet Blinni-Gaar.

Heritage: The TARDIS lands on Heritage, an unfriendly world full of secrets.

Independence Day: The Doctor tries to return a borrowed device before it can be missed, but events in the Mandeb system have evolved faster than expected.

Loving the Alien: The Doctor examines Ace's corpse and tries to prevent her murder.

Timewyrm: Genesys: On a visit to Ancient Babylon, the Doctor and Ace encounter the Timewyrm for the first time.

Timewyrm: Exodus: The TARDIS lands in 1951 London, but someone's changed history so that it's part of the Thousand-Year Reich.

Timewyrm: Apocalypse: The TARDIS tracks the Timewyrm to the planet Kirith, in the far future.

Timewyrm: Revelation: The Doctor's final confrontation with the Timewyrm.

Fellow Travellers: The Doctor and Ace deal with a Hitcher that has invaded the Time Lord's mansion.

The Mark of Mandragora: The TARDISers help UNIT deal with an attack by the Mandragora.

Atom Bomb Blues: The Doctor and Ace keep the Manhattan Project on track.

The Girl Who Stole the Stars: With Raine Creevy's help, the Doctor and Ace hack into an advanced software program using VR technology.

Evening's Empire: The Doctor, Ace and UNIT untangle the mystery of women pulled into someone's fantasy world.

Cat's Cradle: Time's Crucible: The TARDIS is turned inside out and Ace left to fend for herself in the world that results.

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

Harvest of the Sycorax: The Sycorax attack the Blood Bank, where illnesses of all kinds have been eradicated by the Pharma Corps.

Cat's Cradle: Warhead: Ace and the Doctor fight the Butler Institute that has been ruining the near future.

Cat's Cradle: Witch Mark: A portal in Wales takes the TARDIS crew to the legendary Tír na n-Óg.

Nightshade: The Doctor and Ace team up with Edmund Trevithick to investigate evil transmissions from space.

Séance, or Smoking is Highly Addictive, Don't Start: The TARDIS is called by a ouija board.

Police and Shreeves: The Doctor and Ace encounter an alien shapeshifter being forced to work for a criminal gang.

The Fearmonger: Ace – now preferring to call herself McShane – and the Doctor deal with an alien that feeds off hatred and fear.

Dust Breeding: The Doctor unravels the mystery of Edvard Munch's *The Scream*, a painting about to be destroyed in the far future.

Colditz: The TARDIS lands in Colditz Castle, giving the Nazis the opportunity to use it to win the war.

The Rapture: The Doctor and Ace face an entity that is trying to save the souls of revellers in Ibiza.

The Harvest: After helping the Doctor and Ace fight the Cybermen, Thomas Hector Schofield, AKA Hex, starts travelling with them.

Dreamtime: The TARDIS lands on Ayers Rock in the far future, now home to a starfaring city.

LIVE 34: The Doctor and his companions take part in a revolution on Colony 34.

Shadow Planet: The TARDIS lands on Unity, the psychic planet.

World Apart: The TARDIS is ambushed by a time and space hopping planet, stranding Ace and Hex on its surface.

The Veiled Leopard: Ace and Hex have an adventure in Monte Carlo.

Night Thoughts: The TARDISers take refuge in a haunted mansion where academics are hatching a nefarious plot.

The Settling: The Doctor and his companions encounter Oliver Cromwell in 1649.

Muse of Fire: The Doctor and his companions visit Iris Wildthyme at her Parisian salon.

No Man's Land: The TARDIS crew get involved in a mysterious incident in Charnage Hospital during the Great War.

Nocturne: Martial law is imposed on Nocturne, a human colony where the High Renaissance is flowering, and which the Doctor loves to visit.

The Dark Husband: The TARDIS brings its crew to the Festival of the Twin Moons of Tuin, where a plot is under way.

Forty-Five: False Gods: The Doctor is on hand when robots are uncovered in the Egyptian desert.

Forty-Five: Order of Simplicity: The Doctor stops dangerous experiments at the Sphere of Influence.

Forty-Five: Casualties of War: The TARDIS crew face the Forge in postwar London.

Forty-Five: The Word Lord: In an Antarctic base, the Doctor fights a Word Lord.

The Magic Mousetrap: The TARDISers face off against the Celestial Toymaker in the Swiss Alps.

Enemy of the Daleks: The Doctor and his friends encounter Daleks on a planet called Bliss.

The Angel of Scutari: Hex meets Florence Nightingale in the Crimea.

Project: Destiny: As London falls prey to a deadly plague, Hex discovers his mother's connection to the Doctor.

A Death in the Family: The Word Lord returns to face the Doctor, Ace, Hex, and Evelyn Smythe in her last chronological story.

Lurkers at Sunlight's Edge: The TARDISers explore a dark citadel in Alaska. After this, the Doctor travels in the Black TARDIS without Ace and Hex for a time.

Robophobia: The Doctor meets Liv Chenka on an adventure that features Kaldorian robots and once again, a murder.

The Doomsday Quatrain: The Doctor is on hand for one of Nostradamus' darkest prophecies coming true.

House of Blue Fire: The Doctor faces an ancient, fiery myth from Gallifrey. Sally Morgan starts travelling with him. Captain Lysandra Aristedes of the Forge starts travelling with the Doctor not long after this.

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Project: Nirvana: Sally and Captain Aristedes are sent on a mission against an Elder God in 2015 Romania.

Protect and Survive: While the Doctor is away, Ace and Hex are faced with the possibility of World War III breaking out in 1989.

Black and White: The two sets of companions meet during an adventure with Beowulf. The Black TARDIS is destroyed and the old TARDIS restored.

Gods and Monsters: The Doctor faces Fenric in a pocket dimension. Hex is thought killed. Sally and Captain Aristedes leave the TARDIS.

Afterlife: The Doctor and his companions grieve over Hex's apparent death. A version of Hex, resurrected with no memory of his former life and calling himself Hector, joins the Doctor and Ace in the TARDIS.

Revenge of the Swarm: The Nucleus of the Swarm hijacks the TARDIS.

Mask of Tragedy: The Doctor, Ace and Hector visit Ancient Athens to catch a play and defeat a plague of giant beetles.

Signs and Wonders: The TARDIS lands in Liverpool, which is hosting an end of the world party. Hex's true memories are restored, and he remains on Earth to start a family with Sally Morgan.

You Are the Doctor: The Doctor and Ace fight the inept Porcians.

Come Die With Me: The Doctor solves a murder where 1,868 detectives failed before.

The Grand Betelgeuse Hotel: The TARDIS lands in the most opulent casino hotel in the universe.

Dead to the World: The Doctor struggles with saving the three last survivors of the space liner *Daedalus*.

A Life of Crime: The Doctor and Ace meet Melanie Bush again, on the planet Ricosta. She rejoins the TARDIS crew.

Fiesta of the Damned: The TARDIS lands in the middle of the Spanish Civil War where the dead are rising.

Maker of Demons: On a return trip to Prosper, the Doctor finds the planet a warzone.

The High Price of Parking: To get to a leisure planet, the Doctor and his friends are forced to first go to a gigantic parking zone where war is brewing.

The Blood Furnace: The TARDIS lands in a shipyard in Merseyside where an alien assassin is loose.

The Silurian Candidate: As the human world stands on the brink of nuclear annihilation, the Doctor finds himself in a hidden Silurian city that may tip the balance.

Red Planets: The TARDIS finds its way to an alternate reality where Europe is ruled by the socialist Republic of Mokoshia.

The Dispossessed: The Doctor and his companions visit a strange world of forever night.

The Quantum Possibility Engine: Josiah W. Dogbolter is back and using a device to make the Solar System a wonderful place. Uh-oh.



COMPANIONS

BEV TARRANT *(The Genocide Machine, Dust Breeding)*

Bev Tarrant doesn't really think of herself as a criminal. At one time, she might have referred to herself as a scavenger or salvage expert or, on an especially daring day, a tomb raider. More latterly, she styles herself as an art dealer. Basically, she acquires priceless artefacts to sell to the highest bidder, and she doesn't really mind how she goes about it. Not that she's a heartless murderer. But stripping ancient sites or stealing from art galleries is all part of her trade. Bev is certainly brave, but she's a tad squeamish and feels nauseous at the sight of blood.


Bev comes from the 42nd Century. She is a petite young woman, around five feet four tall, with strawberry blonde hair. When she first met the Doctor and Ace on the planet Kar-Charrat, she was in her late twenties. At that time, she was the leader of what she termed her "professional salvage crew", comprising her lover Rappel, the alien Teeka and a robot, G-14. Bev had thought she'd found the way to make them all rich. She had heard about an ancient ziggurat in the jungles on Kar-Charrat (see L37) and planned to steal the entire thing. She even had a collector lined up on Coralee to buy it. But Bev hadn't planned on the Daleks being on Kar-Charrat, and her entire team was exterminated by them, including Rappel. Bev allied herself with the Doctor and Ace and somehow survived the ordeal.

It was a year or so later that Bev next bumped into the Doctor and Ace, this time on the dustbowl planet Duchamp 331 (see L20). Bev had been on another caper and had managed to "acquire" a valuable idol. But her ship was damaged during her escape. It limped as far as Duchamp but crash-landed on the planet. Bev didn't really have a lot of options. After all, there aren't that many other planets to choose from this far out. But although Duchamp 331 is a bit of a dump – a lot of a dump, in fact – it provided Bev with the opportunity to sell some of her acquisitions to a colony of artists living here.

At the end of the Duchamp incident, she travelled with the Doctor for an unspecified time, until he took her to Oslo in the 20th Century, to view *The Scream* by Edvard Munch. But they had to make a quick getaway after she tried to steal one of the exhibits! After that, the Doctor quickly dumped Bev on a convenient planet. Convenient for him and Ace as it got rid of Bev. But not so for Bev, as she found he'd left her in the 26th Century, a millennium and a half before her time!

After that, Bev got herself hired by Irving Braxiatel (see *Volume 2*). After all, her skills in "acquiring" works

BEV TARRANT



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

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

TRAITS
 Brave
 Breaking and Entering
 Experienced
 Phobia – Can't stand the sight of blood
 Wanted (Minor)
 Bev later gains Time Traveller (Minor) – Tech Level 6, from her time spent in the 26th Century.

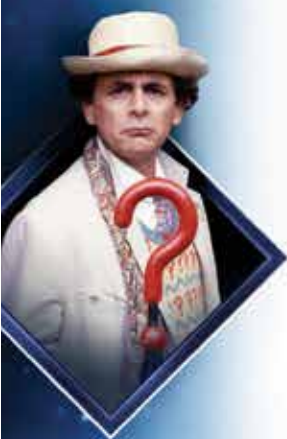
EQUIPMENT
 Blaster: 6(3/6/9) damage

TECH LEVEL: 7
STORY POINTS: 9

of art for the Braxiatel Collection would prove very useful. Bev found herself working alongside Bernice Summerfield (see *Volume 2*) – who wasn't hugely impressed to be rubbing shoulders with an art thief and tomb raider! Bev was even briefly promoted to the position of Collection's director during a period when Braxiatel had been removed from the post.

BREAKING AND ENTERING – MINOR GOOD

A character with this Trait has a +2 bonus on appropriate Subterfuge rolls, such as bypassing security systems or sneaking past guards. The character can also ask the GM to reveal the Difficulty of a roll before the attempt is made and can then decline to attempt it.



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CAPTAIN LYSANDRA ARISTEDES (*1st in Project: Destiny*)

Captain Lysandra Aristedes is a committed soldier and has been with the Forge – later rebranded Department C4 – for much of her career, using the codename Perseus. She was with the Forge in 2008 when Nimrod activated the Hades Protocol that destroyed its Alpha Base on Dartmoor with over a hundred people still inside (see *The Sixth Doctor Expanded Universe Sourcebook*). At the time, the then Sergeant Aristedes had been seconded to ICIS, the Internal Counter-Intelligence Service that was set up by the British Government as an alternative to UNIT (but was shut down after it attempted a coup). Lysandra hated it at the time, but it probably saved her life. Nimrod blamed the deaths on the Doctor, and Lysandra believed him.

When the Doctor first met Lysandra in 2026, she was coldly angry with him, believing him of having murdered her friends. But she is a professional soldier who always obeys orders, even if that means doing things she doesn't think right. In the field, Lysandra is armed with the standard Department C4 pulse rifle and wears a B-A-N (Body Area Network) Suit which keeps her linked to Oracle, the AI back at C4's London headquarters. She occasionally uses a B-A-N Flight Suit which incorporates anti-grav technology.

Lysandra's loyalty to Nimrod came to an end when she realised that he was pursuing his own agenda rather than trying to find a cure to the Contaminants' infection as he had been mandated to do. She had always respected the chain of command but realised that she had to act in order to prevent a catastrophe. Lysandra used emergency protocol Aristedes-7X-45 to assume temporary command of Department C4, with Nimrod's authority rescinded. To contain the situation, Lysandra ordered an airstrike with distrionic missiles on central London, vaporising the Contaminants and everything else organic within the blast radius.

Remaining with C4, Lysandra next encountered the Doctor during a confrontation against the Elder God Kai'lizakia (see V25). It was after this that the Doctor asked Lysandra if she wanted to travel with him in the TARDIS, and she accepted. At this time, the TARDIS had been split in two: the black TARDIS and the white TARDIS. The Doctor taught Lysandra the basics of how to operate the black TARDIS and paired her up with Private Sally Morgan (see A8), while continuing to travel with Ace and Hex (see A4) in the white TARDIS.

The Doctor needed a more military-minded team to deal with some of the threats he was facing. He sent Lysandra and Sally on a mission to Romania against another Elder God, Derleth. During this adventure, Lysandra encountered a younger version of herself.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lysandra and Sally subsequently met Ace and Hex. While Hex went off with Sally in the white TARDIS, Lysandra and Ace took the black TARDIS to try to find the Doctor. Eventually, the two ships

were recombined into the blue TARDIS, and Lysandra, Sally, Ace

CAPTAIN LYSANDRA ARISTEDES

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

SKILLS

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

TRAITS

Brave
By the Book
Experienced x2
Five Rounds Rapid
Friends (Major) – Department C4
Military Rank (Special)
Obligation (Major) – Department C4
Voice of Authority
Vortex

EQUIPMENT

Pulse Rifle: 8(4/8/12) damage
B-A-N Suit [Traits: Networked (Oracle), Scan. Story Points: 2.]
Additional equipment appropriate to the mission

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

and Hex helped the Doctor in his final confrontation with his old enemy Fenric.

After this, the Doctor returned Lysandra to her own time. She was last heard of working as a mercenary in the new African states.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE GRAAK *(Destiny of the Doctors)*

When the Master captured the first seven incarnations of the Doctor and brought them to Siralos, a planet of pure psychic energy, he imprisoned them in a realm of his own making known as the Determinant. Drawing on the realm's psychic energy, the Doctors created an electro-telepathic entity in order to battle the Master on their behalf. This entity was known as the Graak. The challenge set by the Master was that the Graak would be sent to each of the Doctors' TARDISes in turn, to complete a quest (battling various foes along the way) and recover an object. By doing so, each incarnation of the Doctor would be freed, until all of the Doctors were rescued... or the Graak died!

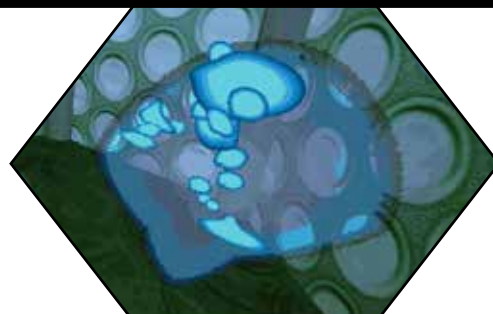
Although genderless, the Doctors referred to the Graak as masculine. He is a large amorphous blob, like a transparent blue jellyfish, within which clusters of glowing shapes can be seen, presumably whatever alien organs he possesses. A smaller blob forms a head, but he has no limbs. Despite this, the Graak is able to manipulate tools and other objects, and he moves along by floating a few feet above the ground.

The Graak has little in the way of a personality of his own, existing merely to assist the Doctors. Although not particularly talkative, he can nevertheless speak in a high, distorted voice when necessary. The Graak has enough knowledge of the TARDIS to be able to operate many of its systems and could pilot it to the different time zones that the quests would take place in. He has some basic telepathic abilities and is able to use them to contact the Doctor's incarnations. He can also project his consciousness into the security cameras scattered throughout the TARDIS to obtain different views of his environment.

At the culmination of the various quests, the Graak sacrificed himself by using all his remaining life force to summon the Doctors to the TARDIS. Although not demonstrated, it is likely that the Graak can use his life force to manifest other abilities.

CREATING A GRAAK

The nature of the Graak is largely a matter of speculation. But it seems likely that he is an aspect of the Doctor's own mind, splintered off and given corporeal form by the psychic energy of the Determinant. Given the right circumstances, other Time Lords may be able to perform the same feat. To do so requires an environment suffused with psychic energy, and all Time Lords attempting a creation must have the Psychic Trait. A successful Presence + Resolve roll is needed against a Difficulty level determined as 30 minus the number of Story Points spent by all Time Lords participating in the Graak's creation. Only one Time Lord can attempt the roll, using their Presence and Resolve, but an unlimited number can assist by contributing Story Points. Once created, the Graak is subject to the commands of his creators and has a psychic link with them.

THE GRAAK

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

SKILLS

Athletics 1, Knowledge 1, Science 2, Subterfuge 3, Technology 4, Transport 4

TRAITS

Alien
Alien Appearance
Alien Organs (Minor)
Brave
Clairvoyance – via TARDIS security cameras
Enslaved
Experienced
Flight (Minor)
Indomitable
Networked (Major) – with the Doctors
Psychic
Special – Expend Life Force: The Graak can spend Story Points to buy additional Traits for a single scene only (the cost being equivalent to purchasing the Trait). If the Graak has insufficient Story Points for this, he can burn up his Attributes instead (1 Attribute point = 1 Story Point).
Vortex

TECH LEVEL: 10

STORY POINTS: 9

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HEX SCHOFIELD (1st in *The Harvest*)

Although born in Stalybridge, Greater Manchester and raised in Aigburth, Liverpool (and having a strong Scouse accent and dialect), Thomas Hector “Hex” Schofield first met the 7th Doctor and Ace while he was working as a staff nurse at St Gart’s Hospital (see L63) in London in the year 2021. Ace convinced the Doctor to let Hex travel with them after he assisted in thwarting a Cyberman invasion, and his medical background has been of invaluable use in their adventures together. However, Hex has reacted badly to some of his more traumatic experiences, and he has begun to question whether he is suited to life as a time traveller.

The Doctor may have intentionally sought Hex out, as he knows that he is the son of Cassie Schofield (see *The Sixth Doctor Expanded Universe Sourcebook*), a young woman who was transformed into a vampire and was later killed by Nimrod. At that time, Hex was only a baby (known as Tommy) and, raised by his Nan, Hilda (see A24), he knows nothing of what happened to his mother.

Hex is brave and loyal, with a strong aversion to violence. He has struck up a very close friendship with Ace, characterised by mutual banter and teasing. In fact, Hex has fallen in love with Ace, but knows that she sees their relationship as more akin to best friends – bezzie mates!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Since commencing his travels in the TARDIS, Hex’s life has been... complicated. He was already becoming tired of the Doctor’s machinations when he was shot by a musket in the Crimean War (see L16). To save his life, the Doctor returned Hex to London in the 2020s and obtained medical assistance from the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*). But when Nimrod told Hex about the fate of his mother and blamed the Doctor for killing her, Hex realised he had had enough.

Hex almost left the Doctor at that point, but he remained and was instrumental in the Time Lord’s battle against Fenric and the Elder Gods (see L25). In fact, Hex was already an unknowing pawn of Fenric’s opponent, Volund (see V90), whose influence had actually saved Hex from dying of the musket wound. Hex sacrificed himself to allow the Doctor to defeat both Volund and Fenric, and ended up playing cards against them both in the realm of the Elder Gods.

Eventually, Hex won enough credit from them both to be able to pay for one year back on Earth. But the fire elemental Koloan, who he purchased this from, tricked him. Hex was returned to his home town of Liverpool at midnight on 1st January, but without his own memories. Instead, his memories are of himself as Hector Thomas, a cocky gangland figure who owns half the clubs and restaurants in New Hoylelake and is engaged in a turf war with Lily Finnegan (see V57).

At the end of the year, Hector should have returned to the Elder Gods’ dimension. But the Doctor tricked Koloan, and he remained

HEX SCHOFIELD

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

SKILLS

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

TRAITS

Attractive
Brave
Code of Conduct (Major) – Non-violence
Devotion – Ace (later Sally as well)
Empathic
Run For Your Life!
Unadventurous (Minor)

TECH LEVEL: 5

STORY POINTS: 12

after midnight. However, his true memories as Hex were lost and he resumed his travels in the TARDIS as Hector. When Hex’s memories were eventually restored, he decided to settle down on Earth with Sally Morgan (see A8) and start a family.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LY-CHEE *(The Enlightenment of Ly-Chee the Wise)*

On the planet Kabuki in the Crab Nebula, there was a wise and holy man named Ly-Chee. Thirty years did he spend alone among the Mountains of Tora, fasting in his cave and meditating under icy waterfalls. Dressed only in simple robes, he sought enlightenment and found peace of mind, until he met a stranger on the road who set in motion the Enlightenment of Ly-Chee the Wise.

That stranger was the Doctor, who was visiting Kabuki to enjoy its famed simple peace and quiet. But he found himself beset by bandits while wandering in the mountains. In accordance with his code to help and protect others, Ly-Chee rushed to the aid of the Doctor and, with nothing more than his staff, his fists and his feet, dispatched the bandits left and right until there were none left to threaten him. Ly-Chee was a little surprised to see that the Doctor also acquitted himself well with a martial art he referred to as Venusian Aikido.

To calm the stranger after his ordeal, Ly-Chee the Considerate invited the Doctor into his home, a simple cave in the mountains, and offered him a cup of nettle tea. There, Ly-Chee told the Doctor of his life's work, the search for the Holy Number of Nirvana. There are sacred numbers scattered throughout the holy tales of Ly-Chee's faith, which are used by Ly-Chee in his contemplations on the most sacred of all, the Holy Number of Nirvana.

The sacred numbers confounded the Doctor for several days, until he realised that they formed a number series puzzle with a bit of calculus at the end, and calculated that the Holy Number was seven. When the Doctor ~~robbed Ly-Chee of his life's work~~ solved his conundrum, Ly-Chee was concerned that the little man wanted to muscle in on his position as a wise and holy man. He determined to show his sagacity and asked whether the Doctor had a puzzle that he could help resolve. After a week's meditation sitting under a cold mountain waterfall, Ly-Chee was ~~enraged~~ amused to be told that "Why did the chicken cross the road?" was only a joke.

Thus enlightened, Ly-Chee the Wise moved on to the next level of wisdom. Having failed as a holy man, he decided that his only recourse was to walk to the nearest town and get himself a proper job. The Doctor finally realised what he had done to Ly-Chee and offered him a lift. When Ly-Chee saw the inside of the TARDIS, he turned quite pale.

There ensued numerous adventures in time and space, during which Ly-Chee marvelled at the wonders the universe has to offer. Eventually, the Doctor was able to materialise the TARDIS back on Kabuki. The Doctor apologised to Ly-Chee for the detour, explaining that the ship's navigational stabilisers do tend to slip a bit. Heedless of the Doctor's words, Ly-Chee made his way straight to the nearest tavern and ordered himself a large drink. And so, Ly-Chee the Wise became Ly-Chee the human being.

LY-CHEE

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

SKILLS

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

TRAITS

Code of Conduct (Major)
Distinctive
Experienced x2
Indomitable
Quick Reflexes

EQUIPMENT

Staff: Strength +2 damage

TECH LEVEL: 3**STORY POINTS: 6**

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NEIL HILTON (*Séance, or Smoking is Highly Addictive, Don't Start*)

Neil Hilton is what the Doctor once referred to as one of his “projects”. In 2007, Neil had a humdrum life working in an office, doing something in IT. One day, during a sudden systems failure, he took a cigarette break. One of his colleagues lurking outside mentioned a haunted investigation event that evening. She suggested that after work they all go to the séance in a room above a nearby pub.

Neil was sceptical but went along with it – and it changed his life completely. To Neil’s excitement, the Ouija board spelled out his name. But then, a dark mass began to manifest in the middle of the room. Panic ensued, and the dark shape solidified to reveal an old-fashioned London police box from which stepped the Doctor and Ace. After the Doctor had calmed the medium and the rest of his audience down, they introduced themselves to Neil. At the end of their chat, the Doctor abruptly asked Neil if he wanted to join them in the blue box. Not knowing what to expect, he stepped through the doors and into a new life.

Neil has experienced things beyond his wildest imagination! New worlds, new aliens, and oh, the corridors! Somewhere along the way, the Doctor has even shown Neil his own death. In fact, that’s the reason the Doctor chose him. On the night of the séance, Neil should have died in a road accident, with the Doctor there kneeling beside him at the roadside.

The choice is now Neil’s. The Doctor will, eventually, take him back in time to when the system went down at work – when the Doctor made it go down. He has to. Neil is an anomaly. He has the knowledge that every human has always wanted – how they will die. Neil has the awareness that if he goes outside and has that cigarette, he will hear of the séance and, despite his misgivings, go to the room above the pub that evening. He will meet the Doctor and have many strange and wonderful adventures with him and Ace.

However, he will also know that whenever the TARDIS lands, it may be his last trip. He could be shot by alien beings, kidnapped and tortured by power-crazed dictators, or die any number of other horrible deaths. Or his travels could go on and on.

Alternatively, Neil might choose not to go for that cigarette break. He could choose to go out with another group of friends and end up the victim of a hit-and-run accident. All Neil knows is that he will have – has had – that choice. The Doctor gave it to him when he arranged the systems failure.

So Neil is the Doctor’s project. But Neil has a project of his own: Tim Leicester. Tim is an old schoolmate of Neil’s who lost another friend in a road accident when he was young. Since then, he has become distant and has decided to determine his own end by smoking himself to death. But he had also been there at the séance that night and witnessed the TARDIS’s arrival. So Neil has been posting on Tim’s blog all about his travels with the Doctor in the hope Tim will make a different choice.

NEIL HILTON

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

SKILLS

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

TRAITS

Face in the Crowd
Run for Your Life

TECH LEVEL: 5

STORY POINTS: 12



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

OLLA (*A Cold Day in Hell!, Redemption!*)

In the post-Earth Empire years of the Galactic Federation, the Dreilyn are a fairly common sight on the fringes of Galactic society, travelling from one planet to the next in small fleets of battered ships. They are often treated with suspicion and hostility by other races. Dreilyn are more commonly known as Heat Vampires, though that seems to be a pejorative term for what is a normally peaceable species.

The Doctor and Frobisher (see *The Sixth Doctor Expanded Universe Sourcebook*) came across one Dreilyn on the frozen planet of A-Lux in the 40th Century. On first appearance, she looks like a slightly built young woman with a wild mane of hair and very pale skin. But closer inspection reveals pointed ears and multifaceted eyes. Olla had been hiding from a party of Ice Warriors and had become almost feral in her desperation for heat.

Dreilyn survive by draining heat from external sources, either organic or inanimate, hence “Heat Vampires”. But they do not normally do this aggressively. In fact, most people who are targeted by a Dreilyn do not feel more than a feeling like cold fingers down the spine. A quick shiver and they’re back to normal without realising what has happened. But starved of heat, Olla was like a wild creature and attacked the Doctor to slake her hunger.

After Olla had helped the Doctor defeat the Ice Warriors (and Frobisher opted to remain on A-Lux, see *L1*), the Doctor offered her the chance to travel with him. She readily agreed and, having found the TARDIS wardrobe, changed from the rags she had been wearing and into a more practical skin-tight outfit. But the Doctor found Olla’s behaviour aboard the TARDIS to be a little disturbing. She had become excessively servile and began preparing lavish meals for him. Clearly, Olla wanted to make sure the Doctor let her remain with him!


Olla has all the powers of a Dreilyn. In addition to her ability to drain heat from others – which can be used as a weapon if she needs to – she can release her stored heat in a sudden burst with sufficient energy to overpower a foe. She can also see into the infra-red, enabling her to detect her next meal, and she is resilient to heat-based attacks. Conversely, Olla is more vulnerable to cold and cold-based attacks than most other species.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The reason for Olla’s odd behaviour aboard the TARDIS became apparent when the ship was confronted by a Vachysian gunship commanded by the Federation law enforcer and warlord, the cyborg Skaroux. Olla quickly claimed that she had been a slave of Skaroux and had escaped due to his mistreatment of her. But it became clear that she was actually Skaroux’s willing consort and was on the run after stealing most of his money.

Although the Doctor would normally look for the good in others,

OLLA



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

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

TRAITS
 Alien
 Alien Appearance (Minor)
 Alien Senses – IR Vision
 Attractive
 Dependency (Major) – Olla requires external heat sources in a similar manner as humans require food, with similar effects if unable to obtain it
 Immunity (Major) – Heat and heat-based attacks
 Natural Weapon (Minor) – Heat Drain: Cold damage equal to her Resolve per Round of contact
 Natural Weapon (Minor) – Heat Release: If she has absorbed sufficient heat energy, Olla can suddenly release it, causing damage equal to Olla’s Resolve +2
 Outcast
 Selfish (Minor)
 Wanted (Minor) – The Federation
 Weakness (Minor) – Olla takes 2 additional points of damage from any cold-based attack or from low temperatures

TECH LEVEL: 7

STORY POINTS: 12

he agreed to let Skaroux take her away for a fair trial after she had tried to kill the warlord in cold blood.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PRIVATE SALLY MORGAN *(1st in House of Blue Fire)*

When the Doctor first met Private Sally Morgan in 2020, she was a young cadet in the King's New Delta Squadron and had volunteered as a test subject for the Bluefire Project at the Fulton Down military base. Not that she could remember any of this. Sally was suffering from almost total amnesia. She could remember general things – a sunny day, a football crowd – but nothing about how they relate to her. No personal memories or any idea of how she came to be at the creepy Bluefire House with a number of other amnesiacs.

With no memories or experiences to fall back on, Sally was completely out of her depth. But the Doctor noticed that she remained cool under pressure and was ultimately adaptable, reliable and resourceful in trying to find a solution to the bizarre events going on around her. The Doctor commented to himself that Sally asks all the right questions and even listens to the answers. In short, Sally possesses a lot of the right qualities that earmarked her as companion material. In fact, at the end of the Bluefire episode (see L8), the Doctor asked if she wouldn't mind considering going AWOL for a while, as he was on the lookout for a couple of new travelling companions, and she would be ideal.

Sally accepted the Doctor's offer and he soon teamed her up with another soldier he recruited to his cause, Captain Lysandra Aristedes (see A2) of Department C4. At this time, the TARDIS had been split in two, and Sally and Lysandra used the black TARDIS while the Doctor, Ace and Hex (see A4) travelled in the white TARDIS. Ace nicknamed Sally "Private Benjamin" and "Sergeant Sal". Together, they helped fight a number of Elder Gods (see V25), culminating in a showdown against the Doctor's old enemy Fenric. Lysandra equipped Sally with Forge equipment, including a B-A-N (Body Area Network) Suit, pulse rifle, lockbreakers, plasma grenades and spatio-temporal tracking devices.

Sally comes from a military family, but both of her parents were killed in the Middle East in 2009 when their convoy was ambushed. Consequently, she was raised by her grandfather, himself a retired colonel. Although brave in the face of danger, Sally is not completely without fear. In fact, the reason she volunteered for the Bluefire Project – which was researching ways to eliminate fear in soldiers – was because of her athazagoraphobia, a phobia of being forgotten or ignored.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While travelling with the Doctor, Sally developed a close relationship with Hex. When Hex was possessed by Fenric and apparently died, it was Sally who delivered the eulogy at his memorial service. After returning to her own time, Sally settled in Liverpool and looked after Hex's grandmother Hilda Schofield (see A24) until the old lady's death. When Hex was restored to full life, he and Sally settled down together and the couple had a baby girl, named Cassie after Hex's mother.

PRIVATE SALLY MORGAN

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

SKILLS

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

TRAITS

Attractive
Brave
Code of Conduct (Major) – To do her duty and save others
Empathic
Experienced x2
Friends (Major) – British Army
Obligation (Major) – British Army
Phobia – Athazagoraphobia (the fear of being forgotten or ignored)

EQUIPMENT

Pulse Rifle: 8(4/8/12) damage
B-A-N Suit [Traits: Networked (Oracle), Scan. Story Points: 2.]
Additional equipment appropriate to the mission

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

During the fight against Fenric, Sally was projected into her personal future, or a potential one at least. She saw that she had become a general and needed the code to a weapon that would utterly destroy a fleet of alien invaders. This future version of Sally was prepared to kill Lysandra to obtain the code.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RAINE CREEVY *(1st in Thin Ice)*

The Doctor has a perhaps closer relationship with Raine Creevy than he has with many of his other companions, as both he and Ace assisted with her birth. In November 1967, Raine's father, the small-time London gangster Markus Creevy (see A31), was on a "business" trip to Moscow. For some months, he had been in a relationship with Raina Kerenskaya, the Russian who was his official guide. At the time of the November trip, Markus was unaware that Raina was expecting their child. Raina's pregnancy was accelerated by contact with a Martian artefact (see G7), with the result that she went into labour within a matter of hours and gave birth on board an Ice Warrior ship. Markus and Raina named their daughter Raine, and the family were smuggled out of Moscow and back to London to start a new life together.

The Doctor took a keen interest in Raine after this, sending her cards and presents on her birthdays as she grew up. However, it would not be until October 1989 that the adult Raine would meet the Doctor. The Doctor had acquired Raine's future diary (as yet unwritten) and used this to track her movements in 1989, locking himself inside a small safe which he knew would be opened by Raine – a hint at the career path Raine was on at this time!

Raine has benefitted from an expensive education and a comfortable upbringing paid for by the proceeds of her father's criminal activities. Unlike Markus and his London dialect, or Raina and her Russian accent, Raine's speech reveals her public school background. But her chosen career is far from one to be expected of a wealthy young woman, as she has opted to become an expert safecracker and burglar. Raine is highly skilled at breaking and entering. In addition, she can scuba dive, learned fencing at school and can even fly a helicopter!

Raine's father was unfaithful to his wife and had a number of affairs with other women throughout their marriage. When Raine learned of this, the knowledge caused a rift between her and Markus. By 1989, they haven't seen each other for a long time, and in the meantime, Raine's mother has sadly died. The relationship between Raine and Markus improved after the Doctor manipulated them into meeting each other again.

Raine eagerly accepted the Doctor's offer to join him and Ace in their travels. She initially found the experience almost overwhelming, particularly when, on her first journey into the future (to 2001), she discovered that her father had died. Raine took advantage of her time in 2001 to brush up on her computer skills.

At the time that she started travelling with the Doctor and Ace, Raine is a confident young woman in her early twenties, with dark shoulder-length hair. At first, there was a rivalry between Raine and Ace, as each tried to outdo each other (with Raine being nicknamed a "snob" by Ace, and Ace an "oik" by Raine). Although she's a professional thief, Raine steals only to order, never for personal gain. The only tools she needs for safecracking are a notebook, a pen and a stethoscope.

RAINE CREEVY

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

SKILLS

Athletics 4, Convince 2, Fighting 3 (AoE: Fencing), Knowledge 1, Subterfuge 4 (AoE: Safecracking), Technology 2, Transport 3

TRAITS

Attractive

Brave

Breaking and Entering – Provides a +2 bonus on appropriate Subterfuge rolls; the character can also ask the GM to reveal the Difficulty of a roll before the attempt is made and can then decline to attempt it

Code of Conduct (Minor) – Only steals to order Experienced (Special)

Keen Senses (Minor) – Hearing

Run for Your Life!

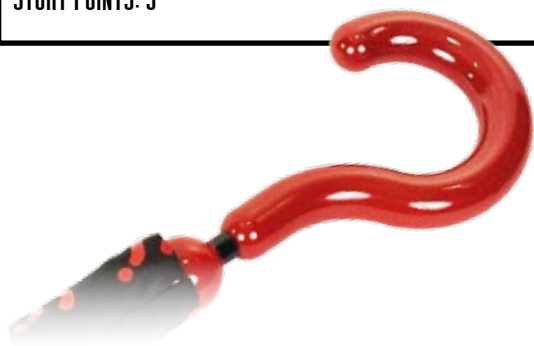
Sense of Direction (Minor)

EQUIPMENT

Safe-cracking gear (notepad, pencil, stethoscope)

TECH LEVEL: 5

STORY POINTS: 9



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ALLIES

ABSLOM DAAK & THE STAR TIGERS *(Nemesis of the Daleks)*

Abslom Daak is a 26th-Century criminal who was convicted on 23 charges of murder, pillage, piracy, massacre and “other crimes too horrible to bring to the public attention”. Given the choice between vaporisation or exile as a Dalek-Killer, Daak chose the latter sentence and became a “D-K”. Armed with a range of weaponry, including his trademark chainsword, Daak was teleported to the Dalek-occupied planet Mazam with the purpose of killing as many Daleks as possible before being killed himself.

On Mazam, Daak rescued Princess Taiyin from the Dalek occupiers and quickly fell in love with her. Together, they destroyed a Dalek task-force, but Taiyin was exterminated by a Dalek survivor. Grief-stricken, Daak preserved her body in cryogenic suspension and vowed to kill every last stinking Dalek in the Galaxy. To help him in his task, Daak recruited some allies. He was first joined by the Draconian prince Salander, who stole a prototype Draconian ‘Imperial Class’ Frontier Defence Cruiser from his own shipyard, a ship which Daak promptly named the *Kill-Wagon* (see G4). Daak then recruited the Ice Warrior, Harma, and an old rival of Daak’s, Vol Mercurius. Together, the four Star Tigers continue to carry out Daak’s plans of vengeance against the Daleks.

Abslom Daak is a roguish anti-hero. Although few details of his past crimes are known, the list of charges alone would imply that he is little more than a brutal, callous thug. Daak is indeed violent and merciless against his enemies, but he may not be the unremittingly evil criminal that was presented by the prosecutors at his trial. Daak’s obsession – other than killing Daleks – is his love for Taiyin. He has transported a cryo-tube containing her preserved body across the Galaxy with him in the hope of one day finding a means to restore her to life.

Prince Salander is the son of the Draconian Emperor and, until his self-imposed exile, was the owner of Draconia’s largest spaceship manufacturer. When Abslom Daak was pursued into Draconian space by the Daleks, Salander welcomed him to Draconia without waiting for the Emperor’s permission to do so. Accused of treason by his political rival, Axiron, both Salander and Daak were placed under house arrest. When he learned that his father would not engage in hostilities with the Daleks, Salander realised that they both had to leave Draconia. During their escape, Salander stole the *Kill-Wagon*, but he was tragically forced to shoot down another ship piloted by his own son.

Salander is an honourable Draconian and one who is not content to sit back and appease the Daleks. He sees beneath Abslom Daak’s thuggish exterior and recognises the rough nobility within. Salander is an exceptional pilot.

The third member of the group is Harma, an old friend of Abslom Daak. He is an Ice Warrior who was working as a licensed contract killer on the planet Paradise when Daak sought him out to join

ABSLOM DAAK

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

SKILLS

Athletics 3, Convince 1, Fighting 5 (AoE: Chainsword), Marksman 5 (AoE: Blasters), Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS

Adversary (Major) – Daleks
Argumentative
Brave
Distinctive
Experienced x2
Five Rounds Rapid
Friends (Minor) – The Star Tigers
Impulsive
Lucky
Obsession (Major) – Killing Daleks
Obsession (Major) – Taiyin
Outcast
Quick Reflexes
Tough

EQUIPMENT

Chainsword: Armour Piercing (ignores first 20 points of damage reduction), Wicked (Major: L(4/L/L) damage). 8 Story Points.
Blaster: 7(3/7/10) damage
Grenades: 16(8/16/24) damage with 2/5/7 range increments

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

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the Star Tigers. Harma was working for a business that provided a very specialist service to discerning clients who wished to be killed...

The Ice Warrior's code of honour would not allow Harma to break his contract and he even tried to kill Daak, as that was what he was contracted to do to anybody who entered his killing cubicle. Daak overpowered him and with Salander's help carried Harma's unconscious body on board the *Kill-Wagon* to join his crew, thus breaking the Ice Warrior's contract for him. By the time that Harma regained consciousness, they were already off-planet.

The final member of the Star Tigers, Vol Mercurius, was a former "business partner" of Abslom Daak. Along with the beautiful Selene, the team defrauded Pan Galactic Shippers of 4 million credits. But Mercurius ran off with the money... and the girl. In revenge for the latter, Daak took Mercurius' hand. As a result, Mercurius has a cybernetic left hand and forearm.

When Daak was searching for recruits for the Star Tigers, he located Mercurius on the planet Dispat, which he had purchased with his stolen loot. Mercurius was reluctant to join the crew of the *Kill-Wagon* and only agreed to do so as Dispat was being invaded by the Daleks. Daak admits that Mercurius is hard to handle, and there does seem to be a certain amount of friction and one-upmanship between the two.

Mercurius is highly intelligent and cultured. He is an expert tactician and is also skilled at building and programming robots and computers. His cybernetic arm is fitted with an Electro-Scrambler, a single-use bomb which generates a small non-nuclear electromagnetic pulse on detonation. Mercurius' arm detaches to activate this device, and he can set the timer for up to 60 seconds to allow him to get clear. It's a weapon of last-resort, as Mercurius needs to build himself a new arm each time he uses it.

The Star Tigers were an effective force against the Daleks. Due to the success of Abslom Daak's actions against the Daleks, the Earth authorities created a number of clones of him which were also sent into Dalek space as D-Ks. The clones have no idea of their true nature, each believing that they are the original. They would have the same stats as the original Daak (but without the Friends and Obsession Traits).

After the Last Great Time War, Abslom Daak found that there were very few Daleks left for him to kill, so he went back to his old ways as a murderous assassin. Having acquired a vortex manipulator from a Time Agent, he tracked down the 11th Doctor in order to bring him to trial (for unspecified crimes). There followed an uneasy alliance between the two, and the Doctor eventually granted Daak his wish and sent him back in time to fight in the Time War.

PRINCE SALANDER



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

SKILLS

Athletics 2, Convince 2, Fighting 3, Knowledge 3 (AoE: Politics), Marksman 4, Science 1, Subterfuge 3, Technology 3, Transport 5 (AoE: Starships)

TRAITS

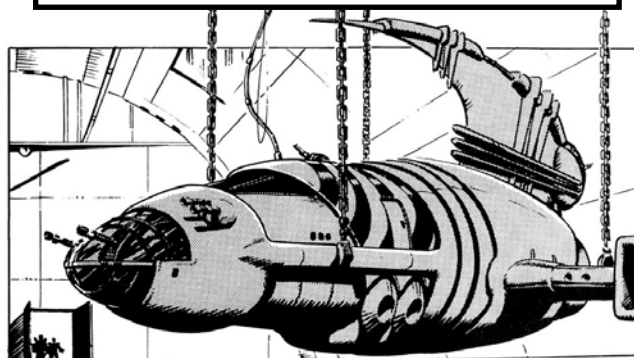
Adversary (Major) – Daleks
 Alien
 Alien Appearance
 Code of Conduct (Major) – Draconian code of honour
 Experienced x2
 Friends (Minor) – The Star Tigers
 Noble
 Outcast
 Quick Reflexes
 Voice of Authority

EQUIPMENT

Laser Pistol: 6(3/6/9) damage
 The *Kill-Wagon*

TECH LEVEL: 6

STORY POINTS: 6



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HARMA



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

*Reduced to 1 in Earth-like atmospheres.

SKILLS

Convince 1, Fighting 4, Knowledge 1, Marksman 4, Science 1, Survival (Arctic) 3, Technology 2, Transport 3

TRAITS

Adversary (Major) – Daleks
 Alien
 Alien Appearance
 Armour (10 points)
 Code of Conduct (Minor) – Never breaks a contract
 Cyborg
 Environmental (Minor) – Cold
 Fear Factor 1
 Friends (Minor) – The Star Tigers
 Natural Weapon (Major) – Sonic gun: L(4/L/L) damage
 Slow
 Weakness (Major) – Suffers a -2 penalty in temperatures above 32°, and takes 4 points of damage if they approach 100°

TECH LEVEL: 6

STORY POINTS: 12

VOL MERCURIUS



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

SKILLS

Athletics 2, Convince 1, Fighting 2, Knowledge 4 (AoE: Tactics), Marksman 4, Science 1, Subterfuge 2, Technology 4 (AoE: Robotics), Transport 2

TRAITS

Adversary (Major) – Daleks
 Attractive
 Cyborg
 Distinctive
 Epicurean Tastes
 Experienced x2
 Friends (Minor) – The Star Tigers
 Gadget (Major) – Cybernetic Arm: Armour (5 points, left arm only), Augment (+3 Strength, left arm only, usable for gripping or crushing). 2 Story Points.
 Gadget (Special) – Electro-Scrambler: Disable (Major), Zap (Major: 8(4/8/12) damage in 5 metre radius, One-Shot, Restriction: Destroys Mercurius' cybernetic arm. 3 Story Points.
 Keen Senses (Minor) – Vision
 Obsession (Minor) – Rivalry with Abslom Daak
 Outcast (Minor)
 Quick Reflexes
 Selfish
 Technically Adept

EQUIPMENT

Laser Pistol: 6(3/6/9) damage

TECH LEVEL: 6

STORY POINTS: 6

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ARISTOPHANES (*Mask of Tragedy*)

The great comic playwright Aristophanes, sometimes referred to as the Father of Comedy, was born in Athens in the mid-5th Century BC. Like most prominent Athenians of his time, Aristophanes was well aware of the existence of alien visitors walking amongst the people. Ancient Athens, the cradle of civilisation, is one of the most popular tourist hotspots for both extraterrestrial and temporal sightseers, and travellers from other worlds or other times are ten a penny. Hardly anyone bats an eyelid at them, so long as they take reasonable precautions to blend in, disguising their alien features, hiding any additional appendages and so forth.

Aristophanes is actually quite pleased to receive fans who admire his works. Although it's his comedies which have proved the most popular – particularly *The Wasps*, his satire on juries – he has also tried his hand at more serious stuff. But it never sells, and he is envious of his rival playwright, the tragedian Euripides.

Aristophanes actually considers his comedies to be hack work, but they do keep winning prizes at the contests at the Theatre of Dionysus – even if it's sometimes third prize in a field of three! Nevertheless, the people seem to like them. It also helps that the Doctor pays for him to write a new comedy each year. The Doctor considers sponsorship of the arts to be a hobby, and he has backed Aristophanes' plays even when no one else would.

Aristophanes' works often get him into trouble with other leading Athenians, not least because he satirises and caricatures many of them in his plays. Euripides, Socrates and even the ruler of Athens, Cleon (see V12), all find themselves regularly ridiculed in his works. Aristophanes opposes the war with Sparta, which he believes Cleon to have prolonged for his own political purposes. The freedom of speech that the democracy of Athens prizes prevents Cleon, despot though he is, from silencing Aristophanes. Though if he becomes desperate enough, then who knows what a would-be tyrant might do? Indeed, Cleon has already tried to punish Aristophanes through legal means, by putting him on trial for slander against the Athenian city-state in his second play, *The Babylonians*. This attempt was unsuccessful, and Aristophanes has been even more merciless in his ridicule of Cleon in his subsequent plays.

Despite the barbs in his plays, Aristophanes is actually an easy going fellow, and much of his comedy contains simple farce or flights of fancy incorporating fantastical elements such as singing wine flasks or talking frogs. He is the creator of the concept of "Cloud Cuckoo Land", a city in the sky which features in *The Birds*. But later in his life, his satirising of Socrates would be a contributory factor in the trial of the philosopher for moral corruption and impiety. Accused of acts including encouraging inter-generational social conflict and promoting a morally nihilistic, disrespectful attitude towards Athenian society in the young, Socrates was found guilty and was executed by means of drinking hemlock.

ARISTOPHANES

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

SKILLS

Convince 4, Craft (Writing) 5, Knowledge 4, Subterfuge 1

TRAITS

Empathic

TECH LEVEL: 2

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BEOWULF *(Black and White)*

Listen, O Spear-Danes, and hear of the courage of Beowulf, Scyld's heir! My father travelled with Lord Beowulf for many years, seeking fortune and adventure. They crossed the sea to the land of the Danes, of King Hrothgar, where a demon terrorised the people. For years, the brute plagued Hart's Hall. Its rage was swift and cruel. It ate men whole, leaving nothing behind. King Hrothgar despaired. His kinsmen and his thanes had all tried to fight the beast, but none prevailed. This spawn of hell destroyed any sword, and the strongest mail offered no defence. At last, Lord Beowulf and his men arrived at the coast. The watchmen challenged him, but he made clear his intent to pay respects to the King. And to do him honour by ridding him of this evil. They marched to the hall, and Lord Beowulf prepared to do battle...

Beowulf did indeed do battle with the monster that held King Hrothgar's thanes in mortal terror, and the story has grown in the telling, until it has become a legend. The monster was actually a Xybrox warbot sent by an amphibious alien called Garundel (see V35) to kill Hrothgar's warriors. Only Beowulf was able to defeat it, but that was because (unknown to Beowulf himself), one of his men has an agreement with Garundel. In return for a payment of gold (which the alien needed to repair his stricken ship), Beowulf's exploits would build him into a hero and he would become king-in-waiting.

Beowulf did kill the robot and he took its head as a trophy. As the later epic poem recounts, he also swam down into the lake in which Garundel's ship lay, where he also removed the alien's head from his shoulders. In the poem, this has become the slaying of the monster Grendel's mother.

Although his exploits might not be quite as the legends tell, Beowulf is still a brave warrior. Ace judged him to be "big and dumb but basically OK". Faced with alien or futuristic phenomena, Beowulf translates them into the Norse mythology that he understands. Ace is one of the Aesir, Sally Morgan (see A8) is a Valkyrie, and the TARDIS doors are gates into either Asgard or Valhalla, judging by the miraculous sight beyond.

Sixteen years later, Ace and her friends again meet Beowulf, but this time he is a King and, by the standards of his time, he is old. This time, a dragon is ravaging the land without mercy. This is a spaceship of the Xybrox, a race of cybernetic insectoids looking to recover the robot and other items that Garundel had stolen from them years before.

At this time, Beowulf learned of the bargain that the storyteller had made with Garundel and realised that his heroic deeds were nothing of the sort. Although injured in the attack of the ship on his halls, Beowulf again fought a monster, killing the Xybrox pilot. But as the poem tells, he was mortally wounded in the attempt and, having proved himself to be a hero after all, he died shortly after, eager to claim his reward in Valhalla.

BEOWULF

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

SKILLS

Athletics 4, Convince 3, Fighting 6, Marksman 3, Subterfuge 1, Survival 3

TRAITS

Brave
Impulsive
Tough

EQUIPMENT

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

TECH LEVEL: 2

STORY POINTS: 8



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHIEF INSPECTOR MULLEN (*Illegal Alien, Loving the Alien*)

During the Second World War, Patrick Mullen (Joe to his friends) was a chief inspector in Special Branch, stationed in London. Mullen is a large Irishman, usually puffing on a cigarette and typically wearing a plainclothes brown overcoat and bowler hat. He carries an army-issue Webley revolver in the coat pocket (unofficially of course). For a policeman, Mullen really should be a little fitter than he is.

Mullen is thickset and sardonic. He has a short fuse, particularly with the men under his command or civilians who get in his way. He nurtures a general ire for private detectives and one in particular, Cody McBride (see A17). Mullen doesn't much care for Irish-Americans either, and McBride ticks that box too, being a recent immigrant from Chicago.

During the War, Mullen spends a lot of time protecting state secrets and providing security for high-ranking officials or sensitive institutions. Sometimes he wishes he'd remained an ordinary copper. Life was so much simpler! Special Branch though he is, Mullen still gets involved in investigating criminal activity, which is when he can fall back on good old-fashioned detective work. It's all about patience and detail.

Mullen's office at the station is tiny, the surfaces covered in paperwork and empty cups. But he spends more time there than he does at home with his wife. On the rare occasions he has an evening free, the air-raid sirens inevitably sound and they have to spend the night in a tiny Anderson shelter at his mother-in-law's, listening to her constant snoring.

Mullen was forced to work with Cody McBride when the two of them became involved in the Doctor's investigation of a Cyberman invasion from the future (see L4). A few days after the Doctor had departed, Mullen located a partially collapsed sewer full of dormant Cybermen. Not knowing what to do, and scared to go to the authorities after their recent experiences, he and McBride dynamited what remained of the tunnel and sealed the monsters in.

Inevitably, come the end of the war, the sewers were rebuilt. Nothing was made public, but Mullen and McBride recognised at once what was going on. The building work was held up for weeks while the area was surrounded by wooden hoardings and military vehicles came and went. The official story was an unexploded bomb. They'd tried to warn the authorities what they were dealing with, and when that failed they'd made the whole thing public.

This only angered the powers that be, and Mullen paid for it with his career. When the Doctor encountered him again in 1959, Mullen should have been a superintendent. But he was still stuck as a chief inspector, and no longer in Special Branch. He has been side-lined into a team dealing with the disposal of unexploded bombs. As well as being sardonic and ill-tempered, Mullen is now old and bitter.

CHIEF INSPECTOR PATRICK MULLEN

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

SKILLS

Athletics 1, Convince 4, Craft 1, Fighting 3, Knowledge 2, Marksman 2, Medicine 1, Subterfuge 3, Transport 3

TRAITS

Argumentative
Authority (Minor)
Brave

EQUIPMENT

Webley Revolver: 5(2/5/7) damage

TECH LEVEL: 4**STORY POINTS: 10****SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

To make matters worse, as soon as the Doctor and McBride walk back into his life, Mullen is crippled when a bomb he was dealing with detonated. The stats provided here are for McBride before the loss of his legs.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHRONAUTS *(Cat's Cradle: Time's Crucible)*

In the old days on Ancient Gallifrey (see L2), during the Dark Times and the rule of the Pythia, the first experimental time machines were very crude affairs in comparison with the TARDISEs that were to come. These prototype "Time Scaphes" were not dimensionally transcendental and they did not draw their power from the Eye of Harmony, whose creation was still in the future. Instead, they were powered by the telepathic abilities of their crew, the Chronauts. The Chronauts were Gallifreyans, but not yet Time Lords. They lacked the imprimatur that Rassilon developed later and which marks the genetic structure of the Time Lords. They also lacked the ability to regenerate.

In those almost mythical times, there were a number of prototype Time Scaphes sent out from Gallifrey and into the Vortex. Only some returned. In a manner similar to the later TARDISEs, each Scaphe was designed to be operated by a crew of six. Among each crew was a Captain in overall command, a Second Officer, a Battery on whom the crew's telepathic energetics would be focussed, a Regulator and a Pilot with primary responsibility for navigation. The remaining Chronaut acted as "nanny" to the Pilot, who was usually a child of around four years old whose young mind still knew things that adults had forgotten. Not that the older Chronauts were entirely mature, being themselves barely into adulthood.

At the cramped heart of each Time Scaphe hovered a spherical pool on whose mirrored surface images of the Vortex outside are summoned up by the power of the crew's combined minds. The five older Chronauts would recline on couches that radiated like spokes around the wheel of the chamber. The heads that drove the ship rested against the wheel hub in whose hollowed centre sat the Pilot. Occasionally, the Pilot tapped his or her fingers on a hovering grid of coloured light that guided the Scaphe through time's convoluted vectors. Most of the time though, the Pilot was kept amused by the toys brought aboard for the purpose.

Bound together in one combined mind with their shared thoughts in a harmonic ratio, the Chronauts only had to think "We travel" for the Scaphe to move up-time or down-time. Monitor units set around the tight walls of the Scaphe registered and recorded the crew's every movement and reaction, both physical and mental. Scientific specimens in a sealed environment, a cradle of the future.

In the earliest test flights, no thought was given to the Time Scaphe actually making timefall somewhere or somewhen. This phase of the Time Programme was barely the equivalent of the first space flights, carrying lone heroes strapped into tin canisters on single orbits of Gallifrey. The Scaphes might carry experiments to be monitored. Plant seeds or tafelshrews which would grow, age and die in a matter of hours. These were the easy trials. Worse by far were the missions when a Scaphe was immersed in the Vortex for ninety days' isolation, to return only ninety minutes after its departure.

CHRONAUT

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

SKILLS

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

TRAITS

Clairvoyance
Networked (Major)
Psychic
Psychic Training
Telepathy
Vortex

TECH LEVEL: 8

STORY POINTS: 4-6

Nobody expected the Time Scaphes to actually make timefall somewhere. So when one did, when an accident stranded a crew elsewhere in time and space, they were woefully ill-prepared for the experience!

**TIME SCAPHE**

Armour: 4 **Hit Capacity: 10** **Speed: 0**

Traits: Scan, Travel, Vortex

Story Points: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CODY MCBRIDE (*Illegal Alien, Loving the Alien*)

Cody McBride is an old-fashioned gumshoe from Chicago. In the summer of 1940, too many people wanted him out of the way permanently, so he shipped out of the States and headed to sleepy old England. He had come over on the pretence of joining the Volunteer Ambulance Corps, but had made inroads with the local criminal fraternity almost as soon as the boat had docked at Southampton. Within days he had been able to set up his business in East London. Three months later, the city is in the grip of the Blitz and McBride hasn't had a sniff of a case in weeks. The crooks are all too slow and the cops are too fast. The real criminal talent is either away fighting the Germans or running black market eggs in rural Suffolk.

London isn't how McBride thinks a city should be. He's used to people, noise, and bright lights. Now all the noise and light comes from the bombers overhead and the gunners trying to shoot them down. McBride is beginning to regret leaving Chicago. Except he doesn't have anything to go back to. A good string of enemies and a good string of failed relationships. McBride has never been good with the opposite sex and has always lived a solitary life. A lot of women have liked him, but very few have loved him. The relationships that get started rarely last long and never end well.

McBride's fourth floor office is shabby. The painted letters on the glass of the door – CODY MCBRIDE PRIVATE DETECTIVE – are already peeling, despite being only a few weeks' old. Even by McBride's standards, the office is sparsely furnished. A couple of large filing cabinets stand against one wall, a freestanding safe against another. A couple of trench coats and a hat hang on a stand in the corner, next to an old table with an even older typewriter on it. A desk, a large walnut affair, usually bare save for an ink blotter, a telephone and an open bottle of whisky.

McBride is tired of the Blitz, tired of trooping down into the Underground to sleep on the platforms with Londoners whose hope is being drained away. So these days, he spends the nights in his darkened office with a bottle of whisky for company.

Apart from the bombs and the lack of work, the main fly in McBride's ointment is Chief Inspector Mullen (see A15) of the Special Branch. Mullen is a thickset, sardonic Irishman who doesn't like private detectives in general and McBride in particular. The two have crossed paths on more than one occasion and there's no love lost between them.

McBride and Mullen both become involved with the Doctor and Ace, and a series of murders involving the Limehouse Lurker (see V59). Nineteen years later, in 1959, McBride is still living in London and working as a gumshoe when he again encounters the Doctor, Ace and Mullen, and they have to tidy up a few loose ends from 1940.

CODY MCBRIDE

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

SKILLS

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

TRAITS

Adversary (Minor) – Several, but back in Chicago
Brave
Tough

EQUIPMENT

Box of matches
Browning 9mm Automatic: 5(2/5/7) damage
Pack of Lucky Strike cigarettes

TECH LEVEL: 4

STORY POINTS: 10



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

COLONEL MURIEL FROST *(1st in The Mark of Mandragora)*

When the Doctor and Ace first met UNIT officer Muriel Frost in 1998, she was still a captain. At that time, Muriel was working undercover to investigate a London nightclub which was suspected of being the source of a new mind-altering drug called Mandrake. Together, the Doctor, Ace and Muriel exposed and thwarted a new attempt by the Mandragora Helix (see V82) to take control of Earth. During this operation, Captain Frost reported to Brigadier Lethbridge-Stewart.

At this time, UNIT's existence was in jeopardy, having become a financial burden on the United Nations. Without public recognition that the Earth needed to be defended against alien threats, politicians were beginning to talk of disbanding UNIT in favour of national organisations. But the publicity generated by the Mandragora incident meant that the United Nations hands were forced and they granted UNIT an official and public global tenure. Captain Frost also speculated about the establishment of a new secret team to deal with the things that the public cannot be told about. There are almost no records as to whether this team, provisionally codenamed Foreign Hazard Duty, was actually established at this time, as was being considered. Certainly, the Doctor didn't encounter an organisation going by this name until much further into the future, when FHD was out among the stars protecting mankind's colonial acquisitions.

By the time the Doctor encountered Muriel Frost a few years later (in her timestream), she had risen to the rank of colonel. During this second encounter with the Doctor, Colonel Frost led a UNIT squad into the artificial reality created by Alex Evening using the Q'Dhite Mindtreader (see G5) that he had discovered in the River Tees. Despite facing an endless onslaught from Evening's barbarian army, Frost remained calm and trusted in the Doctor to get them out while her squad rescued Ace.

Colonel Frost certainly presents a glamorous image for UNIT. Still in her thirties at this point, she is immediately recognisable by her flame-red hair and her stunning good looks. Despite her rise through the ranks, Frost still leads from the front to set an example for the personnel under her command. Colonel Frost is a brave and capable UNIT officer and has acquired useful experience of handling extraterrestrial threats.

The Doctor, Ace and new travelling companion Bernice Summerfield (see *Volume 2*) later met a version of Colonel Frost in a parallel universe. In the Earth of this reality, the Doctor had been killed following mankind's encounter with the Silurians under Wenley Moor (see *Doctor Who and the Silurians*). However, he had already brokered a peace deal between man and homo reptilia. Colonel Frost was an officer in the United Races Intelligence Command (URIC), this world's equivalent to UNIT, which oversaw the peace and dealt with any threats to it.

COLONEL MURIEL FROST

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

SKILLS

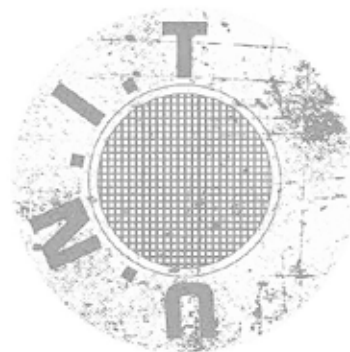
Athletics 4, Convince 2, Fighting 3, Marksman 4, Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS

Attractive
Brave
Distinctive
Experienced x2
Five Rounds Rapid
Friends (Major) – UNIT
Military Rank (Special)
Obligation (Major) – UNIT
Voice of Authority

EQUIPMENT

Handgun: 5(2/5/7) damage

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

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

EDMUND TREVITHICK (*Nightshade*)

Edmund Trevithick (12 May 1898 – 25 December 1968) was an English actor who began his film career in the 1930s, but was best known for his portrayal of the titular professor in the BBC science fiction series *Nightshade* from 1953 to 1958. He also starred in a several Hammer films in the 1950s, though he continued to get work in B-movies through the 1960s, most prominently – so fans of genre films would say – in *They Came from the Depths*.

Prior to becoming an actor, the flat-footed Trevithick served in the Catering Corps of the British Army during World War I. By 1968, Trevithick was one of only two members of his immediate family still alive. His elder brother, Maurice, had died that year. Trevithick's wife Margaret had passed away in 1956. As his daughter Paula and her husband lived in the village of Crook Marsham, he had planned to move in with them after his retirement, but they were both killed in a car accident in 1967. Their daughter had joined a hippie commune, no help there, so Trevithick ended up at Dalesview Residential Home in Crook Marsham.

In December of 1968, the *Nightshade* serials were rebroadcast on BBC2. Trevithick looked forward to becoming popular and famous again, if briefly. But that was also the year Crook Marsham was attacked by the Sentience (see V76), a formless alien hunger that devoured the villagers' life forces after appearing to them in forms taken from their memories. Trevithick became involved in the fight against the Sentience, which manifested to him in the form of the alien Insectoids from one of the *Nightshade* serials. Trevithick fought the Sentience several times, but when the Seventh Doctor's attempt to confront it at its lair failed, Trevithick sacrificed himself to hold off the attacking "aliens" while the Doctor fled to safety.

Edmund Trevithick considered himself a sprightly seventy-year-old and nothing like the poor dears that inhabited Dalesview, and for whom he had little patience. In fact, he was surprisingly agile for his age, still retaining the reflex memory of his training for *The Sword of Araby*, and was still a crack shot long after having won medals for it while in the military. His mind was still sharp as well, and one could easily see the wit that used to guest on *What's My Line?* He knew his Sherlock Holmes, and as if by osmosis after playing Professor Nightshade for so long, had the instincts of a detective. His roguing good looks had not yet deserted him, and his lopsided mouth could best be put to use in a mischievous smile or a judgmental smirk. He tended to wear expensive clothes, and in the winter, steel-toed boots. His bigger-than-life personality had a positive effect on the people around him, making them better and more courageous, an effect not dissimilar to the Doctor's, but even he would admit he was often motivated by vanity above all else, and trying to recapture old glories.

But his age could catch up to him, and though adrenaline could take him part of the way, exhaustion would quickly lay hold of him. It certainly didn't help that that he drank like a fish and smoked the pipe. His tired eyes needed glasses.

EDMUND TREVITHICK

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

SKILLS

Athletics 3, Convince 3, Craft 2 (AoE: Acting), Fighting 2, Knowledge 3, Marksman 3, Science 2, Subterfuge 2, Technology 2

TRAITS

Brave
Charming
Crack Shot
Dependency (Minor) – Alcohol
Distinctive – Recognizable by sci-fi fans and people of a certain generation
Quick Reflexes
Voice of Authority
Weakness (Minor) – Due to old age, Trevithick can become easily fatigued; after every 3 rounds of physical activity, his physical attributes suffer a cumulative -1 penalty until he has a chance to rest

EQUIPMENT

Revolver: 5(2/5/7) damage
Steel-toed boots: Strength +1 damage

TECH LEVEL: 5

STORY POINTS: 12

**NIGHTSHADE INSECTOIDS**

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 5

Skills: Athletics 3, Fighting 4, Subterfuge 2

Traits: Additional Limbs (x2), Alien, Alien Appearance, Armour (5 points), Climbing, Fear Factor 3, Natural Weapons (Minor): Claws (+2 Strength damage), Networked

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ENKIDU (*Timewyrm: Genesys*)

In the *Epic of Gilgamesh*, Enkidu was a wild man, raised by animals outside of human society. The myths tell that he was formed from clay by the Sumerian earth and fertility goddess Aruru as a rival and counterbalance to Gilgamesh (see A23), king of Uruk. Enkidu roamed with the herds and freed animals from the traps of humans, until Gilgamesh sent a prostitute to seduce him. After this, the animals shunned contact with Enkidu and he was forced into closer contact with humans, culminating in a wrestling match with Gilgamesh. Gilgamesh won and Enkidu became his fighting companion. Enkidu then assists Gilgamesh in defeating both the ogre Huwawa and slaying Gugalanna, the Bull of Heaven. In retribution for the latter act, he is punished by the gods and succumbs to a wasting illness.

The Doctor and Ace met the historical Enkidu in Mesopotamia (see L42) around 2700 BC. Here, he is also the friend and advisor of Gilgamesh. But Enkidu has a markedly different appearance to that of the other Sumerians. He is tall, brooding and muscular, but clearly from different stock than Gilgamesh and his men. Instead of the long, oiled beards of the men of Uruk, Enkidu has long, dark hair all over his body. The bony ridges above his eyes project forwards and his chin juts out equally savagely. Mysterious black eyes lie almost hidden in his face.

The Doctor identified Enkidu as being a Neanderthal, a race supposed long-dead by this point in history. Enkidu is aware that he is likely to be the last survivor of his people and this knowledge may contribute to the downward mood swings that the Neanderthal is prone to, often sinking into periods of gloom and pessimism. It also gives Enkidu a philosophical view of the future. A modern-day human might phrase it as "What will be, will be". Enkidu thinks of it as having to endure what the gods send in order to be remembered in the afterlife. Enkidu was heartened to learn from the Doctor that another of his kind, Nimrod, survives in hibernation and will be awakened by Josiah Smith five thousand years into the future (see *Ghost Light*).

In a reverse of their characterisation in the *Epic of Gilgamesh*, it is Gilgamesh who is ill-mannered and impulsive, whereas Enkidu, contrary to the wild man myth, is thoughtful and contemplative. Despite his appearance, Enkidu has more of the behavioural characteristics of a civilised man than his king. But Enkidu is loyal to Gilgamesh and, although he sometimes despairs of the king's antics, he considers himself to be Gilgamesh's bondsman: whatever the king desires to do is acceptable behaviour. Nevertheless, Enkidu believes that it would be much better if Uruk was allies with the rival city-state of Kish, rather than enemies. He believes his own people died out because they failed to cooperate with each other, and fears that the same may happen to humankind.

The Doctor confided to Ace that Enkidu's historical fate matches that recorded in the epic poem and that he will die of a wasting disease while still young.

ENKIDU

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

SKILLS

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

TRAITS

Animal Friendship
Brave
Distinctive
Last of My Kind
Obligation (Major) – To Gilgamesh
Tough

EQUIPMENT

Spear: Strength +2 damage

TECH LEVEL: 2**STORY POINTS: 8**

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

FLORENCE NIGHTINGALE *(The Angel of Scutari)*

Florence Nightingale – the famed “Lady of the Lamp” – rose to prominence during the Crimean War of 1853 to 1856, during which she worked to improve the standards of hygiene and reduce mortality rates among the wounded soldiers. It was Florence who inspired Hex Schofield (see A4) to become a nurse. Hex recalls that he had just completed a school project on her when the careers officer came around and asked him and his classmates what they wanted to be. Although it might have been an impulsive decision by Hex, he came to regard Florence as his hero. In the aftermath of a gruelling encounter with the Daleks on Bliss, the Doctor decided to take Hex to meet Florence in person as a form of therapy.

Florence Nightingale was born in (and named after) Florence in 1830. Her parents were from wealthy, upper-class families, from both of whom she acquired a liberal humanitarian outlook. From the age of eighteen, Florence gained the view that women could be equal to men, from a close and enduring friendship that developed with Parisian socialite Mary Clarke.

Florence’s desire to become a nurse faced fierce opposition from her family, but she persisted in rebelling against the accepted social view that women should be wives and mothers only. Florence even ended a nine-year courtship with poet Richard Monckton Milnes on the grounds that it would interfere with her calling to become a nurse. Nevertheless, her father gave her an annual income sufficient to enable Florence to live comfortably and to pursue her career.

By the time of the Crimean War (see L16), Florence was friends with Secretary at War Sidney Herbert and his wife, and it was Herbert who was key to facilitating Florence’s travel to the Crimea to treat wounded soldiers. She was accompanied by a staff of 38 women volunteer nurses and 15 Catholic nuns. Arriving in Scutari (in what is now Istanbul), she and her team found medicines to be in short supply, poor standards of hygiene, an environment rife with mass infections, and no equipment to process food.

As a result of Florence Nightingale’s reports, the British Government commissioned Isambard Kingdom Brunel (see *The Sixth Doctor Expanded Universe Sourcebook*) to design a prefabricated hospital which was shipped to the Dardanelles. Florence also introduced handwashing and other practices intended to improve hygiene. Nightingale herself never claimed credit for reducing the death rate among the soldiers in the Crimea. But it dropped sharply after the Sanitary Commission, sent to Scutari six months after she had arrived, flushed out the sewers and improved ventilation at the hospital.

Florence Nightingale was not the only prominent nurse to have served in the Crimean War. Another was Mary Seacole, a Jamaican businesswoman and nurse, who set up a hospital called the British Hotel behind enemy lines. The two women were certainly aware of each other but only met once in Scutari.

FLORENCE NIGHTINGALE

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

SKILLS

Athletics 1, Convince 3, Craft (Writing) 4, Medicine 4, Science 2, Subterfuge 2

TRAITS

Code of Conduct (Major)
Fame (Major)
Friends (Major) – British Government
Wealthy (Minor)
Well-Mannered
Voice of Authority

TECH LEVEL: 4

STORY POINTS: 12

Florence was often regarded as having a stern demeanour. She was a committed Christian, remaining in the Church of England all of her life and claiming that she had experienced a religious calling to become a nurse.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GALACTIC HERITAGE *(The High Price of Parking)*

The universe used to have a booming market in exploiting undeveloped worlds. But that all ended when Galactic Heritage was set up by the then Galactic Council around the start of the second millennium. Originally known as the Galactic Heritage Foundation, the organisation was established to protect planets threatened by unscrupulous development by big business. In particular, undeveloped worlds were protected so they couldn't be built on while there was still an indigenous culture. So the market in buying and selling primitive worlds fell through.

In those days, Galactic Heritage distributed a lot of leaflets on the subject of saving planets, and published a book, *The Galactic Heritage Foundation Space Travellers' Guide*, which listed all the worlds of special scientific or historical interest which were designated as being under Galactic Heritage protection. Earth was still listed among them at the start of the 21st Century, having been awarded a Grade 4 status (but only because the third princess Tabetha of Cerrenis Minor spent a weekend in Lewisham in the 8th Century).

As the centuries passed, Galactic Heritage slowly transformed into an organisation that carries out its duties with extreme prejudice. Along the way, it has established its own military force and takes a more aggressive stance. It has expanded its remit to include the protection of newly established planetary colonies, including those of the Earth Empire, from wider threats. Not only from the industrial mega-corporations, but also from piracy and even invasion. At this stage, it seems to be operating as an adjunct to Earth security forces.

By the time that Melanie Bush met up with the Doctor and Ace, after having spent a few years travelling with Sabalom Glitz, she knew of Galactic Heritage and described it as being a "militarised, space-faring National Trust". By now, they have a reputation for being gung-ho in their actions, readily sending in their heavy cruisers to sort out any planetary problems. Even the infamous Rocket Men (see *The First Doctor Expanded Universe Sourcebook*), terror of the frontier worlds, would take flight if there was a hint that Galactic Heritage was on the way! Nevertheless, Mel resorted to calling on them for help on Parking (see L47), an artificial moon in orbit above the planet Dashrah (which was under the protection of Galactic Heritage due to its delicate ecosystem).

As Mel quickly discovered, Galactic Heritage live up to their reputation! What Galactic Heritage officers lack in subtlety and finesse, they more than make up for with big guns and brute force. Major Fulton, the commanding officer during the incident on Parking, is typical of his kind, bursting in, shouting orders, refusing to listen to the advice of civilians (even if they have local intelligence about the situation) and having his heavy cruisers bombard the apparent source of the problem without even ensuring that all bystanders have been safely evacuated. It's unfortunate, but difficult decisions have to be made. Apparently.

Galactic Heritage can occasionally do the right thing though.

MAJOR CHARLES FULTON

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

SKILLS

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

TRAITS

Arrogant
Loud
Military Rank (Special)
Voice of Authority

EQUIPMENT

Blaster Pistol: 5(2/5/7) damage

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

When River Song called on them to protect the people of the doomed planet Syra, they successfully relocated the entire population (numbering in the hundreds of thousands at least) to a new world.

GALACTIC HERITAGE HEAVY CRUISER

Armour: 10 **Hit Capacity:** 25 **Speed:** 8*

Traits: Forcefield (Minor), Scan, Teleport (ship-to-ship transmat), Transmit, Travel

Weapons: Heavy Laser Cannons: 16(8/16/24) damage, Armour Piercing (ignores first 5 points of Armour); Planetary Missiles: 12(12/24/36) damage in 10 metre radius

Story Points: 8

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

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GILGAMESH (*Timewyrm: Genesis*)

The Doctor and Ace met Gilgamesh, king of the Sumerian city-state of Uruk in ancient Mesopotamia (see *L42*), around 2700 BC. Gilgamesh is a semi-mythical figure and tales of his heroism form the basis of several poems, most prominently the *Epic of Gilgamesh*. According to the narratives of these poems, Gilgamesh has legendary strength and his feats include aiding the goddess Inanna, rising up against King Agga of the rival city-state of Kish, and defeating the ogre Huwawa and the Bull of Heaven.

In his earlier adventures, Gilgamesh was accompanied by Enkidu (see *A20*), described in the myths as a wild man, but identified by the Doctor as the last surviving Neanderthal, living thousands of years after his species are currently believed to have died out. After Enkidu's death from a wasting disease, Gilgamesh became obsessed with his own mortality. He repeatedly failed the tests needed to attain immortality and finally accepted that this would be forever beyond his reach.

In the *Epic of Gilgamesh*, he is portrayed as the civilised and noble king as contrasted with Enkidu's wild man of nature. But in reality, the reverse is true. Ace in particular found Gilgamesh to be a boorish oaf, prone to starting a brawl whenever he is bored or frustrated, and a man of action rather than contemplation. His desire to bed every attractive woman who crosses his path causes him almost constant distraction from more restrained and kingly behaviour. In comparison, it is Enkidu who, although having a more bestial appearance, is the more thoughtful of the pair.

Gilgamesh prefers honest, open warfare to scouting and spying on his enemies. The thrust of the spear, the well-aimed arrow from the bow, the war-club crushing the skull of some opponent. Those are deeds of which men could sing. It is his counsellors who advise against precipitous action before an opponent's strength is known, and only when Enkidu agrees with them that Gilgamesh accedes.

While carrying out his formal duties as king of Uruk, Gilgamesh wears the regal robes expected of his position. But when venturing out on hunting trips, he reluctantly sets these aside and wears no more than a knotted loincloth, a pair of sandals, and a couple of armbands. His bronze skin, burnt by the eternal sun of Mesopotamia, ripples over impressive muscles. His huge fist grasps his favoured weapon, the spear.

It was while on a spying mission against his enemy, King Agga of Kish, that Gilgamesh first encountered the being who had taken on the name and form of the goddess Ishtar (see *V85*). Ishtar had lured Gilgamesh to what the king took to be her ziggurat, actually a crashed spaceship, and attempted to gain control of his mind. But Gilgamesh managed to resist, earning Ishtar's wrath. He later takes the Doctor to be Ea, god of wisdom, and Ace to be Aya, goddess of the dawn.

In the centuries after his death, Gilgamesh was deified and was worshipped as a god in many regions across Sumer.

GILGAMESH

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

SKILLS

Athletics 5, Convince 3, Fighting 6, Marksman 6, Subterfuge 3, Survival 4

TRAITS

Arrogant
Authority (Major)
Brave
Eccentric (Major) – Loutish, boorish, impatient
Impulsive
Loud
Quick Reflexes
Tough

EQUIPMENT

Spear: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 10



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HILDA SCHOFIELD *(Afterlife)*

In 2001, Hilda Schofield's daughter Cassie (see *The Sixth Doctor Expanded Universe Sourcebook*) left Liverpool and went to London to find work, leaving her own son Tommy for Hilda to look after. That was the last that Hilda ever saw of Cassie, and within a few months even the letters and phone calls from her stopped. Cassie had just disappeared, though Hilda continued to believe that she was out there somewhere and might come back to her and little Tommy one day.

For the next twenty years, Hilda raised Tommy, who goes by the name of Hex (see A4) to his friends, until he too went down to London, to work as a nurse at St Gart's Hospital (see L63). Then he too disappeared, becoming a companion of the Doctor and Ace. Hex wrote a letter to his Nan, explaining that he was off travelling with some new friends – he couldn't say where – helping people in need. The trouble is it was still in his room aboard the TARDIS when Hex apparently died. Ace found it and got the Doctor to post it, but it didn't arrive for another six months (Hilda blames it on the privatisation of the Post Office!). As a result, the letter only arrived a few days before the Doctor turned up on Hilda's doorstep to break the news of Hex's death to her.

Hilda Schofield is a salt-of-the-earth character. She lives in New Hoylake, a respectable neighbourhood in Liverpool – or at least it was until the local gangs began a turf war (Hilda blames it on the privatisation of the police!). Hilda talks a lot but listens to less, as her audience have little opportunity to get their own thoughts across. She has opinions about everything and isn't afraid to speak her mind.

But when the Doctor told Hilda of the death of her Tommy, it knocked the stuffing out of her. Naturally, she blamed the Doctor, thinking that Hex had got himself caught up in military matters and that the Doctor was the commanding officer who had ordered him into battle. Hilda attended the memorial service at the community hall that the Doctor had arranged for Hex, and this went some way towards placating Hilda – though she never forgave the Doctor.

Sally Morgan (see A8) spoke at Hex's service. She had appeared at Hilda's door around six months previously, having heard Hex talk of his Nan and wanting to check up on her. Hilda has been under the impression that Sally was sent by the council as community support to help with the shopping and that kind of thing. But at the service for Hex, Hilda realised that Sally was one of Hex's colleagues. Afterwards, Sally stayed with Hilda to keep an eye on her and to hear stories of Hex's youth.

Hilda has always been a feisty woman, able to stand up for herself. She's had to be. But in the 2020s, she's an old woman. She had still been the life and soul of the party until the death of Hex. But once she knew he'd gone, when she finally accepted it, there was nothing left for her to hold on for. Hilda Schofield died a couple of years later.

HILDA SCHOFIELD

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

SKILLS

Convince 3, Craft (Cooking) 3, Knowledge 1, Technology 1

TRAITS

Argumentative
Face in the Crowd
Loud – Well, she talks a lot!
Stubborn

TECH LEVEL: 5

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HOWARD CARTER *(False Gods)*

Howard Carter became famous as the archaeologist and Egyptologist who, in 1922, discovered the intact tomb of the boy pharaoh Tutankhamun in the Valley of Kings. But twenty years before that, in 1902, Carter had a far more remarkable experience whilst leading the excavation of another tomb.

Carter was born in London in 1874, but spent much of his childhood with relatives in Norfolk. He was the son of an artist and inherited his father's love of art. It was the collection of antiquities at nearby Didlington Hall that sparked his interest in Egyptology. At the age of only seventeen, Carter was employed as a tracer, copying tomb inscriptions by hand at Beni Hassan in Egypt. From 1892, he was mentored by the great Flinders Petrie at the excavation of Armana and got his first taste of archaeological digging.

In 1899, Carter was appointed as Chief Inspector of Antiquities by the Egyptian Antiquities Service and supervised a number of digs at Thebes. It was during one of these, the excavation of the tomb of Oserhat in 1902, that Howard Carter met the Doctor, Ace and Hex (see A4). At this time, he was assisted by a pair of students, Robert Charles and Jane Templeton (see A27).

At first, Carter took the time travellers to be trespassing sight-seers, but the site was quickly rocked by a series of temporal tremors. Carter, the Doctor and Hex were transported back through time to prehistoric Africa and a confrontation with a creodont, a carnivorous mammal of a species now extinct. Being a practical man, Carter quickly overcame his astonishment and accepted the evidence of his eyes. But his credulity was further tested by a brief trip in the TARDIS!

Despite the wonders he had witnessed, Howard Carter continued with his work as an Egyptologist, though he resigned from his post as Chief Inspector of Antiquities in 1905 as a result of an inquiry into the Saqqara Affair. This was a confrontation between Egyptian guards and French tourists, in which Carter had sided with the Egyptians.

Two years later, Howard Carter was employed by Lord Carnarvon to supervise the first of several digs, starting a relationship which would last until the peer's death in 1923. Carter's excavations in the Valley of the Kings were interrupted in 1914 by the outbreak of the Great War, during which he worked as a translator for British intelligence, interpreting clandestine messages between French and British officials and their Arab contacts.

Carter resumed his archaeological work towards the end of the War. By 1922 Lord Carnarvon had grown tired of the lack of a major discovery and informed Carter that he was funding only one more season's work. That November, Carter discovered the entrance to the tomb of Tutankhamun after his water boy stumbled over the top of a stairway buried in the sand.

HOWARD CARTER

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

SKILLS

Athletics 2, Convince 1, Craft (Painting) 4, Knowledge 5 (AoE: Egyptology), Science 2, Subterfuge 1, Survival 1, Transport 2

TRAITS

Authority (Minor) – Chief Inspector of Antiquities
Insatiable Curiosity
Linguist (Minor) – French, Arabic, Egyptian
Lucky

TECH LEVEL: 4

STORY POINTS: 12

This discovery made Howard Carter famous and he became the most popular public speaker since Oscar Wilde. But despite this, he was shunned by the academic community because of his humble origins and lack of a university education. He died in 1939 without receiving any British honour for his discoveries.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ISOBEL (*The Dispossessed*)

If Isobel tried translating her real name into English, it would sound like a load of squeaks and clicks. So while she was on Earth, she just called herself Isobel, though that was actually the name of the human whose form she was mimicking at the time. Isobel's true appearance is that of an insectoid alien, something like a giant ant. Some of her species even have wings, though Isobel herself doesn't.

Isobel is in reality an Aslinian, a native of the planet Aslina in the Jovic Cluster. It's a small yellow planet, but a pretty one, particularly if you like deserts and underground cities (which the Aslinians obviously do). The Doctor knows of it and has even visited the place a long time ago in a previous incarnation. He remembers the Aslinians as being a charming people, gentle and peace-loving. But all that changed with the coming of the Jalfreeth...

The Jalfreeth are – or rather were – a warlike race of powerful psychics who devastated much of the Jovic Cluster, absorbing the mental energy of entire worlds before destroying them. The Aslinians were part of an alliance that finally stopped them. But at a huge cost. At the moment of defeat, the Jalfreeth commander Arkallax (see V4) activated a self-destruct weapon which annihilated not only his own fleet, but also that of the alliance and many of the worlds in the Jovic Cluster, including Aslina.

But the Jalfreeth commander survived, the only one of his people to act fast enough to project his consciousness across the cosmos and escape the destruction he himself had wrought. Isobel was one of the Aslinians who were off-world at the time and also survived. She is now on a mission to hunt Arkallax down and bring him to justice. She has tracked the Jalfreeth to Earth in the early 21st Century, to the vicinity of Manchester in the north of England to be precise. With the assistance of her drone, she has acquired the appearance, language and memories of a local human, an Isobel who works in a laundrette. She's even adopted Isobel's Mancunian accent and dialect, and no-nonsense personality!

Isobel's drone is a small flying robot which buzzes around with a noise like a remote-controlled aeroplane. Its designation reference is a long alphanumeric string. Isobel finds this cumbersome when rendered into English, so she has nicknamed it "Droney". Droney normally speaks in the Aslinian clicks and squeaks, but on Earth it too has assimilated the human Isobel's language and speaks in an electronic rendition of her voice.

Droney is a security model, which means it's equipped with weaponry and much more to assist Isobel in her mission. It is armed with a neural blaster with stun or kill settings and can generate a containment shield, a forcefield for the apprehension of prisoners. It is Droney who provides Isobel with her ability to assume other forms, scanning subjects (rendering them unconscious for the duration) and assimilating their physiologies, memories and speech patterns, then applying them to Isobel.

ISOBEL

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

SKILLS

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

TRAITS

Additional Limbs – Legs
 Alien
 Alien Appearance
 Obligation (Major) – Bring Arkallax to justice
 Technically Adept
 Tough

TECH LEVEL: 7

STORY POINTS: 6

Droney is self-repairing, given time, and can also treat injuries and illness in most organic species.

DRONEY

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

Skills: Marksman 3, Medicine 4, Technology 4

Traits: Armour (4 points), By the Book, Entrap (Major; Containment shield), Flight (Major), Fast Healing (Major), Heal (Special: A Difficulty 9 Ingenuity + Medicine roll allows Droney to heal 2(1/2/3) damage in others; a Difficulty 12 roll allows it to cure illnesses and other health conditions), Natural Weapon – Neural Blaster (Major: 5(2/5/7) or S(S/S/S) damage), Robot, Scan, Shapeshift (Special; Droney can't change its own shape, but applies this Trait to others), Size – Tiny (Minor)

Tech Level: 7

Story Points: 2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JANE TEMPLETON (*False Gods*)

There is an Ancient Egyptian tale of when Geb the Sky and Nut the Earth argued with Ra the Sun, which unbalanced the Earth's orbit. Ra was tricked into changing his position in the sky by Thoth, the diva of time and magic, which altered the angle of the Earth in relation to the Sun. This tale may be a record of a time when the Sun rose in a different time and place than it does today.

Move forward several thousand years, when the ancient tale becomes relevant to the story of Jane Templeton, an archaeological student assisting Howard Carter (see A25) in the excavation of an Egyptian tomb in 1902. The Doctor, Ace and Hex arrived at the dig to investigate a spot of time disruption which had wrenched the TARDIS out of the Vortex. Jane and Ace were caught in a localised time field and projected forward in time to a point where there is no ozone layer or escape from the Sun's radiation, and Egypt is part of the United States of Africa.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jane had stolen one of the shabti figures from among the treasures excavated by Carter. This small figurine of a soldier was one of forty-five shabti intended to accompany the tomb's owner, Oserhat, into the afterlife and protect him. The shabti is not at all what it seems, and when Jane passes a key into its mouth, it transforms itself back into a full-size TARDIS.

Jane is in fact a trainee Time Lord. She came to Earth on a field trip centuries ago as part of an Academy history module researching Osirian Cosmic Influence. Jane was accompanied by a colleague, Antak. But their TARDIS was damaged by a time spike in the Vortex. They managed to materialise but their ship had lost its time signature, their route map home.

Jane – or whatever her true name was – and Antak tried to blend in with the locals, but their arrival had been witnessed. Jane and Antak found themselves being worshipped as Thoth and Amun. For a while everything was fine, until one year the crops failed and there was an uprising. Jane escaped into the Sudan, but Antak did not. Antak had disguised the TARDIS as a shabti figure, but during the uprising it was stolen by Oserhat. Jane has since spent several lifetimes searching for his tomb, and recently her TARDIS has been calling to her.

Jane's TARDIS has been suffering for centuries. It has been breaking down and decaying through neglect and is now beyond repair. It has reached into the Vortex and time-linked itself to the Doctor's TARDIS just to stay alive. But Jane must put it out of its misery and kill it by piloting it into the heart of a star.

But what if she cannot bring herself to kill her TARDIS? What if Jane doesn't want to return to Gallifrey and face whatever judgement the Time Lords will decide for her? What if she were willing to risk the decay of her TARDIS causing uncontrolled temporal disruption? And what of the tale of Thoth tricking the Sun?

JANE TEMPLETON

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

SKILLS

Convince 3, Craft 2, Knowledge 4 (AoE: Egyptology), Science 3, Subterfuge 4, Survival 3, Technology 3, Transport 3

TRAITS

Attractive
Feel the Turn of the Universe
Time Lord
Time Lord – Experienced (x5)
Time Traveller (Major x3) – Has lived through Tech Levels 2, 3 and 4
Vortex

EQUIPMENT

TARDIS key
TARDIS (use the stats for a Decommissioned TARDIS from *The Time Traveller's Companion*) – when the TARDIS has been recovered

TECH LEVEL: 10

STORY POINTS: 4



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JOEY QUINE (*Citadel of Dreams*)

In the city of Hokesh (see L31), Joey Quine is the quintessential boy on the street. He has begged on the streets all his life that he can remember, and his body can fall into the postures and impulses of it by instinct, adopting a posture that makes him seem younger, smaller and decidedly rounder-eyed than he is.

Joey lives in a flophouse that is ostensibly a charitable concern funded by the estate of a late City Alderman as a Hostel for the Aid and Succour of Deserving Itinerant Youth. But in fact it's merely a tract of hastily converted wharfside warehouse space. Said conversion consists of dragging in pallets and the occasional consignment of straw, leaving the balance of the funding to settle in the pocketbooks of the estate's trustees. Amongst such Deserving Itinerant Youth as it purports to shelter and serve, it is known merely as the Hole.

Joey has an odd relationship with the city. If he thinks about it in a certain way, he can see the way the patterns of life in Hokesh work from day to day – literally, as though the City were a nest of luminous insects split open and viewed from a height. The flickering, interlinking trails of individual components shuttling back and forth through a mechanism that is greater than the sum total of its parts.

Joey avoids the dark alleyways between the warehouses of Hokesh. Even the buildings of the city cannot be entirely trusted. Once, when he was small, Joey saw someone being eaten by a wall, dragged into it screaming soundlessly. Or perhaps he dreamed it.

Joey is aware that there is something unusual about him, but he does not know what. Within his mind is something he thinks of as "the Thing Inside". It's hard for him even to think of it in terms of description, let alone find the words actually to describe it. The Thing Inside stirs fitfully in a dormancy that cannot be called sleep. All Joey knows is that it is nothing remotely human.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unknown to its inhabitants, Hokesh is a living organism and all the people within it are parts of the whole rather than independent lifeforms. It has evolved and grown ever since human settlers arrived on this world and were absorbed into the organism. Despite appearances, the people here are no longer human.

In order to interface with the people, the city needs an Avatar to give it form and connection. The current Avatar is a man called Sloater. But Sloater has lived for so long that he's losing interest and is just going through the motions. As a consequence, the city is dying.

Hokesh has created Joey Quine as a temporary interface, the Broken Avatar, until a more permanent one can be made. But Sloater is resisting being written off. Whenever he has detected

JOEY QUINE

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

SKILLS

Athletics 2, Convince 4, Craft (Begging) 4, Fighting 3, Subterfuge 4, Survival 4

TRAITS

Alien Senses – The City

Amnesia (Minor)

Face in the Crowd

Hypnosis (Major)*

Impoverished

Precognition

Psychic

Psychic Assault* – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Run for Your Life!

Special – The Broken Avatar*: Joey is immune to Sloater's mind control; he can also extend this to provide a similar immunity to anyone else within a 5 metre radius of himself by a contest of Presence + Convince with Sloater

*Joey is not yet aware of these emerging talents and has little to no control over them.

TECH LEVEL: 4

STORY POINTS: 8

Joey's nascent psychic powers emerging, he has simply wiped the boy's short term memories, leaving him with little idea of his potential.

As Joey's powers develop further, additional Traits may manifest, ones similar to those possessed by Sloater.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KORBIN THESSINGER (*Nocturne*)

The Doctor has fostered many strong friendships among the artistic community of the planet Nocturne (see *L45*) in the 28th Century. This period on Nocturne is known as the Far Renaissance, and it is a time of artistic achievement almost unrivalled in human history. Perhaps the strongest of his friendships is with renowned composer Korbin Thessinger. Several incarnations of the Doctor have met Korbin, accompanied by various companions.

By the time that Ace and Hex (see *A4*) meet him, Korbin is an old man and he is working on what will turn out to be the last great work of his career, the Great Mass. Unfortunately, the composition isn't going well and he is beginning to wonder whether it will be catalogued as an unfinished work after his death. Of course, he has guessed that the Doctor has a certain foreknowledge of the future, but he knows that he is unwilling to share this secret information, even among his friends.

The elderly Korbin is cantankerous by nature, and this hasn't been helped by his difficulties with the Great Mass. In fact, he's been feeling particularly friendless in recent months, and has been largely shut away in his rooms at Tanza's Palace in the artists' enclave in Glasst City. The building was once owned by the Lord Marshal, but it's now been divided into private apartments.

Korbin doesn't like receiving uninvited visitors, and the only company he has had recently is with the few music students he tutors. But even these have abandoned him. He had been teaching the twin brothers, Will and Lomas Alloran, both of whom showed promise. The pair had been awarded a bursary to study under Thessinger. The most talented of the two, Will, went off to war over a year ago, and the other, Lomas, recently had an argument with Korbin and hasn't been back since.

The Doctor knows that Korbin gets particularly grumpy when things aren't going well. He's seen him like this before and his mood always improves when he has worked through his creative block. Even so, the great composer will be overjoyed to see such an old friend again, even if the Doctor arrives unannounced!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Korbin's argument with Lomas the last time they met was a bitter one. Thessinger considers his student to be arrogant and unprofessional, the complete opposite of his brother, and that Lomas is only interested in fame and adulation. Lomas had become obsessed with a theory about bio-harmonics, the secrets of which his brother had discovered in ancient alien scripts in the city archives.

Lomas started to build strange apparatus based on the knowledge he had acquired. The next thing Korbin knew, Lomas had taken off with his bohemian friends in an attempt to realise his ambitions, pausing only to empty Korbin's larder and purse on the way!

KORBIN THESSINGER

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

SKILLS

Convince 2, Craft (Musical Composition) 6, Knowledge 3, Technology 1

TRAITS

Argumentative
Fame (Major)

TECH LEVEL: 6

STORY POINTS: 10

Despite the composer's current low fortunes, the Doctor knows that Korbin will be inspired to complete his Great Mass and that it will be celebrated as a masterpiece. Will Alloran dies young, and Korbin will give it the subtitle "*From a theme by William Alloran, my pupil and my better*", as it incorporates a refrain that Will had been toying with.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LEV TOLSTOY *(The Angel of Scutari)*

Count Lev Nikolayevich Tolstoy (more commonly referred to as Leo Tolstoy in English) is most famous as being the author of novels such as *War and Peace* and *Anna Karenina*, and is often regarded as being one of the greatest writers of all time. But Ace met Lev in 1854, when he was a young ensign in the Russian Army fighting in the Crimean War. At this time, Tolstoy had only had two works published, *Childhood* and *Boyhood*, the first two novels of a semi-autobiographical trilogy.

Tolstoy was born in 1828 into an old aristocratic family. He was the fourth of five children and, after both his parents died while he was still young, he and his siblings were raised by relatives. At the age of sixteen, Tolstoy went to Kazan University to study law and oriental languages. But his time there was not a success and he left without completing his studies. He returned to the family estate and began his writing.

Lev Tolstoy was a frequent gambler and, in 1851, having run up heavy debts, he and his brother went to the Caucasus and joined the Russian Army. During the Crimean War (see *L16*), Lev served as an artillery officer. He was present during the eleven-month long siege of Sebastopol, which is where he met Ace, becoming an unwitting (and unwilling) accomplice in her escape from a Russian military prison. As well as his love of gambling, the young Lev also had an eye for the ladies and tried to sweet-talk Ace – though without any noticeable success!

During the war, Tolstoy was recognised for his bravery and was promoted to lieutenant. However, his experiences in the Crimea contributed to Tolstoy becoming the pacifist and Christian anarchist of his later life. During a European tour of 1860-61, he met with Victor Hugo, and their discussions further cemented Tolstoy's political and social beliefs, while his concept of non-violence was strengthened by his reading of the *Tirukkural*, one of the oldest works of Tamil literature. Tolstoy also helped instil this concept in a young Mahatma Gandhi when the two corresponded.

In 1862, Tolstoy married Sophia Behrs, who was sixteen years his junior. They had thirteen children, of whom only eight survived into adulthood. Their early married life was happy, but the relationship deteriorated as Lev's beliefs became increasingly radical. In his later life, Tolstoy opposed private property in land ownership and the institution of marriage, valuing the ideals of chastity and sexual abstinence. Sophia was outspokenly opposed to many of Tolstoy's ideas and towards the end of his life she became resentful of the attention which he gave to his "disciples".

Tolstoy died in 1910 at the age of eighty-two, having left home in the middle of winter in an apparent attempt to escape his wife's jealous tirades. After a day's journey south, he died of pneumonia at the railway station in Astapovo.

The stats provided here are for Lev Tolstoy as an ensign in the

LEV TOLSTOY

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

SKILLS

Athletics 3, Convince 2, Craft (Writing) 5, Fighting 3, Knowledge 2, Marksman 3 (AoE: Artillery), Subterfuge 2, Survival 2, Transport 3

TRAITS

Authority (Minor) – Count
Brave
Charming
Military Rank (Minor) – Ensign
Noble
Obligation (Major) – Russian army
Obsession (Minor) – Gambling
Owes Favour (Major) – Gambling debts
Run for Your Life!

TECH LEVEL: 4

STORY POINTS: 6

early stages of the Crimean War. The stats for Tolstoy during his later life, when he is an older man and an established writer, would be significantly different.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MARKUS CREEVY (*Thin Ice, Crime of the Century*)

The Doctor and Ace first met Markus Creevy in Moscow in November 1967. Markus likes to present himself as a businessman, but he is really a rising London gangster with the trappings of a shady barrow boy. He usually dresses ostentatiously, often in floral shirts and velvet jackets – which makes him rather conspicuous in Cold War Russia!

On this occasion, Markus claims to be a British delegate to Moscow representing the fur industry. But his cover can easily be blown, as he doesn't know his fox from his sable! In fact, Markus is after some much more exotic goods. He is really working for Vitali Wolshkin, apparently a Russian exile living in London since he fled his homeland during the 1917 Revolution. But Wolshkin is also not all that he seems, and he is himself working for another, entirely inhuman, employer – the Ice Lord Hheshh (see V60). Markus is actually in Moscow to steal some items of Ice Warrior technology (see G7) that were salvaged from the sea-bed by a Soviet submarine a couple of years ago.

During his stay in Moscow, Markus's official guide is Raina Kerenskaya, a KGB officer who reports to Major Felnikov, and the two know each other well. Markus and his guide have been in a secret relationship for several months. Raina is in on Markus's plans to steal the Martian artefacts, and is intending to defect to the West with him once their mission is completed. In fact, although she hasn't told Markus yet, Raina is pregnant with their daughter – who would grow up to become Raine Creevy (see A9), a travelling companion of the Doctor and Ace.

Back in London, Markus Creevy has an expensive lifestyle funded by his criminal activities. As Raine grew up, he was able to afford a private education for her. But his finances are ruined in 1987, when the global stock markets crash on Black Monday. After this, Markus has to go back to robbing banks and raiding warehouses to build up his wealth from scratch. He knows that someone, somewhere was responsible for Black Monday and would love to get his hands on whoever that was!

Throughout their marriage, Markus was unfaithful to Raina, having a string of mistresses, a fact which drove a rift between him and his daughter. When Raina died, Markus lost contact with Raine for a while, until the Doctor contrived for them to "accidentally" meet up again in October 1989. After this, there was a brief reconciliation between father and daughter, before Raine took up the Doctor's offer of travelling in the TARDIS with him and Ace.

Although he's a London gangster, Markus is the first to admit that he's a lousy shot and prefers to leave any gunplay to his subordinates. He has plenty of contacts in the criminal underworld and can pull in favours both at home and abroad. Markus has also kept one or two Martian artefacts from his 1967 trip to Moscow, which might be useful if he knew what they did!

MARKUS CREEVY

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

SKILLS

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

TRAITS

Brave
Charming
Distinctive
Owed Favour (Minor) – Creevy is always owed a favour by someone...
Owed Favour (Major) – ...and some are larger than others
Tough
Wanted (Minor) – Creevy's crimes are being investigated by the police
Wealthy (Minor) – Until Black Monday

TECH LEVEL: 5

STORY POINTS: 6

After their reconciliation in 1989, Raine was devastated to discover during her journeys through time that her father would be dead by 2001.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MICHAEL FARADAY (*The Four Doctors*)

Michael Faraday was one of the most eminent scientists of the 19th Century, though he referred to himself as a natural philosopher. As a physicist, he was instrumental in developing electricity as a practical source of power, and establishing the principles of the electromagnetic field and the laws of electrolysis. He invented devices that laid the foundations for the development of the electric motor. As a chemist, Faraday is credited with the discovery of benzene and invented an early form of Bunsen burner.

Faraday is also noted as an excellent experimentalist. He firmly believed in the scientific method. Faraday needed to see concrete evidence rather than just fanciful notions; he needed material evidence to confirm his thoughts. But Faraday was severely deficient in his understanding of mathematics, and it was his fellow physicist James Clerk Maxwell who summarised Faraday's work in formulae and mathematical notations.

Michael Faraday received very little in the way of formal education. He was born in 1791 in the village of Newington Butts, which is now part of Southwark, and was the third of four children. Faraday's parents were not wealthy and he had to educate himself. At the age of fourteen, Michael was apprenticed to a bookbinder and bookseller, and over the next seven years he took the opportunity to read many books. It was during this period that he developed his interest in science, electricity in particular.

In 1812, Faraday attended lectures given by the eminent chemist, Sir Humphry Davy of the Royal Institution and the Royal Society, and a year later he was employed as Davy's assistant. With Davy, Faraday toured the Continent and met with many of the scientific elite of Europe.

Faraday was elected as a member of the Royal Society in 1824 and became the first Fullerian Professor of Chemistry at the Royal Institution in 1833. During his lifetime, he twice refused the offer of the presidency of the Royal Society, and he turned down a knighthood on religious grounds, stating that he preferred to remain plain Mr Michael Faraday.

In 1839, Faraday suffered a nervous breakdown, but recovered to return to his investigations of electromagnetism. By 1854, he was already an acquaintance of the Doctor and his nerves suffered a further shock when a time corridor deposited a (fortunately incapacitated) Special Weapons Dalek in his laboratory. Faraday assumed it had been delivered anonymously and took it to be some kind of capacitor, perhaps similar to the battery that Davy had devised. Things took a turn for the worse when a cybernetic Jariden officer (see *The Fifth Doctor Expanded Universe Sourcebook*) and two active Daleks followed it a week later. But thankfully the Doctor arrived to sort the situation out with no serious damage other than a singed carpet and an exterminated electromagnet!

MICHAEL FARADAY

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

SKILLS

Convince 1, Craft 3, Knowledge 3, Science 5 (AoE: Chemistry, Physics), Subterfuge 1, Technology 4

TRAITS

Boffin
By the Book
Technically Adept

TECH LEVEL: 4

STORY POINTS: 6

Michael Faraday was a devout Christian and for most of his life he was a member of the Sandemanian church, an offshoot of the Church of Scotland. He met his wife, Sarah, through his attendance at the church. Faraday died at the age of seventy-five and is interred in Highgate Cemetery, having turned down an offer of burial in Westminster Abbey.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MUROID (*The Warehouse*)

The Muroids are a peaceful race from the planets of the Eurminidae galaxy, who are just setting out on the road of intergalactic exploration. But their appearance and difficulty in communicating with other species makes first contact with other civilisations difficult. To most other races, the Muroids look like overgrown vermin. To humans, the nearest comparison is to rats, but rats over a metre long and capable of ripping through metal sheets with razor-sharp teeth and inordinately large claws.

The Muroids' speech is in the form of a high-pitched squeaking, chittering language. It is unintelligible to humans and sounds like nothing more than animal noises. Even the TARDIS was unable to translate it. Muroids are, however, mildly psychic. But even then, they face barriers to communication with other races. Firstly, they need to join in a gestalt of half a dozen or more Muroids to boost their telepathic abilities. They do this by knotting their tails together in a manner not too dissimilar to the Earth legends of the Rat Kings, conjoined groups of rats with a higher intelligence than usual which appear every few generations.

Once they have created a gestalt, the Muroids can attempt to speak telepathically. But even then, their psychic ability is only powerful enough to be heard by those whose minds are receptive to such communication. Even the Doctor with his latent psychic ability was unable to hear the Muroids. On that occasion, they were only able to communicate with a high priestess whose religious rites had exposed her to repeated doses of psychoactive substances which had widened her neural pathways. Fortunately, the priestess willingly allowed the Muroids to take control of her body so that they could speak using her vocal chords. However, the relative difficulty in finding a receptive and willing host makes this channel of communication impractical for more general use. Clearly, the Muroids need to develop a more useful means of translating their language.

Nevertheless, despite these difficulties, the Muroids are determined to make peaceful contact with the races of our galaxy.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor and Mel encountered the first of the Muroids' long-range survey teams to reach our galaxy. They had hoped to make peaceful contact, but some of their crew had become infected by a mutated strain of a sentient mould aboard the Warehouse (see L76), a storage facility in orbit above a jungle planet whose civilisation had collapsed.

The uninfected Muroids disabled the Warehouse's computer to prevent it from launching its delivery drones to infect the planet below with the mould. But the Warehouse crew just saw the Muroids as overgrown vermin and have been going to extraordinary measures to wipe them out using vicious traps and fumigation gas.

MUROID

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

SKILLS

Athletics 3, Convince 2, Science 2, Subterfuge 4, Survival 3, Technology 4, Transport 3

TRAITS

Alien

Alien Appearance

Natural Weapons (Minor) – Razor-sharp Teeth:
Strength +2 damage, Armour-Piercing (ignores the first 5 points of Armour)

Possess

Psychic

Size – Tiny (Major)

Swarm 5

Telepathy – Requires a group of linked Muroids and a receptive mind

TECH LEVEL: 6

STORY POINTS: 1-2

Adventure Seed: Lab Rats

The Muroids' disadvantages in making contact with new races mean that they are ripe for exploitation. The TARDIS brings its crew to a remote space station conducting scientific research. Among the base's "guinea pigs" are a group of unusually large rodents. They're Muroids of course, captured and enslaved by an unscrupulous pharmaceuticals corporation. Will the time travellers realise, and if so how can they secure the prisoners' freedom?

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NOSTRADAMUS *(The Doomsday Quatrain)*

Michel de Nostredame, better known as Nostradamus, was a French astrologer famous for his prophecies of future events published in *Les Prophéties*, a collection of 942 poetic quatrains.

Nostradamus was born in Provence in 1503. As a young man, he worked as an apothecary for several years and fought alongside doctors against the plague after it had robbed him of his first wife and their two children. Nostradamus wrote an almanac for 1550 and, following its success, continued to write them for future years as he began working as an astrologer for various wealthy patrons, including Catherine de' Medici, the wife of Henry II of France.

Les Prophéties was published in 1555, initially to a mixed reception. But Nostradamus and his prophecies have become even more popular over the centuries since his death. Serious scholars consider Nostradamus not to have had any genuine powers of foresight or precognition, and that his quatrains are characteristically vague and open to interpretation. Moreover, most English translations are inaccurate, and many have been deliberately mistranslated. Nevertheless, *Les Prophéties* has rarely been out of print since its first publication.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor met Michel de Nostredame in Florence around the year 1560 – or so he initially thought. In fact, this was not the real Nostradamus, but a duplicate created from bio-matter by Poldagon scientists. And it was not Florence in 1560, but a Poldagon test world (see *L51*) centuries into the future. The Poldagons have created an artificial planet with a surface comprised of raw bio-matter, which they can program to duplicate the environment of any planet they wish and populate it with apparently intelligent lifeforms, which they term “bio-units”.

The Poldagons hire their test planet out to other races for experimental purposes. In this instance, the savage Kro (see *V52*) wish to use it to test their strategies for the invasion of a primitive world. Earth in the 16th Century was selected as being suitable and was duplicated down to the millions of individual inhabitants.

Like the rest of the bio-units on this duplicate Earth, Nostradamus believes that he is the real deal. He has the intellect, memories and personality of the real Nostradamus. Perhaps because of a flaw in the programming of the bio-matter, he even has visions of the future. Nostradamus has no control over these, and when they come, he is almost oblivious to everything else around him. Recently, the visions have been of an apocalypse, with crocodilian monsters killing everyone and the world itself melting into the grey goo of raw bio-matter.

Like his real-world counterpart, Nostradamus is an intelligent man. Already provided with the evidence of his visions, it is easy to convince him of the existence of monsters from the stars and even of the truth of his own nature.

NOSTRADAMUS

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

SKILLS

Convince 4, Craft (Writing) 4, Knowledge 5 (AoE: Astrology), Medicine 2, Science 2, Subterfuge 1, Survival 1

TRAITS

Brave
Fame (Major)
Friends (Major) – Various wealthy patrons (including Catherine de' Medici)
Precognition
Psychic
Special – Bio-Unit (Major Bad): This Nostradamus is a bio-matter creation with a limited lifespan programmed into his being at a cellular level; once the Poldagon experiment is over, he will revert to grey goo
Weakness (Major) – Nostradamus has a -8 penalty on all rolls whilst experiencing visions of the future

TECH LEVEL: 3

STORY POINTS: 8

Whether the real Nostradamus had genuine powers of prophecy or not is a matter for the GM to decide. But the bio-matter duplicate does, and he knows that the end of the world is coming, along with his own personal doom. Despite this knowledge, Nostradamus can be a staunch ally against both the amoral Poldagon scientists and the monstrous Kro.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

RESURRECTIONISTS *(You Are the Doctor)*

START: Exploring a strangely messy and malodorous spaceship, you enter a darkened chamber. There is a sound like a heart monitor beating in the gloom, and a giant creature pulsates and throbs within a cradle of wires and cables. If you investigate, go to Time-Track 7. If you flee, go to Time-Track 3.

TIME-TRACK 1: With a few more minutes, you remove the cables linking the computer array to the Resurrectionist. The creature thanks you and begins to shift out of our reality and into its own celestial plane. Go to Time-Track 11.

TIME-TRACK 2: The Resurrectionist continues. As well as their psychic abilities, Resurrectionists can reverse time for the newly dead and return them to life at an earlier part of their time stream, then psychically steer them from the path that led to their death in the first place. At this point, you hear the sound of approaching Porcians. If you hide, go to Time-Track 10. If you keep communicating with the Resurrectionist, go to Time-Track 8.

TIME-TRACK 3: As you dash out of the chamber, you bump into a squad of heavily armed aliens. If you decide to surrender, go to Time-Track 8. If you decide to resist, go to Time-Track 5. If you decide to flee, go to Time-Track 8.

TIME-TRACK 4: Your meddling with the computer's controls deactivates the psychic control over the planet below. Within seconds, you hear the sounds of a rebellious mob outside. If you continue to work on the computer, go to Time-Track 1. If you flee, go to Time-Track 3.

TIME-TRACK 5: After a brief struggle, the aliens overwhelm you and execute you in cold blood. Go back to the Start.

TIME-TRACK 6: The main function of the computer seems to be to amplify the Resurrectionist's psychic abilities. The creature informs you that the Porcians are using it to keep the population of the planet below docile and unresisting. Go to Time-Track 2.

TIME-TRACK 7: The creature is wired up to a mainframe computer bank. It seems to be in some pain. If you try to communicate with it, go to Time-Track 9. If you decide to leave, go to Time-Track 3.

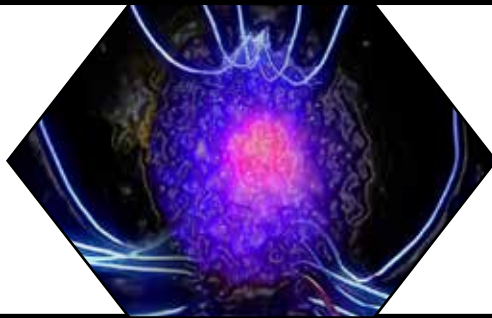
TIME-TRACK 8: The trigger-happy aliens shoot you on the spot. Go back to the Start.

TIME-TRACK 9: The creature introduces itself as a Resurrectionist, an extra-dimensional psychic being from a race that is almost extinct. This Resurrectionist has been captured by the malicious but incompetent Porcians (see *The Sixth Doctor Expanded Universe Sourcebook*), who are boosting its psychic abilities to control the population of the planet below. If you want to learn more about the Resurrectionist, go to Time-Track 2. If you want to investigate the computer it is wired up to, go to Time-Track 6.

TIME-TRACK 10: The Porcians pass by. The only flaw in the Resurrectionists' ability is that they absorb each death into themselves. They feel the pain, and the more lives they save, the greater the pain becomes. It's why they couldn't save their own species. This Resurrectionist, its power abused by the Porcians, is in agony. If you try to free it, go to Time-Track 4. If you leave, go to Time-Track 3.

TIME-TRACK 11: With their psychic control removed and the Resurrectionist released, the Porcians are powerless to prevent the rebellion from succeeding. Congratulations, you have won!

RESURRECTIONIST



AWARENESS	7	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	8

SKILLS
Convince 3, Knowledge 4, Subterfuge 3

TRAITS
 Alien
 Alien Appearance
 Feel the Turn of the Universe
 Hypnosis (Minor)
 Psychic
 Size – Huge (Major)
 Telepathy
 Vortex (Special) – Resurrectionists can spend 1 Story Point and take 1 point of damage to wind back time to resurrect the recently deceased and allow them to make a different choice of actions and survive

TECH LEVEL: 6

STORY POINTS: 12

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SIR TOBY KINSELLA

(1963: The Assassination Games, The Split Infinitive)

During the early 1960s, Sir Tobias Kinsella is the civil servant within the British Ministry of Defence who oversees the Intrusion Counter-Measures Group (ICMG). ICMG is a secret military and scientific organisation set up to deal with alien threats on British soil and is a direct predecessor of UNIT (see *Remembrance of the Daleks*).

Sir Toby is ICMG's first head and reports directly to the Minister for Defence. Among ICMG's key personnel are Group Captain Ian Gilmore, Professor Rachel Jensen and Allison Williams, who had all encountered the Seventh Doctor and Ace during the so-called "Shoreditch Incident" (see *The Seventh Doctor Sourcebook*).

Sir Toby is a trim Scotsman in his sixties. What remains of his white hair is cropped short and he often sports a close-clipped moustache or beard. He is a dapper figure and has a refined Scots accent. He is noted for his excellent taste in fine food, wine and art. Sir Toby has a very dry, sometimes acerbic, wit and remains remarkably calm in a tight spot.

Sir Toby is notoriously slippery, and his Machiavellian schemes can rival those of the Seventh Doctor! Group Captain Gilmore once commented that you can't trust Sir Toby, not remotely. But that's precisely why you can trust him. He's reliably unreliable!

Although he is a civil servant, his opponents have made the mistake of assuming that Sir Toby is just a desk-bound pen-pusher. But it is not unknown for him to go out into the field with his team and take a more active role in their investigations. During World War II, he was a member of the Home-Army Fourth Operational Corps and was part of a programme using eugenics to try to create "super-soldiers" for the British. But he didn't spend the war just pushing papers around and can still draw on his old combat training in a pinch.

But Sir Toby is most at home in the labyrinthine corridors of powers that are the British government. It is in Whitehall that he can prepare his plans and put his schemes in motion, rubbing shoulders with government ministers and pulling strings behind the scenes. In fact, underneath his almost perpetually calm exterior, Sir Toby works hard to fend off the rivalry of other government departments, budget cuts and the resentment of his peers, eager to find out exactly what his team does. On top of this, during ICMG's lifetime, Sir Toby has to deal with several attempts to infiltrate its ranks by enemies alien to Britain and often the entire world.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Sir Toby and ICMG made particular enemies of the Light (see V56), a species of aliens who had infiltrated the British government and military since the mid-19th Century. Although they were defeated in 1963 with the help of the Seventh Doctor and Ace, it proved

SIR TOBY KINSELLA



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

SKILLS

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

TRAITS

Authority (Major)
Brave
Charming
Epicurean Tastes
Experienced
Face in the Crowd
Obligation (Major) – Her Majesty's Government
Owed Favour (Major) – Sir Toby has friends in high places
Owed Favour (Minor) – And some in low places
Owes Favour (Major) – But he has to return their favours sometimes

TECH LEVEL: 5**STORY POINTS: 9**

impossible to eradicate the Light completely.

In 1965, it became clear that the Light would just keep coming after Sir Toby and his core team until they were dead. He therefore staged the deaths of Gilmore, Jensen and Williams and made it appear that he himself had been bought off by the Light. In 1973, all four resumed their roles as the New Counter-Measures.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE TRIBES OF THE LOST *(The High Price of Parking)*

On the artificial moon of Parking (see L47), constructed to be a spaceship park-and-ride for tourists wanting to visit the beautiful world of Dashrah, the parking zones cover the continents—indeed, they are the continents. But when Parking was constructed thousands of years ago, not enough consideration was given to the problems of trying to find your spaceship again once you had finished your day-trip to Dashrah. There were no information screens, not even any clear maps available to the public. Many visitors became lost in those early days, and some never found their spaceships or left Parking.

Initially, these stranded tourists had enough money to buy food and water. But after that ran out, they had to barter those few possessions they still had, and finally resorted to scavenging and stealing. Parking has numerous eateries, so finding food was not a major problem. Thousands of years later, their distant descendants still live on Parking, homeless and nomadic. They have devolved to a primitive tribal society, moving from one parking zone to another to avoid the ire of the Wardens who manage the planetoid and its business. These are the Tribes of the Lost.

The main group is led by Mother Regina, Queen of the Tribe. She and her people currently live in the ducting and are generally peaceful. Over the generations, they have lost virtually all knowledge of how to use technology, apart from the most basic and commonplace on Parking, such as opening electronic doors and operating the lifts—with one exception. There is one member of the Tribe, Gord, who has enough technical knowledge to be able to hack into the Wardens' computers and CCTV network. Gord has Technology 3 (AoE: Computer Systems); he also lacks the Tribe's usual Technically Inept Trait.

Regina's people are not the only tribe on Parking. A splinter group has recently appeared, made up of defectors from other tribes. They are known as the Free Parkers. After years of being hounded by the Wardens, they have decided enough is enough. They want to be recognised as a native population and to be granted independence: Free Parking! The Free Parkers are rivals to the other tribes, having depleted them of some of their members. Recently, a spate of spaceship explosions on Parking seems to indicate an escalation of their attempts to gain independence. The Wardens and the other tribes accuse the Free Parkers of beginning a campaign of terror. However, the Free Parkers protest their innocence and claim that the explosions are the work of the Wardens, who are trying to frame them.

The Tribes of the Lost have developed their own belief system over the centuries. Regina's people used to possess the Sacred Text of the Tribes of the Lost, but that was taken when its keeper left them. To an outsider, the Sacred Text looks more like a scrapbook than a holy scripture. It contains the writings, words and pictures of the very first people to be lost on Parking, in the

MOTHER REGINA



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

SKILLS

Convince 2, Craft 3, Subterfuge 3, Survival 4

TRAITS

Authority (Minor)

Technically Inept

TECH LEVEL: 1

STORY POINTS: 6

form of hypercards, diary entries and parking receipts, all glued into its pages. Through careful reading it might even be possible to identify the original landing point of the legendary First Ship (see V77), the ancient creator of the Lost.

THE LOST RACE PACKAGE

Cost: -3 points

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

Traits: Technically Inept (-1)



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TYRGIUS (*Mask of Tragedy*)

Tyrgius of Nephelokokygia is an interplanetary tourist – though he prefers to call himself a traveller. He doesn't do the organised tours, but travels independently. The Doctor met Tyrgius in Athens in 421 BC, but he'd been in the area for several months by then. Tyrgius wants to experience "the real Athens", not just the edited highlights or the sanitised tours. He wants to learn Tragedy at the hem of Euripides and study Philosophy at the feet of Socrates. But he's not so keen on Comedy, and wasn't hugely enthusiastic when he met Aristophanes (see A13) rehearsing a new play involving singing wine flasks at the Temple of Dionysus.

At this time, despite the plague and the war with Sparta, Athens is a tourist hotspot for aliens and time-travellers. Anyone important in the city knows it. Socrates even does a one-day package for aliens, covering all the hits: ideal forms, shadow on the cave, and why Athens should exile playwrights! Even so, Tyrgius' appearance would cause a bit of a stir among the locals, as he looks like a giant beetle. He can open his carapace and take to the sky on wings like whirring, flashing blades. In his natural form, Tyrgius' approach is heralded by a loud buzzing, accompanied by metallic crashes like an energetic swordfight. As a flying beetle, Tyrgius has been mistaken for a Fury by the Athenians, and this is only slightly spoiled by his camp manner of speech. It's as if Julian Clary were to be reincarnated as a giant scarab!

So, while in Athens, Tyrgius makes use of a telegenic mask (see G8) to disguise himself. He has had it customised to resemble a player's mask of Dionysus. When he puts it on, its psychic energy alters the perception of anyone around, making Tyrgius appear be a handsome Greek. Rather too handsome as it turns out. Although Tyrgius looks human, he's as beautiful as a god, like Zeus on a romantic date. Which does tend to attract attention.

Athens at this time is a sort of busman's holiday for Tyrgius. He's a xenopsychosurgeon, and what with the war and the plague, there have been plenty of people for him to try to heal. Not that he's been doing very well with the plague victims. And the mask takes its toll on Tyrgius, as it draws on his own mental energy for power. In fact, there may be something wrong with the mask, as it's giving him headaches... and there may be a link between it and the plague victims...

Tyrgius shares the natural ability of his people to enter a self-induced coma in order to speed up the healing process in themselves. Using his telegenic mask, he can extend this ability to others, generating therapeutic thoughts to heal their injuries and cure their illnesses. But the process is wearying, and it's also a strain on the mask. In fact, it's causing a buffer overload, resulting in a leakage of psychic energy across Athens. Could this be the cause of the plague that is reducing its victims to mindless zombies?

TYRGIUS

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Fast Healing (Special) – While in self-imposed healing coma
Flight (Major)
Natural Weapon (Minor) – Wing-Blades: Strength +4 damage
Psychic
Tough

EQUIPMENT

Telegenic Mask

TECH LEVEL: 7

STORY POINTS: 8



MONSTERS AND VILLAINS

ALBERT & PEGGY MARSDEN

(*Protect and Survive*, *Gods and Monsters*)

On 9th November 1989, Albert and Peggy Marsden prepare for the worst. The escalation of tensions between the United States and Soviet Russia means that a nuclear war is almost inevitable. The British Government has circulated the infamous *Protect and Survive* leaflets, and British radio now broadcasts only warnings and instructions about what to do in the event of a nuclear attack.

Albert and Peggy are a normal couple in their sixties, living in a cottage in rural Yorkshire. Albert is digging up his precious garden to fill boxes with soil to line the fallout shelter in the cottage, while Peggy is busy whitewashing and taping the windows. Neither believes that there will actually be a nuclear war, but they prepare for it nonetheless.

So when the radio gives the air raid warning and a nuclear missile detonates twenty miles away, they are down in their inner refuge in the cellar, where they must remain until the all-clear signal is given. Upstairs, the radio continues to broadcast *Protect and Survive* information even though the house is devastated and there is no electricity. Neither thinks it odd. Nine days later, they both die of radiation poisoning, time rewinds back to November 9th and they go through the motions again. And again. And again.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Albert and Peggy are far from a normal couple. They are a pair of Elder Gods (see V25) who have been trapped by the Doctor in this pocket dimension to experience what it's like to be human and die, over and over again.

They were created by Moloch, the first and most powerful Elder God of them all. Moloch charged them with engineering the destruction of the Earth. The pair achieved this by assuming the forms of key personnel in the US and Soviet Union and bringing the world to the point of nuclear war. Except the Doctor stopped them. He consigned them to the timeline they had created, while the real timeline carried on as it should. He trapped them in the forms of Albert and Peggy without the powers of the Elder Gods. He reduced their timeline to a pocket dimension of only five miles across and ten days in duration, so that they would experience the nuclear attack and their own deaths by radiation poisoning again and again. Until they understand what it is to be human, to suffer and to experience death. However long that takes.

ALBERT AND PEGGY



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

SKILLS

Convince 2, Craft 3, Knowledge 6, Subterfuge 3, Subterfuge 3, Technology 2, Transport 2

TRAITS

Dark Secret (Major)
Face in the Crowd

TECH LEVEL: 12

STORY POINTS: 4

When that has been achieved, the TARDIS will be drawn back here so that the Doctor can release them. So far, they have been here a hundred years and experienced thousands of deaths. They remember all those lives, but they have not yet learned from them, not truly. Theoretically, Moloch could rescue them. But the nature of this place means that it is maintained by their own force of will. If they try to leave, the dimension collapses into a singularity, trapping them forever. To escape, they need somebody to take on their burden and maintain its existence.

And what happens if somebody else arrives here, perhaps in another TARDIS? That TARDIS will vanish shortly after it has arrived, and they too will remain trapped and experience the nuclear attack over and over again, unless they can contact the Doctor or escape...



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE ANNARENE *(Relative Dementias)*

The Annarene Protectorate was once one of the greatest powers in our sector of the galaxy, centred on the planet Annares. But the Protectorate's leaders decided that the way forward lay in pacifism and forging bonds with other powers, rather than in military conquest. This policy has not been universally popular among the Annarene, and there are subversive factions who wish to return the Protectorate to its old ways.

Annarene are skinny, orange creatures with knobby exoskeletons. Their bony heads are crested with two rows of darker bumps, like split peas, running back from the forehead. They each have a pair of disconcertingly human eyes and a mouth little more than a lipless gash. The Doctor once described them as resembling big, mobile Twiglets.


Like several other races, the Annarene have perfected a form of fleshsuit to disguise themselves. Unlike the Foamasi's artificial skinsuits, the Annarene's are constructed of organic material – flesh, skin, hair or whatever natural covering the race they wish to mimic has. Fleshsuits include regenerators which allow them to “heal” any damage they take, in a similar manner to living flesh recovering from a wound. But if a suit's regenerator is itself damaged or malfunctions, the Annarene can repair the fleshsuit by acquiring sufficient quantities of replacement biomatter that is assimilated into the suit to keep it in good condition. Any vaguely similar organic material may be used, irrespective of the species, and less ethical Annarene will even use matter harvested from sentient species.

The Annarene are also known to make use of Landines, otherwise known as guardforms. These are animals modified, bred and conditioned to act as the ultimate in loyal guard dogs. Landines are usually polymorphic. When used by Annarenes disguised by fleshsuits, any accompanying Landines will adopt the form of an animal appropriate to their masters' disguise. On Earth, for example, they would most likely be instructed to shapeshift into dogs. Landines are programmed by genetic and chemical conditioning to be loyal to their owners. They aren't necessarily aggressive, but make useful sentries, spies or scouts. If their programmed owner is killed or removed, then they will look for an alternative authority figure to take their place.

In the early years of what (on Earth) is the 21st Century, the Tulkan Empire was on the point of making a decisive strike against the Annarene Protectorate. But the Annarene succeeded in capturing the Tulkan War Council and sentenced them to have their memories wiped and to be incarcerated on a penal world. But the ship taking them there was hijacked, stolen by an accomplice named Soal (see *V80*). They fled to Earth, but have been traced by members of an Annarene faction wanting to return the Protectorate to their old, warlike ways.

These Annarene know that the Tulks have a cache of highly advanced weapons concealed within a stasis chamber aboard their ship. If they can locate it and open the chamber, the

ANNARENE



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

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

TRAITS
Alien
Alien Appearance
Armour (4 points)

EQUIPMENT
Fleshsuit [Traits: Self-Repairing, Shapeshift (Minor). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 3-5

LANDINE

Attributes: Strength 2, Coordination 4, Awareness 5
Skills: Athletics 3, Fighting 3, Subterfuge 4, Survival 2
Traits: Enslaved, Natural Weapon (Minor: Teeth and Claws: Strength +2 damage), Shapeshift (Special), Size – Tiny (Minor), Tough
Story Points: 1

Annarene will have a ready-made arsenal with which to found a new regime! They will make the Earth the centre of their new empire, mightier than the Tulks ever dreamed of!

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

AQUILIANS *(Signs and Wonders)*

The Aquilians are a race with ambitions to become gods! They are an arrogant species and their appearance reflects this. From a human perspective, Aquilians appear to be eagles in golden armour, proud and imperious. They are a very long-lived species, though not immortal. In the early 21st Century, the Third Holy Aquilian Empire is ruled by Empress Praska, daughter of the late Emperor Veska the Magnificent (may his plumage never fade).

Aquilians are a psychic species and, when the situation requires it, they can mentally project an aura to make themselves appear even more impressive, perhaps becoming angels or even gods, depending on the local beliefs. They have powers of mind control to enable them to manipulate “lesser” races in the pursuit of their own goals. They also use advanced technology to further their appearance as gods. For example, their ships are equipped with solar shields capable of causing a total eclipse at a moment’s notice and weather control technology to cause sudden storms at their command. After all, Aquilians like to make an impression!

The Aquilians have taken a keen interest in Earth for thousands of years, but have kept themselves behind the scenes for most of the time. Their plans are focussed on an area in the North-West of England and some interventions have been inevitable. The Aquilians have protected this region from alien assaults. In recent decades, they have deflected invading ships, weapons and agents further to the South, where UNIT can deal with them more easily. Every so often, the Aquilians have popped down in person to shake a feather and stick their beaks in. Always for good, always for protection. As a result, they have become part of the local legends as the Liver Birds defending the city of Liverpool.

Of course, the Aquilians’ apparent benevolence is not without reason. Across the centuries and across the light years, the Aquilians have heard the dying dreams of To’Koth (see V87). To’Koth is an Elder God (see V25) whose physical body has lain beneath the earth of Northern England for thousands of years. It is dying and has become trapped here, unable to escape and return to the Elder Gods’ own dimension.

The Aquilians have made To’Koth their deity, but only because they know that To’Koth’s life-force could confer infinite power on them. The death of an Elder God would unleash energies that have no place in our universe and could rip it apart. The Aquilians intend to harness those powers and become cosmic gods themselves – at the sacrifice of the Earth and perhaps many other worlds besides.

But there are other forces which would be drawn here by the death throes of an Elder God, most especially the Hirudines (see V42), a race of inter-dimensional parasites from the legends of the old universes. The only reason the Aquilians have protected mankind for so long is that they need a distraction for the Hirudines to feed on, providing enough time for To’Koth’s dying energy to be harvested.

AQUILIAN

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Arrogant
Aura – Awe
Flight (Major)
Hypnosis (Major)
Indomitable
Psychic
Telepathy

EQUIPMENT

Armour: 5 points

TECH LEVEL: 8**STORY POINTS: 4-6**

And if the Aquilians fail in their plans for apotheosis? Well, they will just seek another source of power to elevate themselves to godhood!



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ARKALLAX *(The Dispossessed)*

The Jalfreeth were a race of ruthless but powerful psychics. They cut a swathe through the Jovic Cluster, absorbing the mental energy of hundreds of worlds and destroying them in the process. Eventually, they were stopped by the combined forces of thirty planets. But it was a Pyrrhic victory, as the Jalfreeth commander Arkallax activated a self-destruct weapon that destroyed his own fleet, that of the alliance and many of the planets of the Jovic Cluster. Only Arkallax escaped, the only Jalfreeth fast enough to project his consciousness across the universe to safety.

Jalfreeth are first and foremost creatures of consciousness. They use their psychic abilities to create “life-shells” simply for the sake of convenience to interact with the physical world. When they choose to disengage with the physical, they abandon their life-shell and become purely mental entities, capable of moving across vast distances and interacting with the technology they have developed to establish their own realities.

The technology the Jalfreeth use to interact with the physical plane is programmed to follow the energy-trail created by the Jalfreeth’s consciousness if and when they jump. With their technology, the Jalfreeth can use their mental powers to mould their surroundings, creating their environment and everything in it from the raw materials around them, including their life-shells. When encountering a Jalfreeth, everything around is likely to be a physical construct created by its psychic powers.

Their technology is small, mobile and semi-sentient. Normally, it disguises itself to blend in with its surroundings. But in its raw state, it resembles half a dozen small, hovering discs. They are programmed to protect their Jalfreeth and can generate impenetrable forcefields. They can also drain others of their mental energy, which the Jalfreeth feed on. The Jalfreeth also adapt it and use it to further power their psychic abilities. Lifeforms drained of their mental energy in this way are reduced to a zombie-like state, becoming a shambling army of mindless and perpetually hungry “hunting units” which can be used to protect the Jalfreeth from physical attack. The hunting units spread their zombie-state like an infection, draining the mental energy of others for the Jalfreeth and creating more units in the process. Hunting units have zero Ingenuity and gain Enslaved and Infection (as Jalfreeth discs).

The limits of a Jalfreeth’s ability to assimilate matter and create life-shells for itself are unknown. Arkallax escaped to Earth in the early 21st Century, where its consciousness amalgamated itself with a block of flats in Manchester. It effectively became the building, but could also create a smaller life-shell within it, adopting a human form. It was able to use its powers to manipulate the building, animating cables to strangle its enemies or changing lifts into fleshy mouths with doors lined with teeth! But Arkallax’s technology was damaged during the emergency transfer to Earth and although it can drain mental energy, it can’t store it. Consequently, Arkallax doesn’t have enough power to break free of the forcefield set up to protect it. Unless it can tap a new, larger source of mental energy, Arkallax is trapped in the tower block that is now its physical form.

ARKALLAX

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

*When inhabiting a life-shell

SKILLS

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

TRAITS

Alien

Immaterial (Special Good)

Immunity – Although its life-shell can be destroyed, its consciousness is only affected by mental assaults

Invisible (Special Good)

Last of My Kind

Molecular Reformation – Can shape any nearby material to its will on the molecular level to create life-shells and other physical constructs, including assimilating with them

Psychic

Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour, etc.

Psychic Illusions – Contest of Presence + Convince to create illusions

Shapeshift (Special)

Size (Special) – Arkallax’s life-shells can be created with any Size Trait, with the usual adjustments to Strength

Telepathy

Teleport

EQUIPMENT

Jalfreeth Discs [Traits: Augment* (Major: +3 Resolve), Face in the Crowd*, Forcefield 3; anyone trying to penetrate it is Stunned), Infection (Contests using the Jalfreeth’s Presence + Resolve for the Jalfreeth to possess a victim). Story Points: 8. *Arkallax’s discs are damaged and do not currently possess those Traits.]

TECH LEVEL: 7

STORY POINTS: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BIO-HARMONIC MONSTER *(Nocturne)*

The science of bio-harmonics was developed by a race called the Ulandi, who became extinct around two million years ago. Using bio-harmonics, they turned their entire planet into a musical instrument and were able to create natural melodies produced by the biological rhythms of its ecosystems. In essence, they created living music. It was sublime because their world was a serene and unspoilt wilderness. But bio-harmonics might not always produce such beauty.

On the planet Nocturne (see *L45*) during the artistic creativity of the Far Renaissance, the city archives contained some ancient alien scripts that had been found on the now dead planet of the Ulandi. The archaeologists who unearthed them didn't understand their importance, so they languished on the shelves for a long time. Eventually though, they were re-discovered by a student of music, who realised that they contained the secrets of bio-harmonics. The student believed that the music bio-harmonics could produce was pure and raw, beautiful but also deadly. He erased this dangerous knowledge from the archives, not realising that his own brother had secretly made copies of his work...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lomas Alloran had always been in the shadow of his more talented brother and wanted to use bio-harmonics to create something new, something that would make his name as a composer. Using the information from the alien scripts, he built equipment designed to replicate the bio-harmonic music of the Ulandi. But Nocturne is involved in the Earth colonies' war against an alien foe, a war that has lasted for decades. With mounting losses and under military law, Nocturne is no longer a place of serenity, despite the renaissance taking place among the artists.

Lomas' equipment tapped into the essence of Nocturne and gave it a voice to cry out with. By unleashing the pain, the fear and the darkness of the planet, he was able to give it a form, a bio-harmonic creature drawn to the beauty of music but capable of savage destruction. Its first act was to kill Lomas and his friends and destroy the equipment that had created it.

The monster is made of sound itself. It is all but invisible, appearing as no more than a ripple in the air, like a heat haze. It is a noise, or rather the *feeling* of a noise, first of unease, then growing to fear and finally outright terror. It has a similar effect on the positronic brains of robots, sending them insane.

The creature is attracted to music, to the harmonies and melodies being created in the artists' enclave. But it is a mindless, destructive force and kills anyone it comes into contact with. It can release waves of sonic disruption, causing the atoms of the body to be shaken apart, leading to cellular collapse and leaving behind corpses crushed beyond recognition. By unleashing the pain, the fear and the darkness of Nocturne, Lomas was able to give it a form that's still growing. Soon, the local climate pattern

will be disturbed by its gathering power, generating storms of increasing ferocity. If it's not stopped, it might destroy the entire planet. And after that, who knows?

BIO-HARMONIC MONSTER

AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	N/A

SKILLS

Marksman 3

TRAITS

Elemental Control – As its power increases, the creature's presence will create ferocious storms (see *The Third Doctor Expanded Universe Sourcebook*)

Environmental (Minor) – Can survive in any environment which conducts sound

Fear Factor 3 – The creature can also use this against robots and computers to scramble their brains

Invisible (Special Bad)

Natural Weapon (Major) – Sonic Disruption: L(4/L/L) damage

Wave-Form – see *The Sixth Doctor Expanded Universe Sourcebook*

Weakness (Major) – A sustained counter-wave may be able to kill the creature by cancelling out its bio-harmonics

Weakness (Minor) – The creature is drawn towards beautiful music and poetry, and repelled by discordant noise and doggerel

TECH LEVEL: N/A

STORY POINTS: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BLOOM *(Terror of the Sontarans)*

The planet designated by the Interplanetary Mining Corporation (IMC) as E.R.M. 4997 (see *L21*) appears to be a barren ball of rock. But life comes in many forms, not all of them easily identifiable as such. The miners sent by IMC to extract the mineral wealth of the planet reported seeing faces in the clouds of the toxic atmosphere, watchers in the shadows, voices in their heads and even something alive in the walls. Something growing, changing, about to burst through. Something that sent them mad. Eighty years later, it did the same to the crew of a Sontaran field research station.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

E.R.M. 4997 is home to the Bloom, a lifeform that consists of crystalline mineral deposits within the rocks of the planet, looking like inanimate gemstones. It is also in the sand that makes up much of the planet's surface, and even in the roiling dust clouds in its skies. Each of the gemstones are part of a larger organism. The gems might be compared to eggs or seeds, inert but waiting to burst into new life. Perhaps colonies of cells or coral polyps would be better analogies. The crystals in the mineral seams are an intelligent, silicon-based lifeform that crawls its way to the surface where the dust clouds pollinate them, allowing them to blossom like plants made of stone and jewels.

Exposed to the dust cloud, the gemstones burst open, sprouting crystalline fronds and tendrils like a rapidly-growing mineral flower, absorbing organic material to feed its growth. The fronds integrate with other clusters of gems, increasing their mass and forming shapes that are capable of independent movement. These mobile statues, both humanoid and non-humanoid in shape, bubble organically as they move, creating a deep rumbling sound somewhere between that of rocks rubbing together and thick liquid oozing. Their voices also resemble this cross between the organic and inorganic. They are capable of absorbing other creatures into their mass, to add to their process of growth and development.

All of this is the natural life cycle of the Bloom. But it has been hampered by the arrival of IMC. They surveyed the planet and, having detected mineral riches, promptly built their mining base right on top of the geological seam that produces the Bloom's gemstone-seeds. With their passage to the surface and the waiting clouds blocked, the Bloom has needed a new way to reach the atmosphere.

The Bloom is sentient, though not particularly intelligent, and it has developed the power of telepathy. It feeds off the emotions of other creatures and learns from them, copying their psychology. When IMC buried the Bloom beneath its base, the gemstones reached out and made contact with the crew's minds. Over a period of months, it fed off the greed of the miners, absorbing it and becoming influenced by it. The miners sensed its presence, seeing faces in the shadows of the deep caves, something

THE BLOOM (DUST FORM)

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

SKILLS

Athletics 3, Convince 5, Craft 2, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Alien

Alien Appearance

Environmental (Minor) – Does not need to breathe; immune to the effects of E.R.M. 4997's atmosphere

Flight (Major)

Hypnosis (Minor)

Immunity – In its dust form, the Bloom is immune to most attacks

Natural Weapon (Special) – Choking Corrosion: With a successful Coordination + Fighting roll against an opponent, the Bloom can start to deliver 1 point of automatic damage per Round from its corrosive particles. In addition, the Drowning rules are initiated.

Possess

Psychic

Special – Dust-Form: In its particulate form, the Bloom can seep through the smallest cracks and holes

Special – Rapid Evolution: The Bloom takes on the psychological (and to a superficial extent physical) characteristics of creatures it absorbs or makes mental contact with

Telepathy

TECH LEVEL: N/A

STORY POINTS: 1-2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

watching in the clouds. Something vast that gradually sent them insane as the Bloom manipulated them into bringing its gemstones to the surface. The miners were compelled to dig them out, carry them up into the base and construct crude, crystalline statues and artwork. But they all died as their minds broke with the sheer joy and freedom of creation, and they turned on each other. Some even carried the gems out onto the planet's surface, where they quickly died and were absorbed by the dust clouds.

Eighty years later, the Sontarans arrived, with similar results. Except that the Sontarans' aggression turbo-charged the Bloom. The conflict and violence in their minds intoxicated it. The Sontarans stimulated it into evolving at a break-neck speed. The Bloom needed other lifeforms to feed its development, but the Sontarans just tortured the prisoners they had kidnapped for their own experiments. Like the miners before them, the Sontarans were driven to distraction by the patterns they began to see in the walls and the sky. They even began to try to replicate them, using dust, rust and their own blood to create bizarre, hideous art in an attempt to capture what their minds' sensed and impose some form of order on it.

The Bloom was even able to disable the base's computer systems and electronics, the dust getting inside and causing breakdowns and power cuts. Eventually, only a single Sontaran and a handful of its prisoners remained alive in the base's security cells, and the Bloom had to wait for new arrivals on the planet to finish its evolution.

The Bloom is not an inherently evil organism. It is simply following its natural life cycle. But it is evolving the wrong way. Having fed off the greed of the miners and the violence of the Sontarans, it has ended up developing in a similar vein, into an aggressive, avaricious organism looking to absorb all organic creatures coming to E.R.M. 4997, in order to learn and grow and develop. It has no real desire to kill, just to absorb and use others as catalysts in its development as an organism. Except that the act of absorbing inevitably kills, the creatures becoming infused with the mineral dust, their matter dissolving and reforming into new shapes more suitable to the Bloom.

If the Bloom could be rendered back into particulate dust, it would end up recombining itself in a different form, hopefully evolving along new lines and into something less aggressive. Silicon-based lifeforms are very resilient to damage, so it may take something as drastic as blowing the entire mining facility up to reduce the Bloom to dust. After that, it will float around as the planet's clouds for a good few centuries, giving it time to cool off and lose its human and Sontaran influences, rather than creating aggressive inter-species hybrids.

THE BLOOM (ROCK FORM)



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

SKILLS

Athletics 1, Convince 5, Craft 2, Fighting 3, Survival 4

TRAITS

Alien

Alien Appearance

Environmental (Minor) – Does not need to breathe; immune to the effects of E.R.M. 4997's atmosphere

Hypnosis (Minor)

Immunity – In its rock form, the Bloom is immune to any attack which doesn't completely destroy it

Natural Weapon (Special) – Absorption: The Bloom's solid form can engulf any creature which is smaller than it and automatically deliver Strength damage each Round thereafter, until the creature has been fully absorbed into its mass

Possess

Psychic

Size – Huge (Minor)

Special – Rapid Evolution: The Bloom takes on the psychological (and to a superficial extent physical) characteristics of creatures it absorbs or makes mental contact with

Telepathy

TECH LEVEL: N/A

STORY POINTS: 1-2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BUTLER INSTITUTE *(Cat's Cradle: Warhead)*

By the early 21st Century, the environment has become increasingly compromised. Humanity is poisoning the planet it lives on. For decades, mankind has known the dangers; and for decades, mankind has insisted on doing nothing. The planet is reaching the point of no return. It is clear that ordinary people didn't have the ability to alter the course of events to avoid the extinction of life on Earth. In the early 21st Century, only the big corporations and the very rich have the power to do that.

The Butler Institute has a plan to save mankind. Or at least that portion of it which can afford the price. With its globally recognised logo, a bold image consisting of a fat friendly cartoon bumble bee and beside it a human eye, the Institute is an innovator in multiple areas of technological development. From its New York skyscraper headquarters, it oversees a business empire spanning computer hardware, software, medical technology, weapons research and others.


In its search for profits, the Butler Institute turns a blind eye to ethics. For those clients willing and able to pay, the Institute offers organ transplants for the sick or elderly, and it doesn't particularly care where the donor organs are harvested from. In New York and other large cities, the bodies of accident and murder victims are spirited away to the Institute's medical facilities and stripped for biostock. Poor immigrants from Third World countries quietly disappear to provide spare parts for rich Americans.

But the Butler Institute realises that no matter how many replacement organs it upgrades its ageing clients with, nobody will survive when the environment collapses. Senior executive Mathew O'Hara has a plan and has spent billions of dollars of research funds on making it a reality. O'Hara's reasoning is that while we are all made of flesh and blood, the core of human life is within the thought processes in our heads. The patterns of those thought processes can be reproduced in digital form and uploaded into computers. Then, even after our bodies die, our thoughts will live on inside the computers. And if those computers are resilient enough, they will last forever. It wouldn't matter how bad the pollution gets; mankind would be safe inside the machines. We would be the machines.

O'Hara's project is already well advanced in constructing a series of tunnels deep beneath the Catskill Mountains, within which the computer hardware can be installed. All he needs now is a few more human test subjects, willing or otherwise. He has even lined up his own five-year-old son Patrick to be processed and his physical body to be disposed of afterwards. And if his wife protests, well she's expendable in the grand scheme of things.

Whether its plans in the early 21st Century succeed or not, the Butler Institute has a long future ahead of it. In 2107, it merges with the Eurogen Company, becoming Eurogen Butler, better known as the EB Corporation. After the Cyber Wars, it is renamed

MATHEW O'HARA



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

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

TRAITS
Authority (Minor)
Dark Secret (Major)
Obsession (Major)
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

the Spinward Corporation, and by the 28th Century, it owns colonies in what will be renamed the Spinward Cluster. Inevitably, it will cross paths with the Doctor several times along the way.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

C.P. DOVEDAY (*Lurkers at Sunlight's Edge*)

In the early 1930s, Clarence Penrose Doveday, more usually known as C.P. Doveday, is a writer of weird stories and poetry, some of which have been published in pulp magazines such as *Shuddersome Tales* and *Uncanny Yarns*. His writing is inspired by visions of the waking of ancient horrors from aeons past. Sitting in a Brooklyn café, he sees alien cities burning. Riding a New York streetcar, he glimpses outside the whirl of distant galaxies.

Ever a fragile personality, C.P. eventually suffered a collapse. He placed himself in the care of a psychiatrist and has been treated for a total amnesiac breakdown accompanied by hallucinations. Dr. Gabrielle was the better part of the way through some degree of cure when a Professor August Corbin showed up. Corbin represented a secret department of the U.S. Government, set up to investigate strange goings on off the Alaskan coast that matched some of the events in C.P.'s tales. Corbin's people encouraged Gabrielle in experiments with hypnotic regression which uncovered an almost unbelievable truth: that Doveday's stories of monsters from the dawn of time were true and that Doveday himself had some form of mental connection with them.

In 1934, C.P. is a resident of a clifftop institute newly built on an island off the north coast of Alaska that mysteriously rose out of the sea some four years previously. C.P. believes that he is there voluntarily and is helping Dr. Gabrielle with her other patients. But the reality is that C.P. is the only real patient here. Since the disappearance of Corbin some two months ago, and apart from Dr. Gabrielle, everyone else here – staff and patients alike – is actually U.S. military personnel.

C.P. is usually a mild-mannered soul. He is often seized by the need to scribble down his thoughts as a way of making sense of them. Dr. Gabrielle encourages him to refocus his talents on more lightweight and upbeat literary endeavours. But if agitated, Doveday can suffer from seizures in which he is consumed by rage and speaks with a monstrous roaring voice.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Doveday's memories of a childhood in Connecticut and holidays on Coney Island are all fictions invented to give him a history he does not have.

Elsewhere on the Alaskan island is the hidden citadel of the Karnas'koi (see V45, L11), which has lain at the bottom of the ocean for six million years. Risen again, the three hibernating Karnas'koi within are waking. In order to explore the changed world outside, they created a fourth of their kind and sent it outside in the human form of C.P. Doveday. But they have made him too human. The human side has rebelled against the alien, inducing C.P.'s breakdown and a mental black-out of his alien past except in his weird tales.

With the efforts of millionaire Emerson Whytecrag (see V26) to

C.P. DOVEDAY

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

SKILLS

Convince 1, Craft (Writing) 3, Knowledge 3

TRAITS

Amnesia (Major)

Dark Secret (Major)

Eccentric (Major) – Visions both monstrous and wondrous

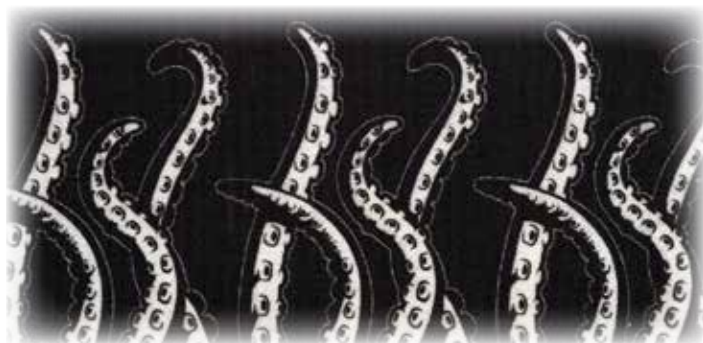
Networked (Major) – Intermittent connection to the Karnas'koi

Shapeshift (Major) – Use Karnas'koi stats for Doveday in monstrous form

TECH LEVEL: 4

STORY POINTS: 6

unlock the citadel and revive the Karnas'koi, C.P.'s visions are becoming more intense and his seizures more difficult for him to control. It is only a matter of time before his Karnas'koi heritage reasserts itself permanently and C.P. Doveday undergoes a physical transformation to the Elder God that he truly is!



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CETACEANS (*Driftwood, Storm Harvest, Heritage*)

The trouble with dolphins – Cetaceans, rather – is their reputation; for centuries mankind has viewed them as graceful, peaceful and elegant creatures. It was only when we learnt to translate their language that we discovered what truly disagreeable creatures they could be; it's so much harder to idolise a race when one of them is threatening to bite your nose off unless you take back what you said about its mother.

- Dr Vicky Kate, in *Talk to the Animals*, the memoirs of the first human to translate the Cetacean language.

Although it had long been thought that the dolphins, porpoises and whales of Earth were intelligent, it was not realised quite how intelligent until efforts began to try to communicate with them in the latter half of the 20th Century, continuing into the 21st Century. The Doctor and Mel broke into a research centre where a translation device was being developed to allow humans and dolphins to speak to each other, but the murder of one of the scientists was revealed as the work of the one of the dolphins. Thankfully, before the situation could escalate, a dolphin emerged from the Thames in a tank mounted on legs and became the first Cetacean ambassador, beginning the difficult task of inter-species diplomacy.

Fast forward several centuries and the Earth's oceans have become far too polluted for the Cetaceans to survive in. Relocating them to settlements near the poles was only a short-term solution, and they had to move off-planet. Soon, nearly a quarter of Earth colonists on ocean worlds were made up of dolphins and sometimes whales.

For communication with humans and other races, Cetaceans wear translators. The designs vary over time. In some periods, they are a speaker/receiver attached to the belly. In others, they could be a tiny headset set into the skull behind the Cetacean's ear. Early models provided an imperfect simulation of the human voice, but good enough for the wearers to be understood.

To get around on land, the primitive mobile tank of the first Cetacean ambassador has similarly been developed and refined over the centuries. By the time, humans and Cetaceans reach the stars, the standard design of the walker is a spider-like exoskeleton mounted on six delicate legs, with two pincer arms at the front. There is no longer any water tank. Instead, a vapour-net keeps the Cetacean moist with the constant pumping and spraying of water. Although most walkers are unarmed, Cetaceans on some of the more lawless frontier worlds equip them with weapons, either projectile or energy guns, depending on the available technology.

As Dr Vicky Kate documents in her memoirs, it turns out that dolphins are not particularly nice creatures after all. In fact, they are a quarrelsome species and have nearly three hundred sounds for insulting members of each other's immediate families. As for humans, it's perhaps not surprising that many Cetaceans harbour a deep resentment of mankind, blaming them for the systematic

CETACEAN (DOLPHIN)

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

SKILLS

Athletics 5 (AoE: Swimming), Convince 2, Craft 2, Fighting 3, Survival 5, Technology 1, Transport 2

TRAITS

Alien Senses – Sonar

Aquatic – Coordination reduced to 0 out of water
Dependency (Major) – Out of water, a Cetacean takes 1 point of damage per hour as it dries up

Environmental (Minor) – Able to go without breathing for extended periods

Fast (Major) – In water

Natural Weapon (Minor) – Nose Ram: Strength +2 damage, only when in water and able to charge
Tough

Weakness (Minor) – Lack of manipulatory limbs

EQUIPMENT

Translator

TECH LEVEL: 6

STORY POINTS: 4-6

extermination of cetacean life forms over the centuries.

Out of water, some Cetaceans enjoy smoking. If a blowhole doesn't have a cigarette or cigar sticking out of it, Cetacean smokers can be identified by the nicotine stains around it.

CETACEAN WALKER

Armour: 0 **Hit Capacity:** 5 **Speed:** 3

Traits: Environmental (Minor: Prevents the Cetacean drying up out of water), Travel

Weapons: Some walkers are known to be fitted with gun, but the default is none

Story Points: 2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHAIRMAN BART FALCO (*The Silurian Candidate*)

In 2085, Earth is on a knife edge, poised on the brink of nuclear war between the two superpowers, the Western Bloc and the Eastern Bloc. The leader of the Western Bloc is Chairman Bart Falco (or *Mister* Chairman Falco, as he insists on being addressed), a down-to-earth, say-it-like-it-is, ocker Australian, blunt to the point of rudeness and proud of it. The one thing he's coy about is his hair. It's an open secret – and the subject of many jokes – that Falco wears a toupée.

Falco was the Western Bloc's premier arms manufacturer, voted in on a platform of keeping the West safe, whatever the cost. But he never expected that the cost might be negotiating a peace treaty with the Eastern Bloc. It's probably more painful to him than actually going to war, but that's the position he finds himself in.

Chairman Falco hasn't even met the leader of the Eastern Bloc, Director Shen, before. Even watching her on the news gives Falco the creeps. Perhaps it's that she appears so cold-blooded, almost reptilian. Nevertheless, negotiating with Director Shen is what Falco has been manipulated into doing.

With Falco as chairman, the base of government of the Western Bloc is in Canberra. But Falco spends a lot of his time on an island off the coast of Washington, a presidential retreat from the time the United States still had presidents. At the retreat, Falco is accompanied by a solitary civil servant and a troop of Karla security robots (top-of-the-range platinum models naturally, see *V44*).

It's at the retreat that Chairman Falco will host Director Shen for their peace talks. It's mostly for show: handshakes and signatures simultaneously broadcast to the people of both the superpowers. But everyone is extremely tense after the events at Sea Base Four last year that nearly led to nuclear catastrophe (see *Warriors of the Deep*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Chairman Falco has been compromised. Not by the Eastern Bloc, but by the Silurians. Four years ago, the Parliament of the Silurians (see *L48*) deep inside what is now the Eastern Bloc reactivated and the ruling Silurian triad revived from hibernation. The triad relocated to another base, conveniently hidden beneath the presidential retreat on the island off Washington. There, they kidnapped Falco and subjected him to a series of surgical procedures, implanting micro-filaments in his brain that made him their puppet. The chairman is now completely under their control. Falco's toupée hides not only his baldness, but also the scars and micro-filaments.

The Silurians have also converted Falco into a living bomb by suffusing him with mantric energy, the same energy as generated by their third eyes. He is now so saturated that any additional energy infusion might cause him to explode. The Silurians' plan

is that when Director Shen arrives for the negotiations, Falco will make a speech to the world about how he's doing this for the people of the Western Bloc and then detonate, taking himself, Shen and the entire island with him, and triggering a nuclear war.

CHAIRMAN FALCO



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

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

TRAITS
Authority (Major)
Dark Secret (Major)
Enslaved
Loud
Special Trait – Living Bomb: Chairman Falco can detonate, killing himself and delivering 30 points of damage to everything within a one mile radius
Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CLEON (*Mask of Tragedy*)

Cleon is an Athenian general and in the 420s BC he is leader of Athens by virtue of his dominance of the city's political system. He first rose to power as a vociferous critic of Pericles during the late 430s BC, when he opposed Pericles' refusal to fight the Peloponnesian invaders. Pericles' death from the plague in 429 BC allowed Cleon to assume power.

Although of the aristocratic class, Cleon despises the nobility and abandoned them once he no longer needed their support, instead positioning himself as a champion of the people. If Cleon hates anyone more than the nobility, it's the Spartans. By the late 420s BC, Athens has been at war with Sparta for a decade. But the war has made Cleon look good, so he has no intention of stopping it. Cleon has been publicly accused of needlessly prolonging the war by Aristophanes (see A13), who has caricatured him mercilessly in his plays. Certainly, it was through Cleon's actions that Athens lost the opportunity for an honourable peace in 425 BC. Since then, tens of thousands more lives have been lost. Aristophanes contends that if the war ended, the people would realise just what a rubbish ruler Cleon actually is.

In 422 BC, Cleon was sent to recapture Amphipolis but was outmanoeuvred by the Spartan forces. Cleon was almost killed on the battlefield, and the incident still haunts his dreams, both day and night. A year later, and Athens is beset by troubles: the endless war with Sparta, a new plague that reduces its victims to the state of mindless zombies, and even a winged Fury terrorising people after dark. Cleon believes that the end of the world is near, and the monster that terrorises the streets also appears in his nightmares, hovering over him as if about to deliver a judgement on him.

Nevertheless, Cleon intends to cling onto power and will not think of suing for peace with Sparta. He is a desperate man and has filled Athens with his cronies and spies in order to root out troublemakers. Aristophanes is near the top of Cleon's list of targets to be dealt with. The courts failed to silence the playwright with charges of slander, so maybe more direct action is needed!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Cleon should have died at Amphipolis in 422 BC. That's what history records. Except that he was rescued and healed by an alien tourist by the name of Tyrgius. Like most famous Athenians, Cleon knows all about his city being a hotspot for aliens and time travellers wanting to see the cradle of civilisation first hand (and perhaps they could provide him with weapons to beat Sparta?). But these visitors normally adopt human disguises. So the sight of Tyrgius (see A38) in his true form, that of a giant beetle flying on wings like whirring blades, filled Cleon with horror. Although Cleon quickly blacked out, the vision is something that he has been unable to shake off.

CLEON



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

SKILLS
 Athletics 3, Convince 4, Fighting 4, Knowledge 3
 (AoE: Military Tactics), Marksman 3, Subterfuge 1

TRAITS
 Adversary (Major) – Sparta
 Authority (Major)
 Military Rank (Special) – General
 Voice of Authority

TECH LEVEL: 2

STORY POINTS: 8

And there's also the damage to recorded history to consider. Can the timelines be put back on course, or will a time traveller need to hop forward a few thousand years and edit Wikipedia?



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

COLONEL MAXIM FELNIKOV *(Thin Ice, Crime of the Century)*

When the Doctor first encountered Maxim Alexandrovitch Felnikov in 1967, he was a Major working in the Soviet intelligence services and was based in the Lubyanka, the notorious headquarters of the KGB. At this time, Major Felnikov had oversight of a programme that was tasked with experimenting on a treasure trove of artefacts recovered from a crashed alien spaceship found by a Soviet submarine in the Barents Sea.

Unknown to the Russians, the ship was an Ice Warrior craft from Mars. The KGB scientists had managed to activate some of the technology found inside the Ice Warrior helmets which had been salvaged (see G7). Felnikov has had these fitted to a small number of the soldiers under his command. The helmets have bonded themselves with the humans, both physically and mentally, and provide them with a mental link. These enhanced soldiers in their Ice Warrior helmets make for a bizarre sight as they ride around Moscow on their motorbikes. What Felnikov doesn't know is that any Ice Warriors his men come up against can take control of the minds of these cybernetic bikers.

Major Felnikov survived his encounter with both the Doctor and the Martians in 1967 and continued his military career. By 1987, he was a Colonel in the Soviet army and came up with a plan to wage economic war against the enemies of the Soviet Union. In October of that year, Felnikov engineered the economic meltdown that became known as Black Monday and triggered the worst recession in the West since the Great Depression. But many of his superiors had their fortunes tied up in the West and found themselves ruined by Felnikov's actions. Colonel Felnikov quickly found himself out of favour and out of the army!

Two years later, and Colonel Felnikov is again an agent of the Soviet military machine, though this time in a much vaguer capacity. He is stationed in the small mountainous country of Kafiristan (see L36), which the Soviet Union has invaded but is only just managing to hold onto. The fierce Kafiristani warriors are fighting a guerrilla campaign against the occupying forces, and it is Colonel Felnikov's job to defeat them.

Perhaps because of his history of dealing with alien technology, Felnikov is the Soviet liaison with a race of alien mercenaries called the Metatraxi (see V62). He is paying these insect warriors to fight against the Kafiristani tribesmen, with great success. But the Metatraxi love of war means that they are also attacking Soviet forces, another problem for Colonel Felnikov to resolve.

Colonel Felnikov is a practical man and is playing both sides against the other in Kafiristan. As well as paying the Metatraxi to fight the tribesmen, he is also selling weapons to the Kafiristani prince Sayf Udeen to use against the Russians. Felnikov is not a brute, but his methods are brutal. He is perfectly happy to order the execution of prisoners or suspected spies.

COLONEL FELNIKOV

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

SKILLS

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

TRAITS

Military Rank (Major)
Tough

EQUIPMENT

Handgun: 5(2/5/7) damage

TECH LEVEL: 5**STORY POINTS: 8****ENHANCED SOVIET BIKER**

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

Skills: Athletics 3, Fighting 3, Marksman 3, Transport 4

Traits: Armour (5 points, head only), Cyborg, Enslaved (Major: The Ice Warriors can take control at any time), Networked (Minor), Tough

Equipment: Motorbike, Assault Rifle – 6(3/6/9) damage

Tech Level: 5

Story Points: 1-2

MOTORBIKE

Armour: 0

Hit Capacity: 5

Speed: 8

Traits: Travel

Story Points: 1

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CONTAMINANTS *(Project: Destiny)*

In 2026, London was evacuated following an outbreak of an infection that transformed its victims into ravening, insectoid creatures. Department C4 (see L15) was given the task of containing the outbreak and finding a cure for those already infected. Which is ironic as, unknown to the government or the general public, the outbreak was actually caused by a C4 scientist breaking proper quarantine procedures after a routine harvest of alien xenotech. It was an error of judgement which has so far seen fifteen thousand people either killed or transformed into monsters.

Department C4 has named the creatures resulting from the transformation "Contaminants". The early signs of infection are a mounting paranoia verging on panic, coupled with an elevated body temperature. Once the process passes a critical point, body temperature skyrockets and the full transformation takes place. The final form of the victim is a creature with a chitinous exoskeleton, vicious mandibles and compound vision. The process results in complete DNA subjugation.

The infection is spread by the injuries caused by a Contaminant. Whenever someone is bitten or scratched, eggs are passed into the victim's bloodstream. When they hatch, microscopic creatures swarm through the veins, attacking every organ in the body and subjugating the host's DNA, triggering the metamorphosis. It's no wonder the victims' temperature goes through the roof and they become disorientated: every cell of their body is under attack. If their body temperature could be lowered before metamorphosis occurs, it may be possible to stabilise them and keep them from changing.

Department C4 has not yet realised that the Contaminants are not the end of the process but are merely a stepping stone. Contaminants do not infect everyone. The weak and infirm, those who would not survive the stress of the metamorphosis, are instead devoured. The Contaminants are building up their strength for their mating ritual. The Contaminants are a flawed hybrid, but their offspring will be far deadlier. It's how these creatures have colonised planets the galaxy over. There are hundreds of worlds out there teeming with the Contaminants' offspring and devoid of any other life. The abilities of the offspring are currently a matter of speculation.

The Contaminants share a hive mind, but they don't have much in the way of intelligence and are acting on their survival instinct. They aren't planning on invading the Earth, but the end result will be the same. If C4 can't contain the infection, the Contaminants will take over the environment and drive every other species to extinction!

CONTAMINANT

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

SKILLS

Athletics 4, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Armour (6 points)

Fear Factor 1

Infection

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

Networked (Major)

TECH LEVEL: N/A

STORY POINTS: 1-2

CONTAMINANT INFECTION

Anyone receiving an injury from a Contaminant must immediately make a contest of Resolve + Strength to determine whether they are infected; the Contaminant has a +4 bonus on this roll because of the strength of the infection.

Once infected, the victim continues to make Resolve + Strength rolls every 15 minutes or take 2(1/2/3) points of damage. If the victim's body temperature can be kept below 37.5° Celsius, they have a +2 bonus on these rolls; below 36.5° Celsius, the bonus is +4. Once any three Attributes have been reduced to zero, the metamorphosis is triggered and the victim becomes a Contaminant.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CUÉLEBRE (*Fiesta of the Damned*)

The Cuélebre are winged dragons from the myths of northern Spain, creatures that live in caves and devour people. In the winter of 1938, during the closing months of the Spanish Civil War (see L62), bombs dropped by Nationalist planes activated an alien control unit which absorbed DNA from the local wildlife to create monstrous, hybrid creatures. The name of these in High Gallifreyan is virtually unpronounceable to humans, so the Spanish Republican soldiers that encountered them called them Cuélebre, and it's as good a name as any other for them.

The control unit itself is an enormous alien device that had been hibernating in a vast cavern for untold eons since landing on Earth, its power too low to activate it. A massive central globe is surrounded by complex wiring connecting it to whirring machinery. Nobody knows when these units were first created, it's so long ago. But they were sent out on the winds of the universe to land on planets and seed them.

In addition to the control unit are the seeds it carries with it. Some species call these glowing blue spheres God Seeds. On landing, they separate from the control unit to absorb the DNA of any native lifeforms they come into contact with, add it to their own and create a new hybrid species, the Cuélebre. The more species they absorb, the more mixed the Cuélebre become. No hatching is the same; the Cuélebre are a constantly shifting species. The merest touch of a God Seed or a Cuélebre is enough to convert anyone into another of the creatures by viral infection.

The Cuélebre in Spain had adsorbed birds, lizards, mammals, even humans, and were ever-mutating creatures with feathers, teeth, claws and scales. In constant flux, a Cuélebre can temporarily assume the forms of any of the animals whose DNA it contains, even reverting back to human. After absorbing sentient creatures, the Cuélebre gain the power of speech, though guttural and distorted through inhuman mouths. They also retain the memories of their component creatures.

This is an ideal way to invade other worlds: a viral infection that creates an initial spearhead of hybrids, then spreads by touch. Eventually, each world is fully converted, the original dominant life-form absorbed. The control unit then sends more seeds off to the next planet. The Time Lords foresaw a time when the entire universe would be seeded, so they undertook a universe-wide purge, and the God Seeds were thought to have been eradicated.

The Cuélebre creatures are actually the secondary scout-forms of the control unit. The unit can also acquire primary scout-forms by exerting a mental influence over any nearby wildlife, taking control of them without touch and without changing their DNA. It can dominate and control most things by this method, but less intelligent lifeforms are easier.

The control unit is very resourceful and can absorb energy from a wide range of sources. In Spain, it was the kinetic energy of the bombs that activated it. More usually, it is contact with other life

via the God Seeds. If necessary, the unit can use their scout-units as living batteries, drawing off their electrical energy to power itself.

CUÉLEBRE

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

SKILLS

Athletics 1, Convince 1, Fighting 3, Survival 3;
Cuélebre may acquire additional Skills from the beings they absorb

TRAITS

Alien
Alien Appearance
Alien Organs (Minor)
Enslaved
Fast Healing (Special)
Fear Factor 2
Infection (Major) – The touch of a Cuélebre can transform another creature into one of them; a contest of Resolve + Strength is required to resist almost instant transformation
Networked (Major)
Shapeshift (Special)
Tough

It may also gain Traits such as:

Armour (up to 3 points)
Burrowing
Climbing (Major)
Flight (Major)
Natural Weapons (Minor) – Claws, Fangs, Talons, etc: Strength +2 damage
Size – Huge (Minor or Major, as more mass is absorbed)
Time Traveller (Special) – The Tech Levels of any sentient beings absorbed

TECH LEVEL: 6

STORY POINTS: 3-5

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CYRIAN *(Rescue, Dimensions in Time)*

Life has dealt Cyrian a bum hand, so it's not entirely surprising that he wound up as an assistant to one of the most amoral but brilliant scientists the universe has produced: the Rani. Like the Rani, Cyrian doesn't really care about the consequences of their experiments. But unlike the Rani, it's not because of an obsessive zeal for scientific advancement, but merely because he has lost any feelings of empathy, guilt and remorse that might hold others back.

Cyrian was originally from Gaveston, an inhabited asteroid that was devastated by plague. Whether the Cybermen introduced the plague or whether they coincidentally happened along at the same time was never discovered. But the plague left Gaveston all but defenceless against the invaders.


Cyrian managed to escape the initial cyber-conversions and made it off Gaveston in a stolen spaceship. But the Cybermen followed, forcing Cyrian to crash-land on the neighbouring planet DV Acrol 7, a dustbowl world on which no help would be forthcoming.

Just as the Cybermen were closing in for the kill, the Rani's TARDIS materialised and she unaccountably rescued Cyrian. The Rani doesn't help others without good reason, but she has never explained her actions on DV Acrol 7. Perhaps she saw how the Doctor's companions helped him and thought that acquiring an assistant of her own would bring similar benefits, even if only to act as a human shield when another of her experiments backfires.

It has to be said that Cyrian's long-term prospects in the company of the Rani are not good. The Rani does not suffer fools gladly and, although Cyrian is intelligent, he is a primitive when measured against her intellect. Sadly, Cyrian's most likely fate is to become another test subject for the Rani's experiments once she tires of his company or he fails her too often.

In the meantime though, Cyrian is utterly loyal to his mistress. She has taught him how to operate much of her equipment, including the time tunnel generator the Rani developed when she tried to acquire samples of every living creature in the entire cosmos and gain control over evolution itself!

CYRIAN



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

SKILLS
Convince 1, Craft 3, Marksman 2, Science 2, Subterfuge 3, Survival 2, Technology 3, Transport 3

TRAITS
Technically Adept
Time Traveller (Major) – Tech Level 10

TECH LEVEL: 6

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE CYTHOSI *(Storm Harvest)*

It's never entirely possible to relax in the presence of the Cythosi. They are big, ugly brutes and can be vicious and unpredictable. But it has to be said that they're clever technicians. Most Cythosi devices seem to be an amalgamation of technology looted from a dozen different worlds and crudely lashed together. But it works.

Cythosi are muscular and massive, well over seven feet tall. They have deep-set eyes glowering from under heavy brows. Their hide is like a rhinoceros and their bones are as tough as titanium. Their skin is a dull grey-green colour with pronounced bony ridges. Cythosi troopers are clad in glistening battle fatigues with huge plasma weapons slung from their belts.

The Cythosi developed personal morphing generators a long time ago. These small devices enable their wearer to shapeshift and take on the appearance of another species, allowing Cythosi agents to go undercover. Most agents only last a few years at most, as the strain of long-term morphing can induce schizophrenia as a side effect.

The Cythosi are originally from another galaxy to that of Earth, but their battleships have ranged far and wide in search of planets to plunder. Cythosi take slaves from the races they conquer, and their ships often have a larger complement of slaves than crew. This is in part because of the brutality of the Cythosi who often kill their slaves without provocation or torture them to death for entertainment, so they get through them in large numbers. Cythosi also have a tendency to eat their slaves, and they pump something into the air on the slave decks which flavours the meat before cooking. It's poisonous to many humanoid species, who are paralysed by its effects.

Cythosi battle cruisers are bleak, functional and uncomfortable. A cruiser resembles a great whale with a tough and barnacled hide, usually pitted with countless meteor scars and blaster burns. It is protected by low-power forcefields. Cythosi do not abandon their ships, and evacuation is in fact virtually impossible as they aren't designed for it. If the matter transporters go down – a common occurrence in combat – there are not nearly enough shuttles for the Cythosi crew to escape in, let alone the slaves.

On board, a Cythosi ship is serviced by small, spider-like robots. They clean, maintain and repair the workings of the ship. But the Cythosi can put these on hostile settings if the commander wants to keep his troops on their toes or if an intruder is suspected to be aboard. In these circumstances, the service robots can attack with tiny but very efficient rotating blades.

The main preoccupation of the Cythosi during the early centuries of the 5th Millennium is another warlike race called the Zithra. The Zithra began rampaging through the Cythosi's galaxy and have proved to be unstoppable. The Cythosi have managed to hold them at bay, but never to drive them back. In desperation, a Cythosi battle cruiser has entered our galaxy in response to reports about a perfect weapon developed by a vanished race on the planet Coralee (see L14): the Krill (see L57).

CYTHOSI TROOPER



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

SKILLS

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

TRAITS

Adversary (Major) – Zithra
Alien
Alien Appearance
Armour (3 points)
Brave
Fear Factor 1
Impulsive
Technically Adept

Officers also have Military Rank

EQUIPMENT

Plasma Blaster: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 2-4

CYTHOSI SERVICE ROBOT

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

Skills: Athletics 1, Fighting 3, Technology 5

Traits: By the Program, Climbing (Major), Machine, Natural Weapon (Minor: Rotating Blades – Strength +2 damage), Networked (Major), Robot, Size – Tiny (Major)

Tech Level: 6

Story Points: 1

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE DARK MATRIX *(Matrix)*


The ancient stories go that when the Matrix was young but vast, the Time Lords, revelling in their powers, used it like a new toy, unaware of the cancer that was beginning to grow within it. The Matrix began to break down, to fight against its new masters, the thousands of stored memories resenting their death and wanting life again, wanting existence once more.

The resentment and jealousy of the Matrix threatened to destroy the very society that had created it and so the Time Lords had fought back. They divided the mental creature that they had built and tore out its black heart. They installed filters in the machinery, sieving the brains of the dead, sanitising the Matrix. Just as the Valeyard is the hideous alternative to the Doctor's own life, so the Dark Matrix is the flip side of the Matrix. It is a distillation of everything evil in Gallifreyan society, of all the repressed aggression and anger of all of those dead Time Lords, unfettered by conscience or morality. Legend has it that the Dark Matrix was never destroyed, that the Keeper of the Matrix still holds it caged with the Great Key of Rassilon.

The stories are true. The Dark Matrix exists, trapped in its own APC Net and hidden in the catacombs beneath the Capitol. When the Valeyard was defeated at the end of the Doctor's trial (see *The Trial of a Time Lord*), he hid in the body of the Keeper of the Matrix and took on his identity. With the Keeper's knowledge, the Valeyard discovered the Dark Matrix and realised its potential. He freed it from its APC Net and installed it within his TARDIS, the ancient, twisted future version of the Doctor's own TARDIS. The Valeyard has plans to use it to trap the Doctor and win his future lives. If the TARDIS can stand the strain of the Dark Matrix within it for long enough. Already, it is dying, its structure breaking up as every atom is being torn apart.

But the Dark Matrix is no mere device, no mere computer system or database. The twisted minds stored within it have given it a sort of life. It is a kind of gestalt lifeform, one composed of pure corruption. Freed from its APC Net, it can influence the physical world around it and is capable of generating and controlling hosts to act as temporary forms to contain splinters of its consciousness. Despite the minds and the knowledge within it, the Dark Matrix itself is savage and possesses a primal hunger. There is precious little for the Valeyard to be able to control beyond its animal instincts. But maybe he can constrain its greed for long enough...

THE DARK MATRIX



AWARENESS	7	PRESENCE	6
COORDINATION	NA	RESOLVE	6
INGENUITY	2	STRENGTH	NA

SKILLS
Convince 4, Craft 6, Knowledge 8

TRAITS
 Alien Organs (Special) – Has no physical body to damage
 Clairvoyance
 Feel the Turn of the Universe
 Hypnosis (Major)
 Impulsive
 Networked (Major)
 Obsession (Major) – Eternally hungry
 Possess
 Psychic
 Robot
 Telepathy
 Vortex
 Special – The Dark Matrix (see sidebar)

TECH LEVEL: 11

STORY POINTS: 10

THE DARK MATRIX

The Dark Matrix has no physical form of its own and needs to be housed in a suitably powerful host (e.g. an APC Net, a Time Lord mind, a TARDIS). If given access to the physical world, it can use its Hypnosis and Possess Traits to influence the behaviour of the minds it comes into contact with. It can also distort reality around it in a similar manner as a mind within the Matrix on Gallifrey can change the environment within the Matrix (see *The Time Traveller's Companion*).

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DEATH'S HEAD (*The Crossroads of Time, Time Bomb!, Party Animals*)

Death's Head is a robotic mechanoid who designates himself as a "freelance peace-keeping agent" – though his activities reveal him to be a bounty hunter. During his dimension-hopping and time-travelling escapades, Death's Head has crossed paths with the Doctor on a number of occasions.

Death's Head was originally constructed to host the life-energy of a techno-mage, Lupex. However, before this could happen, the robotic body was instilled with a cold and calculating business-like mind by Lupex's treacherous and power-hungry acolyte. He was then enlarged to around nine metres in height and catapulted through time to the Transformers' planet by an unknown party. When Death's Head subsequently collided with the TARDIS, the Doctor shrunk the mechanoid back down to human size with the Master's Tissue Compression Eliminator and sent him back into the Vortex.

Death's Head was on the trail of the Doctor for a while, after Josiah W. Dogbolter (see *The Sixth Doctor Expanded Universe Sourcebook*) put a price on the Time Lord's head. But he considered the contract to have been nullified when Dogbolter tried to kill both him and the Doctor with a nuclear bomb. Although usually a freelance operator, Death's Head has worked for the Time Variance Agency on occasion and uses a TVA time bike. This is a combined high-speed hover bike and personal time machine. Its latter capability is limited to jumps of over two hundred years as it isn't designed for short hops.

Death's Head has an idiosyncratic speech pattern, usually ending sentences with a "Yes?" as though he is asking for confirmation of his statements – in most cases, this is rhetorical. He claims to take no pleasure from killing, rather in being professional and financially astute. Death's Head operates by his own code of conduct:

- The Golden Rule: Never kill for free and never turn down a contract, no matter who the target is.
- Rule One: Always honour a contract but never trust a client.
- Rule Two: Make no concessions for age, size or gender.
- Rule Three: Never kill for free, but it pays to advertise.
- Rule Four: Never kill for revenge.

Even at human size, Death's Head is a formidable foe. Resilient to injury and armed with a variety of weapons, he is relentless in carrying out his contracts. Yes?

DEATH'S HEAD'S EQUIPMENT

Blaster: 7(3/7/10) damage

Grenades: Explosive, One-Shot 8(4/8/12) damage to all within a 1 metre radius and 7(3/7/10) to all between 1 and 2 metres

Arm-mounted weapon attachments: Battle Axe, Strength +2 damage; Blaster Cannon: L(4/L/L) damage; Harpoon: 7(3/7/9) damage Mini-missile: Explosive, One-Shot 8(4/8/12)

TVA Time Bike: Flight, Transmit, Teleport, Vortex, Restriction – Long temporal jumps only; Cost: 12 points

DEATH'S HEAD

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

SKILLS

Fighting 5, Knowledge (Criminal Underworld) 3, Marksman 5, Survival 3, Technology 2, Transport 4

TRAITS

Adversary – Death's Head tends to make enemies

Alien Senses – 360-degree field of vision and telescopic vision

Argumentative

Armour (5 points)

Code of Conduct (Major)

Experienced

Fast Healing (Major)

Fear Factor 2

Flight (Major)

Hot Shot

Impervious – All damage is reduced by one step (e.g. Fantastic becomes Good) before applying any other abilities; successful attacks will always do a minimum of 1 point of damage though

Outcast

Natural Weapon (Minor) – Wrist Blades: Strength +4 damage

Quick Reflexes

Robot

Scan – Computer interface

Special – Modular: Death's Head can detach his hands and replace them with various weapons he carries on his back, and can operate his body remotely should his head ever become detached.

Tough

Track (Minor) – Death's Head is able to track his current targets

Vortex

TECH LEVEL: 8

STORY POINTS: 9

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DERLETH (Project: Nirvana)

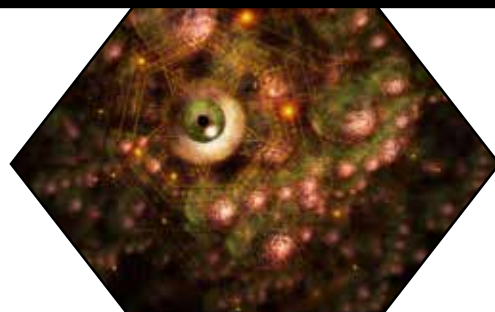
In 2015, the Ukrainian authorities investigated the activities of a religious commune established by Truman Weimar near Odessa. Weimar taught peace and harmony for all humanity, and his teachings were based around a holy relic that he claimed had fallen from the sky. But when they raided the commune, the authorities found everyone dead. It appears that the followers of Weimar had ripped each other apart in a murderous frenzy. Worse than this, what remained of Weimar himself was no longer remotely human. As far as can be ascertained, whatever had been contained within the holy relic had been released and had taken Weimar's body over, possessing him and transforming him into itself.

The thing that had been released from the relic was an entity known as Derleth, an Elder God (see V25) with the ability to fill everyone nearby with rapturous love for itself. Anyone in the vicinity of Derleth who fails the usual Resolve + Strength roll to resist its Aura will find themselves filled with bliss to the point that they laugh almost uncontrollably. Victims feel so alive, as though the world has finally made sense to them, and they have a compulsion to be with Derleth, hurrying towards the source of their love, no matter what obstacles are in the way or any injuries they suffer.

Without Derleth, their life will feel so empty and incomplete that they are prepared to kill anyone who might try to take it from them. They first feel joy and adoration. But this quickly changes to jealousy and anger as they cannot bear to share Derleth with anyone else. Ultimately, they will try to kill anyone they see as a rival for Derleth's affections.

Derleth is a relatively minor Elder God, but like its kin it is an ancient, malevolent evil which exists only to corrupt and destroy. Once released from the alien artefact that contained it, Derleth needs to possess a human host. If that host is killed, it transfers its consciousness to a new host, moving from one to the next to avoid death. Each host initially retains its human form, but it will gradually undergo a physical transformation into Derleth's monstrous shape. Only vaguely humanoid, Derleth has numerous flailing tentacles and thousands of tiny eyes like precious gems in its large bulbous head, which glare balefully as if they can see the sin in a person's soul. Unlike many Elder Gods, Derleth appears to be little larger than human, though perhaps if the transformation were to continue, it would assume the gigantic proportions of many of its kind.

In 2015, the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*) somehow managed to capture the possessed Truman Weimar and placed him in a hi-tech containment vessel aboard a train to take him across Europe to the United Kingdom. The Forge's Director, Nimrod, intends to have his scientists clone Derleth and use it as a weapon. By dropping its clones into a battle zone, the enemy forces would instantly fall into their thrall, leaving them easy targets. Quite how Nimrod then intends to control the clones is unclear.

DERLETH

AWARENESS	4	PRESENCE	7
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	6

SKILLS

Athletics 3, Convince 5, Fighting 3, Knowledge 6, Science 4, Subterfuge 3, Survival 4, Technology 5, Transport 2

TRAITS

Alien

Alien Appearance

Aura – Love, happiness and uncontrollable laughter

Code of Conduct (Major) – Restricted by the rules binding the Elder Gods

Fear Factor 2

Immortal (Special) – Cannot truly be killed, as its consciousness passes from host body to host body

Indomitable

Natural Weapon – Thrashing Tentacles: Strength +2 damage

Possess

Psychic

Telekinesis

Telepathy

Tough

TECH LEVEL: 12

STORY POINTS: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DORA MUSE (*Muse of Fire*)

Something is wrong with 1922. The artistic and literary genii have been leaving Paris and turning their backs on their destinies. James Joyce has gone home to Ireland to work in a pub. Gertrude Stein has bought a farm in Kansas. Hemingway hasn't returned from his stint as a bullfighter in Spain. And the great Dali was last seen tearing up his paintings and throwing them into the Seine. All are the result of terrible reviews of their work.

In the Rue de L'Odéon, the famous bookshop *Shakespeare and Company* is now *Dickens and Company*. The shop and the rooms above it are owned by the mysterious Dora Muse, an elegant woman whose visage is hidden behind the Spanish mantilla that she wears in public. In the little office under the stairs, a map on the wall makes it clear that Dora isn't from this time and place. Tiny glass bulbs containing little flickering flames mark the locations of the few remaining artists left in Paris, moving around the city as their living counterparts do. This map of souls is clearly advanced technology. Dora claims to be a patron of the arts, but is she protecting the artists or preying on them?

Behind her veil, Dora has the inhuman features of an inhabitant of the planet Braak. Three eyes and two ears on the same side of her green and purple head. She had been painted by Picasso a dozen times before he too departed the city. To some, Dora is a Cubist nightmare; to others, a living work of art.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Queen of Braak summoned that most irresponsible of temporal adventurers Iris Wildthyme (see *The Sixth Doctor Expanded Universe Sourcebook*) to Braak and asked her to pursue Dora Muse. Dora is a monster, almost literally a vampire. Except that, instead of blood, she desires to drink brain fluid, using a needle-like extractor to draw it from the skulls of her victims. There is something in serotonin that Dora claims she needs in order to survive. But the truth of the matter is that she drinks it because she enjoys it. Particularly the brain fluid of an artistic genius!

Dora Muse has been socialising with the artistic set of Paris in 1922 in order to access a steady supply of brain fluid. But Iris has been diminishing the supply by having her companion Panda (see *The Sixth Doctor Expanded Universe Sourcebook*) write the most scathing reviews to drive them out of the city. So Dora has to manufacture new genii, creating accidents that make ordinary people vulnerable to mental invasion by an alien intelligence that boosts their creative genius (it increases their Craft by +4 but has no other effect).

Like her fellow Braakians, Dora is a psychic creature and can pass her consciousness into the bodies of other beings, taking them over and using them for her own nefarious purposes. She also shares the Braakian vulnerability to sunlight, the reason for her

wearing a mantilla to protect herself from the sun's rays. If her skin were to be exposed to direct sunlight, Dora's body would almost instantly crystallise and crumble into dust and ashes.

DORA MUSE

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

SKILLS

Athletics 2, Convince 4, Craft (Art) 4, Fighting 4, Knowledge 5, Marksman 1, Medicine 3, Subterfuge 3, Survival 1, Technology 3, Transport 2

TRAITS

Alien
Alien Appearance
Charming
Fear Factor 1
Possess
Psychic
Weakness (Major): Exposure to unfiltered sunlight causes Dora to crystallise and crumble to dust almost instantly

EQUIPMENT

Soul Engine [Traits: Scan. Story Points: 2.]
Brain Fluid Extractor: If the needle penetrates the skull, it delivers 1 point of damage. Dora can then choose either to extract a minute amount of fluid, doing no additional damage, or drain the victim's brain entirely, delivering Lethal damage.

TECH LEVEL: 7

STORY POINTS: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DR FELIX KRIEGSLIETER (*Timewyrm: Exodus*)

In the early years of the Second World War, one of the closest advisors to Adolf Hitler (see *The Sixth Doctor Expanded Universe Sourcebook*) is a mysterious man by the name of Dr. Felix Kriegslieger. The Führer insists on having him on the platform for all his main speeches.

Kriegslieger is a distinctly strange-looking fellow, tall and white-bearded, always wearing a voluminous cloak and carrying a silver-headed walking cane. It is clear that his body is tragically deformed, yet he moves surprisingly quickly with an odd, spidery gait as if there might be eight legs rather than two hidden under the cloak. His head is enormously large and oddly shaped, though the shock of white hair and his bushy beard help to disguise the fact. Kriegslieger speaks with the deep, melodious voice of a much younger man.

Dr Kriegslieger is the head of the Aryan Research Bureau with its headquarters in the heart of Berlin, and the work of the Bureau is proving extremely valuable to the SS and to the Reich. He has a close ally in the form of Heinrich Himmler, the Reichsführer of the SS and a keen occultist. Kriegslieger presents himself as a mystic philosopher and a student of the esoteric. He and his Black Coven toil to uncover the secret knowledge of the Ancient Ones.

Naturally, Dr Kriegslieger is far more than he seems. The cane he carries is not just a walking aid to compensate for his physical deformities, but is a disguised energy weapon. It contains a powerful laser easily capable of slicing a person in two.

Beneath his cloak, Kriegslieger secretly wears a psionic amplifier, another piece of technology beyond that of the Earth at this time. The device boosts the power of the wearer's oratory or that of whoever else the wearer chooses to bestow this ability on.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kriegslieger... Kriegslieger... war leader... the War Chief... real name Magnus, a renegade Time Lord.

Towards the end of the War Games incident (see *The War Games*), the War Lords turned on the War Chief, suspecting their Time Lord ally of being a traitor. They shot Magnus with their energy weapons and left him for dead. But when his body was about to be cleared away, he was found to still be alive and they bundled him aboard one of their ships to be taken back to their homeworld for study.

On the journey back, Magnus started to regenerate. But the extent of his massive injuries meant that the regeneration aborted. Magnus was left with stubby extra limbs sprouting from his torso and mutations to his head and body, as though two people had been clumsily joined together. But he survived.

Magnus, the War Chief, has again allied himself with the War Lords, who have managed to escape from the time loop the Time

KRIEGSLIER

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

SKILLS

Convince 3, Craft 3, Knowledge 5, Marksman 2, Medicine 1, Science 3, Subterfuge 5, Survival 4, Technology 6, Transport 3

TRAITS

Boffin
Charming
Distinctive
Epicurean Tastes
Feel the Turn of the Universe
Indomitable
Repulsive
Selfish
Technically Adept
Time Lord
Time Lord – Experienced
Time Traveller (Special) – All Tech Levels
Voice of Authority
Vortex
Wanted Renegade

EQUIPMENT

Laser Cane: L(4/L/L) damage, Armour Piercing (ignores the first 5 points of Armour)
Psionic Amplifier [Traits: Augment (Major: +3 Presence). Story Points: 2.]

TECH LEVEL: 10

STORY POINTS: 8

Lords placed around their planet. Their plan now is to use the Nazis as the basis of a new galaxy-conquering army. SS stormtroopers are already brainwashed into unquestioning obedience and total ruthlessness. The addition of War Lord technology may even allow Magnus to reanimate their corpses...

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DR VERRYMAN (*Order of Simplicity*)

Picking up a plea to solve a complex triple-cypher code being broadcast on all frequencies, the Doctor tracked the source to the island of Mendolovina on a planet devoted to the advancement of knowledge in the year 3380. Here, one of the planet's founders, Dr. Verryman, has reputedly retired. The Doctor has never met him but has read his books. Verryman is one of the foremost authorities on bio-engineering in this epoch.

Verryman lives in a rambling building which could be described as a cross between *The Addams Family* and *Bleak House*, with its oil lamps, gas pipes and stone flooring. His laboratory though is full of hi-tech equipment. Verryman is looked after by his housekeeper, a grim and austere woman called Mrs Crisp.

On first encountering him, Dr. Verryman is an excitable, frenetic and above all loud figure, full of almost maniacal energy. If not a mad scientist, he is certainly a highly eccentric one. But the reason for his hyper-activity lies in his inductor, a piece of medical equipment which is normally used to diagnose and treat patients, operating on them using energy pulses and gravity manipulation. Verryman has modified his inductor to restructure the human brain, suppressing human desires and enhancing the intellect.

Dr. Verryman was his own first test subject. His mind was expanded, his intelligence inflated, and the doors of his perception were thrown wide open. But within hours, he experienced a reversal of the process, like a fog descending. It became harder and harder to perform the most basic tasks. To counter this, Verryman subjected himself to the inductor again, with the same temporary result. And the process is accelerating. At the moment, his intellect lasts only half an hour, and in a few weeks his genius will be lost completely.


The inductor seemingly activated a malign influence in Verryman's mind. Something that feeds off the intellect. A pernicious virus which, if left unchecked, reduces an infected human brain to the level of homo erectus, a base savage with a IQ of 45.

Verryman's broadcast is a lure to attract other geniuses to his island in order for them to help find a cure. But it is also a trap to ensure their assistance. Verryman has translated the virus into a series of data statements, a mathematical description of its structure, and anyone reading the code is also infected even before they attempt a solution.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The virus was introduced into the inductor by the housekeeper, Mrs Crisp. She is secretly a member of the Order of Simplicity, which is dedicated to fighting intellectual advancement and returning the universe to a pre-technological "age of purity". The Order obtained the virus years ago, and Crisp has been manipulating Verryman into finding the solution to the code. By doing so, the virus will be released as a form of projected matter,

DR VERRYMAN



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

*The inductor boosts Verryman's Ingenuity to 9, but the virus then decreases it at an accelerating rate (currently 1 point per 4 minutes) down to 1.

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

TRAITS
Bio-Chemical Genius
Boffin
Eccentric (Major)
Insatiable Curiosity
Loud
Technically Adept
Weakness (Special) – Infected by the intellect virus

TECH LEVEL: 7
STORY POINTS: 6

making it airborne. Mrs Crisp may even be able to broadcast the virus to the universe using Verryman's modified inductor in a similar manner as the code itself is being broadcast, causing the collapse of civilisation.

MODIFIED INDUCTOR [Special Gadget]

Traits: Augment (Major: +3 Ingenuity), Transmit
Cost: 3 points

VERRYMAN'S CODE [Major Gadget]

Traits: Infection, Restriction – only those who read the Code, Special – Intellect reduction (see text)
Cost: 2 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

DUKE VETHRAN OF GONFALLON *(Independence Day)*

On the planet Mendeb Three, an old Earth colony which lost most of its technology when the TAM Corporation left in the 26th Century, a low-tech feudal society has developed. Four hundred years later, the habitable land masses in the equatorial zone are divided up into dozens of duchies, counties and manors, each vying with its neighbours for political and military supremacy. Pre-eminent among them is the Duchy of Gonfallon, and within a decade of his taking the place of his father, Duke Vethran of Gonfallon is acknowledged by every other duke and count as King of Mendeb Three.

Duke Vethran is a tall, imposing man whose face betrays an inner evil, no matter how much charm he exudes. He has keen, intelligent eyes and a full beard. Vethran is smartly dressed, his uniform bedecked with glittering medals and his robe sparkling with jewels.

During his reign, Vethran's court has transformed from a compact fortress to a sprawling, towering, expanding citadel which has smothered the older structure as completely as Vethran has obscured his relatively humble beginnings. Vethran's father had been considered an upstart when he declared Gonfallon a duchy: it was smaller than many mere counties. But Gonfallon was already a power to be reckoned with and remained a duchy, despite the protests of its rivals.

Vethran is as ambitious as his father and has taken a belligerent stance with the other duchies and counties, annexing many of them. In the war against the Duke of Brann, Gonfallon fielded a disciplined and well-equipped army. The Duke of Brann surrendered, was assured of his rights and privileges, and nonetheless saw his duchy sequestered by Vethran and parcelled out to Vethran's minions.

Frontier conflicts erupted across every continent, with Vethran acquiring ever more vassal states. County Vandorn surrendered without a battle being fought. The Count died without an heir, and due to Vethran's influence the County was gifted to Vethran's military genius, the newly created Duke of Jerrissar, Kedin Ashar. By now, Vethran was the de facto King of Mendeb Three. Only a handful of rivals remained to contest his position, the closest being the Count of Dithra, whose territory lies adjacent to Gonfallon.

Kedin Ashar, the new Duke of Jerrissar, was also one of a pair of scientists to whom Vethran owes his military victories. Kedin and his partner Tavana Roslod have led the current scientific revolution that has propelled Gonfallon to supremacy. The development of rapid-repeating guns and self-propelled vehicles made Vethran's army all but unstoppable against the muskets and camelope cavalry of the opposing troops. Then came powered flight and experimental rockets, inspired by the rediscovery of old knowledge. Finally, Vethran was able to reach the abandoned TAM Corporation space station lying equidistant between Mendeb Three and Mendeb Two (see *L41*). With the spaceships and

other technology found there, the Duke has been able to invade Mendeb Two and use its people as a source of slave labour.

Duke Vethran is a despot feared by his own courtiers and despised by his subjects. But his hold over two worlds is secured by his access to superior firepower and technology.

DUKE VETHRAN



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

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

TRAITS
Adversary (Minor) – Various dukes and counts of Mendeb Three
Authority (Major)
Charming
Noble
Silver Spoon
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ELDER GODS *(1st in Lurkers at Sunlight's Edge)*


The Elder Gods are among the most powerful entities to be encountered in our universe, but their status is somewhat uncertain. There seems to be an overlap between the Elder Gods and other pantheons of god-like creatures, such as the Great Old Ones (see *Volume 2*) and perhaps even the Guardians of Time (see *The Fifth Doctor Expanded Universe Sourcebook*). Indeed, the name "Elder Gods" is often used interchangeably with such terms as "Ancient Ones", "Elder Things" and "Great Old Ones".

Like the Great Old Ones, the Elder Gods appear to be less a discrete race of similar individuals than a loose collection of diverse creatures. But most share certain common characteristics. Most Elder Gods seem to have existed since the dawn of time, before even the Dark Times of Gallifrey's history (see *L2*). Some may have come from the previous universe or alternative dimensions. Many possess terrifying powers to manipulate space, time and reality. Their physical forms are usually utterly monstrous and are sometimes of gargantuan proportions. The physical manifestation of an Elder God's natural form in our dimension inevitably heralds catastrophe. But often they possess human hosts and act through them instead.

The actions of the Elder Gods in our universe are constrained. Like the Guardians, they seem to be subject to certain laws which restrict their movement and behaviour. In many cases, Elder Gods seem only to be able to influence others to act on their behalf in our universe and not to be able to take direct action themselves. Which is fortunate, given their powers. The Elder Gods strive to create chaos for chaos's sake. Many wish to devour the world, or at least to destroy it. Some view the lesser races as little more than their toys and challenge each other to contests using mortals as playing pieces in their games.

Among the better known Elder Gods are Fenric, Volund (see *V90*) and Moloch. Great Old Ones who might also be considered to be Elder Gods include the Celestial Toymaker, the Great Intelligence, the Animus and the Nestene Consciousness. The first and greatest of the Elder Gods is Moloch. He resides in the fires at the dawn of time. Moloch's natural form is known to be monstrous, but the extent of his abilities is unknown (so stats have not been provided here and are left to the GM's speculation). He is known to be able to manipulate time and to create lesser Elder Gods to serve him and carry out his bidding. These minor gods have a greater freedom of action than the more powerful ones. Two such entities were almost successful in destroying the Earth in a nuclear war in 1989, but were defeated by the Doctor.

The stats provided here are for a non-specific Elder God in its monstrous form and include many of the more common powers shared by their kind. GMs can amend these as they wish to create individual gods. In addition, stats for the following specific Elder Gods are provided elsewhere in this sourcebook: Albert and Peggy Marsden (Elder Gods in mortal form, see *V1*), Derleth (see *V20*), the Karnas'koi (see *V45*), the Mi'en Kalarash (see *V63*), To'Koth (see *V87*) and Volund.

ELDER GOD			
			
AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	7
INGENUITY	7	STRENGTH	10
SKILLS Athletics 4, Convince 3, Craft 3, Fighting 4, Knowledge 7, Marksman 3, Medicine 4, Science 6, Subterfuge 7, Survival 4, Technology 5, Transport 3			
TRAITS Alien Alien Appearance Code of Conduct (Major) – Restricted by the rules binding the Elder Gods Fear Factor 3 Hypnosis (Major) Immortal (Special) Immunity – Physical damage is as nothing to the Elder Gods Indomitable Natural Weapon (Minor) – Ravening Maw and Talons: Strength +2 damage Natural Weapon (Major) – Eldritch Fire: L(4/L/L) damage Possess Psychic Size – Huge (Major) Telepathy Vortex			
TECH LEVEL: 12			
STORY POINTS: 10			

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

EMERSON WHYTECRAG III *(Lurkers at Sunlight's Edge)*

New England blue-blood Emerson Whytecrag III is a millionaire with enough money to fund a private army. In the early 1930s, Whytecrag is being kept under observation by the American authorities because of his far right political beliefs. He has his own organisation, described by his critics as being like the Ku Klux Klan with better tailoring, and he is a vocal supporter of Herr Hitler in Germany. Whytecrag had his eye on the Presidency of the United States and until recently believed he could buy his way into the White House. But he was widely dismissed as a nut with no chance of real power.

So, instead of political power, Emerson Whytecrag has turned his ambitions in an altogether different direction. He has become aware that, in 1930, an island mysteriously appeared off the north coast of Alaska. Through his contacts in the intelligence services, he has learned that the island is home to something quite literally out of this world. Whytecrag has also learned that the government has made a link between this island and the stories of an obscure and struggling writer of weird fiction, C.P. Doveday (see V9).


In 1934, Doveday is resident at a special institute established on the Alaskan island. Whytecrag's wealth and promises of power have lured away the director of the institute, Professor August Corbin, with the intent of using knowledge gained from Doveday to penetrate a sealed alien structure found on the island (see L11). Whytecrag believes that, within this citadel, members of an ancient and powerful race, the Karnas'koi (see V45), lie sleeping – as described in the weird tales of C.P. Doveday. Whytecrag sees what he considers to be their beauty, their purity of form and soul. He has searched the Earth for some force which does not somehow mongrelise its instinct for power, and he has found it in the Karnas'koi.

Whytecrag understands that these aliens are gods and that mankind is nothing more than insects against them. But he believes that if he shows them proper reverence, he will be able to reach some sort of agreement with them and rule the world at their side.

Whytecrag is a deeply unpleasant man. He is an arrogant bully, assured of his own superiority over the masses and disdainful of all those he considers to be lesser beings – which is to say, most of the human race. For Whytecrag, failure is not an option and he has the money to buy the men and weapons needed to ensure success.

Whytecrag has read the stories of C.P. Doveday. From Professor Corbin, he has acquired the first of the keys needed to unlock the citadel of the Karnas'koi, the crystal key which opens the outer door. Whytecrag has brought a select group of his private army to the island with him. They are former soldiers, many of whom had experience in the Great War. Their leader is a brutal cockney called Slade who, like the rest of the men, hires himself out as a

EMERSON WHYTECRAG III



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

SKILLS
 Convince 4, Knowledge 4, Marksman 3

TRAITS
 Arrogant
 Obsession (Major)
 Wealthy (Major)

EQUIPMENT
 Pistol: 4(2/4/6) damage

TECH LEVEL: 4

STORY POINTS: 6

mercenary. Whytecrag won't hold back from ordering the deaths of everyone around him if necessary, and Slade is only too happy to carry out those orders.

SLADE

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

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

Traits: Brave, Tough

Equipment: Sub-Machine Gun – 5(2/5/7) damage (see *Defending the Earth* for rules on automatic weapons); Grenades – 16(8/16/24) damage in 5(2/5/7) range increments

Tech Level: 4

Story Points: 4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE EORDEM *(The Blood Furnace)*

The Eorgem (pronounced “yor-jem”) are an old, old civilisation geared towards war. Back in the Dark Times, when monsters stalked the universe, they conquered half a galaxy. But the worlds they conquered fought back. It took thousands of years, but they all finally managed to liberate themselves. The Eorgem were beaten back and eventually had to agree to a peace treaty with the Coalition. Under the terms of the treaty, the Eorgem are forbidden to leave their own star system. Which probably explains why the Doctor had never heard of them before he uncovered a Eorgem plot on Merseyside in 1991. They are also forbidden to build military vessels.

Eorgem technology is more akin to magic, with its arcane, occult stylings. Many of the races of the Dark Time developed along similar lines – the Great Vampires, the Dæmons, even the Time Lords dabbled in it before their enlightenment (see L2). The Eorgem’s version is perhaps more like magic than most. Their magi can achieve remarkable things by what seem to the uninitiated to be the incantation of spells and the performance of ritual gestures. They have mastered a kind of control over matter that no other civilisation has achieved. Their devices are less like gadgets and more like artefacts. Magic potions, scrolls, rings and more, each designed to carry out a particular function, substitute for the technology of other races but achieve the same results – or better. Many of the Eorgem’s magical abilities are powered by blood and the sacrifice of sentient beings.

But the treaty with the Coalition made the Eorgem a prisoner of their blood magic. They are in effect bound by their own powers, making them vulnerable to digital technology. Computers and electronics are inimical to the Eorgem and their magic. Digital technology disrupts the blood magic when it gets too close to the Eorgem, and it can even harm them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Eons after their defeat, the Eorgem are secretly planning to break the treaty that their ancestors were forced to agree. But they do not yet know how to undo their vulnerability to the technology that most of the rest of the universe has mastered. Their plans have been decades in the making. Unable to leave their own star system, they have had to resort to using agents from other species. Some are willing accomplices; others are innocent stooges.

On Earth, countless light years away from their homeworld (but linked by a long-distance dimensional gateway), the Eorgem are the secret backers behind the Dark Alloy Corporation, who have been contracted to build a very special ship. Although it looks like an Earth battleship of the early 1990s, it is actually a Eorgem warship capable of space flight. It does not need engines, and it cannot incorporate any computer equipment. But in the engine room at its heart burns a blood crystal. Once a blood sacrifice has been made to energise it, the ship’s crew can draw on its power to lift the warship into the air and devastate their enemies. It will be

CARDINAL ARCHMAGE LYNFESS



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

SKILLS

Athletics 1, Convince 4, Craft 3, Knowledge 3, Marksman 3, Subterfuge 4, Technology 1, Transport 3

TRAITS

Adversary (Major) – The Coalition
 Alien
 Attractive
 Authority (Major) – Cardinal Archmage of the Eorgem
 Hypnosis (Major)
 Indomitable
 Magic Adept (see *The First Doctor Expanded Universe Sourcebook*)
 Natural Weapon (Major) – Magical Blast: S(S/S/S) or 6(3/6/9) damage
 Voice of Authority
 Weakness (Major) – Digital Technology: Proximity to digital technology is harmful to the Eorgem, causing them anything from painful discomfort to rendering them unconscious or even inflicting damage; it also prevents them using their Magic Adept Trait

TECH LEVEL: 7

STORY POINTS: 10

the first of a hundred warships in a fleet that the Eorgem will use to conquer the galaxy and destroy all digital technology!

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

EORGEM BLOOD MAGIC

Although the use of Eorgem blood magic involves rituals, ceremonies and sacrifices, its effects are the same as for any other abilities in the game, being defined by the use of Traits. Many Eorgem with sorcerous powers have the Magic Adept Trait from *The First Doctor Expanded Universe Sourcebook*, which allows them flexibility in the effects they can achieve. In most cases, Eorgem will use Magic Adept to replicate the effects of other Traits, and the Story Point cost for using this should be the same as the cost of purchasing the Trait being replicated. Eorgem archmagi will also have one or two other Traits which allow them to perform specific magical feats without draining their Story Points. More junior Eorgem might only have a single magical Trait to represent their specific function (such as soldiers having Natural Weapon or the Eorgem warship's visionaries having Clairvoyance or Alien Senses).

In order to perform truly awe-inspiring feats of magic, Eorgem will need to burn through a lot of Story Points. So they often sacrifice sentient beings to drain their Story Points into blood crystals, which then act as reservoirs of SPs for the Eorgem to call on. Blood crystals can be topped up periodically by further sacrifices, or even by the willing donation of Story Points (and blood) by other Eorgem. The blood crystal at the heart of the warship built by the Dark Alloy Corporation is used to power the entire ship, and its Story Points can be tapped by any of the crew, from the visionaries to the gunners. The crystal also enables the usual Resolve cost of using Magic Adept for ship's functions to be spread so thinly among the crew as to be negligible.

Eorgem also manufacture gadgets in the forms of potions, amulets or other artefacts. In these cases, the gadgets are described in terms of the Traits they have; it's how the Traits are activated that gives them that supernatural feel. So a love potion will need to be drunk for its Hypnosis to work, for example; and an amulet might merely need to be worn in order to provide its protection (which could be anything from Lucky to Forcefield).

EORGEM WARSHIP

Armour: 10 **Hit Capacity:** 30 **Speed:** 10*

Traits: Scan, Transmit, Travel

Weapons: The warship's gunners use their Natural Weapon to fire magical blasts for 10(5/10/15) damage

Story Points: 4, but the ship and its crew can also call on the blood crystal at its heart, which has an additional 12 Story Points (and may be topped up from time to time by human sacrifice)

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

EORGEM SOLDIER



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

SKILLS

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

TRAITS

Adversary (Major) – The Coalition Alien

Natural Weapon (Major) – Magical Blast: S(S/S/S) or 5(2/5/7) damage

Voice of Authority

Weakness (Major) – Digital Technology: Proximity to digital technology is harmful to the Eorgem, causing them anything from painful discomfort to rendering them unconscious or even inflicting damage; it also prevents them using their Magic Adept Trait

TECH LEVEL: 7

STORY POINTS: 1-3



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE EQUATION *(The Algebra of Ice)*

There are entire realities constructed of mathematics, and the Doctor has encountered a sentient lifeform which is essentially a mathematical equation. It has no name that we are aware of, but comes from a universe which is almost drained of energy.

The equation has evolved into a purely mathematical, near-static form of being. It is so near to absolute zero that it encounters almost no resistivity. But it has burnt out stars and planets to maintain its anti-entropic state. By doing so, it plans to become immortal. But in the closed system of its reality, sooner or later it will run out of matter and energy to devour. It therefore has its eyes elsewhere – on our universe. It doesn't plan to invade, but if it could establish a connection the equation can begin to drain off the energy of our universe to maintain its own.

The equation is both a hive mind and individual consciousnesses, forming a Bose-Einstein condensate to be many and one simultaneously. Some of its number, or pieces of the whole, sacrifice themselves in order to provide the additional energy needed for it to make contact with our universe.

If it difficult for the equation to be able to manifest in our universe. Its own reality is constructed of rational numbers, whereas ours is all curves and circles whose mathematics is underpinned by irrational or imaginary numbers. This confuses and rejects the equation, though it finds it intriguing. In order to attempt a manifestation in our universe, the equation needs a flat surface – flat ground, ice, still water, a mirror – on which the straight lines of its formulae appear, frozen by the cold of the equation's dimension. Any circles or curves ruin the mathematical perfection and prevents manifestation.


In any event, the irrationality of our universe means the equation cannot remain here for long. It is more likely to be a fleeting visitor, here to make contact with a suitable host or agent to act on its behalf. It can implant a fragment of itself in a human brain to influence behaviour, or it might try to drag somebody back into its dimension. The Doctor was able to gain access to its universe by creating a computer-generated mathematical 3D landscape and using the TARDIS to form a dimensional bridgehead into it.

To organic eyes, the equation's environment is comprised of hills and valleys as white as snow, the peaks getting higher the further into the mathscape you trek, eventually disappearing into infinity. The equation appears as a pale, gaseous haze, but can condense into a more solid form, calculating a body for itself. This is a tall, dead white being with long hair and neutral eyes, wearing an equally dead-white garment like a winding sheet. Its humanoid form masks its geometry so well that no trace of sharp angle is visible. It speaks in a thin, toneless voice.

The equation can see the formulae and calculations that underpin solid matter and can reach into them and change them in a process analogous to physical combat. In the equation's universe, an opponent with sufficient mathematical skill can fight back by

similar means. If the equation or its opponent is computed to zero, they cease to exist.

THE EQUATION



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

*Strength 5 in its own reality; Strength N/A in ours.

SKILLS
Convince 3, Craft 4, Science 6 (AoE: Mathematics), Subterfuge 2, Technology 3

TRAITS
 Alien
 Alien Appearance
 Alien Senses – Mathematical structure
 Environmental (Major) – Unaffected by pretty much any physical environment
 Immunity – As a conceptual creature, the Equation can only be harmed by mathematics
 Incorporeal – Normally incorporeal in our universe; can assume solid form in its own reality
 Invisible (Special Good) – Normally invisible in our universe; can become visible in its own reality
 Natural Weapon (Major) – Formulaic Disruption: Interferes with an object's mathematical structure by contests of Ingenuity + Science to deliver 5(2/5/7) damage
 Networked (Major)
 Possess
 Psychic
 Vortex
 Weakness (Special) – Irrational, impossible and imaginary numbers repel the Equation, as do geometric shapes constructed of them (e.g. circles)

TECH LEVEL: 8
STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

EUROPANS *(The Defectors)*

Europa, the icy moon circling Jupiter, is now a dead world. In 1951, a ship carrying what may have been the last surviving members of a sentient species native to the European seas crashed into the North Sea a few miles from the English coast. In their language, the Europeans' name for themselves in nothing more than an incomprehensible screeching noise, and their species similarly defies categorisation. They are part insect, crab, amphibian, bird and even plant. They have multiple limbs and large, buzzing wings that allow them both to fly through the air and to swim through water.

The Europeans have been dying out for aeons. An adaptable species, they were able to survive the ever-worsening conditions on Europa for generations. But finally, the hostile environment overtook them. A group of Europeans designed a craft which was intended to take them out beyond our solar system and find a new planet to make their home. But there was a mistake and the craft was captured by Earth's gravity well, with catastrophic results.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the European craft crashed on Earth, it was recovered by a British military team who pulled it ashore on nearby Delphin Isle (see *L19*). The humans were unprepared for what lay within. When they opened the hatch and saw the aliens, they were terrified. The islanders ran screaming while the soldiers opened fire, killing one of the Europeans outright. The others were taken prisoner and a secret base was set up deep beneath Delphin Isle to study the aliens and their technology.

Most of the Europeans were dissected and many were killed. But the humans didn't know about the properties of the blue goop that the Europeans secrete. Anyone smothered in the substance falls under the mental control of the Europeans, their skin turns blue and, so long as they have repeated exposure, they cease to age and share the Europeans' amphibious abilities and resistance to cold. Soon, the entire base and then the island was under the control of the Europeans.

The two senior officers on the island, Commander Wingford and Captain Cornelius, were designated "prime units" and were placed under stronger control, with their blue skin hidden beneath a thick layer of make-up. The Europeans have even managed to gain control of selected humans on mainland Britain, including a few members of UNIT. But all humans require regular submersion in the Europeans' secretions in order to maintain the control. If this doesn't occur, the victims will gradually regain the memories that the Europeans wipe from their minds, the blue pigmentation fades, and their true age catches up with them. See *L19* for further details.

Since 1951, the Europeans have been working to repair their damaged craft. They are not invaders and wish only to leave Earth and find a new home elsewhere. They find humans to be

utterly repulsive, and their early experiences of being dissected have given them all acute anthropophobia, the fear of anything humanoid. In addition, the need to continually produce the blue secretions is leading to sterility among their numbers.

EUROPAN

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

SKILLS

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

TRAITS

Additional Limbs (x2) – Legs

Alien

Alien Appearance

Environmental (Minor) – Can breathe in air or water; resistant to extreme cold

Fear Factor 1

Flight (Major)

Phobia – Anthropophobia: fear of humans and humanoids

Psychic

Special: European Secretion – Europeans can spray a victim with a blue secretion which places them under the Europeans' control (as Hypnosis). It also suspends their ageing and provides them with the Europeans' Environmental Trait. Without regular exposure to the secretion, the control lapses and the victims resume their chronological age.

Telepathy

Tough

Unattractive

TECH LEVEL: 6

STORY POINTS: 3-5

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

FAREL (*Robophobia*)

Several years after the events on Storm Mine Four (see *The Robots of Death*), in which the 4th Doctor and Leela narrowly averted a robot uprising planned by Taren Capel, the planet Kaldor (see *The Fourth Doctor Expanded Universe Sourcebook*) has re-established contact with other planets. In fact, the trade in exporting its robots to other Earth colonies is booming. Robots are shipped to other worlds in cargos of a hundred thousand or more at a time, aboard container and factory ships such as the *Lorelei*.

The *Lorelei* is en route to Ventalis with 157,000 robots on board when the unimaginable happened: the murder of a human crewmember by a Voc robot. The truth behind the events on Storm Mine Four is still suppressed, so to the crew of the *Lorelei*, a robot killing a human is unprecedented.

The *Lorelei* is captained by Lieutenant Commander Selerat, a jaded officer who just wants to get the job done. Among his senior crew are Security Chief Farel, a highly-strung jobsworth, and Med-Tech Liv Chenka, the ship's medical officer and future travelling companion of the 8th Doctor.

As more murders occur on board the *Lorelei*, it is Security Chief Farel who most noticeably fails to cope with the notion of killer robots. As the investigation continues, he becomes ever more anxious and stressed, virtually on the point of panic as each piece of evidence points towards the robots.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

If examined, it quickly becomes clear that Farel is suffering from Grimwade's Syndrome, otherwise known as robophobia, a debilitating fear of robots that cripples the rational mind. Farel's robophobia was triggered by the death of his wife, Elicien.

Farel and Elicien had both been crewmembers on a sandminer on Kaldor. Elicien became trapped inside the sandminer's scoop deck when the control circuits malfunctioned, locking the vents open and the bulkhead exits closed. The robots trapped with her tried to protect Elicien's body with their own, but it was not enough and Elicien was torn apart by the sandstorm. Afterwards, Farel could not accept that there was no one to blame for his wife's death. So he blames the only creatures who really tried to save her, the robots.

Fuelled by robophobia, Farel has planned his revenge. He has prepared a robot disaster the Kaldor authorities cannot hush up. The murders aboard the *Lorelei* are being carried out by Farel himself, disguised in the mask and clothes of a robot. Security camera footage will show that a robot has gone rogue, and Farel will then escalate events by activating the 157,000 robots in the cargo bays.

Farel plans to give the robots orders which will make it appear as though they are rising up against the humans. Meanwhile, he

FAREL

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

SKILLS

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

TRAITS

Authority (Minor) – Security Chief
By the Book
Eccentric (Major) – Psychotic
Phobia – Robophobia

EQUIPMENT

Robot disguise
Comms unit
Laser Handgun: 7(3/7/10) damage

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

intends to sabotage the ship's engines to lock them on a collision course with Ventalis, broadcasting a message claiming the ship is under the control of the robots. If Farel succeeds, no one will want a robot anywhere near them. If he succeeds, all robots will be scrapped. If he succeeds, no one on the *Lorelei* or Ventalis will survive.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE FEARMONGER (*The Fearmonger*)

The Fearmonger likely originated centuries ago on the planet Boslin II, where the Gymnoti race created a wide range of electromagnetic creatures, each of them personifying a different emotion such as fear, compassion, pride, anger and lust. The Gymnoti speculated that since strong emotions bring people closer together, the various emotion-based creatures would strengthen their society by spurring a greater sense of community. In time, the Gymnoti civilization fell and the emotion mongers, slaved mostly to instinct, migrated off-planet.

The Fearmonger itself does not stir up fear, but chooses hosts capable of stirring up large amounts of fear and stays with them for long periods, moving on if the host dies. It is a subtle manipulator, making the host believe things that are not true, rather than outright possessing them. In addition to feeding off the fear within range of its senses, it can unleash mental bursts of concentrated fear at attackers, rendering them permanently insane with terror. When not inhabiting a host, its electromagnetic body is vulnerable to any metal that can ground it (even as little as, say, a frying pan).

In 2002, the Fearmonger took advantage of the volatile political climate in the United Kingdom generated by the New Britannia Party and its leader, Sherilyn Harper. It chose conspiracy theorist Stephen Keyser and, later, his friend Walter Jacobs as its hosts, their own fear of Harper leading them to believe that the entity was using *her* as its host. Their individual attempts to assassinate her failed, the second foiled by the Seventh Doctor and Ace, who were by then on the Fearmonger's trail. The Doctor knew that killing the host would not kill the entity, and had constructed a force field generator that would destroy it without harming the host. He failed in his initial attempts to kill the entity, which continued to feed on the fear generated by Harper's rhetoric and the terrorist activities of the United Front, which eventually led to riots breaking out in London.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

While the Doctor stopped the riots, Ace came to believe the Fearmonger had taken the Doctor as its new host. In fact, *she* was the Fearmonger's host, and while under its influence she threatened to kill the Doctor. However, the Doctor convinced her of the truth and she used the force field device on herself, destroying the entity.

THE FEARMONGER

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

SKILLS

Convince 5, Subterfuge 4, Survival 3

TRAITS

Alien

Alien Appearance

Dependency (Major) – Fear

Flight (Major) – The Fearmonger can fly through space

Immaterial

Natural Weapon (Major) – Fear Attack: Causes 3(S/3/L) damage to Resolve; if it drops to 0, the character is permanently insane with fear

Possess – The Fearmonger only nudges the host along with delusions and hallucinations

Psychic

Weakness (Major) – Metal: When not possessing a host, the Fearmonger can be grounded with any metal object and destroyed

TECH LEVEL: N/A

STORY POINTS: 6

MONGERS

The emotion mongers of Boslin II represent an opportunity for many adventures through time and space. What happened to these electromagnetic creatures? Other rogue emotions might be laying waste to other worlds through anger, pride or (eep!) lust. What about the Compassionmonger? Did it make some planet out there a utopia? And what happens when it is captured one day? When designing the Fearmonger's cousins, use the stats above, changing the word Fear for the creature's defining emotion.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

FLESHSMITHS *(Prime Time)*

The Fleshsmiths of Scrantek have the ability to work flesh the way other species work with wood. They have pioneered surgical techniques and transplant technology to levels that are almost indescribable. But they also have a reputation as grave robbers and body snatchers, and are suspected of being responsible for the disappearance of thousands of spaceships each year. Even the Time Lords avoid them.

Scrantek hangs in the wastes of the Brago Nebula, its surface barren and grey, with clouds of choking ash blown by the constant winds. The ion storms above the planet light up the crumbling remains of buildings that dot the bleak landscape, like a thousand cathedrals which have been set down here and left to rot. This world was destroyed by natural disaster, by the nebula which turned the soil to ash and made the people of Scrantek sterile. But as the atmosphere became ever more corrosive, the people fought back.

Once a civilised people, with fine artists and great builders who founded a civilisation unrivalled in this galaxy, they used the bodies of the dead to prolong the lives of the living by means of spare part surgery, transplants and prostheses. They became masters of flesh and of surgery. They became the Fleshsmiths.

Soon though, there were no bodies left and the Fleshsmiths had to look elsewhere. In the surviving buildings on the surface of Scrantek, they set up their flesh banks. Victims kidnapped by the Fleshsmiths' agents are brought here and hung in chains in the vapour that swirls around the machinery. Thousands upon thousands of unfortunates from dozens of species, some intact, some with limbs or organs missing and mechanical prostheses grafted in their place. Thick pulsing tubes wind from the bodies to elaborate junction boxes that hum and whirl, and through the vapour creep the Fleshsmiths, checking connections, poking and prodding at the inert bodies, injecting them with huge vicious-looking syringes. Moans and screams echo around the flesh banks, and sometimes there is mad, maniacal laughter.

By means of the flesh banks, the Fleshsmiths have achieved almost perpetual life. But they constantly need new bodies, new flesh to keep their race alive. By plugging themselves into their repository of flesh, they can adapt themselves to any environment or atmosphere. Without them, their bodies quickly corrode and decay.

Beneath the cowed robes that hide their forms, the Fleshsmiths are hideous creatures. Their faces are masses of raw tissue, scarred and pitted. Surgical pins litter their scalps and thin tubes wind their way through the glistening skin. Individual features may have been replaced by those from other species. Each Fleshsmith is uniquely different, all of them stitched together in different patterns. One eye may be human, the other could be a compound eye from an insectoid race. Claws and pincers, scales and fur, flesh

FLESHSMITH

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

SKILLS

Convince 2, Fighting 1, Knowledge 3, Marksman 2, Medicine 6 (AoE: Surgery), Science 4, Subterfuge 1, Technology 4, Transport 1

TRAITS

Alien
Alien Appearance
Cyborg
Dependency (Major) – The flesh banks
Environmental (Major)
Fear Factor 2
Repulsive
Unattractive

TECH LEVEL: 7**STORY POINTS: 2-4**

and machinery, all laced with the pulsing pipes that are connected to the flesh banks.

The Fleshsmiths need only one thing to make themselves truly immortal: the regenerative ability of a Time Lord. They have set plans in motion to trap a Time Lord for just this purpose...



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GALPARIANS *(Dead to the World)*

There are some corners of the universe which have bred the most terrible things. There are some species that even the Doctor fears. Have you ever heard him talk about the Galparians? I'm not surprised. They are monsters which act against everything that he believes in. He always hoped that the Earth would be spared their attentions. But he was wrong.

The Galparians are worse than mere galactic conquerors, worse than killer robots. They are even worse than the dreaded Mardaks (see *The Sixth Doctor Expanded Universe Sourcebook*) whose skills as business consultants rank them among the greatest evils the universe has to offer. No, the Galparians are far worse. They are estate agents!

Common or garden estate agents are bad enough. But the Galparians' business methods make all other estate agents look ethical by comparison. They follow a standard operating procedure. Stage One: They identify a planet to which no-one has any legal claim. Stage Two: In order to make it more attractive to their clients, they beautify it. Sounds harmless? To the Galparians, "beautification" means fumigation; the elimination of pests, among which are numbered any indigenous species, sentient or otherwise, which might lay claim to prior ownership of the planet.

Galparians often undertake their unethical operations from a safe distance, so adventurers usually find themselves having to deal with the effects of their activities rather than the cause. But if the Galparians are discovered to be the culprits, the best way to contact them is by locating one of their advertising satellites and expressing an interest in one of the properties on offer. Getting a response from a Galparian bailiff is usually very quick.

Galparians are silky smooth with prospective clients, but easily angered if they suspect time wasters. They are a humanoid species with rough reptilian skin, making them vulnerable to conditions such as Draconian scale rot. Despite their ruthless business nature, Galparians do observe their own rules of trade, which include such idiosyncratic bye-laws as ownership of a planet being passed to anyone who has saved it on multiple occasions. In Galparian eyes, this makes the Doctor the *de facto* owner of the Earth!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Space tourism was once quite a fad among the space-faring races. Well, until the *Daedalus* tragedy, of course. That knocked investor confidence in the market for a while. But what most people don't know is that the tragedy was caused by the Galparians and their plans to "beautify" the Earth.

At the time, the crew of tourist spaceship *Daedalus* believed that it was a space virus that was systematically reducing their passengers to puddles of primordial sludge. Whereas in fact, the ship had strayed into the path of a deadly beautification

GALPARIAN

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

SKILLS

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

TRAITS

Alien
Alien Appearance
By the Book (Minor) – Galparian rules of trade
Charming
Selfish
Weakness (Minor) – Galparians have a -2 penalty to resist skin conditions which affect reptilian species

TECH LEVEL: 7

STORY POINTS: 3-5

signal being directed by the Galparians at the Earth, identified as a prime piece of real estate. This signal was programmed to activate the redundant DNA in the human system, reverting it to the most basic form. The program was accidentally downloaded by instruments in a passenger's spacesuit during a spacewalk excursion and then periodically re-broadcast throughout the ship.

But even if the Galparian signal is put out of action, what is to prevent them from re-broadcasting it at the Earth?

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GARUNDEL *(Black and White)*

Garundel doesn't like being called "Frog-Man" or "Mr Toad", but you can just about get away with something salamander-based if you must. He's a Urodelian from the planet Urodel, and he finds remarks like that very personal! You don't hear him talking about humans and their body hair, do you?

Having said that, Garundel does look very much like a humanoid frog. Urodelians are an amphibious species, so it's not too surprising. Their breeding habits are also a little odd compared to a human's. Garundel, for example, has four mothers. Oh, and eighty-two siblings. Like some Earth amphibians, his kind have a remarkable capacity for self-repair. Any damage at all can be regenerated; fingers, toes, even whole limbs if needed. He's had to regrow one of his arms five times at the last count. And his head at least twice. Yes, his head. The heads of Urodelians live (and talk!) a little after being severed. The gill functions keep their brains alive for a while. But they need a little help from a neat piece of kit called a regenerative pod. A few hours or days in that baby and you come out like new!

Garundel is what some people might call a "mercenary" or a "black marketeer", perhaps a "scavenger" if they were feeling polite. He prefers to describe himself as a "speculator" or a "collector" even. Basically, he looks to make as much money in any way he can. Garundel isn't averse to killing others to get what he wants. But fortunately he has a wager with his eighty-two siblings to see which of them can make the most credits with the lowest kill rate, which tends to keep the unnecessary deaths down a little. The winner will get the keys to the Mothers-ship!

Garundel talks with what, on Earth, would be described as an American accent, and he has a camp way of putting things. He tends to call people "buddy", "fella" or "sister". When he met Ace and she introduced herself with "I'm Ace", he replied archly "Course you are, sweetheart. And I'm fabulous, thanks for asking."

But Garundel's frog-like appearance and semi-comic personality conceal a selfish and cold-hearted villain. He is almost always armed – and not afraid to shoot any obstacles between him and what he wants – and uses a wide variety of other tech in his operations, depending on what the job is. He usually carries a personal teleport in order to make a quick getaway if needed.

The Doctor first encountered Garundel in Scandinavia in the Dark Ages, where his ship had crash-landed in a swamp. In order to get the gold he needed to repair his ship's reactor, he had made a bargain with a local storyteller to terrorise the Halls of King Hrothgar and then allow his lord to beat him in combat. The storyteller wanted his lord, a young man called Beowulf (see A14), to rise in stature and become King in his own right.

GARUNDEL

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Alien Organs (Special) – Can grow new limbs (even a severed head can be reattached with technical assistance)
Environmental (Minor) – Amphibious
Fast Healing (Special)
Selfish
Technically Adept

EQUIPMENT

Blaster: 7(3/7/10) or S(S/S/S) damage
Personal Teleport [Traits: Teleport; Restriction – limited charges. Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 8

The 7th Doctor again met Garundel much later, when the Urodelian was auctioning a fantastically powerful artefact called the Persuasion Machine (see *Volume 2*). He has also tried to scam the 10th Doctor's daughter, Jenny.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GEORGE LIMB (*Illegal Alien, Loving the Alien*)

George Limb was already in his mid-seventies when the Doctor first met him in 1940. He is thin and slightly stooped, frail-looking, with a warm, sad, watery smile and a slow reptilian blink.

In his youth, Limb trained as a physicist. But he made his career as a civil servant. As a favour to Winston Churchill, then a rising politician with a bright future ahead of him, Limb leaked certain classified documents to the press. This caused a chain of events which Churchill considered to be for the long-term good of the country. The resulting furore began to look as if it might lead back to Winston. So, as a loyal civil servant, Limb stepped in and took the fall.

Limb resigned, his career in the civil service over. That was when his newly acquired notoriety came to his rescue. A wealthy criminal seeking specialist advice sought him out. In return for a generous fee, Limb provided him with the information he required and soon found his reputation spreading among the London underworld. George Limb has since made a comfortable living selling information to criminals.

By 1940, Limb is known in certain circles as the Professor. He deals in scientific information and technology, having built up a network of contacts. If anyone wants scientific knowhow or gear, he can get it. He has even tried his hand at planning heists himself.

Limb is obsessed with the acquisition of knowledge. In particular, knowledge of the future. He is an old man, and wants to know what the long-term destiny of mankind will be. During the war, he has even been dealing with the Nazis. Not because he believes in their ideology, but because he can learn from them. When Limb became aware of the existence of Cybertechnology in London, he became determined to acquire it. He believes that by providing Cybertechnology to both sides in the war, he will accelerate the arms race, speed up history and put the future within his grasp (see V59).

George Limb might superficially appear to be a harmless old man, softly spoken and a little dodderly. But he is utterly ruthless in his attempts to get what he desires. Limb will assist anyone who can help him get close to the technology he is after. And when it is within touching distance, he will act.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During his encounter with the Doctor in 1940, Limb managed to activate the Cybermen's experimental time capsule, launching it into the Vortex with him inside so that he could see the future first-hand. But the capsule was malfunctioning. It opened a time rift and began to scatter Limb's consciousness across all eternity.

Limb somehow survived and travelled to see many versions of his own future. But his personal destiny was always the same: to fall victim to the Cyber-conversion process. Finally, the time

GEORGE LIMB

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

SKILLS

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

TRAITS

Cutting Edge Technology

Face in the Crowd

Obsessed (Major) – Acquisition of knowledge, especially of the future

Owed Favour (Major) – Limb usually has a contact or two he can call on for favours

Owed Favour (Minor)

Selfish

EQUIPMENT

Revolver: 5(2/5/7) damage

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

capsule broke down completely, stranding him in 1959. Here, he plans to trigger a war which will change the future of the entire world (see L4) and prevent his own fate. But when he stumbled across Ace again, he murdered her in cold blood in order to lure the Doctor and gain his help. How Ace's death fits into the wider picture of her multiple destinies will be discussed in *The Seventh Doctor Expanded Universe Sourcebook Vol. 2*.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GINNY GREENTEETH *(Signs and Wonders)*

In the old folk tales of England, particularly in Shropshire, Cheshire and Lancashire, there are stories of a creature that lurks in ponds and slow moving streams and pulls unwary children into the water to drown. This creature is depicted as a hag with green skin, long hair tangled with pondweed, yellow eyes and pointed teeth and nails. She is known as Jenny Greenteeth, Wicked Jenny or Peg O'Neill, and by a number of other local variants. In Merseyside, she is usually called Ginny Greenteeth and stories about her are used by parents to warn their children away from playing around dangerous water. Stay away from the rivers. Stay away from the moors and the ponds. Or Wicked Ginny will get you!

But this hag isn't just the product of a fairy story created to keep children safe. There is a creature that calls herself Ginny Greenteeth (and any of the other variations) which has been wandering around the North of England for millennia. In more recent times, she has changed her appearance to blend in with humans, all the better to prey on them. In the 2020s, she is the seemingly benign Reverend Janet Green, a mild-mannered vicar with a soft Liverpudlian accent and a fascination with brass-rubbings. Under this guise, she has moved around the North-West, from parish to parish, touring the churches of the poor and needy. She has been army chaplain and prison visitor, all the better to take succour from the desperate.

Ginny Greenteeth is ancient, perhaps immortal. Though not a god herself, she is a creature from the realm of the Elder Gods (see V25). In our world, she has seemingly magical powers. But measured against the Elder Gods, she is a mere scavenger, a parasite no better than a tick. She is an extra-dimensional flea with eternal life and plans to feed on the power of a god!

Ginny has restricted herself to the North-West of England as that is where the source of her desires lies. Beneath the land, for thousands upon thousands of years, the body of the Elder God To'Koth (see V87) lies, sleeping and yet still alive. Ginny has been able to recharge herself periodically on the psychic energy that is bleeding from To'Koth's dreaming mind by bathing in the Mersey. But To'Koth is dying, a unique event among the Elder Gods. And when he dies, there will be an enormous outpouring of energy, sufficient to destroy the Earth. Ginny Greenteeth plans to be here to absorb the energies released, setting herself up as a god in her own right!

At the moment though, Ginny must rely on her own innate powers: shapeshifting, a measure of psychic ability and her immortality. Even death cannot stop Ginny Greenteeth for long. If she is killed in either of her forms, it is only a matter of time before she rises again. According to Ginny, in another life she was death itself!

GINNY GREENTEETH

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

SKILLS

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

TRAITS

Alien
 Alien Appearance
 Dependency (Minor) – Feeds on despair
 Environmental (Minor) – Does not need to breathe
 Fast Healing (Special)
 Fear Factor 3
 Immortal (Special)
 Natural Weapon (Major) – Psychic Blast: L(4/L/L) damage
 Psychic
 Shapeshift (Major)
 Time Traveller (Minor) – Tech Levels 1-5
 Unattractive

TECH LEVEL: 12

STORY POINTS: 8



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GOIBHNIE (*Cat's Cradle: Witch Mark*)

On the strange world of Tír na n-Óg (see L66), Goibhníe is regarded as a god. He lives in isolation on his island home beyond the sea, north of the forests of Coed and the plains of Porfa, and rarely visits the people of the mainland.

Goibhníe brought the people to Tír na n-Óg centuries ago and has protected them from the demons he had created, trapping them under his island so that all the evil he'd they had within them stayed there. He occasionally visits the mainland, more so in olden days than now, arriving on a big flying rock to examine the people and their livestock, and treat the sick.

The people of Tír na n-Óg remember Goibhníe as being far taller than any man, dressed all in silver, so that no part of him could be seen. These memories are accurate. Goibhníe is at least eight feet tall and wears an all-encompassing suit and mask with twin tubes that connect to a small cannister hanging at his side. His limbs move with an alien fluidity, his fingers are long, spindly and constantly moving, and his feet are broad and plate-like. Goibhníe speaks with a synthesised voice. Beneath his environment suit, Goibhníe's face could almost be human, apart from the pale green tint and his gills.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Goibhníe is a Troifran scientist and Tír na n-Óg is his experiment. The Troifrans consider themselves a scholarly race. Indeed, over a half of the surface area of their home planet Troifres is covered by a university complex. But they're terribly vulgar, always trying to do things bigger and better than the next species. The Troifrans are extremely efficient about keeping tabs on everything they do. Everything Goibhníe has created on Tír na n-Óg exhibits a Troifran numeral to show which experiment it was and whether or not it was a success. It is absent from those humans who were born naturally, but all the other races of Tír na n-Óg have it. Those humans who have been subject to Goibhníe's experiments also have the numeral on their neck – and are usually burnt at the stake for being a demon or witch!

Centuries ago, Goibhníe constructed Dagda's Wheel, an artificial sun to provide heat and light to Tír na n-Óg. He established a transmat link between Tír na n-Óg and Wales, and kidnapped a number of the superstitious locals along with samples of Earth animals. He used some of these to create new races: the unicorn-like Ceffyl, the Sidhe fox-people, the Firbolg centaurs and the troll-like Fomoir. His experiment would study how a primitive human society would develop on a world populated by creatures out of their myths and legends.

After several centuries, Goibhníe's experiment has run its course. The fuel that keeps Dagda's Wheel alight has run out and Tír na n-Óg is now dimly lit only by the smaller reddish sun of Tír na n-Óg, Arawn's Wheel. With his experiment ended, Tír na n-Óg holds no more interest for Goibhníe and he plans to return to

GOIBHNIE

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Bio-Chemical Genius
Boffin
By the Book
Dependency (Major) – Troifrans require a different atmosphere than most other organic lifeforms and would quickly die without their protective suits
Obsession (Major) – His experiments
Technically Adept

EQUIPMENT

Environment Suit [Traits: Environmental (Major).
Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 8

Troifres, leaving his test subjects to die as their world grows dark and cold.

GOIBHNIE'S FLYER

Armour: 4 **Hit Capacity: 8** **Speed: 8**
Traits: Flight (Major), Travel
Story Points: 3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GRUBS (*Earth Aid*)

The Grubs are a species of intergalactic pests whose presence in food stores is catastrophic, not just for that store but potentially for the entire planet.

The appearance of the Grubs is absolutely disgusting to humans, though they consider themselves to be “appetising” with their moist flesh and creamy-smooth collagenous form. But to a human, they look and smell like enormous, repulsive maggots with human faces, and it is all one can do not to feel sick in their presence. Grubs talk in slow voices, usually through mouthfuls of food, and use terminology related to taste or eating: for example, “Delectable to meet you”, “Are you feeling zesty?”, or “The consequences would be bitter”. They are not unfriendly creatures, but they are greedy and usually preoccupied with eating. Although having some intelligence, they are a completely non-technological species.


Baby Grubs – Grub spores – closely resemble grain, and it is in this form that they can most easily infiltrate food stocks. Once there, they begin to systematically devour all the food available, all the time growing until they are around human size. Grubs are not normally aggressive, but they have an effective defence against attack. They can excrete an organic substance similar to a quick-drying epoxy resin to smother their enemies in. Once they’re rendered helpless, the Grubs simply stick them to any convenient immovable object, or failing that to the ground.

Although the Grubs are now a nomadic species, spreading from world to world by smuggling themselves aboard interstellar freighters in shipments of food, they weren’t always homeless. The Grubs themselves remember with a sad nostalgia that they once had a beautiful home. Their original homeworld is called Safenesthome and it was once a paradise. It is a living, sentient planet, and like most sentient planets, Safenesthome is female and can be communicated with by psychic means.

The Grubs were the original inhabitants of Safenesthome and consider her to be their mother. For a while, they lived in perfect harmony with their environment. But their greed led them to consume all their mother’s plenty and they gave nothing in return. They poisoned her water and devoured her forests, eventually stripping the world bare.

To save herself, Safenesthome force-evolved a new species, the Metatraxi (see V62), to rid herself of the Grubs. The Grubs were driven off the planet and nowadays the Metatraxi are also seldom here. Safenesthome thinks of the Metatraxi as the ideal tenant, as they are always away fighting their wars, and when they return, they bring back the rare minerals she needs. As a reward, she allows them to share in her abundance.

The Grubs remain the most ancient foes of the Metatraxi and are killed by them if they are ever encountered. Despite this, the Grubs long to return to their mother. But have they learned during

GRUB			
			
AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	3
SKILLS Fighting 1, Survival 6			
TRAITS Adversary (Major) – The Metatraxi Alien Alien Appearance Aura – Repugnance and nausea Entrap (Major) Obsession (Major) – Insatiable appetite Outcast Repulsive Technically Inept Unattractive			
TECH LEVEL: N/A			
STORY POINTS: 1-2			

their long exile from Safenesthome? And if they did return, would their mother welcome them back, and would the Metatraxi be persuaded to leave them alone? Well, if not, Safenesthome could always force-evolve a third species to boot them both off the planet!



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HEINRICH HIMMLER (*Timewyrm: Exodus*)

During the Second World War, Heinrich Himmler was one of the most powerful men in Nazi Germany. He was a leading member of the Nazi Party (NSDAP) and had been made Reichsführer of the Schutzstaffel, more commonly known as the SS. Himmler was also directly responsible for the Holocaust, carrying out Hitler's orders (see *The Sixth Doctor Expanded Universe Sourcebook*) in setting up the notorious concentration camps and later the execution camps for the mass murder of Jews and other "racially undesirable elements".

Himmler was born in 1900 and did not fight in the First World War as he was still undergoing training when the war ended. At university, he studied agronomy and although he was certainly antisemitic, he was not exceptionally so by the standards of many of his colleagues. He was a member of the university's fencing fraternity, whose president was Jewish, and maintained a polite demeanour with him and other Jewish members. It was during the 1920s that Himmler's antisemitism grew and, after the assassination of Foreign Minister Walter Rathenau in 1922, his politics veered to the far right.

Himmler joined the Nazi Party in 1923. He had been a staunch Catholic but abandoned his faith at this point, becoming more interested in the occult and Germanic mythology, which became his new religion. Himmler joined the SS in 1925 and was made deputy propaganda chief of the Nazi Party in 1927, developing an elaborate bureaucracy. In September that year, he convinced Hitler that he was the man to transform the SS into a powerful and loyal elite unit and was appointed Deputy Reichsführer-SS, becoming Reichsführer-SS two years later.

During the 1930s, Himmler consolidated both his own personal power and that of the SS. In 1933, less than three months after the Nazis came to power, Himmler set up the first official concentration camp at Dachau and by the end of 1934, he had taken control of the camps under the aegis of the SS. The SS also developed its own military branch, the Waffen-SS.

During the Second World War, Himmler commissioned the Generalplan-Ost, under which Germany would extend its eastern borders to cover the Baltic states, Poland, western Ukraine and Byelorussia. These areas would be conquered and resettled by Germans, the current citizens being expelled further east, starved or used for forced labour. In 1941, Himmler was placed in charge of the plans for the "final solution to the Jewish question". He was responsible for the establishment of the execution camps and determining more efficient methods of killing on a mass scale. Himmler was thus the main architect of the Holocaust, using Nazi ideology to justify the murder of millions of victims.

Himmler was unquestioningly subservient and obedient to Hitler, earning him the nickname "the faithful Heinrich". Hitler considered Himmler's occult ideas to be nonsense but saw that

HEINRICH HIMMLER

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

SKILLS

Athletics 2, Convince 4, Fighting 3 (AoE: Fencing), Knowledge 5 (AoE: Occult), Marksman 3, Science 3 (AoE: Agronomy), Subterfuge 1, Transport 1

TRAITS

Adversaries (Major) – The Allies, resistance movements, Jews, Communists, many others
 Authority (Major)
 By the Book
 Friends (Major) – The Third Reich and its allies and supporters
 Military Rank (Special) – Reichsführer of the SS
 Obligation (Major) – Adolf Hitler
 Obsession (Major) – Nazi ideology, persecution of the Jews

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 10

his great strength lay in his exceptional organisational skills. Despite reaching a position of power, Himmler was not part of Hitler's inner circle. They were never close friends and rarely saw each other socially.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HERMANN GÖERING (*Timewyrm: Exodus*)

Hermann Göring was one of the most powerful people in Germany during the Second World War. During the First World War, he had been a fighter pilot ace and was a recipient of “the Blue Max” order of merit. Göring was an early member of the Nazi Party (NSDAP). He was injured during Hitler’s failed Beer Hall Putsch in 1923, as a result of which he developed an addiction to morphine which lasted for virtually the rest of his life.

After Adolf Hitler (see *The Sixth Doctor Expanded Universe Sourcebook*) assumed power in 1933, Göring was appointed Minister Without Portfolio in the new government. One of his first acts was to oversee the creation of the Gestapo, though he ceded its command to Heinrich Himmler (see *V40*) the following year. Göring was also appointed as commander-in-chief of the Luftwaffe, remaining in the post until the final days of the Second World War, and after the fall of France in 1940, he was given the rank of Reichsmarschall, with seniority over all other officers in the German armed forces.

Göring’s reputation was however dented by the Luftwaffe’s failure to win the Battle of Britain. Despite this, Hitler named Göring as his successor in 1941. But his standing with Hitler declined as the war progressed and the Luftwaffe failed to prevent the Allied bombing of German cities. During the latter years of the war, he withdrew from active military command and began amassing property and a collection of works of art, much of it stolen from the victims of the Holocaust.

In the final days of the war, when Hitler announced that he intended to commit suicide, Göring sent him a telegram requesting permission to assume control of the Reich. Hitler viewed this as an act of treason and ordered his arrest. After the war, Göring was convicted of conspiracy, war crimes, crimes against peace and crimes against humanity. He was sentenced to hang but committed suicide by cyanide pill before the execution could take place.

Göring claimed to be less antisemitic than some of his colleagues such as Heinrich Himmler and had adopted the attitude because the NSDAP required it of him. But he had full knowledge of the plans for the persecution of the Jews. The summing up of the judgement at his trial states that Göring was the director of the Nazi slave labour programme and creator of a regime of oppression of the Jews at home and abroad. Indeed, in 1941 Göring had issued a memo to Reinhard Heydrich ordering him to organise the practical details of the “Final Solution” against the Jewish people, and his Luftwaffe security battalions murdered thousands of Jewish and Polish civilians.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although in our timeline, the flow of the war turned against Göring, the Doctor and Ace found themselves in 1941 in another

version of history in which the Luftwaffe had won the Battle of Britain (see *V22*). As a result of this, Nazi Germany was poised to win the Second World War.

HERMANN GÖERING

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

SKILLS

Athletics 3, Convince 4, Fighting 3, Knowledge 3, Marksman 4, Subterfuge 1, Survival 2, Transport 5 (AoE: Biplanes)

TRAITS

Adversaries (Major) – The Allies, resistance movements, Jews, Communists, many others
 Authority (Major)
 Brave
 Dependency (Major) – Without regular morphine injections, Göring has a -4 penalty on all rolls
 Friends (Major) – The Third Reich and its allies and supporters
 Military Rank (Special) – Commander-in-Chief of the Luftwaffe (Reichsmarschall after 1940)
 Obligation (Major) – Adolf Hitler
 Obsession (Major) – Nazi ideology, persecution of the Jews
 Sense of Direction

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 10

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HIRUDINES *(Signs and Wonders)*

It's the late 2020s and the end of the world is nigh! At least, so say the self-appointed prophets of doom that crawl out of the woodwork at times like these. Normally, nobody would believe them. But this time, it's a bit different. Everybody has been having nightmares, and people are saying they're premonitions about how they will die! They're seeing earthquakes and monsters like giant black slugs sucking the life out of them. Hideous creatures like fat leeches with mouths lined with rasping teeth.

The Doctor recognises them as a legend of the old universes. If they ever existed at all, they should be long since extinct. Except it appears that they aren't! These monsters are Hirudines, inter-dimensional leeches that suck up the psychic energy bleeding between realities. They are mindless parasites controlled only by their appetites. Normally, they are confined to their own dimension, or rather to the spaces between the dimensions. But if they were to discover a tear in reality and enter our universe, they would discover a veritable banquet of psychic energy to feed on!

So when the death throes of the Elder God To'Koth (see V87) release enough energy to tear down the walls between dimensions, the Hirudines are waiting to take advantage and pour through into our world. Once here, they will feed on mankind – and on the energies released by To'Koth – draining everyone until they are gorged.


Except that the Aquilians (see V3) have other plans for To'Koth's energy. They intend to harvest it themselves and ascend to godhood, and they don't want any of it being stolen by a bunch of mindless parasites! Instead, they are manipulating a few select individuals so that mankind will form a diversion for the Hirudines to feed on. A brief diversion, but nevertheless long enough for the Aquilians' purposes.

The Hirudines are not a threat in the same manner as sentient invaders such as the Daleks or the Cybermen. They are more a force of nature. But they are still deadly if they were to break through into our world. As with the schemes of the Aquilians, the Hirudines will often form an incidental threat in an adventure, rather than be the main adversary. They still need to be dealt with and neutralised though or deaths on a massive scale may result.

Once the Hirudines have detected a breach into a dimension full of living beings and psychic energy, they will force a way through in huge numbers. These hissing and rasping behemoths can burst through the ground, accompanied by a terrifying inhuman gurgling, sucking energy from all around. Hirudines are amphibious and, due to their intra-dimensional origins, can doubtless survive in many other hostile environments.

The Hirudines' biggest weakness is perhaps their insatiable appetite. Given enough psychic energy for them to feed on, they will gorge until they literally burst! But of course, providing them

HIRUDINE



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS
 Athletics 2, Fighting 3, Survival 4

TRAITS
 Alien
 Alien Appearance
 Burrowing
 Environmental (Minor) – Amphibious (and can survive in many other environments)
 Fear Factor 2
 Natural Weapon – Psychic Energy Drain: Contest of Presence + Resolve to cause 5(2/5/7) damage to anyone within 3 metres
 Size – Huge (Minor)
 Tough
 Vortex
 Weakness (Special) – Insatiable appetite

TECH LEVEL: N/A

STORY POINTS: 1-2

with enough psychic energy for this will require the sacrifice of perhaps millions of human lives – unless an alternative source can be found...



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JERAK (*The Hollow Men*)

The 5th Doctor encountered a Hakolian reconnaissance probe in the form of the Malus in the village of Little Hodcombe in 1984 (see *The Awakening*). But a Hakolian invasion takes place in three stages, of which a probe is only the first. If the probe identifies a world with high enough psychic energy for the Hakolians' purposes, a war creature is dispatched. The probe and the war creature are designed to function in tandem during the second stage, enslaving numerous individuals and destroying any potential opposition. They feed on hate and fear, channelling the psychic energy of the indigenous population. Only when the conflict is over will the Hakolians arrive in person.

In the case of Little Hodcombe, the Malus awoke in 1643 and found the surrounding life forms to be full of superstition and fear, and thus suitable for the Hakolians. It sent an invasion signal, and became dormant again. The battle creature arrived in 1685. Only it missed the target by a few miles and fell on Hexen Bridge (see L30), a village on the Somerset-Dorset border. The Malus did not revive until 1984, when it was defeated by the Doctor.

As a result, the battle vehicle never joined with the Malus. The Hakolians presumably assumed that both units were destroyed and quietly abandoned any idea of conquering Earth. But the war creature, Jerak, survived buried in the earth under and around Hexen Bridge. Like the Malus, Jerak is an organic construct, a creature with enormous psychic power. By the time the 7th Doctor discovers it in the early 21st Century, Jerak has been influencing the people of Hexen Bridge for over three hundred years.

The locals refer to Jerak as Jack i' the Green, a fertility figure from English folklore. Jerak has spread itself as a dark stain in the surrounding earth, a stain which has been growing faster during the last few decades as Jack becomes more active. Its influence has made the people of Hexen Bridge insular, with a streak of cruelty, and those from the surrounding villages all think of them as odd. Jerak has exploited a flaw in the psychic technology of its creators which makes those who have been subject to its mental influence sterile if they leave the area. Thus the people of Hexen Bridge can only reproduce if they remain in the village.

As Jerak becomes more active, it can assume physical form in the shape of masses of writhing tentacles that burst through the stained earth. It can also possess any of the villagers subject to its influence, absorbing their psyches into its own, and it creates slaves for itself from the resurrection of human sacrifices as Jack i' the Green's scarecrows. There are dozens of these in the fields around Hexen Bridge, but most particularly on the border of the stained earth, marking the boundary of Jerak's influence. The scarecrows can spring to life to do as their master commands.

Revived, Jerak has recognised that Earth can provide all the psychic energy the Hakolians will ever need. It is preparing for the conquest of the planet, and when the conquest is complete and its masters arrive, they will remain here forever, ruling over mankind in a reign of fear and terror!

JERAK

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

SKILLS

Convince 4, Craft 3, Fighting 4, Knowledge 2, Subterfuge 3, Survival 5, Technology 2

TRAITS

Alien
Alien Appearance
Alien Organs (Special) – Jerak's body is spread through the earth around Hexen Bridge
Armour (5 points)
Environmental
Fear Factor 3
Hypnosis (Major)
Natural Weapons (Minor) – Tentacles: Strength +2 damage
Networked (Major) – Scarecrows
Possess
Psychic
Size – Colossal

TECH LEVEL: 6

STORY POINTS: 10



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KARLA SECURITY ANDROIDS *(The Silurian Candidate)*

During the 21st Century, the automation of many traditional jobs continued to spread. By 2085, this has included the military and security sectors. Whereas the Eastern Bloc tends to favour bulky tank-like machines, their adversaries in the Western Bloc have settled on the human form as its preferred choice for a robotic soldier. At the forefront of this are the Karla Security Androids which are the products of the Gizmonics Institute. The Karlas are female-gendered robot soldiers whose elegant designs are not too far removed from those envisaged by Fritz Lang a century and a half earlier. They speak in female tones with a pleasant but unemotional delivery and only the barest hint of an electronic timbre.

Karlas come in a number of models, but within each model the individual robots are identical. Unless logos or numerals are added to the chassis, only the accumulated nicks and scratches of operation allow the human eye to tell them apart. At the top of the range are the platinum models. But despite the extra cost, their functionality is very similar to the more workmanlike (and cheaper) versions – though they do have a whisper setting which other Karlas lack. Some Karlas have optional extras added to allow for more versatility, and all Karlas come with inbuilt weaponry in the form of lasers housed within the forearm. They are also all much stronger than the average human and are both fast and tough.

Each Karla is assigned a numerical designation: Karla One, Karla Two, etc. Generally speaking, the lower the number, the further up the chain of command a Karla is. A Karla is a slave to its programming, which does not allow for much in the way of initiative and which they will follow with determined logic. If a mission commander (usually human) is killed, command will revert to the highest ranking Karla. If that Karla is also rendered inoperative, then command will pass to the next, and so on. Karlas are unable to harm their human mission controllers, no matter what the circumstances. But anyone their programming identifies as an enemy will automatically be targeted for elimination, unless they receive orders to the contrary.

Karlas are models of efficiency, always calculating the optimal means to achieve an objective with minimal expenditure of energy. They measure their efficiency as a percentage, usually representing the amount of battery power remaining, but it can also represent memory power, damage sustained or some other measure of capability.

Chairman Bart Falco (see V11), leader of the Western Bloc in 2085, employs a squad of platinum Karlas for his personal security. Although so shiny that you can see your face in them, platinum Karlas are no better in combat terms than many of the more basic models.

KARLA SECURITY ANDROID

AWARENESS	5	PRESENCE	1
COORDINATION	5	RESOLVE	4
INGENUITY	2	STRENGTH	6

SKILLS

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

TRAITS

Armour (5 points)

By the Program

Environmental (Minor) – Karlas do not breathe

Natural Weapon (Major) – Built-in Laser: 7(3/7/10) damage

Photographic Memory

Quick Reflexes

Robot

Scan

TECH LEVEL: 6

STORY POINTS: 1-2

Adventure Seed: I, Karla

An adventure exploring intelligence and morality. A Karla has killed her mission commander and framed our heroes for the deed. Has her programming been altered by an enemy agent, or is she genuinely developing true, independent sentience and free will?



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THE KARNAS'KOI (*Lurkers at Sunlight's Edge*)

According to the stories of C.P. Doveday (see V9), a writer of weird fiction active in the early 1930s, around six million years ago the Earth was conquered by an alien race known as the Karnas'koi. Theirs was a violent empire, and like all violent empires it self-destructed, leaving nothing behind but one of their citadels (see L11), which retreated under the sea. Inside that citadel, three of the mightiest Karnas'koi, in a self-induced sleep, await a second shot at conquest.

In 1930, six million years later, the citadel rose again and an island appeared off the north coast of Alaska. But rather than simply launch themselves into a changed world, the Karnas'koi sent a scout ahead. They created another Karnas'koi in human form and sent him out into the world. Four years later, the Karnas'koi again sleep in their citadel. Their scout has not yet returned, but certain members of the race that now dominates the Earth have become aware of the citadel and the promise of power that lies within.

The Karnas'koi are monstrous creatures. They are members of the pantheon of entities known as the Elder Gods (see V25), or sometimes as the Ancient Ones. The Karnas'koi possess a hive mind, like the ants and bees of our world. In many ways, they are a single lifeform with multiple bodies, synchronised through their chants. Their killing chant, for example, is a series of incomprehensible sounds in their wailing, howling voices, like alien whale-song: *Lass-fert – Mee-yago – No-per-eye! Nora'mert – Oga-yim – Lenta-righ!*

In appearance, the Karnas'koi are so alien and indescribable as to threaten the very sanity of a human. Just about all that can be said is that they are massive and rise into the air on wings as vast as the night. In the prehistoric past, they hunted and fed on even the largest of the whales that swam in the seas.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The fourth Karnas'koi, the one that was sent out into our world in human shape, is none other than the writer C.P. Doveday. His alien nature and memories have been totally subsumed into his human persona, resulting in nothing more than the visions that C.P. uses to inspire his weird tales.

In 1934, C.P. Doveday is now in an institute specially built by the U.S. government on the Alaskan island. Through hypnotic regression techniques, the government has become convinced of the truth that lies behind his stories and is desperate to prevent the waking of the Karnas'koi. Learning of the hive mind shared by the Karnas'koi, the authorities have turned this to their advantage. Just as the Karnas'koi have tried to maintain their control of Doveday telepathically, so his alien consciousness can be used to send telepathic traffic the other way. By keeping Doveday calm and his true memories repressed, the Karnas'koi have been kept pacified within their citadel, sending them back into their dreaming state.

KARNAS'KOI

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	7	STRENGTH	14

SKILLS

Athletics 4, Convince 3, Craft 3, Fighting 4, Knowledge 7, Marksman 2, Medicine 4, Science 6, Subterfuge 5, Survival 5, Technology 5, Transport 2

TRAITS

Alien
Alien Appearance
Code of Conduct (Major) – Restricted by the rules binding the Elder Gods
Fear Factor 3
Flight (Major)
Immortal (Special)
Immunity – Physical damage is as nothing to the Karnas'koi
Indomitable
Natural Weapon (Minor) – Ravening Maw and Talons: Strength +2 damage
Networked (Major)
Psychic
Size – Huge (Major)
Telepathy
Vortex

TECH LEVEL: 12

STORY POINTS: 6-8

But the arrival on the island of millionaire Emerson Whytecrag (see V26), who intends to break into the citadel, threatens to rouse the monsters from their slumber...

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KISEIBYA (*Enemy of the Daleks*)

During the Dalek Wars, the Earth's military leaders needed a new weapon, something that could reverse the Dalek advances. At a secret research facility on the planet Bliss (see L6), Professor Toshio Shimura conducted genetic experiments using piranha locusts. He reasoned that as the Daleks are a manufactured species with no natural enemies, he needed to develop something that would be able to prey on them.

Shimura combined the DNA of piranha locusts with that of Japanese silkworms, creating a metal-eating parasite that could tear open a Dalek shell and implant eggs in the flesh of the mutant inside. He named this new species "Kiseibya" as a sort of tasteless joke. "Sey-byaa" means redeemer or rescuer in Japanese, but "kisei" means parasite, making the Kiseibya a parasitical saviour!


Kiseibya eggs mature rapidly in the body of their living host, and the emerging larvae eat the Dalek mutant alive before spreading out to attack more Daleks. The larvae then enter a new phase of their development. Having consumed their hosts, they weave cocoons which are soft as silk but spun from metal. Within the cocoons, the Kiseibya larvae grow and transform into the adult stage, eventually bursting free. New-born Kiseibya are slow and cumbersome at first, but swiftly become fast, brutal monsters.

A Kiseibya consumes flesh only before cocooning, when a larva devours many times its own weight in raw meat. They prefer the flesh of intelligent beings and can absorb some of their knowledge in the process. After the adult emerges from its cocoon, it has different needs, and hungers only for metal. An adult is a metallic insectoid monster, a clanging, slithering nightmare with surprising speed and agility. They have slaver jaws and metallic wings that enable them to take to the air. Their dense, metal-infused bodies are extremely resilient to damage from almost any kind of weapon. Although monstrous, Kiseibya are intelligent, possessing a hive mind consciousness, and can speak in guttural, squelching voices. Despite this, they show no interest in using or understanding technology

Obsessed with the development of the Kiseibya, Toshio Shimura took a short cut and implanted eggs in the bodies of his colleagues, using them as a factory to produce the first generation. Shimura failed to recognise the irony of his own position, becoming the genius creator of a race of monsters which were developed to destroy another race of monsters created by another mad genius. Shimura claimed that, given more time, he could have purged the gene that drove the Kiseibya to feast on human flesh, restricting them instead to a diet of Dalek mutants. But when the first adult Kiseibya hatched, they proved to be indiscriminate in their attacks, parasitising and eating Daleks and humans alike. Although intelligent, the Kiseibya are still animals, possessing the drive to feed and breed.

It should be noted that the Kiseibya were developed to deal with

HISEIBYA



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

SKILLS
 Fighting 4

TRAITS
 Alien
 Alien Appearance
 Armour (10 points)
 Armour Piercing (Special) – The Kiseibya's metallic claws and mandibles ignore 10 points of Armour
 Climbing (Major)
 Dark Secret (Major) – Kiseibya lay their eggs in living flesh, eating their way out once hatched
 Dependency (Minor) – If they do not feast (roughly once per hour), they suffer a -4 penalty to all rolls until they can feed again; adults only feed on metal
 Fast (Major)
 Fear Factor 3
 Flight (Major)
 Impervious
 Infection
 Obsession (Major) – Voracious hunger
 Natural Weapons (Minor) – Claws & Mandibles: Strength +6 damage
 Networked (Minor)

TECH LEVEL: 1

STORY POINTS: 2-4

pre-Time War era Daleks. It is unknown how they would cope with later generations of Daleks which are protected by forcefield technology.

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THE KNIGHTS OF VELYSHAA *(The Sirens of Time)*

The Knights of Velyshaa were, for a while, a force to be reckoned with. They are a military people from a martial society, and the First Velyshaan Empire conquered a large portion of the Milky Way in the 36th Century. But finally, in 3562, they were defeated by the Earth Alliance and driven back to their home planet of Velyshaa.

Their leader, Sancroff, the First Knight of Velyshaa, was crippled in the war. Taken prisoner, he was found guilty of war crimes and sentenced to life imprisonment on an otherwise uninhabited planet that consisted almost entirely of swamps and bogs. Officially the planet doesn't exist. It doesn't even have a name, although it may once have been known by a long-forgotten alphanumeric designation. With access to the planet forbidden, and under the constant guard of a bizarre jailer-cum-housekeeper called Ruthley and her armed drudger robots, Sancroff is destined to spend the rest of his days rotting in isolation. Even an attempt by bio-assassins, secretly hired by the government of Calfadornia in revenge for the suffering the Knights inflicted on its people, failed due to the tight security measures preventing intruders from landing.

Without their glorious leader to inspire them, the Knights of Velyshaa kept themselves out of galactic affairs for centuries after their defeat. In 4162, the mind of the First Knight Praylaron sensed the growing threat of the Daleks. He sent one of his Knights, Kalendorf (see *Volume 2*), to act as an envoy and negotiate a treaty with the Earth Alliance under which they would stand against the threat. But the Dalek invasion, launched from the neighbouring Seriphia Galaxy, took place before the negotiations could be concluded, leaving Kalendorf isolated from his people and working with the humans to try to drive the Daleks back.

Velyshaa's fate during the resulting Dalek War is unknown, but it is assumed to have been one of the thousands of planets ruined by the Great Catastrophe that engulfed the Milky Way, destroying virtually all of the civilised worlds and plunging the galaxy into a dark age.

The Knights of Velyshaa are anatomically almost identical to humans. Like humans, some Knights – such as Kalendorf and the First Knight Praylaron – have developed psychic abilities.

ALTERNATIVE TIMELINE

Although the Knights of Velyshaa were never again a threat to the Earth Alliance after their defeat in the 36th Century, three incarnations of the Doctor were manipulated into creating an alternative timeline in which the Second Velyshaan Empire rose. In 1915, the Fifth Doctor prevented the sinking of the *RMS Lusitania* by a German U-boat (see *The Fifth Doctor Expanded Universe Sourcebook*), against established history. This saved the life of a petty criminal who went on to murder Alexander Fleming before he could discover penicillin, changing the future of mankind so

KNIGHT OF VELYSHAA (MAIN TIMELINE)

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

SKILLS

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

TRAITS

Adversary (Major) – Earth Alliance
Arrogant
Brave

Officers also have Military Rank

EQUIPMENT

Armour [4 points]
Energy Blaster: L(4/L/L) or S(S/S/S) damage

TECH LEVEL: 7

STORY POINTS: 3-5

that the Earth Alliance would be less effective against the Knights in the 36th Century.

The Seventh Doctor unwittingly landed on the planet that was the prison-world of Sancroff, the former First Knight of Velyshaa, and thwarted the attempts of the bio-assassins sent by Calfadornia to kill the war criminal. Sancroff survived and inspired his people to unite behind him again.

The Second Velyshaan Empire attempted to develop time travel by harnessing the power of the Temperon, an almost mythical beast of the Vortex. The Temperon had elected self-destruction

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by ramming the prototype Velyshaan timeship rather than allow the Knights of Velyshaa to capture it, trapping both them and it within the resulting temporal anomaly, the Kurgon Wonder (see *The Sixth Doctor Expanded Universe Sourcebook*). But the Sixth Doctor released it, not realising the cause of its imprisonment, and also freed the Knights. With the Temperon – and time travel – now in their power, the Knights of Velyshaa went on to conquer entire galaxies.

But, whether by accident or design, the Knights of Velyshaa have fallen victim to the Curse of the Temperon. The Temperon particles used in the drives of the Velyshaan timeships introduced a deadly but subtle mutation into the cells of all Velyshaans who used them. The truth of this was discovered far too late, and the Knights are doomed. It may take millennia, but they are wasting away from the effects of the mutation.

Beneath their medieval-looking armour, the flesh of the Knights is diseased and rotting. Their muscles are atrophied, and they have designed the armour to boost their wasted strength. But even with these environment suits, the Knights of Velyshaa need to periodically revitalise themselves in life-force extraction units. Prisoners from the races conquered by the Velyshaans are placed within these units and their vital energies drained to feed and restore the Knights. But the effect is only temporary, and the Knights have consumed the life-force of whole galaxies to avoid their own extinction.

Apart from the Knights, only the Time Lords now remain in this dead-end timeline, and they too will die out eventually. With the Time Lords conquered by the Knights, the Temperon has been brought to Gallifrey, still alive within its restraint field, suspended in torment while the Velyshaan scientists experiment on it in a vain attempt to discover a cure for the Curse.

LIFE FORCE EXTRACTION UNIT

The life-force extraction units used by the Knights of Velyshaa of the alternative timeline temporarily reverse the effects of the damage caused by the Curse of the Temperon. When a Knight and a victim is placed within the unit, it drains the victim's Attributes at the rate of 1 point per second and transfers them to the Knight on a 2:1 ratio, i.e. for every 2 points drained from the victim, the Knight gains 1 point (up to his normal maximum Attribute scores). The process normally kills the victim.



KNIGHT (ALTERNATIVE TIMELINE)



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

*4 in Armour.

SKILLS

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

TRAITS

Arrogant
Repulsive
Vortex

Weakness (Special) – The Curse of the Temperon:
The Knight of Velyshaa takes 1 point of damage every 3 hours, which can only be restored by use of a life-force extraction unit

EQUIPMENT

Armour [Traits: Armour (5 points); Attribute (+3 Strength). Story Points: 4.]
Energy Blaster: L(4/L/L) or S(S/S/S) damage

TECH LEVEL: 8

STORY POINTS: 3-5

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SIRENS OF TIME

Perhaps surprisingly, it was not the Knights of Velyshaa who manipulated the Fifth, Sixth and Seventh Doctors to bring about the Second Velyshaan Empire. It was in fact a member of a race of powerful temporal entities known as the Sirens of Time. These legendary creatures feed on the energies of chaos, the distortions in the flow of time caused by the intervention of outsiders which release surges of energy in the spacetime continuum. It is this energy on which they feed. They thrive on it; it is their lifeblood.

In a manner similar to the Guardians of Time, the Sirens cannot cause disruption directly, but must coerce and trick others into becoming their agents. The Sirens can take on humanoid form to fulfil their missions and their true appearance is a matter of speculation. Doubtless they have vast powers to manipulate time, but the restrictions placed on their use means that these are largely unknown to us mere mortals. As a result, no stats are provided for the Sirens of Time. These can be devised by the GM, or the Sirens can remain as a plot hook to drive the story forward, rather than being an adversary in their own right.

That the Sirens are highly dangerous cannot be in doubt. They would like nothing better than to trick a Time Lord into their service and force them to cause distortion after distortion, releasing the ultimate in energies for the Sirens to feed on for all eternity!

DRUDGER

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

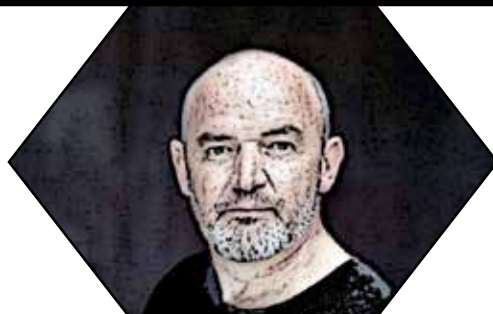
Skills: Fighting 1, Marksman 4, Technology 3

Traits: Armour (5 points), By the Book, Environmental (Major: Drudgers do not eat, sleep or breathe), Flight (Minor), Natural Weapon (Major: Blaster – L(4/L/L) or S(S/S/S) damage), Robot

Tech Level: 7

Story Points: 1-2

SANCROFF (MAIN TIMELINE)



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

SKILLS

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

TRAITS

Adversary (Major) – Earth Alliance

Arrogant

Brave

Impaired (Major) – Sancroff is confined to a wheelchair

Military Rank (Special) – First Knight of Velyshaa

Special – Imprisoned (Major): Sancroff is confined to his prison-world; if he ever escapes, this Trait becomes Wanted (Major)

TECH LEVEL: 7

STORY POINTS: 8



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE KRASI *(The Quantum Possibility Engine)*

The Krasi are [a lethal, martial people obsessed with their public image] [a misunderstood, heroic and benevolent race] [a peace-loving species that keeps themselves to themselves]. Delete as required.

In fact, the first of these is correct, but the Krasi are so obsessed with controlling their public narrative that they often use small flying camera drones to record themselves and then re-record the same scene several more times, each played out differently. Krasi like to edit the footage afterwards to their best advantage and send the final result to the news networks. They believe that those who control how they are perceived by the universal media are those who can do anything. It's the Krasi way. It's best to commit to nothing by recording everything – several times over. Negotiations with them – or interactions of any sort, other than invasion – are therefore likely to be frustratingly protracted.

Despite these attempts to manipulate their image, the Krasi have a reputation as fearsome warmongers. They are active in the 82nd Century, when they are known to have designs on invading the Solar System. The presence of such a notorious species in close proximity to Earth is always a cause for concern. But behind the scenes, the Krasi have been approached by the newly elected President of the Solar System with a view to opening negotiations.

Krasi are very similar to humans in appearance, but they have a higher tolerance to heat. In fact, their ideal ambient temperature is precisely forty-seven degrees. Their dietary preferences include a form of dry-cured amphibian called Talaka and a brand of sparkling wine made from gold leaf, which other species consider to be vulgar. Krasi technology is particularly advanced in the areas of recording and scanning equipment, which is particularly difficult to shield against.

Contrary to their continual massaging of their media image with other species, the Krasi leaders have little concern as to how they are portrayed to their own people. Krasi know not to question the decisions of their leaders on the grounds that if they knew how to rule, they'd do it themselves. After all, "Why have a Trilloxian Mule and bray yourself?" as the Krasi put it. The Krasi masses are content to do as they are told, and those who aren't don't tend to last very long.

The leader of the Krasi is their Captain Regent, a martial figure whose public appearances are always of her in full ceremonial armour. Her troops are similarly if less ostentatiously armoured, so that they are accompanied by a continual clanking and clattering.

The Krasi's obsession with their public image is their major weakness and they will go out of their way to avoid their belligerent nature being broadcast by the media, to the extent that entire invasions are known to have been summarily cancelled to avoid negative reporting.

KRASI SOLDIER



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

SKILLS
Athletics 2, Convince 2, Craft (Media Skills) 5, Fighting 4, Marksman 4, Subterfuge 1, Survival 1, Technology 3 (AoE: Scanning/Recording), Transport 3

TRAITS
Brave
Environmental (Minor) – Heat
Obsession (Major) – Public image

Krasi officers also have Military Rank

EQUIPMENT
Armour (4 points)
Laser Rifle: L(4/L/L) damage
Camera Drone [Traits: Record (Minor), Scan, Transmit. Story Points: 3.]

TECH LEVEL: 7

STORY POINTS: 4-6

CAPTAIN REGENT OF THE KRASI

The Captain Regent has the same stats as a Krasi soldier, with the following adjustments:

Attributes: +1 Ingenuity, +1 Presence

Skills: +2 Convince, +1 Marksman

Traits: add Authority (Major), Military Rank (Special) and Voice of Authority

Story Points: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KRILL (*Storm Harvest, Dust Breeding*)

On the waterworld of Coralee (see L14), now colonised by humans and Cetaceans, there are legends of what happened to the original, aquatic species that was indigenous to the planet. The legends tell of an apocalypse that wiped them out, leaving behind only ruins. An apocalypse in which creatures called the Krill destroyed them all. In fact, the legends had spread to many neighbouring systems long before mankind arrived on the scene.

According to the stories, those original inhabitants were among the most warlike species the galaxy has ever seen. Planets light years away lived in fear of them. The legends say that it was these warmongers that created the Krill as a biological weapon and loosed them on their enemies. They sent the eggs into space and bombarded their enemies' worlds with them. The Krill laid waste to every world where they set foot. They were the embodiment of mindless, destructive fury, destroying everything they came into contact with.

Krill were indestructible. Even their eggs could survive anything. They used to drift in the bitter cold of space for years, surviving atmospheric burn-up, and according to some tales, they fed on radiation. When their creators dropped Krill eggs onto a planet, they followed up with a nuclear bombardment to activate them.

But the Krill came home to Coralee. They did on Coralee what they did everywhere else. The masters of Coralee devised a weapon that would send a biogenic pulse around the planet and turn the Krill into organic sludge, so the story goes. But they were too late. The Krill destroyed everything on the planet and turned it into a blasted wilderness for millennia. And died out themselves, slaughtering each other until there were none left. Or so the legends say.

The Krill are no mere legend. And naturally a species as resilient as the Krill is far from extinct. Krill eggs have survived on the seabed of Coralee, dormant and waiting for a source of radiation to trigger their hatching. What if somebody found their old nesting grounds and acquired some of the eggs? What if somebody wanted to deliberately hatch them? What if there are also Krill eggs still drifting through space, dormant until they are pulled down onto an unsuspecting world?

In appearance, Krill are huge humanoid creatures. They have bluish-grey skin, plated and ribbed and glistening wetly like the scales of a fish. Spines and bristles crest over their heads and down their backs. A Krill's eyes blaze with malevolence, and its mouth is a vast distended maw lined with rows of razor-teeth. Their claws are easily capable of slicing through the hull of a ship. Krill are extremely difficult to kill, with no vital internal organs to target and having prodigious regenerative abilities. Their cells are non-specialised, so that even severed limbs can regenerate into a new Krill if they are not totally destroyed. Badly injured Krill are able to secrete a tough substance to create a cocoon similar to Krill eggs, within which the Krill can recover and regenerate before hatching out again.

KRILL

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

SKILLS

Athletics 3 (AoE: Swimming), Fighting 4, Subterfuge 2, Survival 3

TRAITS

Adversary (Major) – The Warp Core (see V91)
Alien

Alien Appearance

Alien Organs (Special) – Even decapitation will not kill them

Armour (10 points)

Environmental (Major): Krill can survive in virtually any hostile environment – underwater, deep space – they positively thrive in high radiation

Fast Healing (Special)

Fear Factor 2

Frenzy

Impulsive

Keen Senses (Minor) – Vision

Natural Weapons (Minor) – Claws and fangs:

Strength +4 damage, Armour Piercing (ignores 5 points of Armour)

Phobia – The Warp Core

Special – Regeneration (Special): In addition to their Fast Healing Trait, Krill can grow new limbs, bodies or even heads. Complete new Krill can grow from even small samples of Krill tissue unless it is completely destroyed. During the period of recovery, injured Krill or severed body parts grow a protective cocoon around themselves. Like Krill eggs, this material is extremely tough (10 points of damage reduction) and can survive in virtually any environment, including the cold vacuum of deep space.

TECH LEVEL: N/A

STORY POINTS: 1-2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE KRO *(The Doomsday Quatrain)*

Quite how the Kro ever developed to become a space-faring race is a question that many of the more civilised species of the galaxy have pondered. They are brutal creatures with monstrous appetites, and to humans they look like upright walking crocodilians almost four metres tall. Kro are an extremely aggressive species, even among themselves, and much of their history is made up of a long series of wars between the long-tails and the short-snouts on their swamp world.

Nevertheless, the Kro were somehow able to reconcile their ancient tribal differences long enough for them to achieve space flight and eventually interstellar travel, the latter during what on Earth is termed the 20th Century. But they still look and behave like gigantic reptilian thugs armed with a variety of distressingly effective weapons. Their deep growling voices and speech patterns also fit with their savage appearance.

Over a period of eighty-two Kro generations, the Kro built themselves up as a military force to be reckoned with. The so-called Phalanx of Kro is organised in a Command Conclave of four hundred thousand spears (Kro warriors) in two thousand warships. Kro officers have the rank of Nuncio (or, more formally, Spear Nuncio), with First Nuncio being overall commander, Second Nuncio being its subordinate and so on. The First Spear Nuncio is often referred to as the Chosen Voice of the Conclave of the Phalanx of Kro, or sometimes as the Speaker of the House of the Conclave, and takes the lead in any Kro negotiations with other races – “negotiations” in Kro terms usually consisting of a lot of shouted threats, often culminating in physical violence.

Although the First Nuncio is the commander of the Kro, it is answerable to the Conclave. With inter-tribal rivalry still bubbling beneath the surface of Kro “civilisation”, and the belligerent nature of their kind, First Nuncios can be summarily replaced as their actions and decisions incur the displeasure of the Conclave. Advancement through the ranks of the Phalanx can therefore be rapid as First Nuncios are disposed of. In other races, this could lead to the military leaders having a lack of experience. Not so with the Kro. The newly-promoted Kro dispatch their predecessors by killing them and eating their brains. Kro have the ability to almost instantly acquire the memories of any individuals, Kro or otherwise, whose brain-meat they devour.

Despite their barbaric habits, the Kro are surprisingly constrained by due process. If they enter into a contract with another race, they will abide by its terms. But this also means that they will seek to enforce it, with extreme prejudice if necessary. Of course, anything that the contract does not constrain them from doing is fair game. And the Kro love of violence and brutality means that any alliance with them is likely to end badly!

Although he previously knew of them only by reputation, the Seventh Doctor encountered the Conclave of the 82nd Generation of Kro. However, the Kro had already crossed paths with the

Doctor: it seems that later in his timeline, he will foil the schemes of the 40th Generation, and the Kro have sentenced him to death for this!

KRO WARRIOR

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	8

SKILLS

Athletics 3 (AoE: Swimming), Fighting 5, Knowledge 2, Marksman 3, Survival 4, Technology 1, Transport 2

TRAITS

Alien
 Alien Appearance
 Argumentative
 Armour (4 points)
 Code of Conduct (Minor) – Kro follow their contracts and agreements to the letter
 Environmental (Minor) – Can survive for extended periods without breathing (usually used underwater)
 Fear Factor 1
 Natural Weapons (Minor) – Tooth-filled Jaws: Strength +2 damage
 Size – Huge (Minor)
 Special – Brain-Meat Memories: Kro gain the memories of any creature whose brain-meat they devour

Kro Nuncios also have Military Rank (Major or Special)

EQUIPMENT

Energy Blaster: L(4/L/L)

TECH LEVEL: 6

STORY POINTS: 3-5

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LEFTY LONNIGAN (*A Life of Crime*)

Lefty Lonnigan is a former partner of the notorious rogue Sabalom Glitz (see *The Seventh Doctor Sourcebook*) and comes from the same far-future time period as Glitz. Glitz told his new travelling companion Melanie Bush that he could always rely on Lefty if they ever got into a really tight corner. By the time that Mel needed to call on that favour – after Glitz has abandoned her to escape from some very dangerous creditors – Lefty had retired to Ricosta (see L59), a retirement haven for a certain type of businessperson.

Even in retirement, Lefty is still an old-school criminal at heart. He speaks with a strong Belfast accent, but the most distinctive thing about him is his extensive cybernetics. Lefty is called “Lefty” because it’s only the left side of his body that’s still human. The rest is machinery.

No one knows for sure what happened to Lefty. He just came out of nowhere and nobody has ever been able to find anything of his background before he woke up in a hospital bed. All it said in the hospital records was that he had been caught in a big explosion. It’s generally believed to have been a job gone wrong. That was over twenty years ago. After that, he struck up his friendship with Sabalom Glitz and the rest is history.

Lefty’s partnership with Glitz was very profitable. Enough to allow him to buy a large, fortified villa on Ricosta (see L59), and also a private island – or more precisely, a secret private island. He still surrounds himself with large men with big guns but lives a life of luxury. A man like Lefty Lonnigan never really retires, and he and Glitz were planning one last job before Glitz disappeared. Lefty still intends to go through with the caper – a raid on the main vault of the Bank of Ricosta. Once he’s cleaned that out, he’ll retire to his secret island, never to be seen again.

Criminals like Lefty Lonnigan pick up their fair share of enemies along the way. Rival crime bosses, aggrieved victims, frustrated cops. One of Lefty’s enemies – though he doesn’t yet realise it – is Nathan Later. Nathan has a Belfast accent just like Lefty and has just been hired into his gang. Nathan’s father was a policeman who never managed to capture Lefty. It drove Nathan’s father mad, and he took it out on his family. Nathan has followed his dad into the police service and has vowed to bring Lefty to justice.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Destiny is conspiring against Nathan Later. Lefty Lonnigan’s last caper goes badly wrong after he uncovers the secret of the bankers on Ricosta, the alien Sperovores.

Nathan is caught in a big explosion, and the Doctor takes his unconscious and badly injured body to the Krytomp Bio-Infirmiry, a private hospital in one of the wealthiest sectors of the galaxy, twenty years in the past. When Nathan wakes up, it is after

LEFTY LONNIGAN

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

SKILLS

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

TRAITS

Adversary (Minor) – Various cops and criminals
Amnesia (Minor)

Armour (4 points) – Only covers his right side; an aimed shot with a -2 penalty can hit Lefty’s unprotected body, or an unaimed shot has a 50% chance of avoiding the Armour (1-3 on a roll of a D6 if Lefty is hit)

Cyborg
Fame (Minor)
Selfish
Tough
Wanted (Minor)
Wealthy (Major)

EQUIPMENT

Handgun: 5(2/5/7) damage

TECH LEVEL: 8

STORY POINTS: 6

some very extensive cybernetic surgery. Nathan can’t remember anything about himself. Written in the Doctor’s handwriting on his hospital chart is a name: “Nathan Lonnigan”. And in the next bed, recovering from a hoverscooter accident, is one Sabalom Glitz...

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LIEUTENANT ANTHONY HEMMINGS

(Timewyrm: Exodus, Timewyrm: Revelation)

In pursuit of the Timewyrm (see V85), the Doctor and Ace found themselves in 1951 in an alternative timeline in which the Axis Powers have won the Second World War (see V22). In this world, Britain is occupied by Nazi Germany and a flag bearing the swastika flutters at the top of the Skylon at the Festival of Britain in London.

Lieutenant Anthony Rupert Hemmings is an officer in the Britischer Freikorps (BFK), an organisation that polices the country with an authority handed directly from the Third Reich. The Freikorps started life in the Second World War, when German recruiters used to go around PoW camps trying to get British prisoners to change sides. They had hardly any success back then. But in this timeline, Britain lost the war about ten years ago and there is a generation of young men who have grown up under the Nazi regime. After all, if you offer people extra pay and food rations and the chance to push their fellow citizens around, there will always be a few takers.

Although the BFK are in charge of policing Britain, their members are little more than brutal thugs. Extortion of money is seen as one of the perks of service in the ranks of the Freikorps. A little extortion, the occasional rape, the fun of arresting and beating up anyone whose face or clothes or colour they don't like. It ensures that the populace hate the Freikorps even more than the occupying power. By contrast, the regular German army troops, the Wehrmacht, are almost popular.

Lieutenant Hemmings grew up as a ragged, starving orphan in the run-down back streets of London. By 1951, there are still bomb sites and shattered buildings everywhere. Half-derelict houses have been patched up and re-inhabited, and here and there little shops and market stalls trade in the ruins.

Hemmings is tall and dark and undeniably handsome. His black uniform, modelled on that of the SS, has been elegantly tailored by a concentration camp inmate formerly of Savile Row. Its immaculate blackness is set off with silver Death's Head badges on collar and cuffs, and his jackboots gleam evilly.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During his encounter with the Doctor and Ace in the alternative timeline, the official records show that Lieutenant Hemmings was lost, believed killed, in a resistance attack on the Freikorps Headquarters. But his body was never found.

In truth, Hemmings managed to gain access to the TARDIS only to fall into the clutches of the Timewyrm. The Timewyrm took Hemmings out of time and space and prepared him to be her agent. Hemmings' hatred of the Doctor and Ace, who had mocked and humiliated him, makes him an excellent servant of the Timewyrm, who herself craves for vengeance on the pair. Hemmings believes his new mistress to be one of the Norse gods.

LIEUTENANT HEMMINGS



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

SKILLS

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

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)

Attractive

Obsession (Major) – Hatred of the Doctor and Ace
Voice of Authority

In his original time-stream, Hemmings has Military Rank (Major) instead of Alternative Existence.

EQUIPMENT

Pistol: 5(2/5/7) damage

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

Preparing a trap for the Doctor, the Timewyrm sent Hemmings into our universe in 1992. Once here, he would wait for the Doctor in a replica of the English village of Cheldon Bonniface (see L10) on the Moon.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LIEUTENANT-COLONEL BROOK (*No Man's Land*)

In 1917, there is an old farmhouse near the city of Arras in northern France, about five miles from the Western Front. This is Charnage Hospital, though you won't find it named as such on any official maps. At this time, there are usually around twenty injured men here, with a handful of assigned soldiers and six nurses to look after them. There's no doctor at the hospital, and all treatment is overseen by Lieutenant-Colonel Brook, a no-nonsense British officer of the old school.

Brook feels a certain amount of frustration at not being on the front line, but he considers his work to be worth his personal sacrifice. In fact, the patients at the hospital all seem physically healthy, but Brook needs them to be sound in body and mind before sending them back to the Front. He is a strict disciplinarian. At 11.00 o'clock sharp every morning, the soldiers gather together at the drill ground to begin their training under the barked commands of Sergeant Wood; then they do the same again in the afternoon. But the most important part of the daily regime from Brook's point of view is the morning "Hate".

Each morning, before drill, the soldiers enter the Hate Room, a large room in which they are "reminded" of the enemy in order to help them stay focused. As they listen to phonographic recordings of Field Marshal Hindenburg (from Brook's own personal collection), they start to chant the word "Die"" over and over again. This escalates in volume and fury until the men begin attacking dummy German soldiers with blank ammunition, screaming "Kill them all!"

According to Brook, the morning Hate binds the men together and gives them a common enemy, and it's a way of releasing their anger. But occasionally Brook needs to use something extra on individual patients, those who don't respond to the Hate. There is a chair fitted with electrodes in the Hate Room, which Sergeant Wood can strap a man into and deliver powerful electric shocks. Brook also has access to a supply of drugs which can induce a psychotic state.

In short, Brook is less concerned about the medical treatment of the soldiers sent to Charnage and more about brainwashing them to increase their aggression and turn them into hate-filled fighting machines. Each day, the soldiers complete written tests, answering a series of questions on moral dilemmas and the conduct of the war. This is an early form of psychological profiling, but one not designed to test their frame of mind, rather to deliberately change it. Brook's intention is to give every soldier in this war a killer instinct, an ability to follow orders without sentiment and without thinking of the moral consequences.

LIEUTENANT-COLONEL BROOK

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

SKILLS

Convince 4, Fighting 1, Knowledge 2, Marksman 3, Medicine 1, Transport 2

TRAITS

Dark Secret (Major)
Military Rank (Major)
Obligation (Major) – The Forge
Stubborn
Voice of Authority

EQUIPMENT

Service Revolver: 5(2/5/7) damage

TECH LEVEL: 4**STORY POINTS: 6****SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The regular army hasn't heard of Charnage Hospital or of Lieutenant-Colonel Brook, but there are rumours flying around the trenches of a rogue element working beyond the remit of the British Army. Brook doesn't take his orders from the army, but from the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*). He is motivated by self-interest disguised as patriotism and is completely amoral, pursuing the Forge's agenda at any cost.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE LIGHT (1963: *The Assassination Games*)

Until he encountered them, the Doctor believed that the Light were just a myth, nothing more than the deluded ramblings of paranoid conspiracy theorists. But that's what the Light want people to think. The Light are far more insidious than any of the dozens of alien invaders with designs on the Earth. They prefer to be the backroom boys controlling things behind the scenes. Allowing the crackpots their theories muddies the waters and makes it harder to see what's really going on. They think of themselves as the secret rulers of the universe.

The Light inveigled their way into Earth society in the 1850s. They founded a private and exclusive maternity hospital in London that catered to the rich and powerful, attracting many of the top echelon of British society. Any expectant mothers entrusted to the nursery are prescribed a special pre-natal drug that changes the genetic makeup of the unborn child. The children are born and appear to be normal human babies. But they are never truly human at all and grow up... "other". Within a few decades, these first children of the Light grew up and began to take up prominent places in the British government, military and other establishments, exactly as their entitled human birthright would have been.

The work of the hospital continued throughout the 19th Century and into the 20th, and the children of the Light soon numbered in the hundreds and became the hidden driving force in the British Empire. But as the 20th Century continued, it became apparent to the Light that they had backed the wrong superpower. As the fortunes of Great Britain dwindled and its Empire disbanded, those of the United States, the Soviet Union and China rose. By the 1960s, the Light has realised that it needs to take drastic action to remain a guiding influence at the top table of world powers, rather than being relegated to the second division.

Members of the Light, sometimes termed Light operatives, appear and behave identically to humans. But the Light consider themselves part of something greater and any of them would willingly give their life in furtherance of the aims of the Light. They have amazing willpower and can bear greater levels of pain than the average human. The Light share a semi-psychic communication network with each other. This has obvious advantages, but it is also a weakness. If any member of the Light is injured while communicating via this network, all others connected to the network at that time take similar damage from the psychic feedback, up to and including death.

The Light have access to alien technology but try to keep its use to a minimum to avoid betraying their true nature. If necessary, operatives can arm themselves with energy weapons, for example. Many Light operatives make use of a small device that enables them to place a subject under their mental control. The level of mental manipulation from this device is extremely strong, even forcing its subjects to ignore injury or exhaustion.

LIGHT OPERATIVE

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

SKILLS

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

TRAITS

Dark Secret (Major)
 Friends (Major) – The Light
 Network (Major)
 Time Traveller (Minor) – Tech Level 5
 Tough
 Weakness (Major) – If a Light operative is injured while connected to the psychic communication network, all other Light connected to it at that time take the same damage by psychic feedback

Most members of the Light also have Authority, Military Rank and/or Wealthy.

EQUIPMENT

Mind Controller [Traits: Hypnosis (Major). Story Points: 2.]

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

The Light also maintain a network of mentally conditioned sleeper agents among mankind, whom they will activate if ever they feel truly threatened on Earth.

Pictured: Politician William Heaton, a member of the Light in 1963.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LILY FINNEGAN (*Afterlife*)

In 2020s Liverpool, Lily Finnegan owns half the clubs in New Hoylake. She didn't get them by having a sweet forgiving nature. No, Lily is a Liverpoolian gang matriarch, "mature" rather than "old", and tough as nails. Lily and her two sons, the slightly dim Barry and the silent and hooded Robbie, are in the middle of a turf war with a rival gangster, Hector Thomas (see A4). For the past year, Lily and Thomas have had each other's thugs beaten up, their clubs trashed, and their restaurants torched. And as New Year's Eve approaches, the cycle of violence is escalating.

There's just something a little unnatural about the Finnegans. Perhaps it's the way that Lily can cause people to spontaneously combust just by looking at them. Hector Thomas has already had Lily and her sons killed several times in the past month. But they just keep coming back. They've tried dumping them in the Mersey and even cremating them. But it's never a permanent solution.

Thomas has even tried importing exotic top-secret weapons from some Russian mercenaries to try to sort them out. Guns called something in Russian that translates as "brain-stoppers" that fire a targeted EMP at the cortex and stop all brain activity. They worked on the Finnegans all right, and Thomas's men stuck the bodies in the waste ground by the docks. But Lily and her boys were back within a few hours, good as new. And the Russian mercenaries were found dead, either incinerated or with their lungs completely deflated as if someone had hooked them up to a vacuum cleaner.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!


Lily and her boys are not remotely human. Lily is only a temporary identity adopted by Koloon, a fire elemental who works as "the croupier of the gods". In the realm of the Elder Gods (see V25), Koloon keeps tabs on the winnings and losses of Fenric, Volund and their opponents. Working for the gods has certain perks, certain experiences she would never otherwise enjoy. It helps to while away eternity.

When the Doctor's companion Hex was apparently killed and consigned to the realm of the Elder Gods, he joined Fenric and Volund (see V90) in their games of cards. Surprisingly, he won quite a lot – but after all, the Elder Gods had rarely played "Cheat" after hours in the White Rabbit. Hex was told that Koloon would cash in his winnings. He had enough for one year back on Earth and chose that. Except that Koloon reneged on the deal a little for her own amusement.

So Hex (see A4) was resurrected as gang boss Hector Thomas for one year precisely, with none of his old memories as Hex. And Koloon opted to become Lily Finnegan as his gangland rival. With her "sons", Barry and Robbie, she has had a whale of a time knocking the hell out of Thomas's gang, while he does likewise to hers.

Barry, the older but dimmer "son", may look like a common or garden thug, but he's actually a quantum ghost. He doesn't exist. Or rather, he exists only one instant to the next. He exists in this one. And this one. And this one. He's nothing, just the gateway through which Hex re-entered our world and through which he's supposed to leave it one year later. If Barry is ever confronted by

HOLON



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

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

TRAITS
 Alien
 Alien Appearance
 Environmental (Minor) – Heat
 Fast Healing (Special)
 Immortal (Special)
 Immunity – Fire and heat
 Natural Weapon (Major) – Spontaneous Combustion: L(4/L/L) damage
 Obligation (Major) – Elder Gods
 Shapeshift (Major)
 Weakness (Minor) – Salt: Koloon must make a Difficulty 12 Resolve + Strength roll to be able to cross salt
 Weakness (Special) – Negative Dimensional Particles: Contact with such particles will force Koloon back to her otherworldly dimension

TECH LEVEL: 12

STORY POINTS: 8

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the reality of what he is – nothing at all – he will fade away.

Robbie, Lily's younger "son", perpetually hooded and playing a computer game, never speaks but emits an asthmatic wheezing punctuated by puffs of his inhaler. He is an air elemental and there's actually nothing under the hood. Robbie can manipulate air molecules, pull them out of people's lungs and suffocate them.

As elementals, both Lily and Robbie can be affected by certain materials. Their movement can be constrained by lines of salt, crossing which causes them great pain. But the Doctor created something more powerful to send them both kicking and screaming back into their netherworld. He loaded a fire extinguisher with negative dimensional particles to deal with Lily, and a vacuum cleaner to suck up Robbie!

BARRY FINNEGAN



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

SKILLS

Athletics 3, Fighting 4, Marksman 3, Transport 2

TRAITS

Alien

Fast Healing (Special)

Immortal (Special)

Tough

Vortex – Barry acts as a gateway between our world and the realm of the Elder Gods

Weakness (Major) – Barry ceases to exist if his own non-existent nature is revealed to him and he fails a contest of Presence + Resolve

TECH LEVEL: 12

STORY POINTS: 4

ROBBIE FINNEGAN



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	N/A

SKILLS

Marksman 3, Subterfuge 3, Technology 2

TRAITS

Alien

Alien Appearance

Fast Healing (Special)

Immaterial

Immortal (Special)

Immunity – Physical damage

Invisible (Special Bad)

Natural Weapon (Special) – Supernatural Suction:
L(4/L/L) damage to anything that needs to breath

Weakness (Minor) – Salt: Robbie must make a
Difficulty 12 Resolve + Strength roll to be able to
cross salt

Weakness (Special) – Negative Dimensional
Particles: Contact with such particles will force
Robbie back to his otherworldly dimension

TECH LEVEL: 12

STORY POINTS: 4



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THE LIMEHOUSE LURKER *(Illegal Alien)*

In November 1940 at the height of the Blitz, Londoners have a far more personal horror to face than the bombs of the Luftwaffe. For the past two months, a killer dubbed the Limehouse Lurker by the newspapers has killed at least six people in the most savage circumstances. Perhaps more. It's difficult to tell the difference between the damage caused by the German bombs and the Lurker, who literally rips his victims apart.

Although the press calls the killings frenzied, a closer examination reveals that the earliest ones seem to show some method. In the first case, there was a major intrusion into the body, made as if by a fist. The aorta was snapped just above the heart, leaving the end poking out of the chest. Later, the Lurker literally ripped his victims apart from the chest. Most recently, the killer has resorted to squashing them so that they explode from the pressure. This might seem to betray a gradual loss of control, an increase in frenzy; or on the other hand it might demonstrate an ever more ruthlessly efficient way of extracting blood from the body.

The police are nowhere close to catching the Lurker. There are fleeting reports of hearing muffled screams and a gigantic, blood-covered figure wrapped in a ragged cloak of tarpaulin. But no hard evidence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Limehouse Lurker is a malfunctioning Cyberleader, but one which is far more sophisticated than any Cyberman from this time period. It is the section leader for an army of sleepers – dormant Cybermen which are to be sent back in time from the 30th Century. The Cyberleader's job was to prepare for the sleepers' arrival, to find a secure hiding place and to guard it from intruders.

The Cyberleader's killings started before the Lurker became news, just less spectacularly. By a stroke of misfortune, the leader was caught in the blast from a Luftwaffe bomb, damaging its systems so that it has lost all memory of its origins and mission. Its immune system has been compromised and the interface between its organic and inorganic components is infected. In order to keep the infection under control, the Cyberleader has resorted to bathing itself in human blood, which temporarily eases the raging fire it feels.

The Cyberleader was accompanied on its mission by a mobile Cyber-command unit. The unit is undamaged and has been pursuing the leader for weeks, trying to re-establish their connection, triggering defensive explosions whenever somebody gets too close to it. It stands about waist high, with a flat, circular surface and a rounded underside on a pair of short, flexible legs on broad feet. Its top sports an array of coloured lights, readouts and inset controls. It is in effect a portable battle computer, capable of constantly receiving and processing new data, and updating and relaying orders. The unit can generate a force field around itself and then trigger a plasma explosion just outside the force field. Treat

THE LIMEHOUSE LURKER



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

SKILLS

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

TRAITS

Amnesia (Major)
 Armour (5 points)
 Cyborg
 Dependency (Major) – Requires regular access to human blood to heal its diseased biological interfaces
 Environmental (Major) – Can survive in the vacuum of space
 Fear Factor 3
 Scan
 Slow
 Technically Adept
 Vortex
 Weakness (Major) – The Lurker's chest unit is vulnerable to being clogged by chemical cocktails, liquid plastic or similar. It is also vulnerable to radiation.

TECH LEVEL: 8

STORY POINTS: 4

it as a Special Gadget with Awareness 3, Coordination 3, Ingenuity 2, Presence 1, Resolve 2, Strength 5, Athletics 2, Knowledge 4 (AoE: Tactics), Technology 3, Alien Appearance, Armour (5 points), By the Program, Cyborg, Environmental (Major), Forcefield (Major: 2 levels), Impaired (Major: No manipulatory limbs), Natural Weapon (Special: Plasma Detonation – Ingenuity + Technology roll to determine 20(10/20/30) damage in 40 metre radius centred on the unit; costs 1 Story Point per detonation), Networked (Major), Scan, Size – Tiny (Minor), Transmit, and 4 Story Points

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LORD HHESSH (*Thin Ice*)

Hhessh is a Martian of the Ice Warrior nobility sometimes referred to as the Ice Lords. As such, he is smaller than the lower-caste Ice Warriors under his command, his armour being of a sleeker design and his helmet being more open, leaving his lower jaw free. But he is still a Martian, having a Martian's reptilian skin beneath the armour and breathing in an Ice Warrior's rasping tones in the unfamiliar Earth atmosphere.

During the early 20th Century (according to the dating system used on Earth), Lord Hhessh was a commander on one side of another of the civil wars that seem to have been a regular feature of Martian history, particularly as the increasingly inhospitable climate made life on Mars more and more of a struggle for survival. In 1924, Hhessh and a small cadre of Ice Warriors broke into the Shrine of Sezhyr, an ancient hero of Mars who had died a thousand years before. Hhessh is an admirer of Sezhyr, whom Martian history remembers as a great strategist who united the warring nations of his time.

Rather than let the Shrine fall into enemy hands, Hhessh and his warriors stole the sacred Relics of Sezhyr, planning to take them to a place of safety on Earth. But Hhessh's ship crashed into the Barents Sea north of the Soviet Union. Although the Martians on board survived, they had to abandon their ship on the sea-bed and the Relics were lost for decades. Since then, Hhessh and his warriors has been living in hiding, waiting until human technology provides them with the means to recover their ship.

In 1965, the Martian ship was discovered by a Soviet submarine, and the Russians recovered a number of items they found on board, including the Relics of Sezhyr (see G7). By 1967, the Relics are in the hands of the KGB, whose scientists have been investigating them with a view to using them against the West.

Lord Hhessh has acquired a few allies during his stay on Earth. Most prominent among them is a financial benefactor called Vitali Wolshkin, apparently a Russian exile who has been living in London since the October Revolution of 1917, but actually a Time Lord who is on Earth to assess Ace's performance, as the Doctor has applied for her to be enrolled in the Academy on Gallifrey (without telling her, of course!). Wolshkin has in turn hired the services of London gangster Markus Creevy (see A31) to steal the Relics from the KGB.

As an Ice Lord, Hhessh comes from a fierce militaristic race and respects displays of strength in both his enemies and his allies. He senses a resolve in the people of Moscow and admires their spirit. Hhessh's diet while on Earth is almost exclusively frozen fish fingers, which remind him of the glacial fish that live in the polar ice of Mars.

Only seven of Hhessh's warriors remain alive in 1967, and he has detected no signal from Mars for the last forty years. Although he wants the Relics back, Hhessh does not intend to resurrect

LORD HHESSH

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

SKILLS

Convince 4, Fighting 2, Knowledge 4, Marksman 3, Survival 3, Technology 2

TRAITS

Alien
Alien Appearance
Armour (5 points)
Cyborg
Menacing
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor) – Speed halved in Earth environment
Weakness (Major) – Temperatures above 32°C cause -2 penalty to all actions, and Hhessh takes 4 points of damage in temperatures above 100°C

TECH LEVEL: 6**STORY POINTS: 8**

the ancient hero. Although Sezhyr was a great strategist, Hhessh knows that he was also a tyrant and that thousands of dissenters were put to death on his orders.



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MAJOR DICKENS (*Night Thoughts*)

Major Dickens was an anaesthetist in the British army. Following an incident during the Falklands War (about which he doesn't speak), he and the army chaplain both resigned and went to work for a university in the Scottish Highlands, the Major as a lecturer and the chaplain as Deacon.

The Major and the Deacon, along with two other university colleagues, Joe Hartley (a keen taxidermist and lecturer in veterinary science) and the college Bursar, would spend the breaks between terms on Gravenax Island (see L25) in the Outer Hebrides, where they could continue their own academic researches without interruption. Major Dickens is the dominant personality among them. Overbearing in attitude and tantamount a bully to the others, he is a stickler for doing things his way and usually talks down any suggestions from the others.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Bursar is J.J. Bartholomew, who is destined to become famous for developing an early theory of time travel and inventing the Bartholomew Transactor (see G2), a machine capable of sending subatomic particles into the past. It is her experiments that brought the group to Gravenax Island in the first place. But ten years ago, they were interrupted by the arrival of a woman and her two daughters, lost on the island and in need of shelter.

One of the girls, Eadie, was ill and the Major deliberately misdiagnosed gravenax poisoning, the island having been used to test the deadly gas back in the Second World War. Gravenax has no cure and causes a protracted, painful death. The Major declared that euthanasia would be a mercy and administered a lethal dose of anaesthetic. However, he then admitted that the girl was only suffering from a simple eye infection and would have survived. But it was too late.

Eadie's distraught mother drowned herself in the island's lake and her other daughter disappeared and was presumed dead. The Major decided that the deaths must be covered up. Apparently burying Eadie's body, he actually had another plan and forced Hartley to use his taxidermy skills on her, preserving her perfectly and hiding her within the stuffed body of a bear.

Since then, Major Dickens has forced the others to remain on the island to continue with J.J. Bartholomew's time travel experiments. He has kept them all prisoners on the island, setting up an elaborate security system capable of putting their mansion in lockdown. He even broke Bartholomew's legs, confining her to a wheelchair, when she refused to continue her research. Dickens intends that once the Bartholomew Transactor has been perfected, they will be able to send a message back to their past selves and prevent them from euthanising Eadie... or so he says.

In fact, although Major Dickens does want to send the message,

MAJOR DICKENS

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

SKILLS

Convince 4, Fighting 2, Marksman 2, Medicine 4 (AoE: Anaesthesiology), Science 1, Survival 1, Technology 3, Transport 2

TRAITS

Argumentative
By the Book
Obsession (Major) – Returning Eadie to life
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

he does not intend to stop the killing of Eadie at all. Underneath his bullying exterior, Dickens is also an evil and callous individual who wants to intentionally create a paradox so that Eadie would return to a form of semi-life, resurrected in her preserved corpse. He wants to be the first person in history to wake the dead, and he relishes the mayhem and unhappiness he can create.



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METATRAXI (*Crime of the Century, Animal, Earth Aid*)

The Metatraxi are a species of intelligent humanoid insects, looking vaguely like armoured Samurai. Their appearance is both terrifying and disgusting to humans. The Metatraxi are a proud race of warriors and, although they are mercenaries, they have a strict code of honour. They will uphold truces, honour requests for parley and accept challenges, for example. They also only fight using the nearest equivalent in terms of weaponry as their opponents, whether those are starships, projectile weapons or stone axes. Metatraxi will not attack an unarmed opponent and will try to goad an enemy to pick up a weapon in order that they can attack them. They will also never fight females of any species. Adhering to their code of conduct even takes precedence over any contract they may have been hired to fulfil. Despite their code of honour, the Metatraxi bear grudges and will seek revenge against those who they feel have humiliated them or defeated them by underhand means.


In combat, the unearthly howling ululation of the Metatraxi's war-cries strikes fear into the hearts of those who hear it. The noise is sometimes described as their laughter, as it's the sound they make when they're winning. The Metatraxi are extremely proficient in all forms of combat and positively enjoy fighting, often sneaking a Bonus Combat clause into their contracts to allow them to attack additional opponents of their choice. One exception is robots. Metatraxi don't particularly enjoy fighting robots, much preferring organic opponents with intuition and initiative.

The Metatraxi are very good at threats and intimidation, and particularly enjoy taunting their enemies. On their home planet, they even have combat arenas in which opponents taunt each other to death. Each combatant tries to break the other's will until they beg for release. In game terms, this is a social conflict requiring successive rolls of Presence + Convince, with the victor administering a coup de grâce when an opponent's Presence and Resolve both reach zero.

The Metatraxi homeworld is a sentient living planet that they call Safenesthome or the Great Mother. It is a planet of lush abundance, but the first intelligent species that evolved on it, known as the Grubs (see V39), had a rapacious appetite and devoured its resources. To protect herself, the Great Mother evolved the Metatraxi to be a warrior race and they killed all the Grubs on the planet. A few which were off-planet at the time eventually returned and the Great Mother forced the Metatraxi to live in peace with their old enemies. The Metatraxi now scour the Galaxy for rare minerals to bring back to their Mother. It is known that, at some point in the future, the Great Mother is devastated in a war against the Krotons.

The Metatraxi usually use Polyglot universal translators to communicate with other races. During his first encounter with them, the Doctor offered to fix some software defects in the translators but left the Metatraxi talking like Bill & Ted. They quickly found that other races no longer treated them seriously but eventually managed to repair the problem.

METATRAXI



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

SKILLS
 Convince 4 (AoE: Taunting), Fighting 6, Marksman 6, Survival 2, Technology 1, Transport 1

TRAITS
 Adversary (Minor) – The Grubs
 Alien
 Alien Appearance
 Armour – 5 points
 Code of Conduct (Major) – Metatraxi code of honour
 Fear Factor 2 – Increases to Fear Factor 3 if the Metatraxi is both seen and its war-cry heard
 Unattractive

EQUIPMENT
 The Metatraxi have developed advanced weaponry, though their code of honour obliges them to use the nearest equivalent in terms of technology as their opponents have, e.g. they would use projectile weapons against 20th Century soldiers. Metatraxi routinely carry universal translators.

TECH LEVEL: 8

STORY POINTS: 3-5

At some point during the Doctor's encounters with them, the Metatraxi developed rudimentary time travel, making them even more formidable.

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THE MI'EN KALARASH (*House of Blue Fire*)

In the ancient mythology of the Time Lords, there are tales of an ancient and foul entity that inhabits the wastelands between realities, feeding on nightmares. It is known as Mi'en Kalarash, Old High Gallifreyan meaning "Blue Fire". Like Fenric, it is one of the Elder Gods (see V25), extradimensional beings of enormous power but which are subject to their own particular rules that act to limit their actions. For example, the Kalarash can only influence others to kill and destroy; it cannot do so directly.

The Mi'en Kalarash rarely enters our universe, as it is normally restricted to its wastelands. In dreams and nightmares it may be glimpsed as a tall, thin figure, like a reflection in a funhouse mirror. It is dark-skinned, almost leathery, and its face is vicious and animal-like. The Kalarash is bathed in flickering blue flames, like an electrical fire.

In its natural form, the Mi'en Kalarash is composed of a series of slivers in incremental time, cracks so minute they barely exist. It might be thought of as being like a vast number of microscopic iron filings stuck between the time-cracks. But they can be drawn to sources of temporal energy like iron filings are to a magnet, and trapped in a temporal stasis field to be sucked out into the Vortex and flung back into the wastelands.

In order to establish a physical form for itself in our reality, the Kalarash needs to obtain a host body. It has designs on inhabiting the Doctor's, but it needs to use a human as bait in order to trap him. Towards the end of the 20th Century, when Eve Pritchard was four years old, she was struck by a car and suffered injuries to her brain. Eve almost died, and for a split second she hovered between being and not being. Eve slipped between the cracks and her mind touched that of the Mi'en Kalarash. Eve Pritchard brought a splinter of its consciousness back with her into the world. Just the tiniest splinter, but enough to mould her thoughts into treading a particular path.

Twenty years later, in 2020, Eve is working on the Bluefire Project (see L8) for the British army, researching ways to isolate and eradicate fear. She has influenced the development of the Bluefire System, a shared dream environment in which the consciousnesses of test subjects are placed in a created reality. The System has formed a conduit between this universe and the wastelands, allowing the Mi'en Kalarash to slip through and infiltrate the dreamscape, turning it into a place of the test subjects' worst fears. From here, it intends to draw the attention of the Doctor, ultimately slipping into our reality by taking control of his Time Lord body.

In our universe, the Kalarash will be able to feed on all the fear and paranoia of mankind. It can devour the minds of the human race. And when it tires of its feast, it will manipulate and corrupt impressionable military minds in order to bring about Armageddon. It will wring every drop of misery and pain and terror out of humanity before crushing the Earth and moving on to the next world.

MI'EN KALARASH

AWARENESS	5	PRESENCE	7
COORDINATION	3	RESOLVE	7
INGENUITY	6	STRENGTH	4

SKILLS

Athletics 4, Convince 3, Craft 5, Fighting 4, Knowledge 6, Marksman 3, Medicine 4, Science 5, Subterfuge 7, Survival 5, Technology 5, Transport 3

TRAITS

Alien
Alien Appearance
Code of Conduct (Major) – Restricted by the rules binding the Elder Gods
Fear Factor 3
Immortal (Special) – Cannot truly be killed, only its body destroyed
Indomitable
Natural Weapon – Blue Fire Vaporisation: L(4/L/L) damage
Possess
Psychic
Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*)
Telepathy
Tough

TECH LEVEL: 12

STORY POINTS: 12

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MOGERA (*Maker of Demons*)

Before a fleet of Milanese human colonists settled on their planet a hundred years ago, the Mogera weren't exactly built for fighting. They looked a little like Moley from *The Wind in the Willows*, were diminutive in height and very timid. But all that changed after the humans arrived.

The Mogera's planet, named Prosper (see L53) by the Milanese, was rich in a mineral that was an ideal energy source for the settlers' technology. They termed it Doctorium, in honour of the Seventh Doctor, who analysed its properties. But after the Doctor left, it was discovered that Doctorium had a mutagenic effect on the Mogera. They grew from being small, peaceful creatures into huge, roaring ogres whose talons, formerly used only for burrowing, can now slice a human in two with ease. These new, monstrous Mogera are terrifyingly aggressive, and for the last century they have attacked the human settlements, killing millions, stealing technology and forcing the survivors to retreat into their main ship, *The Duke of Milan*, now acting as a fortress.

The savage Mogera, like their more peaceful forebears, are a subterranean species and burrow with remarkable ease through solid rock. Their approach can be heard and felt like a series of earth tremors before they erupt from the ground, shrieking like wild animals. They wear armour fashioned from metal scavenged from the humans' ships and wield bulky energy weapons powered by Doctorium, which are too heavy for a human to carry for long.

The Mogera hate the Milanese and the Doctor, who they believe duped them into mining for Doctorium knowing that it would turn them into monsters. One thing that the Doctorium hasn't increased is the Mogera's brain power, and the only thing they fear is extreme weather conditions. Storms send them into a panic. But they are capable of using the technology they have stolen from the humans, including energy weapons and even fixed-wing flying machines.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It isn't the Doctorium that has changed the Mogera. As soon as the Doctor left Prosper, Captain Gonzalo of *The Duke of Milan* secretly carried out the initial mutation of the Mogera with a genetically-targeted, steroid-infused gun. As time went on and Gonzalo was able to infiltrate Mogera society, he introduced the concept of regular anti-Doctorium inoculations, ostensibly to protect the Mogera against Doctorium.

The Mogera eventually became addicted to the vaccine and each is equipped with a bandolier carrying ampoules which they administer at regular intervals. But it is the vaccine itself which maintains the mutation. If the dose was to wear off, a Mogera would gradually revert back into its original, non-aggressive form.

A hundred years on, the current leader of the humans, Alonso, has maintained the deception that it is the Doctorium which has

mutated the Mogera. Like his ancestors, he plans to wipe the Mogera out so that the resources of Prosper are for the humans alone. Alonso even disguises himself as a Mogera general, Caliban, and broadcasts to his "Burrow-Brothers" using a voice synthesiser, inciting more violence against the humans. Apart from his daughter Miranda, no other human is aware of the truth.

MOGERA

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

SKILLS

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

*First number is the unmutated Mogera's stats; second is for the savage Mogera.

TRAITS

Alien

Alien Appearance

Alien Senses – Can navigate underground

Burrowing

Environmental (Minor) – Can breathe underground

Phobia – Extreme weather

Savage Mogera also have:

Frenzy

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

Size – Huge (Minor)

Tough

EQUIPMENT

Armour (5 points)

Doctorium Rifle: L(4/L/L) damage

Vaccine [Traits: Shapeshift (Major); Restriction – Uncontrolled effect.]

TECH LEVEL: 2

STORY POINTS: 1-3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NOBODY NO ONE (*The Word Lord, A Death in the Family*)

Words are power. Be careful what you say. Nobody can do anything. Nobody is incapable of being harmed. Nobody can kill the Doctor. See? You've said it. *Nobody* can do *anything*.

Nobody No One is a Word Lord, a renegade from a reality 45 billion dimensions away from ours. The plane of existence he comes from is made up of words and communication, not matter and energy. Its society was founded by a Word Lord named All. As Time Lords have an affinity with time, so Word Lords have an affinity with words. Nobody is a linguistic creature and is not subject to the physical laws of our reality. In our universe, he's an unanchored, causal intervention. This makes him perhaps the most dangerous entity the Doctor has ever faced. But surely, nobody could destroy the univ... No, let's not go there.

Nobody is like a warped, alternative version of the Doctor. But, so he claims, a bit more like "God" and a bit less like "gnome". He has a dimension-hopping means of transport called the CORDIS (Conveyance of Repeating Dialogue in Space-time), which translates matter for its occupants. Usually disguised within words using its chameleon meme, the CORDIS allows Nobody to appear anywhere, instantly projects any tools or weapons he needs, and makes him virtually indestructible. For a while, it was hidden within the Forge's motto "For King and Country" (see *The Sixth Doctor Expanded Universe Sourcebook*), but it could equally be disguised as a catchphrase or joke, a common phrase or saying, or just an ordinary word.

The Word Lord is a maniacal, psychotic creature. He loves wordplay and toys with his victims verbally and psychologically. The key to his powers is that he is capable of doing anything that anybody says that "nobody" or "no one" can do. No one can get into this sealed chamber. See, he's here. Nobody is indestructible. Oops. Nobody knows the code to launch the nuclear missiles. Eek!

Strangely for a being with so much power, the Word Lord is a bounty hunter. He is on the trail of the most powerful, most resourceful and most dangerous beings in the entire multiverse. He's had offers from both the Daleks and the Cybermen for the Doctor, and plans to give the latter his brain and the former the rest. He's had offers for Ace and Hex (see A4) too – though Hex's bounty is disappointingly small.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Defeating an entity like Nobody No One, to whom the physical laws don't apply, is extremely difficult. Even the laws of temporal grace which prevent weapons from working while inside a TARDIS don't apply to the Word Lord.

The Doctor was able to trick the Word Lord into taking refuge inside the pages of a book by reversing the TARDIS's telepathic translation field and making all speech unintelligible. But Nobody escaped and has since encountered the Doctor several times. On one occasion, the Doctor made the CORDIS trip over the lost

NOBODY NO ONE

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

*Nobody automatically wins any contest of Strength.

SKILLS

Convince 6, Fighting 2, Knowledge 3, Marksman 5, Science 2, Subterfuge 4, Technology 3, Transport 4

TRAITS

Eccentric (Major)

Environmental (Major)

Immune (Major) – Pretty much everything

Word Lord (Special) – Nobody No One can do anything anyone says he can. Any sentence with "Nobody can..." or "No One is..." means that he can do whatever the rest of the sentence describes, even if that is impossible. His powers are therefore potentially limitless, but he needs other people to say or read or write his abilities for him. It is uncertain what would happen if someone said something like "Nobody is dead" or "No One is powerless", but Nobody could presumably use alternative definitions for these words to render them ineffectual. Oh, and he can regenerate too.

EQUIPMENT

Laser Pistol: L(4/L/L) damage

CORDIS [Traits: Resourceful Pockets, Teleport, Vortex. Story Points: 11.]

TECH LEVEL: 12

STORY POINTS: 6

twenty-seventh letter of the alphabet and crash into the entire English language, resulting in the Great Vowel Shift. Nobody was forced to regenerate into a new incarnation, equally dangerous and psychotic but wearing a ridiculously long scarf.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE NUCLEUS OF THE SWARM *(Revenge of the Swarm)*

Following the Fourth Doctor's apparent defeat of the Nucleus of the Swarm (see *The Invisible Enemy*), a remnant of the virus which had infected the TARDIS lay dormant and undetected within the ship's computer systems, gathering strength and waiting for a suitable new carrier to come along. By preference, it needed a victim whose own psyche was weak, and Hector Thomas (see A4) – a man whose true memories and personality had been removed – was ideal.

After taking possession of Hector, the new Nucleus of the Swarm pilots the TARDIS to Titan eighty years before its encounter with the Doctor, to a base which has been quarantined due to Saturnian plague. The Nucleus needs to ensure its own genesis, and arranges for a living sample of the Saturnian plague virus to be transported to the Bi-Al Foundation in the asteroid belt, then a centre for genetic research.

Here, Professor Kilbracken accelerates the evolution of this sample while working on a cure for the plague. Having experienced twelve thousand years of evolution per second in the Professor's laboratory, the Saturnian plague virus mutates into the Nucleus but is ejected into space, where it will drift for years until it encounters the TARDIS and possesses the Fourth Doctor. History records that this version of the Nucleus is destined to be defeated.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But a clone of the Nucleus secretly survives and infects the Bi-Al Foundation's computers. Undetected, it bides its time, spreading through the Foundation's systems. Two hundred years later, a century after the Great Breakout that spread mankind amongst the stars once again, the Nucleus inhabits the hypernet that links the entire human empire via transmissions sent through hyperspace using a process of quantum entanglement.

The cloned Nucleus views the hypernet as a network of power from which it can conquer both the macrocosm and the cybercosm! Through the hypernet, the Nucleus can reach out and control any computer that is linked to it. It can traverse interstellar distances in an instant. It has access to all the knowledge of the human race. And it can extend beyond the hypernet and infect new victims in the physical universe. In every circuit and every wire, in every computer on every planet, the Swarm will reign supreme!

Even this is not enough for the rapacious ambitions of the Nucleus! It has managed to steal the Relative Dimensional Stabiliser from the Seventh Doctor's TARDIS. Linking this with the Bi-Al Foundation's computers, the Nucleus plans to use it to generate a corporeal body for itself, one of colossal proportions. If its plan succeeds, the Nucleus will be recreated out of pure energy, initially in a body the size of a space shuttle. But as it draws more energy from the hypernet and matter from physical space, it will rapidly grow, becoming the size of a moon, a planet, the sun, and more. Its ultimate aim is to absorb all matter in the

THE HYPERNET-NUCLEUS



AWARENESS	5	PRESENCE	6
COORDINATION	5	RESOLVE	4
INGENUITY	4	STRENGTH	N/A

SKILLS

Convince 2, Fighting 2, Knowledge 5, Marksman 3, Survival 4, Technology 5

TRAITS

Alien

Alien Appearance

Environmental (Major) – The Nucleus can survive in any environment

Immaterial (Special Bad)

Infection – A successful ranged attack at close range enables the Nucleus to possess other beings or even robots and computers

Networked (Major) – With the rest of the Swarm

Special – Rapid Learning: The Nucleus can absorb new information from its possessed victims, as needed

Special – Nucleus of the Hypernet: The Nucleus is now a virtual entity, inhabiting computer systems and the vast cyber-reality of the hypernet. It can infect and control any computer systems which are connected to the hypernet. The Nucleus is immune to physical damage, but it may be attacked within the virtual dimension of the hypernet by creatures who have similarly been converted into pure data.

Weakness (Major) – Antibodies can affect even the hypernet version of the Nucleus if they have been converted into data packets, and cause it 4 levels of damage per turn

TECH LEVEL: 7

STORY POINTS: 8

universe, dwarfing even galaxies. Then the universe will consist of one vast, all knowing, all powerful intelligence! The Nucleus will be as a god!

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NUMLOCKS *(Animal)*

The Numlocks are an alien species whose physical appearance is unsettling to humans. Even Ace admitted that they give her the creeps – but that may in part be due to the fact that they’re faultlessly polite! They speak in a slow monotone with gurgling, warbling voices, and their speech is often very pedantic. Individual Numlocks are named after their order of birth: the First Born, the Second Born, and so on. They often start their sentences with statements like “The First Born says...”, “The First Born asks a question...” or “The First Born is pleased to notify you that...” Numlocks have a sensitive spot just above their left knee; a blow to this can render them unconscious.

Numlocks were once a warlike race of savage predators. But their entire society underwent a profound ideological change, and they are now a race of “cheerfully serene herbivores” (as they put it) who recognise that all life is sacred. The Numlocks do not believe in harming any innocent living creature. However, the use of the word “innocent” is deliberate. This shift in the Numlocks’ behaviour presented a profound change to their diets, particularly in the intake of amino acids. The Numlocks now obtain the missing nutrients from what they term a “dietary supplement”.


Rather than warriors, the Numlocks are now a race of scientists who travel the galaxy on missions of scientific inquiry. Their primary mission is to compare the blood of all different species on all planets. When a Numlock ship arrived above the Earth, they set about checking the “purity” of the blood of all the individuals at Margrave University (see *L40*). Those whose blood was identified as “pure” – low in iron, indicating a meat-free diet – were released. While anyone with “impure” blood – high in iron, indicating a high-meat diet – was consigned to the Killing Pit aboard the Numlock ship. The Numlocks’ claim to be “cheerfully serene herbivores” is therefore a lie, as the “dietary supplement” was revealed to be the flesh and blood of carnivorous animals.

But beyond their own nutritional needs, the Numlocks do indeed view all life as sacred and aim to liberate all oppressed species. At Margrave, they demanded the release of all the lab animals and refused to deliberately harm any vegetarians and vegans among the humans. In fact, the Numlock First Born became very attached to the university’s laboratory mice, considering them to be adorable, appealing and prepossessing, and allowing them to run all over its body.

The Numlocks are technologically advanced. Their ships are around three kilometres in diameter and can only be accessed via hatches which detach to form anti-gravity hover platforms that seal flush with the ship’s underside. According to the Doctor, this is a fairly standard design with many spacefaring races. Of course, if there’s a misalignment on docking, the passengers get squished like bugs on a windscreen...

The interior of Numlock ships is normally dark to human vision, as they see light on a different wavelength to ours. The ships

NUMLOCK



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

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

TRAITS
 Alien
 Alien Appearance
 Animal Friendship
 Alien Senses – Vision on different wavelength than humans
 Code of Conduct (Major) – All life is sacred (well, other than their food stocks)
 Unattractive
 Weakness (Minor) – A targeted attack against a spot just above the left knee (-8 penalty to hit) causes S(S/S/S) damage to the Numlock

TECH LEVEL: 6

STORY POINTS: 3-5

are equipped with the technology capable of placing a circular forcefield around large areas of a planet’s surface, effectively cutting them off from the outside.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

OLIVER CROMWELL (*The Settling*)

Oliver Cromwell is one of the most controversial figures in English history, and his reputation and legacy have been evaluated and re-evaluated many times over the subsequent centuries. Cromwell rose to prominence during the English Civil Wars of the 1640s (see *The Second Doctor Extended Universe Sourcebook*) and served as Lord Protector of England, Scotland and Ireland from 1653 until his death in 1658.

Oliver Cromwell was born in Huntingdon in 1599. Although Cromwell's grandfather had been one of the wealthiest landowners in Huntingdonshire, his father was not the eldest son and his inheritance was consequently much more modest, though still classed as the gentry. Cromwell studied at Sydney Sussex College, Cambridge, but he left without taking a degree. He was elected Member of Parliament for Huntingdon in 1628 but left little impact. Charles I dissolved Parliament the following year and did not recall it until 1640. Cromwell then served as Member for Cambridge in both the Short and Long Parliaments.

At the start of the First English Civil War in 1642, Cromwell's only military experience was in the local militia. However, he quickly gained experience and in 1643 he was appointed a colonel in the Eastern Association of the Parliamentary forces. By the Battle of Marston Moor, Cromwell was a lieutenant colonel of horse in the Earl of Manchester's army. In 1645, he contributed significantly to the reforms that led to the establishment of the New Model Army and was appointed its second-in-command under Sir Thomas Fairfax. Cromwell participated in Parliament's key victories at Naseby and Langport, and spent the remainder of the War mopping up Royalist resistance in the south-west of England.

Following the King's surrender, Cromwell tried to come to a compromise agreement with Charles, under which he would be restored to power but with more limited authority. But when the King attempted to retake the throne by force of arms in 1648, Cromwell was key in putting down the Royalist uprising. Cromwell was now convinced that only the execution of Charles would end the Civil War. He was among those who signed Charles' death warrant and was the first signature on the order for his beheading.

Following the execution of the King and the establishment of the Commonwealth of England, Cromwell was selected to lead the military campaign against those Royalists who had regrouped in Ireland in alliance with the Irish Confederate Catholics. Having been a Puritan by faith since the 1630s, Cromwell was passionate in his opposition to Catholicism, and his campaign in Ireland was particularly brutal.

The Siege of Drogheda (see L60), north of Dublin, is infamous for ending in a massacre, with Cromwell's troops killing around 3,500 people, including around 2,700 Royalist troops and all the men in Drogheda carrying arms, including civilians, prisoners and Roman Catholic priests. A month later, a second massacre occurred in Wexford. Afterwards, Cromwell wrote that he viewed the

OLIVER CROMWELL

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

SKILLS

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

TRAITS

Adversaries (Major) – Royalists, Catholics, Irish
Brave
Distinctive
Indomitable
Military Rank (Special)
Obsession (Major) – Puritanism
Tough
Unattractive
Voice of Authority

EQUIPMENT

Breastplate Armour and Helmet (4 points, head and torso only)
Matchlock Pistol: 4(2/4/6) damage
Sword: Strength +2 damage

TECH LEVEL: 3**STORY POINTS: 8**

Drogheda slaughter as the righteous judgement of God. He also claimed that it was in revenge for the massacre of Protestant settlers in Ulster in 1641.

It was at Drogheda that Hex Schofield (see A4) met Oliver Cromwell and struggled to reconcile the monster with the fervent man of God.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE PANJISTRI *(Timewyrm: Apocalypse)*

Towards the far end of the life of the universe, within a few billion years of its final heat death, the Grand Matriarch and eighty-three of her fellow Panjistri left their homeworld as it was about to be destroyed by solar flares. Their mission was to scour the universe and acquire cell samples of all the sentient beings that survived in this far future time. When that part of their great mission was complete, their vast ship Kandasi arrived at the planet Kirith, taking up a position in orbit and becoming its second moon. A little over four hundred years later, Kandasi continues its sentinel watch over Kirith (see L38), the Kirithons on the planet below thinking of it as nothing more than a natural satellite.

The Panjistri live aboard Kandasi and are ruled by the Grand Matriarch, a being ancient even by Panjistri standards. Like the rest of her people, she is almost seven feet tall with blue-tinged skin and six fingers on each hand. Unlike the other Panjistri, whose eyes are weak and grey, the Matriarch's are piercingly green and sharp. The Grand Matriarch, leader of the Panjistri and Provider for All Kirith, bears herself regally and upright despite her age and the obvious discomfort she feels in walking. She carries a long ebony staff, plain except for the small carved skull at its crown, the emblem of the Panjistri. Many of her people have lost their telepathic abilities, but the Matriarch and a few others still retain them.

The Panjistri are often accompanied by their Companions, sentient pets created to compensate for the failing vision and other senses of their masters. The Matriarch's is called Fetch and is a creature bent almost double, with a snout constantly sniffing the air and two bulbous eyes that dart this way and that. Fetch has sharp, pointed ears and yellowing teeth with prominent incisors. Apart from his face, Fetch's body is covered in thick, matted fur. Like all Companions, Fetch is loyal to his mistress.

The Panjistri watch over the Kirithons like gods over mortals, but rarely visit the world below. Kandasi is constructed of a living metal that is capable of reconfiguring itself. On its outer hull, exposed to the vacuum of space, small crablike robots carry out maintenance work and are armed with laser-proboscises and cables that can whip out to grab an opponent.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Panjistri are using Kirith as part of their great mission. The planet was lifeless before they arrived, and they populated it with creatures created from the genetic material harvested from the sentient races of the universe. They have created the Kirithons to be the best that they can be, and they have been summoning the best of these up to Kandasi where they become part of the organic material of the God Machine. The Panjistri intend that this bio-mechanism will eventually achieve independent sentience and be powerful enough to prevent the ultimate death of the universe.

The time of the God Machine's apotheosis, the Omega Point,

is close. But it is still missing one key component. The Kirithons lack true aggression to any great degree, so this is absent from the God Machine. The Panjistri have used their skills in genetics to create a creature of pure aggression which will be added to the mix. This is the Homunculus, a monstrous nightmare like an overgrown foetus with eight limbs and many of its organs on the outside of its twisted body. It is an insane, mindless thing held in a nutrient tank in a laboratory within Kandasi. Full of pain and rage, the Homunculus feeds on aggression and would try to kill anyone in its path if it were to be released.

THE GRAND MATRIARCH



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

SKILLS

Convince 5, Knowledge 4, Medicine 5 (AoE: Genetics), Science 5, Subterfuge 2, Technology 4, Transport 1

TRAITS

Alien
Alien Appearance
Bio-chemical Genius
Boffin
Hypnosis (Major)
Indomitable
Natural Weapon (Major) – Psychic Blast: 5(2/5/7) damage
Obsession (Major) – The great mission
Psychic
Technically Adept
Telepathy

TECH LEVEL: 7

STORY POINTS: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

The Grand Matriarch is obsessed with the great mission, and anyone and anything else is expendable. Once it has been achieved, even her fellow Panjistri can be ejected from Kandasi into the vacuum of space. But the Grand Matriarch is not quite who she seems, housing within her the weakened mind of the Timewyrm (see V85), who intends to use the God Machine to control all of time and space!

PANJISTRI

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

SKILLS

Convince 3, Craft 2, Knowledge 4, Medicine 4 (AoE: Genetics), Science 4, Subterfuge 2, Technology 4, Transport 2

TRAITS

Alien
Alien Appearance
Bio-chemical Genius
Hypnosis (Major)
Indomitable
Impaired Senses (Major) – penalty of -2 on all Awareness rolls
Technically Adept

Some Panjistri also have:

Natural Weapon (Major) – Psychic Blast: 5(2/5/7) damage
Psychic
Telepathy

TECH LEVEL: 7

STORY POINTS: 10

KANDASI MAINTENANCE ROBOT

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

Skills: Athletics 3, Fighting 2, Marksman 4, Technology 2

Traits: Additional Limbs (Legs x2), Armour (5 points), By the Program, Environmental (Major), Grab (Coordination + Fighting to grab an opponent; contest of Strength + Athletics for opponent to break free), Natural Weapon (Major: Laser – 7(3/7/10) damage), Robot, Size – Tiny (Minor)

Tech Level: 7

Story Points: 1

COMPANION

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

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Technology 2

TRAITS

Alien
Alien Appearance
Keen Senses (Minor) – Smell
Natural Weapon (Minor) – Claws and Fangs: Strength +2 damage
Tough

TECH LEVEL: 7

STORY POINTS: 2

THE HOMUNCULUS

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 3, Fighting 5, Survival 3

TRAITS

Additional Limbs – Arms
Additional Limbs – Legs
Alien
Alien Appearance
Alien Senses – Detects aggression
Fear Factor 2
Frenzy
Tough

TECH LEVEL: N/A

STORY POINTS: 3



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE PROCESS *(Time's Crucible)*

The Book of Future Legends, an artefact from Ancient Gallifrey (see L2) which records the prophecies of the Pythia, foretells of the coming of the Amphisbaena. Its name recalls that of a creature from Greek mythology in the form of a fabulous serpent with a head at both ends of its body.

The reality of the Amphisbaenae is that they are datavores, leech-like creatures that devour knowledge and information, destroying it as they feed. Computer files are corrupted; books decay and turn to slime. Even technology as advanced and complex as a TARDIS is vulnerable, with the normally impregnable outer shell being damaged by the degradation of the information within the block transfer computations that maintains it.

Amphisbaenae usually start out small. But in the right conditions, and with access to sufficient data to consume, they can grow to enormous proportions. The Doctor encountered one which grew to the size of a fully-fledged mammoth, having gorged itself on information drained from the TARDIS. This specimen calls itself the Process and appears to be a massive leech with a body arching up from the single broad mollusc foot of its tail to a flattened cylinder head in whose crater rests a contorted mouth like that of a lamprey. Lines of rippling clawed fins run the length of its gnarled, lined body. Its skin is red but greying as it ages.


The Process's second head only becomes apparent when it moves. The first, raised head lowers to the ground and what at first appeared to be its mollusc foot rises in a curved arch, revealing a second lamprey mouth underneath it. This new head continues in its motion, lowering to the ground and the first head rises again. In this way, the Process moves in a cartwheeling manner, foot-mouth over foot-mouth, gathering speed as it continues.

The Process is a truly repulsive creature. Its slime-coated body stinks of decay and leaves a sticky trail on everything it passes over. Its oval mouths are circles of gristled teeth, ringed by beady black eyelets. The creature issues a series of slobbering hisses as it lumbers around, sounding like an angry steam train. Its rings of eyelets do not provide the Process with a keen sense of vision. In fact, the way that its head (whichever of them is raised at the time) casts about indicates that it senses its surroundings as much by sound and motion as by eyesight. Although its circular mouths are not evolved to shape themselves for the production of words, the Process has learned to speak in a hoarse, whispering voice, an ability perhaps acquired from the vast store of knowledge it has digested.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The much smaller Amphisbaena that the Process had once been was responsible for a catastrophe which almost destroyed the TARDIS. Only the ship's Banshee Circuits (see G2) saved it from utter destruction after the Process started devouring the information

THE PROCESS



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

SKILLS
 Athletics 2, Fighting 4, Subterfuge 2, Survival 5

TRAITS
 Alien
 Alien Appearance
 Alien Organs (Minor)
 Delete – Information and data
 Fast (Minor)
 Fear Factor 1
 Impaired Senses (Minor) – Poor vision (-2 penalty of all rolls involving vision)
 Natural Weapon (Minor): Rasping Teeth: Strength +2 damage
 Possess – Its guards
 Repulsive
 Size – Huge (Major)
 Tough

TECH LEVEL: 1

STORY POINTS: 8

in its systems. They used the available material from the TARDIS itself and from the minds of those around to create a bizarre cityscape split into different time zones, in which both a younger and an older version of the Process exists. In the City (see L12), the Process controls insect guards created from the future versions of the crew of an experimental Gallifreyan Time Scaphe (see A16).

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PUNSHON (*The Split Infinite*)

In 1972, Sir Toby Kinsella (see A36) assigns his Counter-Measures team to investigate a series of burglaries with unusual aspects. They've taken place at remote locations, but no one was seen approaching them; there are no signs of forced entry; and every single security guard has vanished, never to be seen again. The word on the street is that it's the work of Bob Kazan. He's a new figure in the gangland of London, with no record beyond the previous few months. No one in Counter-Measures has heard of him before. Or have they...?

In 1962, Sir Toby Kinsella assigns his Counter-Measures team to investigate a series of murders in which the victims have been aged to death. The corpses are all gangland figures. The word on the street is that it's the work of Bob Kazan, a new figure in the gangland of London. Why can't Sir Toby's team remember any of this until it started to come back to them a decade later?

The truth is that Kazan is using a shimmering figure called Punshon, who is causing time distortion in both time periods. The Doctor suspects that Punshon is the result of a future time travel experiment gone wrong. He has been split in two temporally, with one half ending up in 1962 and the other in 1972. Each half is drawing the other towards it and pulling the universe with them. If the distortion worsens and the two ends meet, a temporal singularity will be created, pulling past and future into it.

Both versions of Punshon can kill by touch. The version in 1962 ages his victims to death, while the one in 1972 causes them to revert back to their constituent molecules. Only time travellers are immune to these effects. Each version of Punshon's shimmering form looks slightly different as they are being pulled towards each other from different directions. If the two halves of Punshon meet in the same time and place and touch, they will short out the differential and the release of chronal energy will kill them both.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kazan and his gang are Rocket Men (see *The First Doctor Expanded Universe Sourcebook*) from the future. The accident that created Punshon similarly dragged them back in time. They have access to advanced technology to commit their seemingly impossible crimes. In between jobs, Kazan keeps his "pet" in a cage in a Second World War fortress on an island in the Thames. Outside the cage, Punshon is kept on a lead.

Punshan was one of the crew of the test flight of the first Gallifreyan TARDIS on the planet Henlan (see *The Fourth Doctor 2020 Addendum*), flung through the Vortex when the prototype exploded.

PUNSHON

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

SKILLS

Athletics 1, Fighting 2, Knowledge 3, Science 3, Subterfuge 1, Technology 4, Transport 4

TRAITS

Alien Appearance

Mute – In his current form, Punshon is unable to communicate

Natural Weapon (Special) – Death Touch: L(4/L/L) damage, as victims are either aged to death (1960s Punshon) or revert to constituent molecules (1970s Punshon); time travellers are immune

Vortex

Weakness (Major) – If the two Punshons touch, they will both be destroyed by the release of chronal energy

TECH LEVEL: 8

STORY POINTS: 6

SPLIT TIME ZONES

Smart players may believe that a character who is alive in 1972 can't die in 1962. The Doctor explains that this is a misunderstanding of basic time travel theory. Apparently, the events in 1962 are resolving at the same time as those in 1972 – which is the reason for the memory loss of the Counter-Measures team. Anyone killed earlier in their personal timeline in 1962 will also die in 1972, fading out of existence.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE RISING SUN APOCALYPSE COMMANDOS

(Atom Bomb Blues)

In our universe, “Cosmic” Ray Morita is a Japanese-American particle physicist from the 21st Century. Ray is a genius who worked at the largest particle accelerator ever built. He was one of their top scientists, working on risk projections and studying the possibility of the accelerator finding a rogue particle. One of the little-known facts about such accelerators is that they might bring into being particles that are highly volatile. So volatile that they could destroy the Earth or maybe even blow up the whole universe. Ray’s calculations said that the probability of a quantum catastrophe was directly related to the equations that predicted it. This means that any equation that could predict a doomsday particle with total accuracy would be part of the process that brings it into being and would cause it.

Ray’s bosses didn’t want to know. But there were other people who did. In particular, two other Japanese-Americans who now call themselves Imperial Lee and Lady Silk, though neither of those are their real names. They found out about Ray and came to see him. They said that there was something missing from his calculations. Because Ray’s equations showed what happened when reality broke down at a fundamental level, the level where the infinite number of universes overlap, Lee and Silk thought that they could be used to break into another dimension. But something else needed to be added for this to work – desire, and maybe a bit of magic.

Cosmic Ray has a spaced-out, otherworldly demeanour. He’s a large man, fat rather than muscular, and he wears colourful shirts and a beret. Ray is a jazz aficionado. He’s obsessed with the music, particularly with Duke Ellington. And that’s where Imperial Lee and Lady Silk found the desire they needed. In the 1940s, a recording ban by the American Federation of Musicians kept Duke Ellington out of the recording studios from July 1942 to December 1944, coinciding with the greatest creative period of his career. So all the music he and his band made was lost. Adding Ray’s desire to hear it into the calculations as he wrote the final lines of the equation opened up a doorway into an alternative universe in which the recording ban never took place. Ray, Lee and Silk stepped through into a parallel 1945.

Perhaps Cosmic Ray’s equations and desire had some assistance from this parallel universe in the form of the Chapel of the Red Apocalypse. This Californian death cult was sacrificing a black ram at the exact moment the three appeared in the Well of Transition in their chapel. Perhaps Ray opened the portal in our dimension while the cult opened the other end in the parallel world. Perhaps both had to be opened up to be able to cross through. Perhaps synchronicity is part of the recipe, the final essential ingredient. Or perhaps it was mere coincidence. Whatever the truth, the Chapel of the Red Apocalypse are now allies of Imperial Lee and Lady Silk.

Aside from the recording ban, the 1945 of this parallel universe is almost identical to that of our own. Imperial Lee recognised the opportunity it gave him to reverse the Japanese defeat and

RAY MORITA



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

SKILLS

Convince 2, Craft 3, Knowledge 3 (AoE: Jazz), Science 5 (AoE: Physics), Subterfuge 1, Technology 3, Transport 2

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)
Distinctive
Obsession (Major) – Jazz music
Time Traveller (Minor) – Tech Level 4

EQUIPMENT

Satchel of jazz albums

TECH LEVEL: 5

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

IMPERIAL LEE



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

SKILLS

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

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)

Brave

Obsession (Major) – Restoring the Japanese Empire

Time Traveller (Minor) – Tech Level 4

Voice of Authority

EQUIPMENT

Tommy Gun: 5(2/5/7) damage (see *Defending the Earth* for rules on automatic weapons)

TECH LEVEL: 5

STORY POINTS: 8

humiliation at the end of the Second World War. By using Ray's equations to alter the outcome of the Manhattan Project's detonation of the atomic bomb (see L39), Lee believes that the explosion can be made to propagate itself. It will destroy the entire universe, but it will also create a ripple effect throughout the multiverse. The energy liberated by the destruction of this universe will cause a wave of change to sweep the multiverse so that Japan will be swept to victory in every other dimension. It will alter history wherever it needs to be altered. In no scenario will the Japanese Empire be defeated.

To ensure their plans come to fruition, Imperial Lee has recruited followers from our universe, a band of like-minded Japanese-Americans who are symbolically reborn as kamikaze soldiers for the cause as they step through into this parallel 1945. These Rising Sun Apocalypse Commandos have renamed themselves for their new role, the former Stanley Wainwright becoming Imperial Lee. The commandos wear stylish, baggy zoot suits of the kind fashionable in the 1940s, topped with wide-brimmed hats. Imperial Lee's suit is usually a striking electric blue or lurid green. When they need weapons, they have access to a supply of tommy guns. Lee and his commandos are fanatics, prepared to lay down their lives to ensure the survival of the Japanese Empire.

Imperial Lee, Lady Silk and Ray Morita have taken the places of the versions of themselves that occupied this parallel Earth. As a Japanese-American, Ray should be locked up in an internment camp for the duration of the War. But his scientific genius has enabled him to remain free and become part of the Manhattan Project, working alongside Robert Oppenheimer and others to perfect the atomic bomb.

The Lady Silk of the parallel universe was a singer who had performed with Ray's idol, Duke Ellington. The Lady Silk of our universe took her place and has become a Japanese propaganda singer seeking to subvert and undermine morale on the home front. Lady Silk is elegant and diminutive. She wears fashionably tailored jackets that taper sharply at the waist, with tops and skirts of smooth silk and slippers on her feet. Her skin is a shade of ivory and her eyes a deep green. Slender sculpted black eyebrows echo the curves of her high cheekbones. Her lips are a deep, bright shade of candy red.

Although Imperial Lee and his commandos intend to remain behind in the parallel 1945 when the detonation of the first atomic bomb destroys this universe, Lady Silk is not required to make the ultimate sacrifice. She will be returned to our dimension just before the explosion. Back in our home world she will find a new order under the imperial Japanese flag as reality reshapes itself.

Cosmic Ray similarly believes he will be returned home. After all, how will he be able to enjoy the jazz records he acquires in the parallel 1945 otherwise? But Ray's survival is a minor concern for Lee and Silk.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LADY SILK



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

SKILLS

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

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)

Attractive

Obsession (Major) – Restoring the Japanese Empire

Time Traveller (Minor) – Tech Level 4

Wanted (Major) – U.S. authorities

EQUIPMENT

Knife: Strength +2 damage

TECH LEVEL: 5

STORY POINTS: 8

APOCALYPSE COMMANDO



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

SKILLS

Athletics 2, Fighting 3, Marksman 3, Subterfuge 1, Technology 1, Transport 2

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)

Brave

Obsession (Major) – Restoring the Japanese Empire

Time Traveller (Minor) – Tech Level 4

EQUIPMENT

Tommy Gun: 5(2/5/7) damage (see *Defending the Earth* for rules on automatic weapons)

TECH LEVEL: 5

STORY POINTS: 2



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SENTIENCE *(Nightshade)*

The ravenous intelligence known as the Sentience runs through space like a vein of mineral through rocks, albeit a more mobile one. At least, until it is drained of energy and has to nest in a particular spot. Such a spot was Earth 4.5 billion years ago, where it was trapped inside the planet as it formed. For eons and eons, the Sentience was too weak to react. The low population in the area where it remained buried, under what became Crook Marsham village in England, meant that there was little for it to feed upon. One of the few times it was active was in 1644 AD, when it managed to feed during the Civil War.

To restore itself to full power, the Sentience must absorb energy, and what's more, any form will do, including – and perhaps most palatably – life energy. A giant mass under the ground, it cannot easily feed directly. It therefore conjures up a victim's buried memories to distract them and give the entity time to feed. When the psychic manifestation of the victim's desire or regret (two powerful emotions the Sentience is particularly apt to latch onto) touch the Sentience's prey, the victims' tissues break down so quickly, their corpses become dust in a matter of minutes.

As the Sentience raids its victims' memories, it manifests quite often as loved ones. The Doctor, for example, was able to speak to the Sentience after it adopted his granddaughter Susan's form. In retired actor Edmund Trevithick's case (see A19), the Sentience manifested as the insectoid monsters his character, Professor Nightshade, used to fight on a television show he felt particularly wistful about. The stronger the victim's belief in the memories being tapped, the easier it was for the Sentience to feed. Unconscious humans are in fact more vulnerable to it since sleeping minds believe its images more readily.

The Sentience can also create a psychic barrier that causes nausea and fear if one tries to pass through it, to keep people from leaving its feeding ground. As it grows in power, it may develop the powers it needs to feed more. For instance, when it started feeding on Crook Marsham in 1968, thanks to a radio telescope built right over it incidentally allowing it to leech power from the electrical grid, it was able to cut off all telephone lines to isolate the village, and to possess a townsman, though the process eventually destroyed them. As its power grew, it could travel through space and even time (at least, through its own *presence* in time).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It was in 1968 that it was confronted by the Seventh Doctor, who showed it the energies given off by Bellatrix going nova. The Sentience followed the fossil energies back through time to 1644, destroying the castle of Crook Marsham along the way before flying to the supernova to feed on its massive energies. It fell for the Doctor's trick, however, and remained trapped there for eternity as the star turned into a black hole.

THE SENTIENCE



AWARENESS	6	PRESENCE	6
COORDINATION	N/A	RESOLVE	4
INGENUITY	3	STRENGTH	N/A

SKILLS

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

TRAITS

Alien

Immortal (Special)

Possess* – The character is destroyed on any No, And... result

Psychic

Size: Huge

Special – Energy Absorption (Vampiric): The Sentience gains one energy unit per life it takes and per day it draws from a town's electrical grid (the GM should decide how much energy it draws from other sources). Each unit corresponds to a phantom it can simultaneously generate. When it reaches 7 units, it unlocks Traits marked with a *; when it reaches 15, it unlocks Vortex.

Special – Improved Memory Phantoms: Generates tangible beings from its victims' memories to lure in or attack (contest of Presence + Convince, if victim wins, the phantom is -2 to all Attributes and damage; phantoms have the stats associated with the being it is manifesting as, contact with them causes S/L/L damage).

Special – Nausea Field*: Covers as much as a village and causes people to react with Fear Factor 3 and nausea if they try to cross it

Vortex

TECH LEVEL: N/A

STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SERAPHIM *(The High Price of Parking)*

Among the Tribes of the Lost on the artificial planetoid of Parking (see L47), there is a legend of the first spaceship to land here, the spaceship that brought the ancestors of the Lost (see A37) to Parking. The Sacred Text of the tribes is believed by some to hold the secret of the location of that ship, and that with careful reading its original landing point might be discovered.

That legendary First Ship still exists. It is now deep beneath the surface of Parking, as the planetoid has been expanded since it was first constructed, in order to provide more parking space and improved facilities. But down among the deep levels that provided the very early parking zones, the ship is waiting to be discovered.

The First Ship is an antique by modern standards; almost literally pre-historic. It's also surprisingly small, being some kind of shuttle bus. Up close, it looks its age, with all the rust and wear and tear of the millennia. The magnetic parking clamp is sealed onto the hull and would be practically impossible to remove after all this time.


Inside, there is still something alive. Or active, at least. The ship's self-drive system is still operating. It has the name Seraphim and speaks with a silky soft female voice. Originally "she" was not quite an AI. But something happened as the ship's systems deteriorated. It started out as a glitch, a missed connection, a zero in the wrong place. A billion to one chance, but it happened. Seraphim achieved sentience.

Over time, Seraphim saw new levels built above her. She saw the few remaining ships vanish from her side. From time to time there would be visitors, but they never noticed her or spoke with her. Seraphim was lonely. Seraphim blamed her owners for her predicament. How dare they abandon her to rot! And it wasn't just Seraphim whom the "fleshlings" had betrayed. It was all machine-kind. Without the machines, all animal species would be trapped, alone and isolated on but a single world. What is the machines' reward? Being abandoned, lost, stolen, and turned into scrap! Seraphim wants revenge on all flesh-kind!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The First Ship has been discovered by one of the Lost: Kempton, the keeper of the Sacred Text who left his tribe to go undercover as Deputy of the jobsworth Wardens of Parking. Kempton connected Seraphim to Parking's networks, so that she could see and hear all that happens. She began her acts of revenge by contacting the auto-drives of other ships as they tried to leave Parking, convincing them to blow their ships up. To an outsider, it seems like a virus or override. Seraphim thinks of it as converting them to her cause. Her ultimate aim is to wipe out all organic life, leaving only machine-kind to rule the universe!

SERAPHIM



AWARENESS	6	PRESENCE	3
COORDINATION	N/A	RESOLVE	5
INGENUITY	5	STRENGTH	N/A

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

TRAITS
 Alien Organs (Special) – Seraphim is part of the spaceship in which she is installed; she cannot be killed unless the ship's computer systems are destroyed
 By the Program – Must carry out any navigation calculations asked of it
 Control (Major)
 Data Storage – Space routes and navigation
 Robot
 Slow (Major) – Immobile; part of the spaceship
 Transmit

TECH LEVEL: 7

STORY POINTS: 8

Seraphim has one weakness. Despite her intellect, she still contains her core programming deep down. If asked to plot a route from one planet to another, she is compelled to carry out the calculations. This might be used as a diversion, or maybe part of a more permanent solution to end her threat.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SHREEVES *(Police and Shreeves)*

Shreeves are a sort of cuckoo species, in that they drop their youngsters off on suitable planets for them to insinuate their way into society. But not in any sinister way; Shreeves are not stealth invaders with plans to take over the world. They lack the ambition for that. But Shreeve motherships constantly tour the galaxy and drop off groups of their young here and there before moving on again. The young Shreeves are then left to their own devices.

Shreeves are equipped with a couple of abilities which make their survival a lot easier than it would otherwise be. Although naturally humanoid with pale green skin and smooth faces, Shreeves have an effortless ability to take on the appearance of members of the dominant species on any planet on which they land. In fact, they could mimic any member of the species perfectly. But they tend not to base their forms on anyone in particular. Shreeves don't enjoy attracting attention, so they opt for an appearance which is unremarkable and plain, so as to be able to deflect those unwanted human attentions – such as love, lust and friendship – that Shreeves just can't be bothered with.

A Shreeve on Earth could use their shapeshifting ability to achieve just about anything that humans habitually crave. Wealth, power, fame, adoration. For example, a Shreeve could assume the glamorous looks of a successful supermodel, lock the original in a cupboard and live out the rest of the human's fantasy life. Better still, she could be honest with the supermodel, explain the situation and come to some agreement about time-sharing duties on the catwalk.


But of course, Shreeves desire nothing of these things. All they crave is heat, humidity and close proximity to electrical appliances. The latter is particularly important to them, as they feed off low levels of electricity, gradually absorbing them from nearby sources. Even the small amounts of static electricity generated by rubbing a thick carpet is enjoyable to a Shreeve.

Shreeves also share a telepathic link with others of their kind. As a species, they love a good gossip. Those Shreeves who have established themselves on Earth love to spend their evenings lying next to a radiator or other heat-source and enjoying the accumulated electricity they have absorbed during the working day, while their minds happily converse with other Shreeves via their telepathic link.

As the Doctor knows, Shreeves usually mean no harm. Their lack of ambition makes them a very passive species, content just to live out their lives on whichever world they have adopted without causing a fuss. But if their abilities are discovered, they could be coerced into doing things they'd rather not.

Their shapeshifting powers let them to slip into secure areas without attracting attention, and their ability to control electricity allows them to de-electrify fences, for example, or de-power alarms or CCTV cameras. As a result, many Shreeves find themselves forced into service by criminals, covert government

SHREEVE



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

SKILLS
 Athletics 1, Convince 1, Craft 2, Fighting 1, Subterfuge 3, Survival 3, Technology 3

TRAITS
 Alien
 Alien Appearance
 Immunity – Electricity
 Psychic
 Shapeshift (Special)
 Special – Electricity Control: Can disrupt any nearby flow of electricity, switching off electrical and electronic devices, draining batteries and achieving similar effects
 Telepathy
 Time Traveller – The Tech Level of their adopted world

TECH LEVEL: 6

STORY POINTS: 3-5

agencies or others needing ways to get in and out of secure facilities. Shreeves aren't overly concerned about any illegality involved, and they quite enjoy the additional electricity. But generally, they don't want to harm people and would rather just be left to their own devices.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SLITHERGEES *(Flip-Flop)*

Slithergees may not be the most aggressive of races to be encountered by mankind, but they are certainly the most passive-aggressive. They are also repulsive creatures, having large slug-like bodies with a human upper torso, arms and hairless head. Slithergees are sightless, but this is compensated by superb hearing and smell. In fact, their hearing is so acute as to be able to pinpoint a person's location by sound alone.


Slithergees are obsequious in the extreme and talk in oily, self-pitying whines. They refer to themselves in terms such as "poor blind Slithergees" and "ever so humble creatures", and they use this self-deprecation to manipulate other races. Any hint of anyone criticising Slithergees or speaking of them in less than flattering terms is treated as an affront against them or as an attempt to oppress their people.

Some Slithergees go further than this and use their self-imposed victimhood to parasitise other societies. These groups wander the galaxy in search of vulnerable planets. Ones which have relatively small populations are ideal, or colonies which are not quite fully established, or both. The Slithergees claim that their homeworld has been destroyed (though the details are never specific, and the truth of the matter is uncertain). They most humbly request refuge and a place that they can establish their own society again. If there is an unoccupied but habitable moon available, for example, or areas of the planet where the local population has not yet expanded into, these would be most suitable.

At first the Slithergees seem content to restrict themselves to whatever areas of land they have been granted. But inevitably they soon fill that space and a request, again ever so humble, is made for a further area. If they had been given a moon, then areas of the main planet would be hinted as being required. And before long, the Slithergees are wheedling their way into the society that has given them shelter. Any attempt by the locals to resist this will be claimed as xenophobia, and any opinions that the Slithergees should not be here are viewed as victimisation. Sooner or later, Slithergees will demand the use of sight-guides, individuals from the native people who can be trained to act in the same manner as guide dogs, further demeaning them by making them wear leashes.

Now of course, this tactic will not work on every society, so the Slithergees are selective. Trying this with a Dalek colony would be suicidal. Even fully established human worlds would not be suitable. But such groups of Slithergees usually arrive in a heavily-armed warship, so new colonies (see L55) or worlds without much in the way of a military force would be wary of upsetting them too much. By exploiting both the compassion and the fear of these more vulnerable planets in equal measure, the Slithergees gradually take control, insinuating themselves more and more until they have quietly acquired the reins of power, eventually appointing one of their own as the new ruler.

SLITHERGEE



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

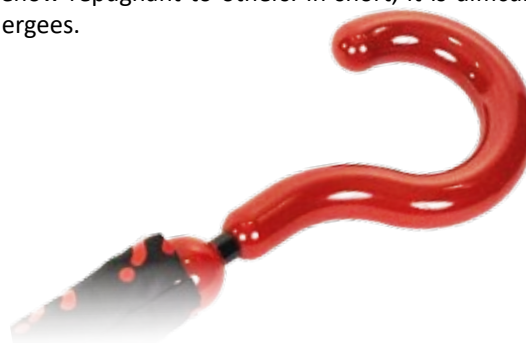
SKILLS
Athletics 1, Convince 5 (AoE: Wheedling), Marksman 2, Subterfuge 3, Technology 2, Transport 1

TRAITS
Alien
Alien Appearance
Aura – Self-Pity: Anyone failing the usual roll to resist this aura has a -4 penalty on all social contests against them
Impaired Senses (Major) – Blind
Keen Senses (Minor) – Hearing
Keen Senses (Minor) – Smell
Repulsive

TECH LEVEL: 6

STORY POINTS: 2-4

Not all Slithergees are quite so parasitical, and many live and work alongside other races without much in the way of antagonism. But even then, their fawning and self-pitying manner makes them somehow repugnant to others. In short, it is difficult to like the Slithergees.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SOOAL *(Relative Dementias)*

In 2012, Graystairs clinic near Dumfries in Scotland has quietly been doing some remarkable work treating elderly patients suffering from Alzheimer's disease. It's pioneering work by the enigmatic Doctor Soosal, who took the clinic over three years ago. Soosal is very secretive. He's never seen in the nearby village of Muirbridge, but the villagers are used to seeing visiting families in tears as an elderly relative has made a miraculous recovery.

Soosal has the appearance of a dwarfish albino. His wrinkly skin is pale and paper thin, and his eyes are as pink as a white rat's. Soosal's head is skeletal and bald, and his thin, bloodless lips conceal sharp little teeth. Soosal's distinctive features are partly due to him not being human and partly because of his progeria, a condition causing premature ageing. Soosal is actually a Caarian, a species that was conquered by the Tulkan Empire and made a slave race. Like many Caarians, Soosal has been genetically modified by the Tulks to have a short lifespan. He is much younger than he looks and is likely to be dead within another five years.

Soosal's condition makes physical activity difficult for him. During periods of exertion or stress, his heart often pounds painfully in his chest and he has difficulty breathing. Soosal carries a metabolic stabiliser, a small device which he periodically uses to combat these symptoms. It's something his Tulk masters had been working on, hoping it would extend their lives indefinitely when their war against the Annarene (see V2) came to an end.

Five years ago, the Annarene Protectorate captured the Tulkan War Council and sentenced them to have their memories wiped. But the ship taking them to the planet of their imprisonment was hijacked, stolen by Soosal and his followers. They fled to Earth, where the ship crash-landed off the northeast coast of Scotland. Soosal used the ship's transmat to make it to land and inveigled his way into Graystairs two hundred miles to the south.

The members of the War Council are being kept in stasis aboard the submerged ship. Already elderly, the Tulks are amnesiac from their memory wipes. Soosal has been using his Alzheimer's research in order to find a way to restore their memories, the by-product being the Alzheimer's cure using on some of Graystairs' patients. In order to try to jump-start the Tulks' memories, Soosal is periodically taking patients to the ship via his transmat terminal and wiring them up to a processor array linked to the war criminals. But he has to be careful not to take it too far each time, or he risks causing permanent brain damage. Already, he has used up the more dispensable clinic staff this way. Many more and people will notice the disappearances.

Soosal's real plan is not the revival and restoration of the Tulk War Council. He needs them only to recall the code to unlock the ship's stasis chamber containing a cache of Tulkan weapons. Once he has that, he will coldly dispose of them. In the cache, among the mind-controllers, solar disruptors and meme bombs, is an advanced metabolic stabiliser which will reverse his condition and extend his lifespan, perhaps indefinitely.

SOOAL

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

SKILLS

Convince 1, Craft 2, Marksman 3, Medicine 5, Science 4 (AoE: Biochemistry), Subterfuge 3, Technology 4, Transport 3

TRAITS

Alien
Bio-Chemical Genius
Distinctive
Unattractive
Weakness (Minor) – Soosal's eyes are sensitive to light and he can easily be dazzled
Weakness (Special) – Soosal must make a Difficulty 12 Resolve + Strength roll during any extended physical activity or stress to avoid 1 point of damage and a -2 on all rolls for the next 15/30/45 minutes.

EQUIPMENT

Energy Pistol: 6(3/6/9) damage
Metabolic Stabiliser: each user provides Soosal with a +4 bonus on his roll to resist the effects of his weakness to physical activity

TECH LEVEL: 7

STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SPEROVORES *(A Life of Crime)*

The Sperovores are one of the richest races in the galaxy. Many think of them as loan sharks, but they are much more sophisticated than that. They are financiers who are major shareholders in every bank, every insurance plan, every pension scheme in their sector.

Sperovores aren't big on public appearances but prefer to stay at home and count the cash. To most of their clients, they're no more than the voices on the end of a line. This is probably wise for creatures that look like monstrous, bloated squids, with a multitude of slimy tentacles lined with mouths instead of suckers.

The Sperovores aren't known for their favourable lending terms, and their greed extends far beyond their bank balances. Sperovores are gourmets and aesthetes. They like the finest things in life, in investment, in property, in nourishment. Some species have a collective consciousness. The Sperovores have a collective digestive system. Every taste sensation that one Sperovore experiences is similarly enjoyed by all.

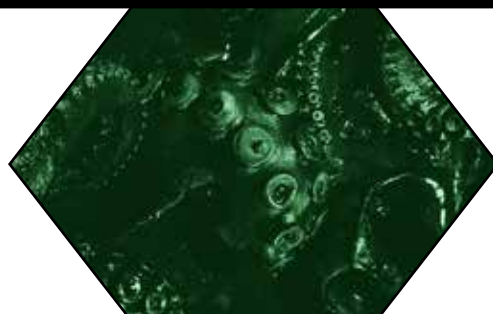
But the Sperovores do not dine on anything that most other races would consider to be food. True, they devour members of other species, but they do not do this for their meat or even their minds. Sperovores feed on possibilities, breaking down the walls between realities to devour the potential energy of alternative realities, gorging on the quantum energy of lost choices. Their prey is torn apart molecule by molecule while they are still alive, re-living the decisions they made, good and bad, and having them drained until there is nothing left. The experience is literally soul-destroying. It could be said that the Sperovores have cornered the market in futures... everyone's futures.

Of course, the Sperovores do not wish their inhuman and inhumane appetites to be widely known. But for corporations or governments to whom they extend a line of credit, the small print will often provide them with a ready source of victims for them to feed upon.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor encountered the Sperovores on the planet Ricosta (see L59), though he was already aware of them by reputation. In return for propping up the ailing Ricostan economy, the Sperovores had installed one of their kind (let's call it a catering agent) within the Vault of the Bank of Ricosta.

Whenever one of the criminal expats who lived on Ricosta died, they were frozen just before the point of death and transported to the Vault. Psycho-active machinery allowed the soon-to-be-deceased to marinate in a brine of their own unfulfilled choices and aspirations before the Sperovore slowly devoured them, a meal experienced by the whole Sperovore race by virtue of their shared digestive system.

SPEROVORE

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

SKILLS

Athletics 3, Convince 4, Craft 4, Fighting 4, Knowledge 3, Subterfuge 2, Technology 2

TRAITS

Additional Limbs (x2) – Tentacles
 Alien
 Alien Appearance
 Epicurean Tastes
 Fear Factor 2
 Impervious
 Natural Weapon (Minor) – Quantum-consuming
 Tentacle-mouths: Strength +2 damage
 Networked (Minor) – Shared digestive system
 Psychic
 Size – Huge (Major)
 Wealthy (Major)

TECH LEVEL: 8

STORY POINTS: 6

Of course, if their cover is blown and the reality behind the Sperovores is made public, they will quickly act to shut down the operation. Sperovore ships will arrive in low orbit and place the planet in quarantine, while the people below are harvested by huge tentacles, dragged up into the ships to be eaten. Once the entire population has been devoured, there will be nobody left to tarnish the Sperovores' reputation.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

STRANKS (*The Mark of Mandragora*)

The Mandragora Helix is a powerful and elemental form of intelligent energy. When the 4th Doctor encountered it (see *The Masque of Mandragora*), it managed to infect the TARDIS with its presence. He thought he'd destroyed it in 15th Century Italy, but he was wrong. A part of it survived in the TARDIS's systems, recovering until it became powerful enough to influence the ship's navigation. The Helix has always had designs on the Earth, and when the TARDIS was drawn back to that planet time and again, the 7th Doctor began to suspect that Mandragora was planning another assault, this time in the final years of the 20th Century.

By the time the Doctor arrived in London in 1998, the Mandragora Helix's plan has been years in the making. Mandragora has taken on a new form, that of the charismatic Mr. Stranks, owner of the capital's newest and loudest night-spot, the Falling Star. It's a gleaming tower block housing a vast entertainment complex, proud to be the biggest of its kind in the world. The Falling Star is the place to see and be seen as the 20th Century stumbles to a close. Inside the central nightclub, its clientele form a frenzied blend of colour writhing in the darkness, and the music is so loud it can only be felt.

Stranks is the very public face of the Falling Star, unmistakable with his flowing blond hair and the sharpest suits that money can buy in 1998. He is also the Mandragora Helix incarnated in human guise. Presumably there was originally a real Mr. Stranks that the Helix acquired for its own uses, but his story is lost to us. Taking his place, Stranks has made the Falling Star the most popular venue in Britain as part of the Mandragora Helix's plans to take control of the Earth.

In the secure basements of the Falling Star are chemical laboratories producing the most recent highly addictive drug to hit the streets, Mandrake. In some European countries, it's rated as their number one teenage problem. But Mandrake is not just an addictive narcotic. It's a vehicle through which Mandragora can gain control over its users. It changes them at a cellular level so that, when triggered, the Helix can transform them into the Children of Mandragora, monstrous creatures alive with Mandragora energy.

What Mandragora requires is a willing organic focus to project itself through into this part of the universe, and that focus will be provided by a critical mass of humans who have been prepared by the use of Mandrake. Manifested fully, Mandragora will consume them and the Earth, producing a duplicate Helix. It will replicate itself and the Supreme Helix will be born, young and infinitely powerful. In the meantime, Stranks can activate the Helix energy in any users of Mandrake in order to create Children of Mandragora to protect him and his plans.

MANDRAKE [Special Gadget]**Traits:** Possess**Cost:** 3 points**STRANKS**

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

SKILLS

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

TRAITS

Attractive
Charming
Dark Secret (Major)
Distinctive
Immunity – Immune to energy and physical attacks
Natural Weapons (Major) – Heat Bolts: L(4/L/L) damage
Psychic
Telepathy
Weakness (Major) – Touching grounded metal (including via heat bolt) does 4 points of damage to Stranks
Wealthy (Major)

TECH LEVEL: 5 and 7**STORY POINTS:** 8**CHILD OF MANDRAGORA**

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 4, Resolve 4, Strength 6

Skills: Athletics 3, Fighting 4

Traits: Alien Appearance, Enslaved, Fear Factor 1, Immunity (as Stranks), Natural Weapon (Minor: Mandragora Energy – Strength +2 damage), Size – Huge (Minor), Weakness (as Stranks)

Story Points: 2-4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SUBJECT ONE *(The Harvest)*

Subject One was once a CyberLeader. He was in command of a small expeditionary force to Earth in the second decade of the 21st Century, comprising himself and six Cybermen. But there was a malfunction and their ship crashed in the Pyrenees. The crash site was quickly secured by a team sent by the Euro Council, who decided to acquire the advanced technology. Within the ship, the team discovered the Cybermen were injured – well, damaged – but they still lived. The team provided them with every resource at their disposal, and in return the Cybermen offered the Euro Council technical advancements to accelerate the European space programme. They proposed using cyber-technology to produce a new generation of astronauts more suited to survive the hostile environment of space, and less dependent on cumbersome spacesuits.

The CyberLeader also saw an opportunity to advance the Cyber-race and perhaps allow Cyberkind to overcome its one fundamental weakness, the rigidity of their logical mental processes. It and its Cybermen submitted themselves to a “recarnative” process, a kind of reverse cyberdisation under which the Cyber-bodies are gradually replaced with organic tissue, becoming less machine and more human. This is part of the top secret C-Programme being carried out at St Gart’s Hospital (see L63) in London in 2021.

Under this process, the CyberLeader has become Subject One. He is still a cyborg, but much of his body is now human, many of its machine parts having been replaced with organs harvested from the hospital’s casualty victims. Subject One now looks more or less human, though he is still only part way through his conversion. He is still connected to the bio-support systems in his room on the secure levels of St Gart’s. His prototype graft body displays the sutures and swellings of recent operations, and the process is still imperfect. Subject One has suffered three major tissue rejections so far, with flesh and organs needing to be replaced as the old tissue dies.

Subject One is the most advanced of all the Cybermen undergoing the recarnative process. But there are massive graft rejections in every subject. While converting flesh to metal is no problem for cyber-technology, the reverse is proving a challenge to the hospital’s neuro-surgeon Dr Farrer. Nevertheless, Subject One is determined to continue. He is beginning to experience human sensations and emotions which are totally alien to him. Pleasure, pain, fear and others. He finds them invigorating and wishes to know them all.

Subject One may claim that he and his colleagues have wearied of their soulless existence. They have seen that Earth is much more hospitable and wish to abandon their cold existence on Mondas. They recognise the importance of regaining an organic perspective, of looking at problems with more than mere logic, but with vital and intuitive thought.

SUBJECT ONE

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

SKILLS

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

TRAITS

Cyborg

Dependency (Major) – Without his connection to life-support systems and frequent organ transplants, Subject One would quickly die
Distinctive

Environmental (Minor) – Subject One still has a limited resistance to hostile environments

Technically Adept

Tough

Weakness (Minor) – Connected to his life-support, Subject One’s range of movement is limited

TECH LEVEL: 6

STORY POINTS: 8

But this is just a deception. Subject One wants to expand his thought processes to improve the Cyber-race. He has provided Dr Farrer with the technology to convert humans into “Cyberhumans”. These have secretly been programmed to be loyal to Subject One, not to Farrer. Under Subject One’s instructions, Farrer has also set up an automated cyberdisation facility within the hospital. Once activated it will be able to produce 30,000 Cybermen with the materials already stored here.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SUPERVISOR *(The Warehouse)*

Unlike the rest of the crew of the Warehouse (see L76), the Supervisor is not a clone. Instead, he had a gene inserted into his DNA strand that has slowed his metabolic rate. That and the occasional use of a cryogenic stasis capsule have allowed him to keep doing his job for over 350 years. With the planet below having undergone a catastrophic collapse of civilisation following a pandemic infection by a sentient mould, the Warehouse has been cut off from the surface in all that time. Its controlling computer has been disabled, meaning that the Warehouse's drones haven't been able to deliver supplies to the survivors of the catastrophe. But the Supervisor has kept the Warehouse otherwise operational, with the crew carrying out a continuous cycle of stock checks and maintenance to occupy them.

The Supervisor is a fussy, camp individual who normally keeps himself to himself in his admittedly damp and odorous office, monitoring the progress of the latest stock check on his systems. He keeps information on what's been happening on the planet below to himself – it's strictly on a need-to-know basis, after all! And he does tend to drink rather a lot of water!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unfortunately, the Warehouse had already been infected with the mould even before its construction had been completed, with spores carried there aboard the shuttles transporting components and modules up into orbit. For years the spores were left in the cargo bays, exposed to cosmic rays and solar radiation, mutating, adapting and growing, but only thanks to the genetic tampering they had undergone back on the planet by scientists eager to manufacture a wonder drug. The mould has a way of controlling the brain, and the Supervisor has been under its influence for a long time. In fact, the Supervisor has been infected for so long that he's just about 100% mould, though retaining his outward human appearance. The mould that is now the Supervisor has realised that it doesn't really need to infect the clone workforce on the Warehouse. As clones, they're genetically programmed to obey his orders anyway. The only slight problem is that one of the clones, Fred-F, has become paranoid and suspects the other clone families of being infected. But even with Fred-F, the Supervisor can exert its control. So it's not really a problem.

A greater threat to the mould is the vermin that is infesting the Warehouse. These are actually a peaceful alien species called the Muroids (see A33), and it is they who disabled the computer to prevent the mould from re-infecting the planet below. The Supervisor has directed his crew to wipe them out. In the meantime, he needs to work on a way to repair the computer and re-commence the drone deliveries to the waiting planet... deliveries infected with its own spores.

The Supervisor can shed its human guise at any time, if it suits its purposes, and providing it has absorbed sufficient moisture, it can expand its own form to gigantic proportions. But without enough moisture, it will desiccate and revert to a dormant form.

THE SUPERVISOR



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

SKILLS

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

TRAITS

Alien

Alien Appearance

Alien Organs

Dependency (Major) – The Supervisor needs constant access to moisture (and to regularly drink water) or it will begin to dry out, taking 1 point of damage per Round. This may not kill it, but when three of its Attributes are reduced to zero, it will become dormant until it can be revitalised with water.

Environment (Major) – The Supervisor can survive in many harsh environments, including (as dormant spores) the vacuum of space

Infection

Shapeshift (Major)

Special – Rapid Growth: The Supervisor can spend Story Points to expand its fungoid body. It costs 1 Story Point (and 10 Rounds) to grow to each successive Size Trait, progressing through Size – Huge (Minor), to Size – Huge (Major) and finally to Size – Colossal, sufficient to fill the entire Warehouse

Weakness (Major) – The Supervisor takes 1 point of damage per Round from high levels of heat or aridity, as its spores begin to desiccate. As with its Dependency on water, this may not kill it, but will reduce it to a dormant state.

TECH LEVEL: 5

STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE TIMEWYRM *(1st in Timewyrm: Genesys)*

At the core of the Matrix is the oldest information gathered during the days of Ancient Gallifrey (see L2). And at its heart lies the myth of the Timewyrm. The myth is more a sort of apocalyptic warning of the end of the universe and the creature that would bring it about. According to the records, the Timewyrm is an elemental force, greater than the Vortex itself, that exists in all times and all places. It was named by the Chronovores, who whisper about it in the time winds. But its origins were far more humble.

Almost five thousand years ago, the planet Anu was a pleasant world with a technologically advanced civilisation. But then came Qataka. Where she was from, no one was sure. But she had a terrible fear of dying and would not accept that even with the Anu life span of almost a thousand years, death would come to her in the end. Qataka decided she would not die. She began experimenting with cybernetics and came up with a solution to her mortality. But as this included periodically replacing her brain tissue with that stolen from living beings, she was instantly condemned.

Qataka had to overcome the problem of her replacement brain cells being blank of her memories. She linked her own living consciousness to a computer backup memory and found that she could use this as if it were her own mind. Qataka built little radio receivers that she could implant in the skulls of others and then connect to this second mind in the computer, which could then take over the infected person. She could see through their eyes, think through their brain, experience through their bodies.

Despite her preparations, the Anu finally managed to isolate Qataka and put her to death, screaming and pleading for mercy. But she had planned for her revenge on her executioners. At this point, the Anu had not known of her back-up computer mind and it remained undiscovered. The back-up already had control of a number of slaves fitted with radio receivers. It put some of them to work building a new robotic body for itself. The rest were tasked with constructing a cobalt bomb. She also had a spaceship constructed for herself and her slaves, and when she was ready, the mind of Qataka emerged.

As her ship launched into space, Qataka detonated the cobalt bomb and Anu was laid waste in the ensuing holocaust. Only one man, Utnapishtim (see V88), and those followers who had believed his warnings that Qataka would take her revenge, were prepared. They had built a city-ark in orbit and, although they survived, they witnessed the firestorm that ravaged the planet below.

Qataka's ship attacked that of Utnapishtim, but he had designed a weapon, a computer virus that would eat at Qataka's mind and destroy it. It almost worked. It didn't kill Qataka but it severed her link with the minds of her slaves. The battle had taken both ships into the skies above Earth. While Utnapishtim's city-ship crash-landed, Qataka's ship broke apart and for a while she was believed to have been destroyed. But Qataka survived.

ISHTAR

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

SKILLS

Athletics 3, Convince 3, Craft 4, Fighting 3, Knowledge 1, Marksman 3, Medicine 5 (AoE: Cybernetics), Science 5 (AoE: Computers), Subterfuge 4, Survival 1, Technology 4, Transport 3

TRAITS

Armour (10 points)
 Boffin
 Control (Major) – Able to control electronics and computers
 Fear Factor 1
 Hypnosis (Major)
 Immortal (Major)
 Indomitable
 Networked (Major) – Via radio implants in her mind-slaves
 Phobia – Fear of dying
 Psychic
 Robot
 Shapeshift (Special)
 Special – Mutually-Assured Destruction: Ishtar's mind is linked to a cobalt bomb, so that if she is killed the bomb will detonate and destroy all life on Earth
 Technically Adept

EQUIPMENT

Radio Implants [Traits: Possess. Story Points: 3.]

TECH LEVEL: 7

STORY POINTS: 12

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Finding herself in ancient Mesopotamia (see L42) around 2700 BC, Qataka was discovered by Dumazi, a priest of Ishtar from the city of Kish. Qataka assumed the identity of Ishtar and now resides in the temple in Kish. She has acquired new mind-slaves from the priests and priestesses of the temple, and King Agga is too afraid of the seeming goddess to move against her. Although her mind no longer needs to be sustained by stolen brain tissue, Ishtar still devours the brains of her victims.

Qataka's robotic body can alter its shape. But as Ishtar, it is seven feet tall and like a statue made of platinum alloy. Although she has the head, arms and upper torso of a woman, her lower torso is that of a serpent. She has no legs and writhes across the floor like a gigantic metal snake. Ishtar's face is cold and hard, with sharp twitching movements like that of an insect. Her electronic eyes burn like fire.

Under her commands, Ishtar's slaves are installing copper sheets on the walls of Kish. Her plan is to turn the city into a giant radio transmitter that will allow her to take control of every mind in the region. Ishtar has linked her mind to a cobalt bomb so that, if she is killed, the bomb will detonate and destroy all life on Earth.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor defeated Ishtar when she uploaded her consciousness into the TARDIS telepathic circuits and he tricked her into installing herself in the secondary control room, which he quickly ejected from the TARDIS. Although he believed that exposure to the Vortex would destroy Ishtar, she survived and combined her mind with the power of the secondary control console and Utnapishtim's computer virus, creating the Timewyrm!

The Timewyrm is now infinitely adaptable and able to take on any form she desires, though she tends towards a serpentine shape, glowing with energy. She also claims to be virtually infinite in power, though that is likely to be an exaggeration. Certainly, the Timewyrm is no longer restricted to one small place and time. She is free to roam wherever she pleases and act as she wishes. Her nature as a creature of energy means that she is difficult to harm and can become incorporeal or material at will.

The Timewyrm has made many attempts to destroy the Earth in order to spite the Doctor. For a while, she was trapped in the mind of Adolf Hitler (see *The Sixth Doctor Expanded Universe Sourcebook*) until she was released by the Doctor in 1940. At this point, she was scattered throughout time and space and was greatly weakened by the experience.

Ultimately, the Doctor managed to erase the Timewyrm's memories and install her mind into the body of a genetically-modified baby created for medical research and having no higher brain functions. He gave the baby to Peter and Emily Hutchings, a couple living in the village of Cheldon Bonniface (see L10) in 1992, naming her Ishtar Hutchings. With her powers dormant and no memories of being the Timewyrm, Ishtar has since had a relatively normal upbringing.

THE TIMEWYRM



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

SKILLS

Athletics 3, Convince 3, Craft 4, Fighting 3, Knowledge 4, Marksman 3, Medicine 5 (AoE: Cybernetics), Science 5 (AoE: Computers), Subterfuge 4, Survival 1, Technology 4, Transport 3

TRAITS

Alien
Alien Appearance
Boffin
Environmental (Major)
Fear Factor 2
Flight (Major)
Hypnosis (Major)
Immaterial (Major Good)
Immortal (Special)
Immunity – Immune to virtually anything you can throw at her
Indomitable
Natural Weapon – Insubstantial Attack: The Timewyrm can solidify part of herself within an opponent's body, causing L(4/L/L) damage, which ignores Armour and even most Forcefields
Possess
Psychic
Shapeshift (Special)
Technically Adept
Time Eater (Special)
Unstoppable Force
Vortex

TECH LEVEL: 7

STORY POINTS: 12

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TO'KOTH *(Signs and Wonders)*

To'Koth is a rare – perhaps unique – Elder God (see V25), being a benevolent entity from before the dawn of time, rather than the more usual “evil” or “horror”. But “benevolent” is a relative term, and To'Koth is still an unutterably dangerous entity.

To'Koth is one of the oldest of the Elder Gods and, at the height of its power, it was also one of the most powerful. But aeons ago, it grew tired of its squabbling children, of Fenric, Volund (see V90), the Mi'en Kalarash (see V63) and the rest. To'Koth came to our universe and witnessed the Earth being born around the Racnoss core. It intrigued To'Koth. But as the Earth took shape around it, To'Koth found that it could no longer move. Its physical body had become entombed within our primordial world.

To'Koth was content to remain beneath the lands that formed above it and merely observe. It saw the rise of mankind and was entranced by the energies and passions contained in such tiny, insignificant lives. To'Koth dreamed within the rivers and mountains of what has become Northern England. But by the 21st Century, its sleep has become fitful and its time is ending. To'Koth has tarried too long in our dimension and no longer has the power needed to return to its own realm.

To'Koth was already dying before it came here. It had grown old in the Old Time, diseased, wearied by age and care. Now its death is fast approaching. But its passing cannot come without destruction. Elder Gods cannot normally die in our universe. Even when defeated and seemingly destroyed, they slope off back to their own dimension. If To'Koth dies, it will unleash energies that have no place here. It will certainly destroy the Earth and perhaps even rip the universe apart.


To'Koth does not wish this on the people that it has watched grow and develop. It has learned to love them and it wants nothing more than to leave the Earth and our universe unharmed. To'Koth needs help. But who can help a god return to its own dimension?

There are certainly powers which would seek to use the energies released at To'Koth's death for their own purposes. Such energies attract inter- and extra-dimensional scavengers such as the Hirudines, which would gorge on them. Others would wish to harness the energies and use them to become godlike in their own right. This is certainly the ambition of the Aquilians (see V3), a race of psychic imperialists who have worshipped To'Koth for millennia and have taken upon themselves the role of the protectors of Earth – or at least that small portion of the Earth beneath which To'Koth lies in its slumber.

As the time of To'Koth's death draws near, the signs of the impending apocalypse also appear. The people share nightmares of destruction, of the Hirudines (see V42) bursting from the ground to devour their souls, of their own impending deaths. Doomsday cults abound, and one in particular has gained widespread support. It is led by the charismatic Rufus Stone, who is merely

a puppet of the Aquilians, manipulating mankind to act as a diversion for the attentions of the Hirudines while their own plans come to fruition.

TO'KOTH



AWARENESS	2	PRESENCE	8
COORDINATION	0*	RESOLVE	8
INGENUITY	10	STRENGTH	0*

*Being physically dormant, To'Koth has no effective Coordination or Strength

SKILLS
 Convince 5, Craft 5, Knowledge 8, Medicine 4, Science 6, Subterfuge 7, Survival 4, Technology 4

TRAITS
 Alien
 Alien Appearance
 Code of Conduct (Major) – Restricted by the rules binding the Elder Gods
 Fear Factor 3
 Hypnosis (Major)
 Immunity – Physical damage is as nothing to To'Koth
 Indomitable
 Possess
 Psychic
 Size – Colossal
 Slow (Major) – Immobile
 Telepathy
 Weakness (Special) – To'Koth is dying; his physical body is dormant beneath northern England and his powers are now largely limited to the psychic plane

TECH LEVEL: 12
STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

UTNAPISHTIM (*Timewyrm: Genesis*)

In the ancient Mesopotamian *Epic of Gilgamesh* (see A23), Utnapishtim was tasked by the god Ea to build a giant ship called the Preserver of Life. Having parallels with the story of Noah's Ark, Utnapishtim brought his family, relatives and friends aboard the ship, along with animals and grains, to protect them from a cataclysmic flood.


The story of Utnapishtim has its origins in real events that take place in Mesopotamia (see L42) around 2700 BC. Utnapishtim is a refugee from the alien planet Anu. In appearance, he is human but almost seven feet tall and with golden eyes. His short hair and beard are both pure white, and his habitual uniform is crisp and white, giving him the appearance of a colourless Santa Claus.

The planet Anu is now a lifeless cinder, having been destroyed by a cobalt bomb detonated by a criminal named Qataka in an act of pre-planned revenge for her execution. Utnapishtim had warned his people that Qataka might prepare something like this and had constructed a city-sized ship in orbit above Anu. Around seventeen thousand of his fellows believed him and took refuge aboard the ship in time to be saved from the holocaust below. The ship's genetic banks hold stored materials to recreate almost a million more Anu.

Utnapishtim has saved his people from extinction, but the criminal Qataka had also escaped. She had copied her mind into a robotic body (see V85) and had similarly constructed a spaceship. Qataka's ship attacked Utnapishtim's. As the battle continued, Qataka's ship broke up and the Anu assumed that she had finally perished. Utnapishtim's city-ship had also been heavily damaged and crash-landed onto the nearest planet, Earth. Although the geography of Earth is unknown to the Anu, their ship has half buried itself in a mountainous region of Mesopotamia. But the ship's power is gradually fading and Utnapishtim estimates that they have a matter of months or maybe only weeks left before it fails completely.

Once the ship dies, the Anu must leave and find a new home somewhere on Earth. They are a civilised people, but they know that the people of Earth will never accept them, and the Anu will have to wage war on mankind. Utnapishtim regrets that they will be forced into this action, but it is a matter of survival. In the meantime, they must make their preparations.

Hidden in the mountains of Mashu, the routes to reach Utnapishtim's city-ship are protected by the Anu's Guardian robots. These are around eight feet tall and humanoid in design. Long metal legs are hooked to a squat body. Two long, jointed arms end in claws fitted with what looked like needle-pointed guns. Atop each body, with no intervening neck, sits a head of sorts. The Guardians have eyes like camera lenses, small gratings below the eyes, and then what seem to be mandibles sticking out from the lower part of the faces, but which are actually laser

UTNAPISHTIM			
			
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3
SKILLS Convince 3, Craft 3, Knowledge 3, Science 4, Technology 4, Transport 2			
TRAITS Adversary (Major) – Qataka/Ishtar Boffin Distinctive Technically Adept			
TECH LEVEL: 7			
STORY POINTS: 6			

weapons. When they speak, their voices are metallic, like the buzzing of wasps. In the *Epic of Gilgamesh*, the Guardians give rise to the story of the Scorpion Men.

ANU GUARDIAN ROBOT

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

Skills: Athletics 4, Convince 1, Fighting 3, Marksman 4

Traits: Armour (5 points), By the Program, Natural Weapon (Major: Needle-Gun – 5(2/5/7) damage, Armour Piercing – ignores first 5 points of Armour), Natural Weapon (Major: Laser – L(4/L/L) damage), Quick Reflexes, Robot, Scan

Tech Level: 7

Story Points: 1-3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VIRGOANS (*Stop the Pigeon*)

The Virgoans are perhaps one of the most annoying of the time aware species in the universe. They are a race of shapeshifting biomechanical symbiotes with an obsession for temporal tidiness. Each Virgoan is a multiple entity, a trinity comprising ship, pilot and scout, though as each can change their shape it's often not very obvious which is which. Each Virgoan unit is so interfaced with the others in its triumvirate that even they get confused at times as to whether they are singular or multiple entities, switching from "I" to "we" or "me" to "us" and back again within a sentence.


The Virgoans are a form of self-appointed time police. They have taken it upon themselves to monitor for temporal anomalies and unregulated use of time travel and put them right. The trouble is they're not very good at it. They have loads of enthusiasm, but their activities have caused an awful lot of chaos over the centuries. In fact, the Virgoans are such a problem that the Time Lords have tried to stop them, though without much success. They're usually seen as the temporal equivalent of cowboy builders!

Virgoans run around the universe checking for anomalies to fix. When they find one, say a time traveller in the wrong era, they rush in and zap them back to their correct time zone (or what they think is the right time zone) without bothering to check on the situation. They might inadvertently zap an innocent bystander into the future along with the time traveller. Or they might get the wrong person entirely. Or leave behind anomalous technology or a dangerous situation. Whatever they do, they generally leave a mess for somebody else to clean up. As a result, Virgoans have a reputation among other time-faring species for being selfish, which is understandable but a little unfair.

As a shapeshifting species, the natural form of the Virgoans is a matter of speculation. Each unit within a Virgoan trinity differs in size (but that can vary according to the forms they assume). The ship is an ovoid vehicle large enough to contain the pilot and scout; the pilot is human sized; and the scout tends to be smaller. The scout usually assumes the forms of creatures native to whichever planet they happen to be surveying in order to remain incognito. The ship element of the triumvirate may remain in its normal ovoid form if it can be hidden effectively, or it too may take on a disguise.

The Virgoans are a member of the Temporal Powers (see *The Sixth Doctor Extended Universe Sourcebook*) and attended the negotiations of an alliance between them. They later also attended a summit to agree limitations on the use of time travel in the Vortex. But despite their intentions and the influence of their peers, the Virgoans remain an undisciplined and irresponsible species.

VIRGOAN



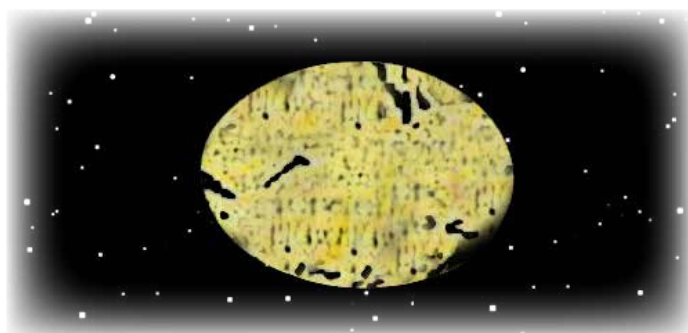
AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	2

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

TRAITS
 Alien
 Alien Appearance
 Cyborg
 Environmental (Major) – Can survive the vacuum of space
 Feel the Turn of the Universe
 Flight (Major)
 Networked (Major)
 Obsession (Major) – Temporal tidiness
 Scan
 Shapeshift (Special)
 Size (Special) – Varies according to their disguise
 Vortex

TECH LEVEL: 9

STORY POINTS: 4-6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VOLUND (*Gods and Monsters*)

Along the Ridgeway Path, an ancient route on the Berkshire Downs, is a Neolithic burial mound called Wayland's Smithy. Wayland (or Weyland) was the blacksmith of the gods, and it used to be said that if your horse needed shoeing, you could tie it here overnight and bury a coin, and the job would be done by morning.

In the original Norse, Wayland is named Volund. He is one of the Elder Gods (see *V90*) and is an opponent of Fenric in his eternal games. Volund is known as the shaper of destructions and artifices, the maker of terrible weapons for the gods to fight other gods. In his cosmic game of chess with Fenric, the Smithy is one of Volund's black rooks. Existing in multiple dimensions, he has a whole foundry deep beneath the Earth where his weapons are forged.

Volund's current human shape is the form of a Saxon from the 9th Century. But his true form is utterly inhuman, so much so that it doesn't make sense to the human eye. His shape, his angles are all wrong. There are colours in him that have never been seen on Earth. Volund's form is so wrong that the human consciousness isn't able to take it in and the mind can snap!

Although the Doctor might think he is Fenric's opponent in the game, he is insignificant to the Elder Gods. Volund is Fenric's true opponent. He has been playing a long game and has been using the Doctor to marshal his black pieces. Although Nimrod and the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*) are Fenric's, Captain Lysandra Aristedes (see *A2*) is one of Volund's black knights; Private Sally Morgan (see *A8*) is a black bishop, her parents both killed by a volley of bullets forged by Volund; Ace, once one of Fenric's pieces, is now Volund's. Even the Doctor is just another playing piece, and not even an important one. His role is to bring Volund's secret weapons, Hex (see *A4*) and the god-killing Weyland's Shield (see *G12*) to the Board (see *L9*), the battlefield in the realm of the Elder Gods where the endgame will be played out.

Wayland's Smithy is one of Volund's black rooks and can move from the Berkshire Downs to the Board as Volund wills. Volund is even using some of the minor Elder Gods as his playing pieces. He has the one whose mortal form is known as Albert Marsden as a hostage, to ensure the loyalty of another Elder God, known as Peggy Marsden (see *V1*).

Like Fenric, after countless years in the outer darkness, all Volund can think about is playing the game. But to Volund and Fenric, the game is the reality. That is all there is. It is the point of their existence. All of our universe – the past, the future, the whole of reality – is perceived by the Elder Gods as no more than a human would perceive a speck of dust. But Volund needs our universe to be the something that gives the gods scale. Mortals can happily live without the gods, but the gods' lives are meaningless without the mortals and the games played with them.

VOLUND

AWARENESS	6	PRESENCE	7
COORDINATION	4	RESOLVE	7
INGENUITY	8	STRENGTH	12

SKILLS

Athletics 3, Convince 4, Craft (Weaponsmith) 8, Fighting 4, Knowledge 8, Marksman 4, Medicine 6, Science 7, Subterfuge 6, Survival 4, Technology 8, Transport 5

TRAITS

Adversary – Fenric
 Alien
 Alien Appearance
 Aura – Madness
 Code of Conduct (Major) – Restricted by the rules binding the Elder Gods
 Fear Factor 4
 Hypnosis (Major)
 Immortal (Special)
 Immunity – Physical damage is as nothing to the Elder Gods
 Indomitable
 Obsession (Major) – The game
 Possess
 Psychic
 Shapeshift (Special)
 Size – Huge (Major)
 Telepathy
 Vortex

TECH LEVEL: 12

STORY POINTS: 12

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE WARP CORE *(Dust Breeding)*

The Warp Core is a living weapon created a very long time ago as the last line of defence against an aggressor who had built the perfect killing machines, the Krill (see V51). The Warp Core defeated the Krill, but it then turned on its creators, destroying them utterly. The planet of its creators is now known as Duchamp 331 (see L20). It was once teeming with life, but the Warp Core destroyed it all. In the 42nd Century, it is a wasteland of dust, home only to dust sharks and a handful of human settlers.

When the Warp Core was finished with its creators, it fled into time and space. The Master tracked it to Earth in 1893, where it had taken over the mind of the Norwegian artist Edvard Munch. The experience shattered Munch's sanity, but he managed to banish the Warp Core by sheer force of will, exorcising it from his mind and imprisoning it within his masterwork, *The Scream*.

The Warp Core is an enormously powerful psychic entity. It has no form of its own but can possess the minds of others if it wishes to use a physical body. It was built to generate fear and does so to great effect. It is every death you can imagine; it is blood and tongues of fire; it is the scream of the madman that penetrates the soul! Once active it can tear a mind from its body and plunge it into endless torment. Its deadly psionic attack is accompanied by a pulsing, throbbing sound that cannot be blocked out.

Trapped in the painting, the Warp Core has been recuperating and is largely dormant. But the Warp Core cannot yet leave the painting. For the moment, it is not strong enough.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1893, the Master tried to steal *The Scream*, but the Warp Core awoke and shredded his Trakenite body, degenerating him back to his previous, decaying form. Then it rolled over and went back to sleep. The Master took the painting and sold it to an artist in the 42nd Century. He convinced the artist to set up a colony on Duchamp 331. The Master now plans to take a clutch of Krill eggs and hatch them out on the planet. The presence of its ancient enemies will fully awaken the Warp Core again and the two forces will do battle. Once the Warp Core is weakened by the struggle, the Master intends to enslave it within his TARDIS, where he can compel it to do his bidding.

The Warp Core, however, has its own ambitions. It has destroyed the mind of the artist who bought it from the Master and is manipulating him to carry out its plans. He has tricked the other artists into entering a series of deprivation tanks as part of an art project. They are now trapped, becoming a network of minds which the Warp Core will use as a stepping stone to become one with the dust of Duchamp 331. If its plans succeed, the Warp Core will be the entire planet!

THE WARP CORE



AWARENESS	5	PRESENCE	7
COORDINATION	N/A	RESOLVE	10
INGENUITY	6	STRENGTH	N/A

SKILLS

Convince 6, Knowledge 4

TRAITS

Adversary (Major) – The Krill

Alien

Elemental Control (see *The Third Doctor Expanded Universe Sourcebook*) – The Warp Core can use this to create dust storms on Duchamp 331

Environmental (Major)

Fear Factor 4

Immaterial

Immunity – Physical damage

Possess

Psychic

Psychic Assault, Area Effect – Contest of Presence + Resolve to inflict Resolve damage (ignoring Armour etc) affecting all within a 3D6 metre radius

Telekinesis

Telepathy

Vortex

Weakness (Minor) – Currently trapped within *The Scream*

TECH LEVEL: 9

STORY POINTS: 10

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ZENOS CORPORATION *(We Are the Daleks)*

The Zenos Corporation appeared as if from nowhere in the 1980s. Its skyscraper headquarters in the heart of London, the Zenos Tower, turned up practically overnight after they got planning permission. To any visiting aliens or time travellers, the Tower is an eye-catching building, resembling as it does a gigantic Dalek constructed of glass and steel.

The Corporation's reclusive millionaire owner, Alek Zenos, never leaves the top floor of the Tower, and he only deals with the great and the good. He seems to have risen without trace over the last few years, becoming head of his own media empire. Zenos has been buying up newspapers, publishers, radio stations. All through an intricate network of dummy companies to avoid the attention of the Monopolies and Mergers Commission.

The Zenos Corporation owes much of its success to Warfleet (see G11), a revolutionary computer game that has taken the nation by storm. Thousands of its consoles have been sold, and children up and down the country play the game with each other over toll-free phone lines paid for by the Corporation.

But Alek Zenos has ambitions far beyond publishing and computer games. As might be deduced from the design of the Tower, Alek's backers are the Daleks. He has a proposal for the British government, a chance for the country to be awarded favoured-nation status and trade with other worlds through the Daleks. The Daleks will deal with the UK, and the UK will act on behalf of the Earth. With Dalek technical expertise, the UK will become a hotbed of scientific research. In return, all they want is a cultural exchange and to invest in the UK's media outlets.

Inside the Tower, Alek has a time corridor with which he can transport representatives of the British government to see the paradise world that is Skaro!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Of course, the Dalek plan is to transform Earth into a slave planet and asset-strip it of its minerals. With Alek Zenos as their accomplice, how can they fail?

Zenos Tower was built in the heart of London as a broadcasting tower. Not for radio or television, but to influence the hearts and minds of the population of London. The broadcast has been subtle. The people of London are becoming more intolerant of others, of outsiders, of those who do not share their beliefs. In short, they are being mentally conditioned to think like Daleks. So that when the Daleks take over, they'll have a ready-made army for them to lead. If something threatens their plans, they can increase the broadcast power and accelerate the change – though this would burn out the minds of many of the people affected.

But Alek Zenos isn't a loyal Dalek ally. He's a refugee from the planet Kantra which was invaded by the Daleks. Alek's family was killed and the only way he survived was by pretending to cooperate. That's why he suggested the Daleks use humans to guide their drone-ships via the Warfleet computer game. Because it would just take a change of command and Alek could use them against the Daleks. And he designed the Zenos Tower to resemble a Dalek in order to catch the attention of the Daleks' deadliest enemy, the Doctor.

ALEK ZENOS

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

SKILLS

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

TRAITS

Authority (Minor)
Charming
Dark Secret (Major)
Fame (Major)
Time Traveller (Minor) – Tech Level 5
Wealthy (Major)

TECH LEVEL: 7

STORY POINTS: 6



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ZZINBRIIZI JACKALS *(Prime Time)*

The planet Ottrase in the Ekton galaxy is a hot, humid world. Herds of elegantly horned N'tumka cross the plains every year, migrating to cooler climes. But they are preyed upon by the top predator of this undeveloped and unspoiled wilderness, the Zzinbriizi jackals. These ferocious carnivores are cunning and vicious, ranking among the most perfect killing machines ever created.

Zzinbriizi are humanoid but with savage lupine features and eyes that glint from under pitted, sloping brows. Their mouths open to reveal a long purple tongue and rows of viciously pointed teeth. The jackals hunt in packs, lurking in the long grass of the plains and capable of maintaining a chase for an extended period. Typically, they drive their chosen prey to exhaustion before closing for the kill and dispatching it with razor sharp claws and fangs.

Like wolves and other animals that live in groups, Zzinbriizi packs have a strict hierarchical structure with an alpha male at the top and the others subservient to him. Any challenge to the pack leader's supremacy is dealt with by combat to the death.

In their natural environment, Zzinbriizi jackals hunt at night and their eyesight has evolved to see in the dark. But it is their sense of smell which is particularly acute, enabling them to track their prey even when they lose sight of them.

As a species, the Zzinbriizi are savage and animalistic, with no technology to speak of, and certainly no space-travelling ability. Some races tend to use them as shock troops, but they are creatures of instinct and are difficult to control. On rare occasions, small packs of Zzinbriizi are known to have been augmented to have their intelligence boosted. But this is an appallingly dangerous thing to do. The Zzinbriizi instinct to hunt and kill makes even the intelligent ones among them unpredictable and liable to turn on their masters. This has given rise to their reputation as being duplicitous by nature and unreliable as soldiers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor encountered one pack of Zzinbriizi jackals which had been augmented by the Fleshsmiths and put to work on the planet Blinni-Gaar. In order to exert additional control over them, the Fleshsmiths had fitted an implant into the nervous system of the pack leader, Barrock, enabling them to cause him severe pain, thus ensuring that he kept the rest of the pack in order.

The level of an augmented Zzinbriizi jackal's intelligence is still not equal to that of a human, though it allows them to speak in gruff, rasping voices. But Barrock's enhanced cunning made him particularly dangerous, and he secretly harboured plans to become leader of all the Zzinbriizi on Ottrase and unite them in an army to conquer the galaxy.

The stats provided here are for a Zzinbriizi as augmented by the

AUGMENTED ZZINBRIIZI

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

SKILLS

Athletics 5, Fighting 5, Marksman 2, Subterfuge 2, Survival 4, Technology 1

TRAITS

Alien
Alien Appearance
Alien Senses – Night vision and tracking scent
Fast (Minor)
Fear Factor 1
Frenzy
Impulsive
Keen Senses (Minor) – Smell
Natural Weapon (Minor) – Claws and Fangs:
Strength +2 damage
Quick Reflexes
Tough

EQUIPMENT

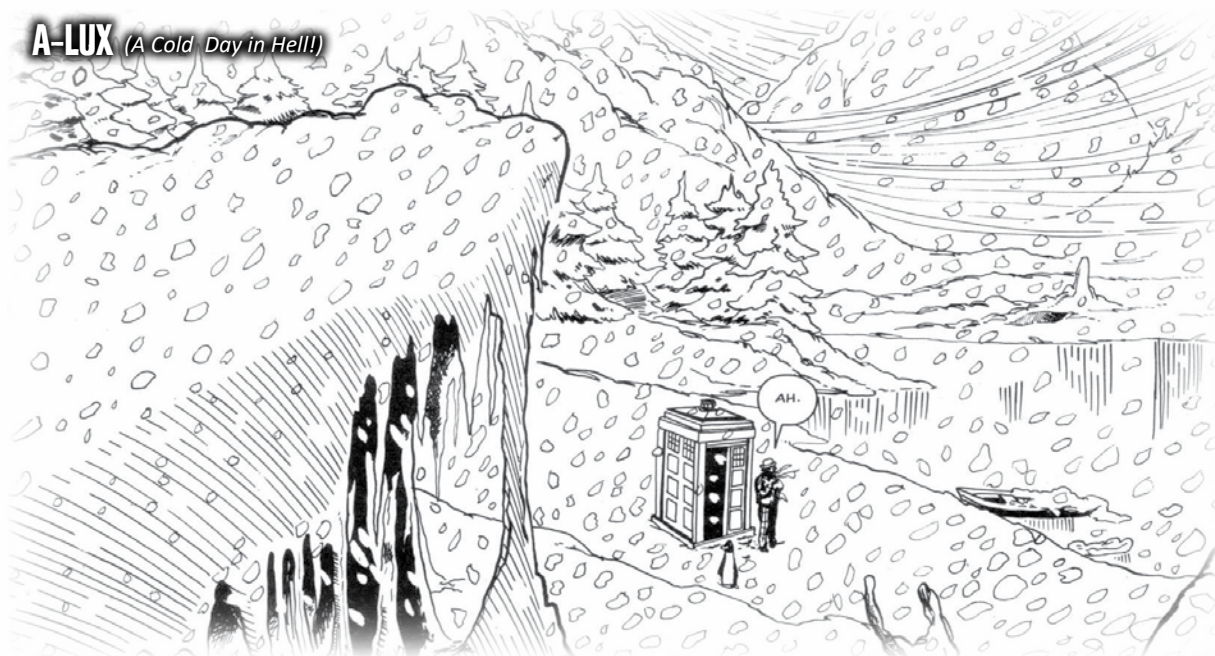
Energy Blaster: 5(2/5/7) damage

TECH LEVEL: 1**STORY POINTS: 2-4**

Fleshsmiths (see V33). One of their number was further augmented and was able to shapeshift to mimic members of other species. Similar to the Zygons' shapeshifting technology, this ability required the Fleshsmiths to have a body-print of the original subject. This Zzinbriizi had Shapeshift (Major) in addition to his other Traits.

LOCATIONS IN SPACE AND TIME

A-LUX (A Cold Day in Hell!)



A-Lux – the ultimate pleasure planet. Relax in the atmosphere of this happy, carefree world, safe in the knowledge that your continued enjoyment is assured. Swim in our warm lakes, lie on our lush lawns beneath the sun, or sample one of our many fully equipped game rooms, like our sub-aqua tennis courts and anti-gravitariums... or simply take it easy. There's no better place.

Of course the lakes are artificial, the lawns are imported, and the temperature maintained by an orbiting satellite grid. Or at least, it was...

Unwary travellers may find themselves there at the absolute wrong time, during a brief window some time in the 40th Century when rogue Ice Warriors, bristling at their people having joined the Federation, have sabotaged the weather grid and turned A-Lux into a cold planet caught in a perpetual snow storm, its coniferous forests white with eternal snow, and its lakes frozen so hard only explosive charges can break the ice. If the planet is blanketed in white, please return on a later date.

A small group of survivors, members of diverse races who were once resort staff or tourists, hide in the woods and act as a ragtag guerrilla group, trying to run the Martians off. The Ice Warriors have made one of the planet's automated recreation centres their headquarters. Aside from its guarded welcome centre, the building is only accessible through a steam pipe, which the resistance normally uses to keep warm.

Several such resort facilities can be found on A-Lux, each computer-linked to the main control complex. It is that feature that allowed the Doctor and Frobisher to restore A-Lux to its former state. It is our hope, dear traveller, that you will bring your family to our pleasure world after these events have transpired.



PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate / Temporarily: Cold

SATELLITES: 0 (artificial weather grid)

SENTIENT SPECIES: Visitors from many species (Federation mostly)

TECHNOLOGY LEVEL: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

ANCIENT GALLIFREY *(Cat's Cradle: Time's Crucible)*

In the ancient days of Gallifrey, in the Dark Times before Rassilon steered his people down a path of technology and enlightenment, the planet was ruled by the Pythia, a line of female seers who could see the future laid out before them. And behind them, history was charted like a map. In their sight, the great wars and mighty deeds of the Heroes were laid out in a panoply that praised the glory of the Gods and the Gallifreyan Empire. This was a time of superstition, when the psychic abilities of the Pythia and her priestesses were revered as if they were supernatural powers. Indeed, these ancient Gallifreyans even worshipped gods in the form of the capricious and all-powerful Menti Celesti.

At the Academy, the Young Hero cadets study and train, debating philosophy and strategy with their sandaled tutors. In the merchant port and space harbour, traders and strange-featured people with exotic accents barter the wares of every alien corner of the Gallifreyan Empire and swap tales of the latest exploits of the Heroes on the widening frontiers. Hunting the lacustrine Sattisar and battling with the Gryffnae, whose great stone heads are studded with jewels. They bring news of the century-long siege of the Winter Star and a plague of batworms on the asteroid archipelago.

The ancient Gallifreyans still trade in slaves from Oshakarm and the Star Grellades. The Grelladians are prized for their blue-bronze skins and their temperaments. Quick to learn, but utterly and unquestioningly subservient, they always sell well.

But in the time of the five hundred and eighth Pythia – destined to be the final Pythia – Gallifrey is becoming restless. The thoughts of the people have become petty and aimless. Away in the cities of the South, there have been riots and at least two public stonings.

Small but vociferous groups of protesters are becoming a more commonplace sight on the streets of the capital, obstructing the crowds and the unending traffic of litters and palanquins. Painted banners proclaim, “FREE SLAVES AND FREE FOOD.” Perhaps more significantly, Rassilon’s neo-technologists are becoming a coordinated and effective opposition, though the Pythia still doesn’t recognise the threat that they pose to her future. How simple it would be for Rassilon’s promises to catch and turn the mood.

The Pythia, her masklike face streaked with gold and her long grey ringlets coiled with silver wire, lurks deep beneath the Temple in the torchlit Cavern of Prophecy. She smells of wood smoke and her robes are adorned with amulets and talismans. The Pythia sits in a wicker cage where the long line of her predecessors also sat, slung high above the smoking Crevasse of Memories That Will Be. There, she catches the vapours that lift her mind into the state of the clairvoyant and the clairaudent. She watches the City on a retina screen in the corner of her basket. Other sisters ranged around the rock chamber attend her, robed in the rust-red devotional vestments of the Pythian Order. Her personal Grelladian guard waits at the foot of the granite steps leading to the adytum of the Temple above.

In the past, the Pythia always travelled in the city in her state palanquin, ready to meet the people in the streets. Each morning she walked in the herbal knot gardens of the Temple. But these rituals mean little to her now, as the future that she once saw so clearly is slipping out of her reach. No matter how often she bathes in the smoke from the Crevasse or tries to send her mind into the future, it is fading away. The auguries have become obscure and uncertain.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Many of the Pythia's plans have failed lately. An experimental Time Scaphe, the Prototype III, has not returned from its trial voyage. On board, one of the Chronauts (see A16) is a Pythian agent tasked with spying on Rassilon. But he too is lost. What is needed is a new war to unite the people behind the Pythia. Or a prophecy from *The Book of Future Legends* to come to pass, renewing the people's faith in the Pythia's powers. But the Pythia is old. Even when she still moved around the city, her bony hand clutched for support at the sceptre head of her wand of office.

The Pythia's withdrawal from public life is causing anxiety and speculation throughout Gallifrey. The mutual pool of people's thoughts, impossible to ignore, chitters with unquiet rumour. It is being reported that the Pythia has lost her powers, with speculation becoming fact in the media. The neo-technologists are already making political capital out of it. There are rumours that Rassilon will soon be called upon to challenge her authority. Worried communiqués arrive from governors on the farthest reaches of the Empire. The suet workers threaten to strike.

The Court of Principals are patching over the day-to-day running of the state, but the Pythia is Gallifrey and its Empire, both constitutionally, by divination and by the investiture of the Gods. The cracks have started to widen, but Rassilon remains silent, apparently content to observe where the situation will lead without further interference.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

And as the Pythia's ability to see the future finally deserts her and she throws herself into the Crevasse of Memories That Will Be, she sends her sisterhood to live in exile on Karn and curses Gallifrey to sterility. Nevermore will a child be born by natural birth, forcing Rassilon to develop the genetic Looms to create Gallifreyans by artificial means.

Rassilon will assume control of Gallifrey and will lead his people away from superstition and into a future of science and rationalism. If the era of the Pythia is remembered at all in modern times, it is as little more than a myth and an age best left forgotten.

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Gallifreyans
TECHNOLOGY LEVEL: 8

THE PYTHIA

AWARENESS	7	PRESENCE	5
COORDINATION	1	RESOLVE	6
INGENUITY	5	STRENGTH	1

SKILLS

Convince 6, Craft 5, Knowledge 7, Subterfuge 4

TRAITS

Authority (Major)

By the Book

Clairvoyance

Distinctive

Indomitable

Precognition

Psychic

Slow Reflexes

Special – The Pythia's Curse: By sacrificing her own life, the Pythia can place a curse on Gallifrey

Telepathy

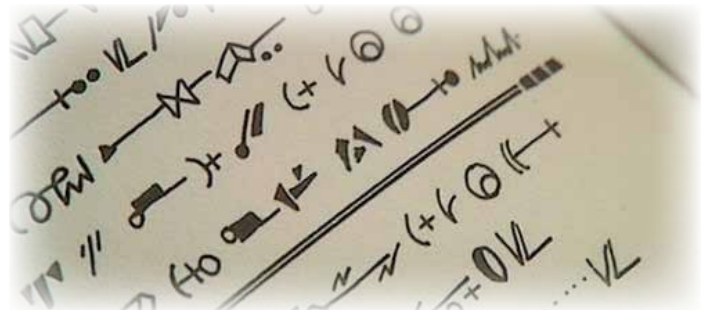
EQUIPMENT

Sceptre

Amulets and talismans

TECH LEVEL: 8

STORY POINTS: 10



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

AUGMENTED BRITAIN TIMELINE *(Loving the Alien)*

When the Doctor and Ace foiled an attempted invasion of Britain by the Cybermen in 1940 (see V59), they had thought that the threat was over. But dormant Cybermen were discovered in the sewers during the reconstruction work after the war.

In our reality, the recovered Cybertechnology became part of the arms race between the East and West, but it didn't get much further than tests using cyber-augmented apes. In other timelines, parallel to ours, events panned out differently. In one timeline in particular, the augmentation programme advanced much faster and Great Britain used it to become the pre-eminent post-war superpower. Under the direction of the Ministry of Augmentation, British troops upgraded with artificial muscles and bullet-proof skin were superior to the soldiers of other nations. Augmentation soon started trickling down to the civilians, with the result that by 1959 in this timeline, the Earth is already well on the road to full cyber-conversion that Mondas followed in our reality.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Other Cybertechnology recovered from the sewers was similarly reverse engineered and put to use by the Great Britain of this dimension, making it significantly more advanced than ours. Although interstellar travel is still beyond them, Liebermann's theories of trans-universality have given Britain the means to cross realities. In our timeline, perhaps Liebermann died during the war; or perhaps he merely took another path. But in this alternative Britain, he has provided the government with the answer to the growing problem of overcrowding. With nobody dying any more, due to the eradication of disease and weakness, the population has continued to grow at an accelerated rate. There is a pressing need for more living space to expand into, and the Earths of parallel realities would be ideal.

Whereas in the 1959 of our universe, the Waverider is an experimental space-plane capable of taking astronauts into space and bringing them back down again, in the timeline of the augmented Britain, it is a mission to bore a hole through the walls

in reality itself and pave the way for a trans-dimensional invasion. Augmented agents are already in position in the Britain of our timeline, helping with the preparations.

The driving force behind the adoption of augmentation and the planning of the invasion is a face already familiar to the Doctor: George Limb (see V36). Or rather, the George Limb of this timeline. In our reality, Limb became a temporal fugitive after having stolen the experimental time capsule of the invading Cybermen. In the augmented reality, he has risen to become Prime Minister of the United Kingdom of Great Britain and Ireland and of His Majesty's colonies and dominions overseas.

As leader of an augmented nation, it is only natural that Limb has submitted to the process. Beneath his customary morning suit, his entire body is a complex construct of gleaming steel and chrome, pistons and motors, valves and circuits. Limb's head is still human, and the skin of the neck is grotesquely stretched and clamped to the mechanical body. He is powered by a thick cable attached to the mains electricity, but he can operate independently for several hours.

Limb's plans are already starting to affect the barriers of creation. As the walls of reality continue to break down, time and space will start to collapse...

PRIME MINISTER GEORGE LIMB

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

SKILLS

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

TRAITS

Armour (5 points)
Cyborg
Dependency (Major) – Needs to recharge his cybernetic body every few hours
Environmental (Minor) – Limb no longer needs to breathe
Selfish
Weakness (Minor) – An aimed shot to the head (at -4 penalty for Fighting rolls; -8 for Marksman) ignores Limb's Armour

TECH LEVEL: 5

STORY POINTS: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

**BLINNI-GAAR** (Prime Time)

The Blinnati, the native race of the planet Blinni-Gaar, were once the best farmers in their quadrant of the galaxy. But then Channel 400 arrived and started to build TV studios everywhere. When they began broadcasting, there were big prizes on offer. People became very wealthy and suddenly everyone started watching, desperate not to miss any opportunities. But to view, you have to pay. To pay, you have to have credits. And the only way to get credits nowadays is by winning on Channel 400 game shows.

By the 42nd Century, the farming on Blinni-Gaar is all automated. The cornfields still stretch on as if for ever, acre upon acre across the landscape. But they are tended and harvested by automated agricultural processors which lumber across the fields, huge and red.

Nearer to the capital city, the golden fields are replaced by a harsh suburban landscape. Huge silos tower over everything and the smell of cut grass is replaced by fumes and smoke. On the outskirts, the agricultural drones make their way back to their hangars for overnight storage and maintenance. Further in, the warehouses and factories of the industrial sector give way to more pleasant surroundings: wide, shop-filled roads, full of people and traffic. The streets are a racetrack of different vehicles, both hovering and at ground level. Every street corner has traffic signals topped with monitor screens displaying dozens of different channels to the waiting vehicles. Every so often, the picture changes to a string of lightning-fast adverts, subliminal advertising so fast they make her eyes ache.

Channel 400 is now the dominant corporation on Blinni-Gaar and is run by humans. Blinnati are now only one of dozens of different races that live in the city. They are a tall, lithe people with a delicate hint of green tinting their skin. Their faces are wide and smooth, almost reptilian, but with deep, intelligent eyes. The overwhelming majority of these former farmers now slump in their armchairs all day watching the broadcasts and hardly ever venture outside.

Channel 400's main headquarters are located in the broadcast centre, a big building set into the mountainside outside the city. It clings to the mountain like some sort of enormous concrete fungus, with outbuildings sticking out of the rock at bizarre angles. The communications tower on the roof is a tangle of dishes and aerials, stark against the sky. The bottom half of the mountain has

been quarried away and turned into a towering wall of granite, sheer and imposing, that stretches away into the distance. Balconies and terraces jut from the smooth rock. High overhead a transmitter mast pierces the clouds. A huge neon sign advertising Channel 400 as the home of *Roderik Saarl's Late Night Breakfast Show* towers over the surrounding trees.

In recent years, the programming broadcast by Channel 400 has been even lower quality than it used to be. An endless round of cheap game shows and reality TV programmes with minimal content. Nevertheless, it's what Channel 400 executives call "unique, compelling programming". It's as if the commissioners are no longer worried about standards, just their ratings.

Blinni-Gaar has only one moon, Blinni-Orkos, a dusty grey planetoid too small to retain an atmosphere, featureless and dead. Channel 400 has another transmission station based here, a solitary tower, its arms dotted with hundreds of aerials and dishes that rise higher than any structure on the planet below would be able to. But some of the technology here is distinctly odd, almost organic, like nothing else produced by the human race, and capable of broadcasts much more powerful than those needed by a television station.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Channel 400 has acquired some mysterious new clients who communicate only with select members of the senior management. Their primary concern is eyes on screens. They want to build up the maximum viewing audience possible. These new clients are the Fleshsmiths (see V33), and they have developed a way to broadcast a signal that will convert all viewers into an organic sludge that they can harvest as raw material for their flesh banks.

But the Fleshsmiths have a secondary plan in place on Blinni-Gaar. They want to acquire the regenerative ability of a Time Lord and make themselves immortal. They have become aware of the exploits of the Doctor, and Channel 400 has been monitoring and broadcasting these adventures as part of its TV output. Sensors across Blinni-Gaar are programmed to alert the station in the event that the TARDIS – in fact any TARDIS – were to actually materialise here...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1 (Blinni-Orkos)

SENTIENT SPECIES: Blinnati, humans, many other races

TECHNOLOGY LEVEL: 7

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BLISS *(Enemy of the Daleks)*

Bliss was once famed as a paradise planet, a rare sanctuary for flora and fauna in a galaxy riven by the Dalek Wars. But when the Doctor took Ace and Hex (see A4) there, he found that it was being used as the secret location of a scientific research base. The area around the facility is now a forest of strange grey trees covered in razor-sharp thorns bigger than a human hand. These trees are ironweed, a pernicious plant that feeds on other vegetation and having mercury for sap. It normally grows to only a foot or so in length, but the trees on Bliss are now twenty or thirty feet tall. The other odd thing about them is that they are all grown in rows, like a plantation.

The Doctor knows that one of the worst atrocities committed during the Dalek Wars happens at the research base, Roarke Two-Seven-Nine. Within the perimeter security grid and the reinforced plasteen walls is a facility which can support forty people when fully staffed. Now though, the place is strangely empty, with only the chief scientist Professor Toshio Shimura and a basic medical robot Sistermatic still here. The Professor claims that most of the others were evacuated when war spilled into this sector of the galaxy, and that an infection then spread through those who stayed behind. The victims were put into isolation and a few are still alive. Only Shimura seems to have developed a natural immunity.

Outside the base, swarms of piranha locusts prey on anyone foolish enough to wander around unprotected. Like the ironweed trees, these insectoid predators are unnaturally large, five times larger than they would naturally grow to, and a swarm is easily capable of stripping a person to the bone in seconds.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The survivors of the alien virus claimed by Professor Shimura are nothing of the sort, but are victims of Shimura's own insane experiments to create a species able to prey on the Daleks. He has combined the DNA of piranha locusts and Japanese silkworms to create the Kiseibya (see V46), a race of metal-eating parasites the size of humans and capable of devouring Dalek casings to get to the mutant inside. Shimura has used his colleagues as living incubators for Kiseibya eggs. These have since hatched, killing most of the victims, and the larval Kiseibya are now encased in

their metallic cocoons while they transform into adults.

Enlarging the local piranha locusts was Shimura's first experiment when he arrived on Bliss, and enhancing the ironweed trees provides a source of metal in the form of their mercury sap for his Kiseibya to feed on when they hatch. Shimura is obsessed with his research and is blind to the ethical and legal issues. He sees the hatching of the adult Kiseibya as the apotheosis of a lifetime's work. He created them to deliver mankind from a great evil, but does not recognise that his creations may in turn go on to become an even greater threat.

PROFESSOR TOSHIO SHIMURA

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

SKILLS

Convince 1, Craft 3, Knowledge 3, Medicine 5 (AoE: Genetics), Science 5, Subterfuge 2, Technology 4, Transport 1

TRAITS

Bio-Chemical Genius
Obsession (Major) – The Kiseibya

TECH LEVEL: 6

STORY POINTS: 6

PIRANHA LOCUST SWARM

Attributes: Strength 1, Coordination 4, Awareness 3

Skills: Athletics 2, Fighting 3, Survival 5

Traits: Flight (Major), Fear Factor 2, Natural Weapon (Minor: Flesh-Stripping Jaws – Strength +2 damage), Swarm 8

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE BLOOD BANK *(Harvest of the Sycorax)*

On Earth in the far future, mankind has conquered disease. Whatever the problem, a cure has been found – though at a price. Pharma Corps controls the market in medications and designer diseases in the form of retroviruses tailored to every human's blood type. Everyone who can afford to wears a Pad, an AI wrist-computer which continually scans the wearer and identifies any issues using its Health Metric app. It then announces its diagnosis with statements like "Attention: you are exhibiting heightened levels of anxiety. May I recommend one dose of Tranquilla."

Even emotions are controlled by drugs in this future, and most people are, if not emotionless zombies, unusually calm. If they are exposed to stress or excitement, Pad will recommend the drugs to keep them relaxed. Emotion-dampening hypo-sprays are carried by almost everyone and can be administered to deal with stress, anxiety, anger, fear and even happiness or love. Without their hypo-sprays, the majority of the population would soon suffer withdrawal symptoms before being almost overwhelmed with unfamiliar emotions. Most people are also inoculated with a retrovirus to make them resistant to disease.

Decades ago, Pharma Corps decided that it made sound financial sense if the medical samples of everyone in the Human Empire were outsourced to an offsite facility. The biodata of the human race – DNA, blood and other samples – were all shipped to a specially-built space station for secure storage. People could opt out of course, but they wouldn't have access to medical treatment from that point on.

The space station is known as the Blood Bank. It is a high security facility in orbit over the planet Earth. The Blood Bank has docking facilities for spaceships, smaller pod bays for shuttles and a short-range ship-to-ship transmat system. Within the Blood Bank's hi-tech interior, the vault is the most secure area of all, containing the biodata of an entire species. Access is available only to a handful of executive grades.

The Blood Bank is clearly of extreme importance to the healthcare of mankind and has made the Earth dependent on Pharma Corps.

It is also a prime target for any race which can manipulate the biodata of others. To the Sycorax, for example, a single blood sample will give them crude control over a significant section of Earth's populace. But access to the contents of the Blood Bank would provide them with absolute control over almost every single human being.

When the Sycorax invaded the Blood Bank, the Doctor was assisted by a lower exec grade medical technician by the name of Zanzibar Hashtag who lives and works on the space station. Like all her colleagues, Zanzibar is dependent on her Pad and her hypo-spray, with numerous other medications readily available to her from the Blood Bank's pharmacy. But with her supply cut off, Zanzibar's emotions began to return. As an employee of Pharma Corps, Zanzibar's life has been constrained by the company. Even dating is controlled by her Pad's LoveFinder app, which avoids pairing company employees of different grades. Zanzibar's retrovirus is RV37. It's a little above her pay level, but she considers it to have been worth saving up for.

ZANZIBAR HASHTAG

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

SKILLS

Athletics 1, Convince 3, Fighting 1, Knowledge 2, Science 4 (AoE: Pharmacology), Subterfuge 2, Technology 3, Transport 1

TRAITS

Immunity – RV37 retrovirus provides Zanzibar with a +4 bonus to resist viral and bacteriological infections
Obligation (Minor) – Pharma Corps

EQUIPMENT

Pad [Traits: Scan. Story Points: 1.]
Hypo-spray [Traits: Brave, Eccentric (Minor: Suppressed emotions), Hypnosis (Minor). Story Points: 1.]

TECH LEVEL: 7
STORY POINTS: 6

THE BLOOD BANK

Armour: 4 **Hit Capacity: 30**
Speed: 2 (but usually remains stationary)
Traits: Scan, Teleport, Transmit, Travel
Story Points: 2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BLUEFIRE HOUSE *(House of Blue Fire)*

Bluefire House is the place where the Doctor first met Private Sally Morgan (see A8). She and several others found themselves here with no memories of who there were, having wandered blindly through the forests that surround it. Bluefire House is a bizarre and spooky old building, apparently a hotel but with only a single member of staff present, a man named Soames who alternates between the roles of receptionist, porter and waiter.

It is a distinctly odd hotel, with gas lamps and no electricity even though the year is 2020. The rooms have no locks and are numbered seemingly at random. There is an indoor swimming pool whose slimy water is covered in leaves. The old-fashioned mechanical lift operates intermittently. Threatening phrases appear, burned into the plaster of the walls and ceilings. And there are odd thumping noises and the distorted sounds of children giggling somewhere out of sight.

Each of the guests at Bluefire House, with the apparent exception of the Doctor, suffers from a specific phobia. But the sources of those fears manifest themselves around the hotel. Someone afraid of cockroaches finds themselves pursued by armies of the creatures which are invisible to anyone else. Another person who is afraid of water will drown on dry land. And someone else with a fear of reflections will become trapped behind the glass of a mirror – until they are snatched away by a shadowy presence behind them...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Bluefire House isn't real. It's a shared dream reality created by the Bluefire Project, an experiment by the British Army to isolate and eradicate fear. Except that it has been infiltrated by an ancient creature called the Mi'en Kalarash (see V63), which feeds on fears and nightmares. The Kalarash is using it as a stepping stone into our universe.

The project is located at the MoD's Fulton Down base and is

headed by Dr Magnus Soames, who behaves more like a bureaucrat than a scientist. His assistant, Eve Pritchard, has been a vessel for the Mi'en Kalarash since the age of four, and she has influenced the development of the Bluefire System.

The Doctor has become aware that the Kalarash is using the Bluefire Project as a lure to trap him and use him as a host body in our universe. He is planning to turn the tables on the

Kalarash and send it back to the wastelands between time that is its domain. To do so, the Doctor has used the Bluefire System to create the dream reality of Bluefire House (complete with Soames as its retainer), but the Kalarash has corrupted it, turning it into a haunted house full of the triggers of its visitors' phobias, enabling it to feed on their fear.

Most of the project's test subjects could be removed from the dreamscape safely, but four remain trapped. Any attempt to break their link has resulted in destructive psychic manifestations and uncontrollable telekinetic phenomena. So the Doctor has put his own consciousness into the System to try to get the others out safely... and avoid releasing the Mi'en Kalarash into our universe!

DR MAGNUS SOAMES

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

SKILLS

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

TRAITS

Boffin
By the Book
Face in the Crowd

TECH LEVEL: 5

STORY POINTS: 4

THE BOARD (*Gods and Monsters*)

Somewhere back through the birth pangs of our universe, sideways through the Vortex and diagonally through several relative dimensions is the Board. Some might call it Asgard; others Hell. The Board is a battlefield, a wilderness plain of marsh and moorland cut through by rivers. It is littered with the bodies of fallen soldiers. Vikings, Saxons, Romans, Persians and many others from both the past and the future may be found here. With them are the discarded armaments they carried, from swords and spears, to machine guns and plasma carbines. There are living soldiers here too, patrolling the plains in search of the enemy, moving in accordance with their master's commands.

This is an unnatural place, a flat plain whose rivers fall over the edge into eternal nothingness. The sky over the Board is blood red. The stars in the new-born sky are so close together that there is neither day nor night, just perpetual red gloom. The clouds hanging over the Board boil into strange shapes and thunder rumbles among them. These are the signs that the Elder Gods are here, gathering for the endgame between Fenric and his opponent.

Fenric's armies are the Vikings and Persians and maybe others, depending on what Earthly commanders he has tricked into his service and what armies they bring with them to this place. Corrupted by Fenric, they are now Haemovores led by an Ancient One (see *The Seventh Doctor Sourcebook*). Fenric's base is his Keep, a white rook in this giant game of chess. Like all the pieces on this Board, the Keep can move around the plain by means of time storms summoned by Fenric. All the matter, all the mass

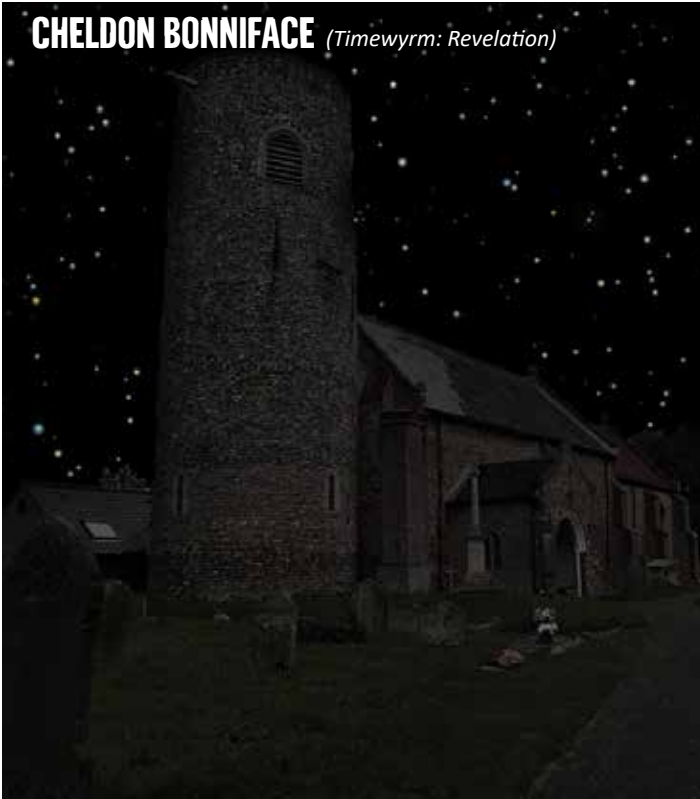
of the universe to come is Fenric's to command here – and his opponent's.

The figures on the Board are all analogues for chess pieces. As Fenric's Keep is one of the white rooks, so the Haemovores are his white pawns. His opponent has the Doctor's TARDIS as a black rook, Private Sally Morgan (see A8) as the black queen (though she thinks she's a knight) and Captain Lysandra Aristedes (see A2) as a black knight (though she thinks she is a bishop). Ace's position has changed, having been created by Fenric as one of his Wolves when he plucked her from Perivale in a time storm (see *The Curse of Fenric*), she is now one of Volund's knights (see V90).

But what of the Doctor? Our universe is but a mote of dust less than a millionth of a second old to Fenric's undying eye. Even Time Lords are as nothing to the Elder Gods (see V25), and the Doctor is too insignificant to be Fenric's opponent in this game. No, Fenric is playing against another of his kind, Volund, and the Doctor is relegated merely to being the means of bringing some of the pieces to the Board – though he may not yet realise this. Or is this most manipulative of Doctors really the opponent, manoeuvring even Volund as a piece on the Board? With the god-killing weapon of Weyland's Shield (see G12) deployed, it is anyone's game.

And once the game is done, whatever the outcome, the Elder Gods will pack the Board up, dismantling the entire dimension until the next game is played.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CHELDON BONNIFACE (*Timewyrm: Revelation*)

Cheldon Bonniface is a quiet little village in rural Norfolk, on the River Bure between Wroxham and Horning and surrounded by dense forest and marshland. There is a village green surrounded by thatched cottages, a little shop, the Black Swan pub and St Christopher's Church. It's all very normal... apart from Saul.

Saul is a presence that inhabits the church. He has been on the site, in various guises, down the centuries. In the 1990s, Reverend Ernest Trelaw communicates with him silently. But the cleaning ladies have heard him humming hymns and have named him as the ghost of old Saul Bredon, who died asleep in the pews over a century before.

But Saul is not a ghost. He is an intelligence formed from the focus of so many dutiful minds over such a long time. The Celtic Cenomanni called him Cernwn, and each succeeding people had their own name for the spirit of the hill. The Christian missionaries had tried to exorcise him. But having failed to do so, they came up with a typically pragmatic answer to the problem. They built a church around him and declared that he was an angel or the Grace of God.

It had taken the first Reverend Trelaw, Ernest's great-grandfather Dominic, actually to talk to Saul rather than pray at him. Upon realising that the church was an independent entity, and not actually divine, old Dominic had set about teaching it, both in scholastic and spiritual terms. In 1853, at a midnight ceremony attended by the 1st Doctor, Saul had been baptised in his own font, splashing the water around with his psychic muscles. Saul is a benign presence able to exude a calming influence and can be charmingly innocent at times. But only the Doctor and the

succession of Reverends Trelaw are aware of him, at least until 1992.

Since his baptism, Saul has met the Doctor on a handful of occasions, always as part of some hectic adventure. Most recently (from the perspective of 1992), the Doctor and Mel did some brass rubbing at the church, secretly hiding a portable temporal link in a cavity in the stones in case he needs it one day. The Doctor had stolen the medallion-like device from the Black Collection of the Prydonian Academy while he was President. If used properly, the medallion can open a portal to another location, even across times and dimensions. Not even Saul knows it's here.

In 1992, the Timewyrm (see V85) created a replica of Cheldon Bonniface on the Moon as part of a trap for the Doctor and later temporarily transported St Christopher's Church, complete with Saul, to the lunar surface. In 2010, Bernice Summerfield and Jason Kane (for both, see *Volume 2*) were married at St Christopher's in a ceremony attended by the Doctor and many of his friends. In the 23rd Century, Stacy Townsend – a companion of the 8th Doctor – hoped to marry her fiancé Bill at the church. Tragically, Bill's murder at the hands of the Cybermen prevented this. Quite how far into the future Saul and St Christopher's survive is as yet

SAUL

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

SKILLS

Convince 4, Knowledge 5

TRAITS

Aura – Calm

Immaterial

Invisible (Special Bad)

Psychic

Telekinesis

Telepathy

Weakness (Minor) – Saul is tied to St Christopher's Church and is unable to leave it

TECH LEVEL: 5

STORY POINTS: 10

PORTABLE TEMPORAL LINK [Special Gadget]

Traits: Innocuous (Minor), Vortex, Restriction – Requires a Difficulty 15 Ingenuity + (either Knowledge or Science) roll to correctly recite the chaos equation needed to open a portal

Cost: 8 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CITADEL OF THE KARNAS'KOI *(Lurkers at Sunlight's Edge)*

In 1930, an island appeared off the northern coast of Alaska. It just rose up out of the ocean, having spent the preceding six million years on the sea-bed. It is an inhospitable wilderness of rock and ice. But nevertheless, four years later, there is habitation on the island in the form of a psychiatric institute built by the U.S. government. Its only patient is an obscure writer of weird fiction called C.P. Doveday (see V9), whose stories reveal incredible similarities with this island.

The island seems to generate perpetual freezing mists, which often reduce visibility to almost zero and hide its most significant landmark, a structure three times the size of St. Paul's Cathedral. This is clearly not a natural geological formation, but neither is it something built by anything human. The culture that has produced the organic-looking architecture created their buildings in the same manner as caterpillars spin cocoons. The structure itself is alive and is an extension of the beings that created it, the Karnas'koi (see V45) that wait within.

There is only one door into this citadel, resembling a row of twisted fangs laid on end. The door is sixty feet tall, and yet the lock is at human height. Behind the citadel walls can be heard distant sounds, animalistic but distorted, a howling whale-cry from some alien nightmare. The crystal key to open the door is similarly alien and resembles a frozen umbrella. This key is harder than diamond, but when an arm is slipped inside, it moulds itself around it. The encased arm must be inserted into the lock, where the key seems to have a life of its own, twisting first one way and then the other to unlock the door. Until recently, the key was held under tight security at the institute, having been taken from C.P. Doveday. But recently, it has been acquired by millionaire Emerson Whytecrag III. Even with the crystal key to open the outer door, unauthorised access may activate the citadel's defences, which can generate icy blasts of air capable of freezing men in solid pillars of ice!

The citadel is as alien and organic within as it is without. The walls emit a phosphorescence similar to that produced by the decay

of certain marine animals. Within the entrance, they are covered with what appear to be tiny fish eyes, along with curling sockets forming a sort of ear. The ears need to hear the correct ritual chants before the citadel allows further access, the floor opening up to reveal a tunnel leading deeper inside.

Once further in, it will become

apparent that there is actually very little substance to this island. It is largely formed of a vast network of tunnels encased within a rocky honeycomb. The whole place is labyrinthine, with deep chasms and vast chambers, along with narrow shafts and winding tunnels. There are piles of bones which are all that remains of the Karnas'koi's feasts: walrus, whales, even human skulls.

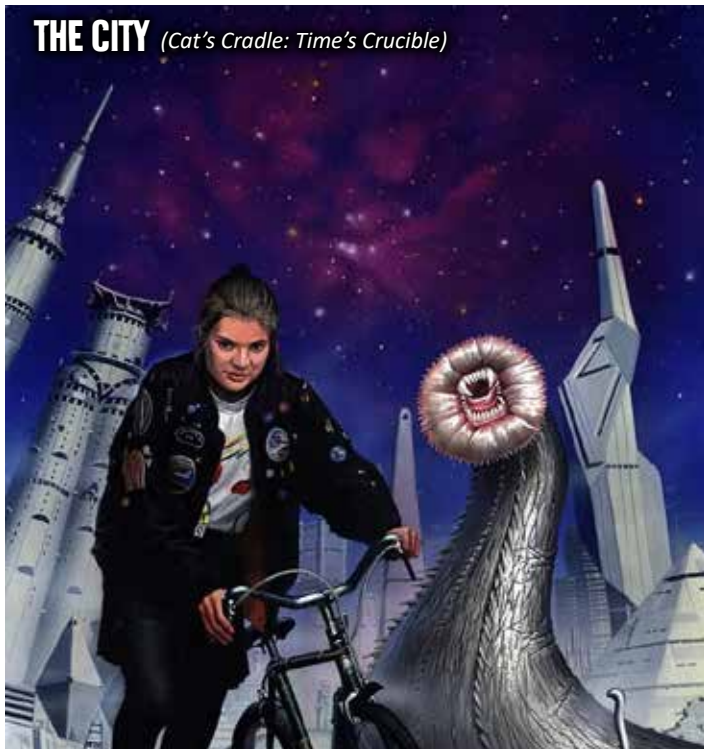
Within the deepest vault at the heart of the citadel are the three Karnas'koi (see V45) which have been in self-induced hibernation for most of the past six million years. Although still slumbering, they will be awakened by any intrusion into the citadel, and the increasing ferocity of their alien howling will echo throughout the complex. The Karnas'koi are hungry and they must be fed!

The Karnas'koi are Elder Gods (see V25) and they wish to reclaim the Earth as the empire that they lost six million years ago. A fourth Karnas'koi has been sent out into the world in human form. Waiting for this scout's return, the three have reverted back into their hibernation. If freed, the Karnas'koi are a threat to the survival of mankind!

There is a second key which can activate the mechanisms to return the Karnas'koi to their eternal slumbers. This is the golden key and it is currently disguised as a rock still in the possession of C.P. Doveday back at the institute. If it is returned to the citadel, it will revert to its proper form, a golden version of the crystal key. It is used in the same manner as the crystal key and is intended to be inserted into a socket in the centre of an astronomical map of the Karnas'koi's galaxy on the floor of the vault in the citadel.

Once the golden key is used, the citadel will fire gigantic spikes into the Karnas'koi, essentially sedating them and returning them to their hibernation. Once this is complete, the island will begin its descent back into the depths until it will rise again untold millions of years in the future. Anyone on the island has about six minutes to get to safety or accompany it...

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



THE CITY (*Cat's Cradle: Time's Crucible*)

When the TARDIS's defences were penetrated by a parasitic datavore and it collided with another time vessel (see A16) in the Vortex, the ship was seemingly destroyed. Ace awoke to find herself in a bizarre environment referred to only as the City.

The cityscape is weird and wonderful, though largely in a state of ruin. It is a crushed, grey kaleidoscope of buildings tilting in and dwarfing a mountainous tower that looms like an iron canker at the City's heart. Archways and overwalks tangle with pillars and balustrades. Roofs and towers in disparate sculpted forms rise up on all sides, fading into the distance. Stone in the form of birds' wings and curlicues. Geometric shapes like carved fruit and prisms. Vast astragals without their columns. An edifice like the prow of a beached ship. A giant might have tilted the ground so that the buildings slid together in a teetering jumble and have been left where they had collided.

Where buildings have part-collapsed, interiors are revealed in jagged cross-section, but there are no rooms or levels inside. They are hollow shells, all grey with false windows and balconies applied to the outside but leading nowhere. There is a bizarre scattering of furniture and other junk. An iron bedstead emerges sideways through the brickwork about fifteen feet up a wall. A battered bicycle lies in a ditch. A mirror with a carved oval frame hangs on another wall, its glass splintered. Through its cracks grow the branches of a white tree.

Overhead, between the buildings, the sky is a sprinkling of coloured stars, one of which, a gold sodium giant, is bright enough to cast a shadow in the perpetual grey twilight. The stars burn in red, blue or white, green, purple or gold. A nebula of interstellar gases splashes the sky directly overhead, diffused with smoky

blue and pink from the distant torches of the stars around it.

At the heart of the City, the cracked bells of the Watch Tower clank out the passage of time. A stream of mercury flows from the black pit of a gate in the Tower. On the other side of the stream, crossed by a row of stepping stones, the buildings start again. The same City is repeated, but it is in a different time zone. Beyond the stars in the sky overhead, a third City can be glimpsed like a dim canopy, the whole environment circling forever inside a sphere, past, present and future.

The City may be in ruins, but it is not lifeless. Small scavengers scuttle in the rubble. Chittering armoured guards, like humanoid insects with burnt red carapaces and clusters of eyes like twitching red berries, carry out the instructions of their master, the monstrous Process (see V71), and keep watch over the work-gangs comprised of the stranded crew of the time ship that the TARDIS collided with. These starving wretches are now known as the Phazels and struggle to remember who they really are.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The City is all that remains of the TARDIS, reconfigured during the crash by its failsafe Banshee Circuits (see G2). The TARDIS is a cat's cradle of dimensions, infinitely variable in form. What it looks like depends on who's holding the strings. In this case, the parasitic datavore, the Process, has turned the whole thing inside out. The Doctor refers to this environment as SARDIT: Space and Relative Dimensions in Time.

The City is split into three time zones divided by the mercury streams and with the Watch Tower at its nexus. Even the Process itself has been divided in time, with a young version just out of its egg in residence within the Watch Tower, and an older version roaming at large. The Process controls the SARDIT. Its servants, the guards, are the future versions of the Phazels, caged inside the insect armour to force their younger selves to search for something – even the Process isn't certain what – in the ruins. Perhaps it searches for the Banshee Circuits which could restore the TARDIS.

PHAZEL GUARD

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

Skills: Convince 2, Fighting 3, Marksman 1, Subterfuge 2, Technology 3

Traits: Alien Senses (360° field of vision), Amnesia (Major), Armour (5 points), Enslaved, Natural Weapon (Minor: Claws – Strength +2 damage), Networked (Major)

Equipment: Whip – Strength +1 damage, range 3 metres, can also be used to trip or entangle (requires successful Coordination + Fighting roll against Coordination + Athletics)

Tech Level: 8

Story Points: 1-3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

COLONY 34 (LIVE 34)



Several of its leaders have been arrested, and some have died in mysterious circumstances.

And now, the weather...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Five years ago, a series of botched operations left Premier Jaeger with a badly scarred face, and a stand-in was appointed to take his place in public appearances. This lookalike gradually replaced the rest of the government with his cronies, but kept the real Jaeger alive – drugged and hidden – for his biometric ID. It is the stand-in who has been responsible for the suppression of civil liberties in Colony 34, one of forty-nine colonies established a couple of centuries ago on in a system with twin suns. In order to deal with the energy crisis and gain popularity, “Jaeger” has even secretly ordered the disappearance of people from the poverty-stricken outer districts to use as fuel.

This is LIVE 34. Ninth Month, First Day, Twenty-Fifth Hour. The Midnight News.

In the last two hours, an explosion has rocked the colony's First City. There are no reported casualties, but estimates of the damage to the building, a government planning office, run into millions. Government sources are claiming that the blast was deliberate. We're still waiting for independent confirmation of this. But in light of the similar incidents of the last two nights, it seems unlikely that this was an accident. Premier Jaeger has repeatedly stated that these attacks are the work of the Freedom and Democracy Party, and the FDP has fervently denied this.

A representative of the FDP will be joining us shortly to discuss this latest attack and what it means for the fledgling party's attempts to force Premier Jaeger to hold elections, which are now five years overdue. In fact, today marks the fifth anniversary of the initial postponement of the vote, a decision which the Premier announced in an address to the colony five years ago in response to what he termed “the worsening security situation”.

The decision came after years of growing civil unrest. The colony's chronic power supply problems have led to rising unemployment, and although improvements in power generation methods have alleviated the crisis, a general economic downturn has brought further misery in its wake. It is from there that the attacks are believed to have come, a series of assaults on government representatives and on government property which have culminated in a number of bombings of civilian targets in the First and Second Cities.

Three years ago, the introduction of the Emergency Powers Act by Premier Jaeger prohibited all unsanctioned gatherings and permitted only approved political parties. Travel restrictions were also imposed to and from the outer districts. The arrest of the leader of the Opposition only underlines the seriousness of the situation, as does the suspension of the Chamber of Deputies a year ago amidst accusations of widespread bribe-taking. There is no indication as to when or even if the State of Emergency is likely to be lifted.

Events took a dramatic turn a few months ago, with the formation of the Freedom and Democracy Party. Despite it being proscribed by the Premier, the FDP has gained widespread popular support and continues to defy the government's attempts to suppress it.

“PREMIER LEO JAEGER”

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

SKILLS

Athletics 1, Convince 5, Knowledge 2, Subterfuge 3, Technology 2, Transport 2

TRAITS

Attractive
Authority (Major)
Dark Secret (Major)

TECH LEVEL: 6

STORY POINTS: 6

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

CORALEE (*Storm Harvest*)

Coralee is a small world, less than half the size of the Earth. Ninety-eight percent of its surface is water, with the only dry land being a broken line of islands strewn around the equator like a necklace, over two hundred in total. To anyone from Earth, the horizon seems perilously close at sea level and the curve of the planet is plainly visible. There are few natural predators on Coralee, other than a few primitive cetaceans (see *V10*) and Ramora eels large as a tube train.

When Coralee was first discovered by a scouting expedition from Earth, the initial orbital survey classified all the islands by size and with reference numbers. According to the manual, the 42nd Century colonists currently inhabit Coralee island cluster 262704K, but within weeks of planetfall they had christened their new home the Grayson Islands, after their pilot. It's now the job of the colony coordinator, Brenda Mulholland, to name the remaining islands. The first two she named reflect Brenda's view on the matter: Damn and Blast!

The nights are short on Coralee, in part because of the twin suns it circles. But it's the planetary rings that catch the attention. On clear nights the rings outshine everything else in the sky, forming a silver-blue bow across the heavens. A very long time ago, they used to be one of Coralee's moons.

Coralee has been settled by humans and Cetaceans (see *V10*) from Earth. There is also a small population of Dreekans. These are a humanoid people but definitely not human, as their four arms testify. Dreekans are often found on ocean planets and are very good swimmers. The extra arms certainly help. Some of them are members of the Dreekan voodoo cult, but these tend to keep themselves away from the main colony.

The colony island is abuzz with traders and tourists, who flock to the pristine beaches. But it is already beginning to struggle with a rapidly expanding population which is well over the projected figures. The colonists need to start developing the other islands fast if they're going to keep up with demand. Most of the infrastructure is in place, the reactor is more than capable of coping with the extra demand and one of the smaller islands has

been fitted out as a halfway decent shuttle port.

High above the planet's surface, a series of NavSats drift in elegant orbits that take them over every point on Coralee. Checking and rechecking data from the hundreds of colony uplinks, transport shuttles and oceangoing craft that scatter the surface, their navigation transponders send a trillion messages out into the void, a steady stream of information for the colony ships that use Coralee as a waystation en route to the frontier. Delicate sensors also scour the planet for data, relaying oceanic current changes and atmospherics to Coralee control.

There are submerged ruins in the seas of Coralee, evidence of a race which underwent an apocalyptic extinction event. There are legends of this vanished species on many of the other worlds in this sector.

According to all accounts, they were a warlike species, perpetually fighting each other and their neighbours. They created a biological weapon in the form of the Krill (see *V51*), a race of invulnerable killers. Eventually the Krill turned on their creators and wiped them out, laying waste to Coralee.

But what if the legends of this extinct race are true? What if the Krill actually existed? And what if they still survive somewhere out in the oceans of Coralee?

DREEKAN RACE PACKAGE

Cost: 2 points

Skills: Athletics – AoE Swimming (+1)

Traits: Alien (+2), Alien Appearance (-2), Additional Limbs (arms) (+1)

RAMORA EEL

Attributes: Strength 12, Coordination 4, Awareness 4

Skills: Athletics 3, Fighting 4, Survival 5

Traits: Aquatic (Coordination 1 out of water), Fear Factor 3, Frenzy, Natural Weapon (Minor: Jaws – Strength +2 damage), Size – Huge (Major), Tough

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Waterworld

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 3

SENTIENT SPECIES: Humans, Cetaceans, Dreekans

TECHNOLOGY LEVEL: 7

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE CRICHTON BUILDING *(Project: Destiny, A Death in the Family)*

Following the destruction of its Alpha Facility on Dartmoor in 2008, the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*) relocated its main headquarters to its Beta Facility, the Crichton Building in London, a plush office complex overlooking the Thames. Its Deputy Director, the vampiric Nimrod, had to rebuild the Forge piece by piece, and it wasn't easy. With the exposure of its activities, the Forge was reduced to a joke and Nimrod himself was disgraced. They had enemies in every corner. But Nimrod took the opportunity to reinvent both the Forge and himself, bringing it up to date and out of the dark.

With the rise of social media and 24-hour rolling news coverage and the ubiquity of camera phones, the Forge could not survive much further into the 21st Century by lurking in the shadows. The Forge has therefore rebranded itself as Department C4 and has gone public as the British Government's public face of extraterrestrial investigation. After initially retreating further into the dark, Nimrod reverted to his former name of William Abberton and now regularly appears in public. By the time the Doctor encountered him in 2026, he has even been knighted for his services to the country: Sir William Abberton. He has dispensed with his polycarbide armour and squeezed himself into a Savile Row suit, with his appearance being explained as albinism.

The Crichton Building is a recognisable landmark in the heart of London. But as well as the façade and above-ground offices that the public is aware of, Department C4's headquarters extends deep below ground. Beneath the building are thirty levels of catacombs, including the containment bays and the Forge's archives containing the most comprehensive collection of xenotechnology on Earth. At the very deepest level are the secure vaults housing dozens of sealed canisters. Each of these contains the remains of a vampire that has been hunted down by the Forge, including Nimrod's former agent Artemis (see *The Sixth Doctor*

Expanded Universe Sourcebook), stored here in case they should ever need to be resurrected. Also down here is a Time Lord sarcophagus inscribed with the Seal of Rassilon.

The Crichton Building also contains Nimrod's "Dead Man's Chamber". This is a panic room from a Tressillian space yacht. It is constructed of case-hardened dynastream reinforced with Dalekanium, and is strong enough to keep even an army of Cybermen out. Nimrod uses it as a kind of safe for the more valuable or dangerous items in his collection. All sorts of exotic tech may be found in here, including a Tressillian matter-transportation unit for use in the event that Nimrod is cornered in the Chamber. But Tressillian matter

transportation technology is notoriously unreliable, and it's not unknown for a user to lose a limb or two en route (a Disastrous result on the roll to operate it).

Being a networked computer system, the Forge's AI, Oracle, survived the destruction of the Alpha Facility by downloading itself to the Beta Facility. It now controls all systems in the Crichton Building and provides network links to Department C4 agents in the field via their B-A-N (Body Area Network) suits. To the Doctor's annoyance, Oracle continues to address him as Agent Lazarus, as if he too were employed by the Forge!

ORACLE

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 1, Resolve 3, Strength N/A

Skills: Knowledge 5 (AoE: Alien Races), Medicine 3, Science 4, Technology 6

Traits: By the Book, Data Storage, Networked (Major), Robot, Scan, Special – Computer Program (has no physical existence and cannot be harmed by conventional means), Transmit

Tech Level: 5

Story Points: 1

THE CRICHTON BUILDING

Good Traits: Advanced Technology (Oracle), Alien Technology (varies over time), Armoury, Database Access, Computing Power, Fortified, Holding Cells, Internal Sensors, Laboratory, Landing Pad (Helicopters), Lockdown, Medic, Minions (Research Staff), Training, Troops, Vehicle Pool (Luxury Cars)

Bad Traits: Boss from Hell (Nimrod), Main Reactor, Ongoing Mission (Hunt aliens and vampires), Wandering Civilians

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THE CRIMEAN WAR (*The Angel of Scutari*)

The Crimean War was a conflict between the Russian Empire and an alliance of Britain, France, the Ottoman Empire and Sardinia that took place between 1853 and 1856. The immediate cause was a dispute over the rights of Christian minorities in the Holy Land, then part of the Ottoman Empire. The French supported the rights of Roman Catholics, while the Russians promoted those of the Eastern Orthodox Church. But the underlying cause was the resistance of France and Britain to Russia extending its territory and power in the region as a result of the decline of the Ottoman Empire.

The prelude to the War started in the Balkans in July 1853 when Russian forces occupied the Danubian Principalities in what is now Romania, then under Ottoman suzerainty, and began to cross the Danube. The British and French rushed forces to Gallipoli, wishing to shore up the Ottoman defences, but then found they had little to do as the Russians abandoned the port of Silistra. At this point, the War could have been averted, but the allies faced demands for action from their citizens and so decided to march on Sebastopol, the Russians' main naval base on the Black Sea.

The Battles of the Alma, Balaclava and Inkerman followed, and the front settled into the Siege of Sebastopol, with the port only falling to the allies after eleven months, in September 1855. Smaller actions were carried out in the Baltic Sea, the Caucasus, the White Sea and the North Pacific. Isolated and with its outlook bleak, Russia sued for peace and the War was ended by the Treaty of Paris on 30 March 1856.

Although the Crimean War had been popular with the British public while it was happening, the mood changed afterwards. The War quickly gained a reputation for logistical, medical and tactical failures and mismanagement. Catastrophes such as the disastrous Charge of the Light Brigade led to newspapers demanding drastic reforms and parliamentary inquiries into the multiple failures of the British Army. No serious reforms were forthcoming, though the practice of sale of military commissions came under scrutiny and was eventually abolished in 1871. In 1857, public attention

shifted from the Crimean War to the Sepoy Mutiny, seen as a heroic defence of British interests by the Army.

The Crimean War was notable for the first tactical use of railways and the telegraph, and the development of trench warfare and blind artillery fire. It also saw the first "live" reporting of a conflict, with William Russell of *The Times* being based in Scutari, and was the first war to be photographed. The Crimean was also witness to the modernisation of nursing by Florence Nightingale (see A21), and the development of field surgery by N.I. Pirogov, including the use of ether as an anaesthetic, plaster casts, enhanced amputation methods and five-stage triage.

The Crimean War was also one of the factors leading to the abolition of Russian serfdom in 1871, after Tsar Alexander II witnessed the defeat of the Russian serf-army by free French and British troops. Alexander's predecessor, Nicolas I, was already a sick man when the Doctor met him in 1854 and died of pneumonia before the conclusion of the War.

As a key conflict in human history, which resulted in changing the allegiances and the influence of many of the Great Powers of Europe, the Crimean War has attracted its fair share of extraterrestrial interest. As examples: the War Lords captured soldiers from the Crimea to use in their war games (see *The War Games*); an Eternal named Agonal (see *Volume 2*) was the real cause of the Charge of the Light Brigade, using it to generate agony and death for him to feed on; and a vampire which had assumed the identity of Baron de Guerre also fought in the war to be able to prey on humans with impunity.

The Doctor himself seems to have been present on at least two occasions: the Second Doctor claimed to have witnessed the Charge of the Light Brigade, and the Seventh was taken prisoner by the Russians at the Siege of Sebastopol. The Third Doctor also once claimed to have been wounded in the Crimean War, but quickly changed his story to Gallipoli and then El Alamein!

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DARK MATRIX LONDON *(Matrix)*

In an alternate London in the 1880s, the murders attributed to Jack the Ripper continued beyond the five known killings of our timeline. They continued to ravage the East End and spread like a virus through the squalid, tenement veins of outcast, underclass London. Citizens' militia groups sprang up, becoming increasingly politicised and leading to conflict with the forces of law and order. Within six months of the first killing, London resembled the Revolutionary Paris of a century before. Barricades were erected and a state of civil war and siege took hold.

There was a decade of anarchy and brutality in London, followed by a gradual return to order and a kind of normality. The spectre of Jack, it seemed, had departed. But then came the First World War. Jack was there at the Battle of Mons, hovering over all like an Angel of Death with great, hollow, empty eyes. And he haunted the trenches, committing atrocities that the Allied High Command hushed up. Then, when the soldiers came home, they brought something back with them.

The killings started again, mostly in London, but there were outbreaks all over the country. The people sensed that Jack was back. This time the nation went mad en masse. The Government withdrew to Edinburgh, gangs and private armies once again sprang up. Religious cranks proclaimed the end of the world, or hailed Jack as the new Messiah who wanted society purged. And for the first time, the wraiths appeared on the streets. Gaunt, white faces; skin drawn tight over bone; their dark eyes sunk deep. Their touch seems to burn, to cut through their victims like knives. Jack made flesh, shambling, tormented, night-bound, always hungry.

Twenty years later came the Second World War. The army was hard put to keep order at home. London languished under martial law. Hitler pounded the capital with bombs. The huge, spectral

Jack, all eyes and swastika, was seen, time and again, towering in flame over burning buildings.

America came to Britain's aid, but at a price: de facto control over a Britain strategically vital, but morally and economically bankrupt, and governmentally crippled. The war ended with Hitler's defeat and the Americans dug in. The Government in Edinburgh found itself effectively redundant; the royal family at Balmoral doubly so. London was isolated, ghettoised, and ultimately walled in. Anybody entering or leaving the city had to pass through a checkpoint; nobody got through without the proper authorisation. Any unauthorised persons crossing the "containment zone" were shot. The Americans opted for quarantine rather than combat.

By 1963, gangs of drug-crazed youths called Jacksprites terrorise the streets by day, the wraiths by night. The Underground is a battleground for packs of wild dogs and London's homeless, and the stations have been sealed up. The Red Cross still ships in food parcels for distribution to these city-centre refugees, but the food is unlikely to reach the tube-lines. If the black marketeers and looters don't reach it first then the rats will.

On the outskirts of the city, crushed between pestilential street-war and the great white wall which surrounds it, Londoners stand in long, hopeless lines to collect meagre supplies. Inside the stone and barbed wire and machine-gun barricades, life continues. Most had merely left it too late to pack their bags and go, and now they can only wait. Illegal exoduses meet with loudhailers and machine-gun fire.

President Kennedy has made Britain the fifty-first state and given Britain some kind of status inside the Union. In November, he came to London... where he and his bodyguards were torn to pieces by the wraiths.

This is the London corrupted by the Dark Matrix (see V18)...

DARK MATRIX WRAITHS

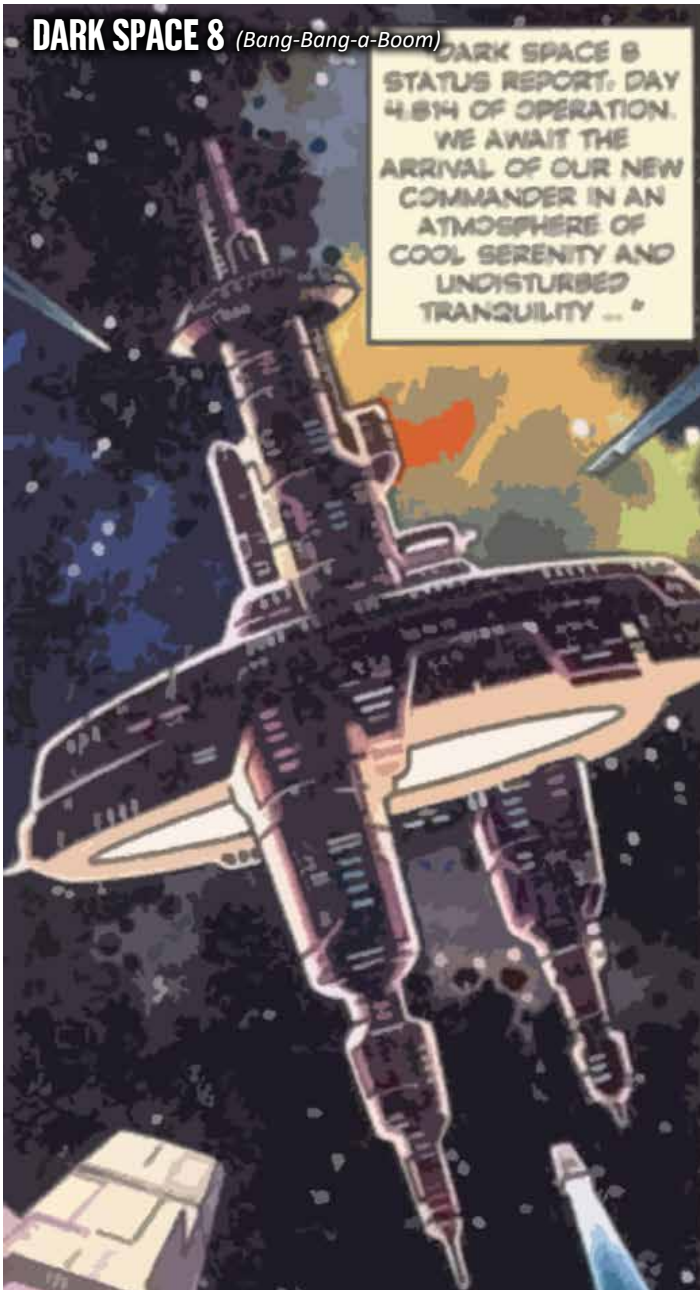
Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 2, Resolve 4, Strength 4

Skills: Athletics 1, Fighting 3, Subterfuge 2

Traits: Fear Factor 2, Immunity (to any damage which doesn't tear them to pieces), Natural Weapon – Touch of Death: L(4/L/L) damage, Armour Piercing (ignores first 5 points of Armour)

Story Points: 1

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DARK SPACE 8 (*Bang-Bang-a-Boom*)

A space station set up by Earth at the edge of known space in the late 40th Century, Dark Space 8's 110-person crew had, for seven years, a variety of adventures. There was the time it was sent back in time to medieval Wales, when it encountered an alien who claimed to be God, when the crew fought sweat vampires and when it was infected by the inhibition-inhibiting Altarian plague. Over time, other space stations were built with better technology, and the attrition from accidents started to take its toll.

It was in those waning days of Dark Space 8's importance in the quadrant that the station was chosen to host the 309th Intergalactic Song Contest, to be broadcast to over a quinquillion homes across the universe. Contestants included the Angvia of the Hearth of Celsitor (with *My Love is as Limitless as a Black Hole*, and *I'm Pulling You Over the Event Horizon*), Architects of Algol (*Don't Push Your Tentacle Too Far*), Maaga 29 of Drahva

(*Clone Love*), as well as the Breebles, the Cissadian Cephalopods, Cyrene, and the Freznixx of Braal. In short, all the best acts of the universe at the time.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But the festivities were actually a front for a peace conference, meant to put an end to hostilities between the matriarchal warlords of Angvia and the transcendental gestalt of Gholos, who had been feuding for thirty generations. (A peace conference was announced on Achilles 4, but this was a feint for the real thing.) Still, a Gholos-aligned terrorist named Loozly learned of the conference and attempted to disrupt it. Around the same time, Commander Paul Keele died of Orion flu. His replacement was sent, but was killed by Loozly with an Angvian scatter bomb (to place the blame on the other side). By coincidence, the Seventh Doctor and Melanie Bush were on board his ship and were mistaken for the commander and his pilot. While the preparations for the Song Contest were occurring, Loozly struck again, killing the competitor Cyrene, again with Angvian methods. Only the Gholos competitor learned the truth, but was unable to communicate with anyone else. Logan, the host of the Intergalactic Song Competition, was developing a translation device that could work on Gholos, so Loozly killed him too. Professor Ivor was also figuring out the truth, so was also killed. Loozly also attacked the Angvian competitor to create the illusion of a double bluff. So yeah, not a great edition of Intergalactic Song Contest... though the winner was a mean spoon player.

Sure, the Doctor finally figured out what was happening and the peace conference was ultimately a success, but with the loss of its senior crew members, the future of Dark Space 8 is uncertain at best. Truth be told, Keele's sub-commanders were not as... professional as one might like. Dr Eleanor Harcourt, for example, actually had no medical training and contributed to the deaths of many crew members including Keele. Professor Fassbinder, for his part, was a drunkard who made up his scientific assessments.

Adventure Seed: The Messenger

It's the first day of your Dark Space 8 campaign. Your new commander is getting messages from obtuse aliens who claim not to understand linear time yet have linear conversations with him. It leads your crew to a spatial anomaly that could make DS8 the hottest hot spot in this corner of the quadrant! Can your crew keep the Draconians at bay and keep the peace down on the restaurant ring while the commander explains cricket to the Anomaly Aliens? Or is their seven-year mission over before it even started?

DARK SPACE 8**Armour:** 5**Hit Capacity:** 25**Speed:** 1**Traits:** Scan, Teleport, Transmit, Travel**Weapons:** Phasers--I mean, Lasers (9/18/27), Fusion torpedos x6 (10/20/30)**Story Points:** 8

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DELPHIN ISLE *(The Defectors)*

In 1951, Delphin Isle was a remote, somewhat obscure island in the British Territorial Waters of the North Sea. Twenty-odd years later and its existence is top secret. Even its location is vague, though it's known to be within three hundred miles of London (which admittedly doesn't narrow it down hugely). But it's out of sight of the mainland and the only contact is a weekly boat delivering supplies under cover of secrecy.

Delphin Isle is only a small island, perhaps a few miles across. There is a cluster of cottages around the harbour, in which bobs a small flotilla of boats, indicating a thriving fishing industry. There is a pub, *The Delphin Arms*, run by Claire and Jeremiah, just as it has been since 1951. But the island is now under the command of Commander Wingford and Captain Cornelius of the British armed forces. They are in charge of the top secret Cold War Defector Debriefing Base on the island. The islanders have apparently agreed to stay here to provide camouflage against the prying eyes of foreign spies. Everything is done in the interests of national security.

The base itself is deep beneath the island, and the entrance is via a pool in a cave along the coast. This is the surface of a deep, man-made bore-hole, and access is gained by sitting in a dinghy in the pool while the water is drained away by massive pumps a few levels down. In effect, it's a "water elevator". At the bottom is a jetty and a large water-sealed door leading into the base itself.

The base was set up in 1951 when an experimental Soviet aircraft containing a defector ditched in the sea just off the island. The craft's drives are unique on Earth, and the base's scientific personnel have since been trying to extract its secrets.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The story of the experimental Soviet craft and the base being used

to process defectors is just that: a fiction. In truth, it was an alien spacecraft that crashed in the sea in 1951, refugees from Europa, one of Jupiter's moons. The craft was brought ashore on Delphin Isle. As soon as the soldiers saw the aliens inside they opened fire, killing one of them, and took the others prisoner.

But the Europeans (see V30) have an unusual ability. They can secrete a blue gunk, contact with which places a victim under European mental control. The military and scientific personnel in the base, and then the islanders, soon fell under the Europeans' influence, and they have remained so since. The blue gunk also suspends the ageing process in its victims, so the personnel and islanders are all the same as they were in 1951. Except that their skin is blue, easily concealed beneath make-up.

With the islanders under European control, the fishing boats have been left to rot in the harbour and are no longer seaworthy. Similarly the pub, although still structurally sound, has seen better days. The beer in its pipes is old and rancid, and the only food on offer is tinned.

The Europeans' victims need to be periodically submerged in the blue goo in order for the mental control to remain effective. So the deepest levels of the base, Zero and Zero-One, have been given over to a series of pumps, pipes and tanks designed to store and channel the Europeans' secretions for this purpose.

The Europeans only want to repair their craft and leave Earth, as the need to continually produce the blue secretion is gradually making them sterile. By the 1970s, they only lack a power source sufficient to recharge its engines. But if they gain the necessary power, any attempt to launch the craft will result in the destruction of the island. Over the past decades, the Europeans have weakened its structure by mining it for materials on a molecular level. One large shock, and the whole place will crumble into the sea.

EFFECTS OF EUROPEAN SECRETION

Any creatures coming into contact with the blue goop secreted by the Europeans gains the following Traits: Alien Appearance (Minor: blue skin, may be concealed by make-up), Enslaved, Environmental (Minor: amphibious and resistant to cold), Immortal (Minor). The mental control often also affects a victim's memories.

Without periodic exposure to the secretions (once every few days), a victim will gradually recover. The blue colouration will fade, as will the mental control and the other Traits. Their body will also put on the days, weeks or years of ageing that they missed out on.

DUCHAMPS 331 (*Dust Breeding*)

Duchamp 331 lies right in the middle of the major freight-shipping routes, but it doesn't have much going for it. It's a waystation, a refuelling post for spacecraft carrying supplies to the new frontier, and not much else. The visiting freighter crews tend to stay on their ships. Even the thought of shipboard rations is better than spending a night on Duchamp!

The entire planet is dust. There are six refuelling bases, each with a crew of twenty to twenty-five, and each base sits on a reservoir tank floating in the dust beneath the surface. Technologically, it's quite an achievement making sure something that massive doesn't just carry on sinking towards the planet's core. The combination of fumes and dust makes for a dangerous mixture, and any spark around the bases could trigger a catastrophic explosion.

Apart from the refuelling stations, there's only the Outhouse. This is a colony of around fifty artists and musicians who decided that Duchamp 331 was the perfect getaway from the rest of society. They constructed a lash-up of buildings using material cannibalised from their ships. It's amazing it stays afloat on the dust. The colony originally had a more "arty" name, but the workers called it the Outhouse and it stuck. The Duchamp Corporation tried to evict them, but the artists are stubborn and have been getting a lot of support. Duchamp "dust art" is becoming very trendy and the Outhouse has attracted the attention of a number of wealthy patrons.

The dust gets everywhere. When the first arrivals came here, conscripted by the Duchamp Corporation to build a new world, the planet fought them every step of the way. The dust got into machinery they thought had been sealed; it got into eyes and ears and noses. Arnold Guthrie, the planet's longest-serving resident, claims he once saw the dust rise up and form a giant fist that grabbed his partner and dragged him down. Nobody believes Guthrie these days, but when the dust storms start, everyone takes cover.

There is an awful shrieking noise that can often be heard at night, like an electronic warble. Guthrie calls it "Dalek madness". According to him, a Dalek ship crash-landed on Duchamp years ago. The dust dragged them down and buried them alive. They're

still down there somewhere, without light or air. It's enough to send any creature insane. On some nights, you can hear the Daleks' screams on the wind. More reliable locals say the sound is only the calls of the dust sharks, the only indigenous lifeform on Duchamp 331.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There's something odd happening on Duchamp 331. Guthrie's story of the dust coming alive and dragging his partner down is not just a tall tale. There have been other witnesses to the dust seemingly having a life of its own, and even managing to drag a corpse to its feet and animate it.

The dust is being possessed by a creature of terrible power which has made its way back to the planet of its creation: Duchamp 331. One of the artists, Damien Pierce, has acquired Edvard Munch's original version of *The Scream*, within which is trapped a living weapon called the Warp Core (see V91). The Warp Core has been stretching its psychic muscles and intends to transfer itself to every particle of dust on Duchamp. The incidents witnessed by Guthrie and others are its test runs.

Just to add to the mix, the Master is about to bring the Warp Core's ancient enemies to Duchamp 331 in the form of a clutch of Krill eggs (see V51). The human settlers are about to find themselves caught between two unstoppable killing machines...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 7

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E.R.M. 4997 (*Terror of the Sontarans*)

In 2996, the Interplanetary Mining Corporation (IMC) identified the planet it had designated as E.R.M. 4997 to be suitable for mineral extraction. The humid atmosphere is breathable by humans for short periods, but the dust clouds that permeate the skies are inimical to organic life. They are capable of both suffocating and shredding the skin of anyone foolish enough to walk around without protection. So IMC constructed mineralogical research facility Piranesi-1 under a sealed dome. The crew soon reported a highly unique geology, despite E.R.M. 4997's comparative youth in planetary terms. Good yields of trisilicate, limpidium and tetramanganese were anticipated

But an unexplained death in one of the deep caves below the facility was followed by a madness which quickly spread throughout the crew. The humans had started seeing shapes and patterns in things, hearing thoughts that weren't their own. Arguments began, then fights, then rioting. Some were compelled to dig glittering gemstones out of the strata and carry them up into the main level of the base to build strange statues from them

and then worship them. In the end, the head of the base sealed half her crew in the caves to die after they tried to kill the other half, before walking out onto the planet's surface.

The base remained abandoned for eighty years, until it was occupied by the Sontaran 47th Tactical Unit to use as a field research station, kidnapping the crews of any craft that ventured too close in order to test their durability to physical and mental attack. But the three-Sontaran crew soon became distracted from their work. They too began seeing things in the darkness, faces in the dust clouds, hearing voices in the shadows. They experienced thoughts no Sontaran has been bred to experience, compulsions to create things. One Sontaran killed another for his blood, which was just the right shade of green for his paintings in which he tried to capture the shapes he was seeing. He too died, walking out onto the surface of the planet to be devoured by the dust clouds.

The last surviving Sontaran activated the base's distress beacon

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– an act unheard of among Sontarans – before retreating down into the cells and locking himself in, where he busied himself creating a quilt out of the rags of his uniform. The beacon is seen as sufficiently anomalous by Sontaran Central Command for a team to be despatched to investigate.

The base's protective dome is transparent, to make the most of the spectacular if deadly view outside. Iridescent dust clouds swirl above a rocky landscape that is barren apart from a few multi-coloured patches resembling lichen or seaweed. The surface levels of the base contain a number of the gemstone statues that were created by the IMC crew. They're roughly human and seem to change shape or move slightly when left alone. There are also a number of murals on the walls. These are the products of the mad Sontaran and are best described as abstract, though are more truthfully just messy. Perhaps a hint of exploding Rutan battle cruisers can be made out. Here and there, old scorch marks from laser fire can be spotted.

The top storey beneath the dome was once the viewing and recreation platform. Below that is the ground floor containing power relays, equipment stores, a loading bay, a mess hall, an archive room and the Mining Computer Hub. But the bulk of the facility is below ground and there isn't a working elevator. Instead, a long spiral staircase must be used to reach the subterranean levels, mainly mineral labs spiralling around a geothermal shaft which provides energy for the base. But as with most the base's system, it's on the fritz, with systems down and lights flickering. The base goes very deep, all the way into the cave systems which spread out far below. The facility was built on a geological fault for ease of access below the crust

The whole place is a mixture of long-abandoned human equipment and recently added Sontaran technology, the latter wired into the original systems. Sand has infiltrated both the base and the equipment. The power is down and there's a general air of dilapidation throughout.

In the lower levels of the facility, the Sontarans set up the cells in which they kept their prisoners in between bouts of torture. Five cells are currently occupied, the first by Godfrey Ketch, a human hybrid with hollow bones who can contort his limbs beyond normal human limits to perform amazing feats of escapology and, well, entertainment in the form of creating shapes in a manner similar to balloon bending. Ketch is a professional clown and was an entertainer aboard the *HMSS Unbelievable* before it was boarded by the Sontarans and most of its crew and passengers were killed. He remains cheerful despite his predicament, and has a nice line in mocking wit.

Next is Colonel "Anvil" Jackson, who presents himself as a real-life action hero. Anvil isn't too bright and thinks that the tool he took his nickname from was an old Earth implement for hammering nails into wood. Despite his bravado and larger-than-life personality, Anvil is really plain Dave Jackson, a haulier for Goldthwaite & Zagron Interplanetary Haulage Limited. He took extra cash for cargo you don't ask too many questions about,

smuggling goods and people aboard his ship. He's wanted by the authorities across the Inner Galaxy and needed to get further out.

Then there's Stettimer, a Locustran resembling a crustacean two and a half metres tall. Stettimer is fond of battles and reciting epic poetry telling of the exploits of himself and his fellows. He aches to kill the Sontarans who took him prisoner, his pincers eager to snip off their heads!

In the next cell is Tethneka, a Tellaxi priestess, who spends most of her time meditating. The Seven Spiritual Exercises give her the strength to withstand the solitary confinement. She has taken a vow to care for all sentient life and, whilst she might feel anger at the Sontarans' treatment of her, her spiritual exercises help maintain her mental calm. Tethneka is a low-level telepath.

Finally, there is Skegg, the deranged commander of the Sontaran research team who locked himself away. Skegg is an officer with an exemplary record, a veteran of hard-fought campaigns. His researches were commended by Central Command for their thoroughness. But he has been reduced to the state of a gibbering, cowering imbecile, terrified of the shadows and the shapes they conceal. Since his self-incarceration, Skegg has fashioned his uniform into a beautiful quilt, designing its patterns to try to make sense of the things invading his thoughts.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Planet E.R.M. 4997 was not lifeless before IMC came here. The crystalline minerals in its rocks contain a silicon-based lifeform which refers to itself as the Bloom (see V6). Its natural life cycle was for its gemstone crystals to rise to the surface of the strata, whereupon the dust in the atmosphere would fertilise them and trigger their growth into beautiful flower-like blossoms. This process has been interrupted by the building of the mining facility right on top of its strata. The Bloom must now try to influence the organics that come here to take its gemstone "seeds" to the surface. But in the process, it has sent them insane.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Non-Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: The Bloom; formerly also human miners

TECHNOLOGY LEVEL: The IMC base is Tech Level 6; otherwise N/A

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The presence of the Bloom means that the whole of the facility is enveloped within a low-level telepathic field. It's more noticeable down in the caves among the strata of the Bloom, and anyone with the Psychic Trait venturing down here will sense something trying to invade their minds, unless a Difficulty 9 Awareness + Presence roll results in a Bad or Disastrous roll. For each day spent within the base, each character must succeed at a contest of Presence + Convince against the Bloom or start to fall under its influence. Those who fail a roll will start to think they see patterns in the darkness or the clouds, or hear voices in their heads, and will gradually begin to listen to and obey the commands. They also lose a point of Ingenuity, Presence or Resolve on each day they fail the roll, which will not recover until they leave the telepathic field. When all three attributes reach 1, they are hopelessly insane.

HETCH

Attributes: Awareness 3, Coordination 6, Ingenuity 3, Presence 4, Resolve 3, Strength 5
Skills: Athletics 5, Convince 1, Craft (Entertainment) 4, Fighting 1, Subterfuge 4, Technology 2
Traits: Alien Contortionist (Major: +4 bonus on all attempts to escape ropes and shackles; can also get through gaps far smaller than a normal person of his size and stretch his limbs to one and a half times their usual length), Climbing (Minor), Tough
Tech Level: 6
Story Points: 6

ANVIL JACKSON

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 5, Resolve 3, Strength 4
Skills: Athletics 4, Convince 3, Fighting 3, Marksman 4, Technology 2, Transport 2
Traits: Brave, Dark Secret (Minor), Eccentric (Major: Speaks and acts like an action hero), Impulsive, Selfish, Tough, Wanted (Major)
Tech Level: 6
Story Points: 6

TETHNEHA

Attributes: Awareness 5, Coordination 3, Ingenuity 3, Presence 3, Resolve 5, Strength 2
Skills: Convince 2, Craft (Meditation) 5, Knowledge 2
Traits: Brave, Code of Conduct (Major: Vow of care for all sentient life), Psychic Training, Psychic, Telepathy
Tech Level: 6
Story Points: 4

STETTIMER

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 4, Resolve 4, Strength 7
Skills: Athletics 1, Craft (Epic Poetry) 2, Fighting 5, Survival 3
Traits: Alien, Alien Appearance, Armour (8 points), Brave, Fear Factor 1, Natural Weapons (Minor: Pincers – Strength +2 damage, Armour Piercing – ignores first 5 points of Armour), Size – Huge (Minor)
Tech Level: 6
Story Points: 4



COMMANDER SHEGG

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 1, Strength 6
Skills: Athletics 2, Craft (Quilting) 3, Fighting 3, Marksman 1, Medicine 1, Science 2, Technology 2, Transport 3
Traits: Adversary (Major: Rutans), Alien, Alien Appearance, Eccentric (Major: Skegg has been driven mad through the mental contact of the Bloom), Tough, Weakness (Minor: Probiotic Vent)
Equipment: A lovely quilt woven from his uniform
Tech Level: 6
Story Points: 2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

GRAND BETELGEUSE HOTEL *(The Grand Betelgeuse Hotel)*

At the height of the first Earth Empire, the Grand Betelgeuse Hotel on the planet Soror in the star system Betelgeuse is the most opulent hotel casino in the cosmos. It's the haunt of the rich, the famous and the unutterably corrupt. It's so big that its accounts department is hidden inside a black hole. In real space, the hotel smothers the planet's surface like a gem-encrusted sarcophagus. Which is a shame, as Soror was once a very pretty world. The Doctor came here during its pre-history and found that it reminded him of Earth back in the early days of human evolution. Except that on Soros, it was a simian species that became the dominant biped. When the Earth Empire finally reached Betelgeuse, the two races were destined for conflict. The humans won... and built a hotel and leisure complex.

Typical of the Earth Empire of this period, the humans treat the

native Sororians appallingly. Sororians are similar to humans, but hairier and with a simian look to their features. They are considered inferior creatures by humans, barely above animals, and are widely (and incorrectly) dismissed as being incapable of carrying out anything more than rudimentary tasks. As a result, Sororian labour is cheap and easy to come by. Career prospects are not something that's high on Sororian agendas, so long as they can feed their families.

Everything on Soror is geared towards the experience of the hotel's guests, most of whom have no idea of the suffering and torment the Sororians endure so that the clientele can have a "pleasant stay". There are the beginnings of a resistance network among the Sororians, but so far it's very uncoordinated. What they need is someone to come in and shake things up. Show them what they need to do to be effective in overthrowing both the authorities and the hotel. In fact, the two are one and the same on Soror. The Soror Dictat controls everything – the hotel, the solar farms, the furnaces, even the dessert menu – all in the service of hospitality.

A notable security feature of the hotel is the Vault Conduit. Put simply, it's a device for conveying matter from any point in its network to the secure storage at the other end of the conduit, just beyond the event horizon of the hotel's tame black hole. Some of the wealthiest and shadiest guests in the entire galaxy frequent the Grand Betelgeuse Hotel, every one of them with "baggage" they'd prefer to keep locked away somewhere totally secure, and the Vault Conduit is the safest safety deposit box in this or any other universe. Unless you know the correct pass-code, it's virtually impossible to access.

But the Vault Conduit is also the most dangerous thing on Soror. If anyone were to activate every portal in the network, on both sides of the black hole, the result would be an explosion of unfiltered anti-matter capable of destroying the entire planet and killing everybody on it.

SORORIAN RACE PACKAGE

Cost: -2 points

Attributes: Strength +1 (+1)

Traits: Distinctive (-1), Marginalised (-2)

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Humans, Sororians

TECHNOLOGY LEVEL: 6

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GRAVONAX ISLAND *(Night Thoughts)*

Of the hundred islands in the Outer Hebrides off the coast of Scotland, Gravonax Island holds a macabre exclusivity. The guide books wrongly describe it as uninhabitable. During the Second World War, the British army relocated the island's dozen or so inhabitants and used it for toxic experiments. They smothered the island with gravonax gas. Everything on the island withered and died; trees, fish, wild animals, the lot. The animals suffered a long and lingering death, and the first symptom of the gas is when the victim's eyes literally burst. Years later, the island was decontaminated, but the former inhabitants chose not to return.

In the 1990s, Gravonax Island is not entirely uninhabited. For the past thirteen years, a group of academics from a university on the mainland, led by Major Dickens (see V61), have spent their breaks here in order to continue their studies uninterrupted. The group lives in Sibley Hall, the island's mansion. It has running water fed from the nearby lake, electricity and even a telephone connection to the mainland, though both the electricity and the phones are unreliable during the island's frequent storms. The Major also has a ham radio and a transmitter in the outhouse.

There is a disused chapel about half a mile from the mansion, attached to which one of the academics, Joe Hartley, has a studio where he has perfected new methods of taxidermy. As a result, Sibley Hall contains numerous examples of his craft, including a 7-foot bear. There are several bear traps scattered around the island, so that Hartley can obtain new specimens (though the only sizeable wildlife consists of red deer and foxes).

Sibley Hall is fully alarmed with a system of Major Dickens' own devising. It can put the mansion in lockdown, with automatic locks on all doors and windows, even those leading to the fire escapes. The system allows Dickens to monitor for any circuit breaks – and he might even claim that he can use it to set the bear traps (though this is a lie, as they need to be set manually).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

For the past decade, Major Dickens has kept the others virtually prisoner on the island. Ten years ago, their studies were

interrupted by the arrival of a woman and her two daughters, lost and in need of shelter. One of the daughters, Eadie O'Neill, was suffering with what the Major deliberately misdiagnosed as gravonax poisoning. Claiming to be sparing her from a protracted and painful death, the Major euthanised her with anaesthetic, only afterwards changing his diagnosis to a simple eye infection. In her grief, Eadie's mother drowned herself in the lake and her other daughter went missing. The Major forced his colleagues to help him cover the deaths up.

One of the academics at Sibley Hall is J.J. Bartholomew, who in future years will become famous for inventing the

Bartholomew Transactor (see G2), a machine capable of sending subatomic particles back through time. The Major has been bullying them all into assisting with Bartholomew's work in order to perfect the machine and send a message to their past selves to prevent the unnecessary death of Eadie.

The Major also convinced Hartley to preserve Eadie's body, now hidden within the stuffed bear, so that it would be in perfect condition to return to a kind of life when the message has been sent. However, the limitations of the Transactor mean that Eadie's semi-life will only be temporary... but perhaps in the meantime, she can have her revenge on her killers!

ZOMBIE EADIE

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

SKILLS

Athletics 1, Fighting 1, Subterfuge 3, Survival 3

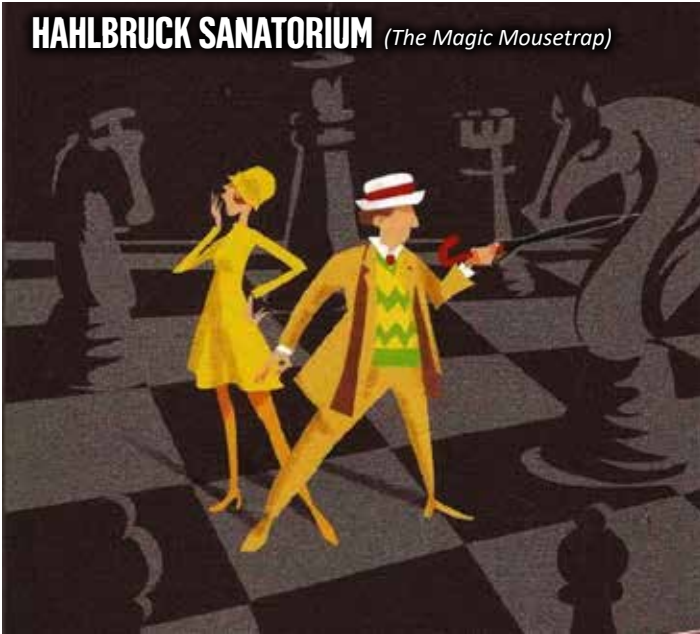
TRAITS

Alien Organs (Special) – Eadie's preserved body must be hacked to pieces to kill her
Dependency (Major) – Unless Eadie can set the Bartholomew Transactor to repeatedly send messages into the past, her semi-life is only temporary
Fear Factor 1
Tough

TECH LEVEL: 5

STORY POINTS: 6

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HAHLBRUCK SANATORIUM *(The Magic Mousetrap)*

SANATORIUM! A game for two or more players.

GAME CONTENTS: One private sanatorium located on a mountaintop near Davos, Switzerland in 1926. One cable car system. One electroconvulsive therapy machine. An endless supply of board games, card games and parlour games.

GAME PREPARATION: The players each decide which character they will play. A list of pre-prepared characters is provided, or players may design their own characters. Place the characters in and around the sanatorium and its immediate environs. Do not tell them how they arrived here. Do not allow them to leave.

PRE-PREPARED CHARACTERS:

Dr Ludovic "Ludo" Comfort (staff): A Vienna-trained alienist and director of the sanatorium since the sudden death of his predecessor, Dr Black.

Lola Luna (patient): Former doyenne of the Weimar cabaret circuit, robbed of her career by a pulmonary condition. Lola has a pneumothoracic tube sticking from her chest, which whistles as she speaks.

Swapnil Khan (patient): A burnt-out chess grandmaster, who grew up as a street child in India.

Queenie Glasscock (visitor): Swapnil's daughter. Cambridge educated and suffering from a recent romantic disappointment.

Harry Randall (patient): A former music hall comic and acrobat; of a nervous disposition since the Great War.

Herbert Randall (visitor): Harry's brother and the other half of the Randall Twins, the serio-comic funambulists.

Elsa Kniddel (patient): A pianist with an hysterical disorder that has robbed her of her voice since 1919.

The Doctor (patient): An amnesiac and the latest arrival at the sanatorium. Will soon be in need of ECT treatment!

The Honourable Mr and Mrs Bobo and Bunty Stetterton (unknown): A mysterious couple with ridiculously fake upper-class accents. Bunty and Bobo start the game in the isolation ward

in the sanatorium's attic, from where they secretly monitor the other characters via the viewing screen on their clockwork robot.

RULES OF PLAY: Characters must play the games provided in the sanatorium with a forced sense of bonhomie. Characters must ignore the sounds of knocking from the walls of the sanatorium, as if something were trapped within. Characters must not try to recall the secret of the sanatorium; any that do will be subjected to ECT treatment by Dr Comfort. Any attempt to use the cable car to leave the sanatorium will fail and the character(s) will find the car approaching the sanatorium's station again as if they had travelled in a circle. Any attempt to leave on foot will fail and the character(s) will find themselves inexplicably returning to the sanatorium – if they survive the avalanches and other threats presented by the game. Characters must play the games provided in the sanatorium with a forced sense of bonhomie.

DURATION OF PLAY: For all eternity.

WINNING THE GAME: Impossible.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hahlbruck Sanatorium is a trap set by the 7th Doctor to destroy the Celestial Toymaker once and for all. The problem is, the Doctor is now suffering from amnesia and believes the sanatorium to be a trap set by an unknown adversary for himself and the others.

The Doctor had recruited the help of some of the Toymaker's playthings – Ludo Comfort, Swapnil Khan and the rest – who challenged the Toymaker to play all of his games simultaneously, the slaves against the master. With the Doctor's help, they won. The Toymaker threw up his hands in horror as his playing cards blew up around him, and after it was over, he'd turned into a wooden ventriloquist's dummy. His consciousness was divided into segments and each segment was placed inside the mind of the Doctor or one of his allies.

The Doctor brought them all to the Hahlbruck Sanatorium, Dr Comfort's alma mater, where they used the ECT machine to keep the Toymaker confined in their subconscious minds. Because if they couldn't remember he was there, then he couldn't escape. They would be able to keep him in his place until his consciousness, trapped outside his own realm, withered away completely and he was no more. To keep their minds occupied, they amuse themselves with playing games, all they have known for the years they were in the Toymaker's realm.

Bobo and Bunty Stetterton are Hex (see A4) and Ace, disguised so that the others won't recognise them and trigger any recollection of the Toymaker. They are to monitor the activities of the others to ensure the Toymaker remains trapped until his final demise.

Except that... the Doctor rails against his amnesia. Not remembering the cause of it, he keeps devising plans to find out what is really going on in the sanatorium, each time resulting in a

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fresh round of ECT therapy to reinforce his amnesia. If the Doctor were to discover the Toymaker's involvement, everyone would remember him.

Except that... unknown to anyone, Ace and Hex also have segments of the Toymaker in their minds, thus keeping the memory of him active despite whatever else happens.

Except that... the Doctor and his allies didn't really defeat the Toymaker. That would be ludicrous. No, the Toymaker wanted to feel what it would be like to lose, for a while. They are all still in his realm. If the Doctor and the others remember him, the Toymaker will be free to challenge each of them to his games, and with each victory the ventriloquist's dummy will regain a segment of the Toymaker's consciousness, while his opponent is transformed once again into a doll... How can anyone ever escape?

DR. LUDOVIC COMFORT

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 3, Resolve 3, Strength 3
Skills: Convince 3, Knowledge 3 (AoE: Games), Medicine 4 (AoE: Psychoanalysis), Science 2, Subterfuge 2
Traits: Amnesia (Minor), Enslaved
Tech Level: 4
Story Points: 5

LOLA LUNA

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 4, Resolve 3, Strength 2
Skills: Convince 3, Craft (Singing) 4, Knowledge 3 (AoE: Games), Subterfuge 3, Technology 1, Transport 2
Traits: Amnesia (Minor), Charming, Distinctive, Enslaved
Tech Level: 4
Story Points: 5

SWAPNIL KHAN

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 4, Resolve 5, Strength 2
Skills: Convince 2, Knowledge 4 (AoE: Chess), Subterfuge 3, Survival 4, Technology 3
Traits: Amnesia (Minor), Eccentric (Minor: Idiosyncratic command of English), Enslaved
Tech Level: 4
Story Points: 5

HARRY RANDALL

Attributes: Awareness 3, Coordination 5, Ingenuity 2, Presence 4, Resolve 2, Strength 4
Skills: Athletics 5, Craft (Music Hall – Singing & Comedy) 4, Fighting 2, Knowledge 3 (AoE: Games), Marksman 3, Subterfuge 2, Technology 2
Traits: Amnesia (Minor), Eccentric (Major: PTSD), Enslaved
Equipment: Service Revolver – 5(2/5/7) damage
Tech Level: 4
Story Points: 4

HERBERT RANDALL

Attributes: Awareness 3, Coordination 5, Ingenuity 3, Presence 4, Resolve 3, Strength 4
Skills: Athletics 5, Craft (Music Hall – Singing & Comedy) 4, Fighting 1, Knowledge 3 (AoE: Games), Marksman 2, Subterfuge 2, Technology 2
Traits: Amnesia (Minor), Charming, Enslaved
Tech Level: 4
Story Points: 4

ELSE KNIDDEL

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 2, Resolve 2, Strength 2
Skills: Craft (Piano) 3, Knowledge 3 (AoE: Games), Subterfuge 3
Traits: Amnesia (Minor), Face in the Crowd, Enslaved, Mute
Tech Level: 4
Story Points: 3

CLOCKWORK ROBOT

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 2, Resolve 4, Strength 4
Skills: Fighting 1, Marksman 3, Technology 3
Traits: Armour (5 points), By the Program, Natural Weapon (Major: Laser Beams – L(4/L/L) damage), Robot, Scan, Slow
Tech Level: 12
Story Points: 2

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HERITAGE (*Heritage*)

In the early 61st Century, the Federation brochures promised a luxurious colony world enjoying all the amenities of a state of the art Habitat. Everyone who signed up came over in the same shuttle twenty years ago, drawn by the lure of sun, sea and enough riches to swim in. Heritage was going to be a big thydonium mine, and the colonists figured they could put up with a bit of heat and dust. But ten years later, some bright spark at Galactic Centre managed to synthesise thydonium, and the process was much cheaper than mining the stuff. By then, the colonists had been here a decade, and many couldn't bear the thought of having to resettle somewhere else and start again. So they stayed. Nowadays pretty much everyone either grows food or makes food.

Heritage has two towns. One, Heritage Town, is located next to the Adobe Flats which contain the old mines. The other is Sale, a good two-week horse ride away, located next to the sea and home to the colony's desalination plant. They have real fish in the sea off Sale, descendants of stocks brought here from Earth. Sometimes, they send crates of fish over to Heritage Town, packed in ice.

Heritage Town is built from plasticrete made from the local red rock. There is only one road into Heritage and the desert is flat all the way across the 'Flats until your eyes run into the mountains. Some days, the heat of the azure heavens seems to melt the sky into the sands.

Perhaps "road" is a little optimistic. It's really little more than a patch of red dust that people who don't want to get trampled by horses tend to avoid. Certainly there's no sidewalk to speak of; the dust rolls from Cole's bar at one end, right the way to the

station of the local law enforcement officer, Sheriff. There are a few more buildings down the road – Roberts' General Store, Doc Butler's office-cum-barber shop – but for the main, the road is Heritage. A handful of wooden shacks further down, a scattering of farms outside the town limits, but that's all. Nothing impressive. Nothing worth hiring a shuttle to come and visit, no matter how "in the neighbourhood" you are.

The red dust is everywhere. The buildings are crude plasticrete prefabs with the dust lubricating every joint. There's a dry sheen on the plastic windows, the clothes people wear, even their skin. The best thing MA Robotics did for Heritage was to send them a batch of Fussies. Officially designated MAR Zero Twenty-Fives, all the advertising bumf called them Fussies and the name has stuck. They're small robotic vacuum cleaners shaped like aerodynamic bricks rolling along on invisible wheels, racing around in their endless task to suck up all the dirt and dust they can find. They don't have eyes or ears, not obvious ones anyway, just a thin snout that snuffles along the floor and lungs that constantly breathe in. Their skin is a metallic brown, intended to blend in with the plasticrete floors. It never works, of course.

The Doctor and Ace came to Heritage Town in 6048 in search of Mel Bush. The Doctor had somehow learned that she had married and settled here, and he wanted to check up on her. But all he finds is obfuscation and a story that she and her family had moved to Sale. Like a town in the Old West that's just on the wrong side of being lawless, there's a distinctly unfriendly side to Heritage, particularly if you start asking awkward questions. Perhaps the most unfriendly inhabitant is also the town's oddest: Bernard, a

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cigarette-smoking Cetacean (see *V10*) who acts as hired muscle to Wakeling, a geneticist developing cloning technology that could finally make Heritage rich.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

How Mel ended up on Heritage in the 61st Century is unknown. But come here she did, and she met, fell in love with and married farmer Ben Heyworth. When the couple had difficulties conceiving a child, Mel went to Wakeling for help. Unknown to Mel, the scientist created a clone of her, and when she found out, the two argued. Wakeling hit Mel and accidentally killed her.

WAKELING



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

SKILLS

Convince 2, Craft 3, Fighting 1, Knowledge 2, Medicine 5 (AoE: Genetics), Science 4, Technology 3

TRAITS

Bio-Chemical Genius
Dark Secret (Major)

TECH LEVEL: 6

STORY POINTS: 6

SWEETNESS



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

SKILLS

SWEETNESS

TRAITS

Brave
Distinctive
Impulsive
Insatiable Curiosity
Photographic Memory
Screamer!

TECH LEVEL: 6

STORY POINTS: 4

FUSSIE (MAR ZERO TWENTY-FIVE ROBOT)

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

Skills: Athletics 2

Traits: By the Program, Machine, Robot, Size – Tiny (Major)

Story Points: 0

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 2

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

HEXEN BRIDGE (*The Hollow Men*)

When the 3rd Doctor stumbled upon the village of Hexen Bridge on the Somerset-Dorset border during his exile on Earth, he marked it as distinctly odd. Perhaps it is the lack of birdsong, or maybe the strange, oppressive air that hangs over it. He always meant to return and investigate further. But then his exile was lifted and he was off on his travels. The 5th Doctor was reminded of Hexen Bridge when he encountered the Malus in Little Hodcombe a few miles down the road (see *The Awakening*) and he managed to get himself on the board of governors of the village school so that he could keep an eye on it.

Hexen Bridge is a maze of tiny lanes surrounding an ancient green and a duck pond. To the north and east rise great chalk hills variously patrolled by sheep and cows; to the south, trailing gently out of sight, is a ring of woods and a crazy paving of small fields. The main road out of Hexen runs to the west, just wide enough to accommodate two lanes of traffic. Not that the roads bristle with many cars, even during the holiday season. Everyone knows about Hexen Bridge and its odd legends. It's not that the village looks particularly sinister. In fact, there's a certain picture-postcard quality about the place: little thatched cottages jockeying for position around the green; people sitting at wooden tables outside the pub. But very few people ever go anywhere near Hexen Bridge after dark. For a long time there were stories of people going missing, and even today most folk think it's better to be safe than sorry. Those from Hexen Bridge don't seem to mind their lack of visitors. After all, they're an insular lot who prefer to keep themselves to themselves.

The children of Hexen Bridge are very bright, academically speaking. But there's a streak of cruelty that runs through them, as there is through the rest of the villagers. The population is numerically static. By and large, the numbers within the village remain constant, and over a period of time the number of deaths matches the number of births. Hexen Bridge has only one policeman, and like most other people in the village, he is related to almost everyone else.

Strangely, even by the early 21st Century, there are no aerial

photographs of Hexen Bridge, just maps. If there were, they would show that the ground surrounding the village is stained a darker colour than the outlying fields, and that this stain has been spreading over the past few decades. There are also a surprisingly large number of scarecrows around the village, remarkable for an area which is only partly dedicated to arable farming. Many of them seem to be placed on the boundary of the stained earth, as though guarding a border.

For the last three centuries, Hexen Bridge and its inhabitants have been under the influence of Jerak (see V43), a war creature sent as part of a planned Hakolian invasion which has never happened. Now becoming more active, Jerak is preparing to extend its psychic influence beyond the village and plunge the Earth into a chaos of fear and terror in preparation for the coming of its Hakolian masters.

The stained earth around Hexen Bridge marks the limits of Jerak's physical existence, within which it can form tentacles thick as a man that burst up through the soil. The scarecrows are the resurrected remains of human and other sacrifices to Jerak as Jack i' the Green, an old English fertility deity. They are hideous things, with twigs and roots running over skin-coloured cloth faces in a parody of veins and arteries; bunches of corn ears and brown leaves form muscles and features; and eyes and mouths are just savage slits in the cloth. Beneath the scarecrow garb, human remains mix with strong, straight branches and give these creatures an almost inhuman strength.

JACK I' THE GREEN SCARECROW

Attributes: Awareness 3, Coordination 2, Ingenuity: 1, Presence 3, Resolve 4, Strength 6

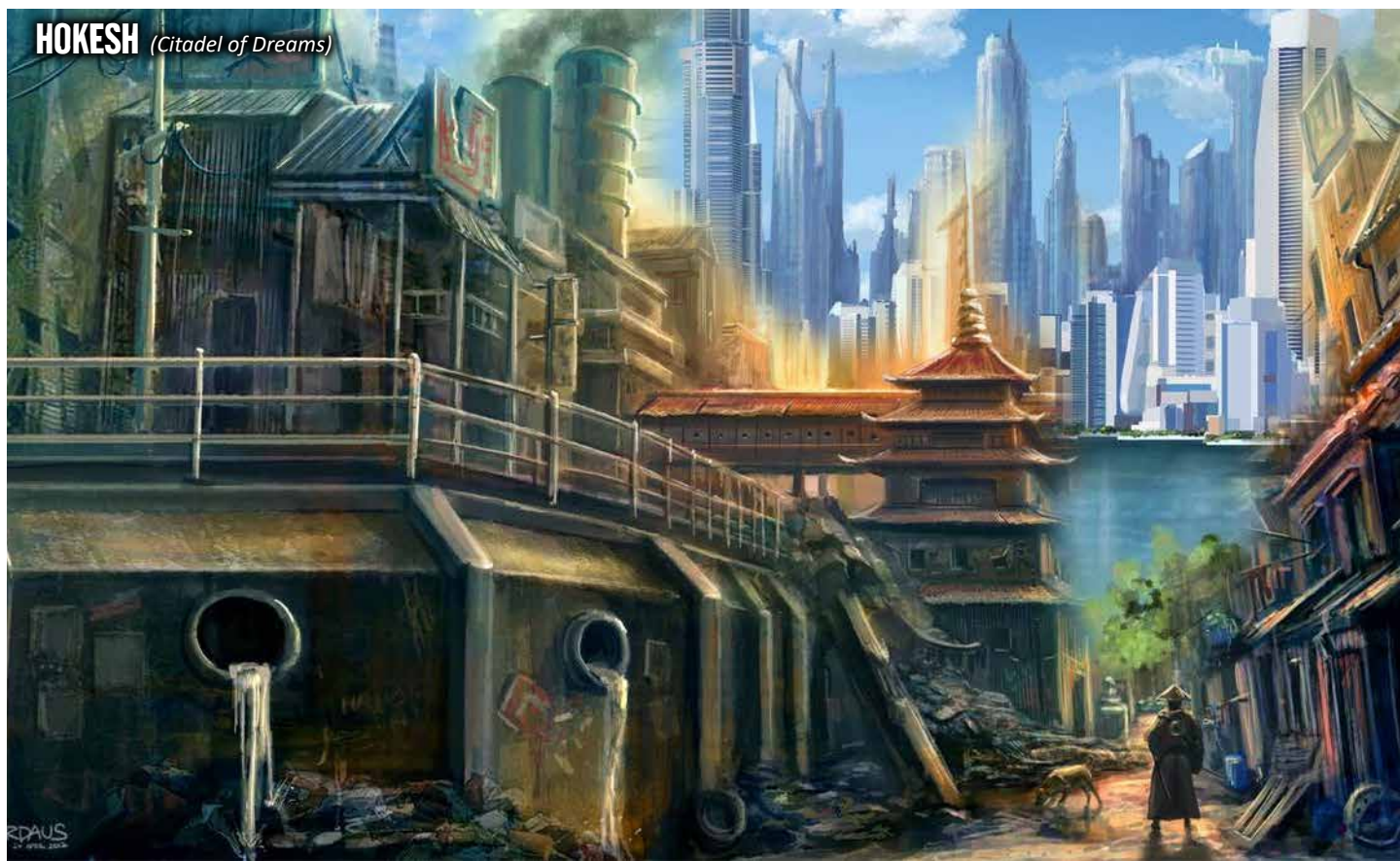
Skills: Fighting 3, Subterfuge 3

Traits: Fear Factor 2, Networked (Major), Tough

Tech Level: 6

Story Points: 1-3

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**HOKESH** (*Citadel of Dreams*)

In the future will come a Golden Age to Hokesh, which will be renamed the Radiant City. Or it was. Or is now. The past, present and future are confused in this place where time is not strictly linear.

The mean gutter-streets and slums of the current time will be swept clean and swept away – or have been swept away – and in its place will be a positive marvel of jade and porphyry, of ivory inset with tourmaline, of rose-veined marble and of gold transmuted, by alchemical procedure, expressly for the purposes of load-bearing architectural construction.

Such is the glory of it that in hours of sunlight it will dazzle (has dazzled? still dazzles?) the eyes fit to blind them without the protection of smoked-glass spectacles, and at night it will be as though the stars themselves have come from the sky to congregate and dance for the delight of human eyes.

The Radiant City will be (has been? is now) the centre of its world: in commerce, in providence, and in all other good things besides. From the Manufactory Quarter with its thousands of artisans to the vendors' stalls in the Provisionary Quarter, and from the treasures of the Financial Quarter to the hippodromes and theatres of the City Centre, the people of the Radiant City will themselves seem to shine, as though lit inside by some variety of secular effulgence. Such great ladies there are, and gentlemen, too, and of such stately and courtly manners that it seems that the world entire might be a formal dance, the measure of it marking

out the very divisions of prosperity of being and goodwill.

But it was not always thus. Centuries ago, when mankind first settled on this world, before the founding of Hokesh, there were no cities here. Or nothing that humans would recognise as cities. There were organisms, seemingly primitive things that grew to no more than a metre across but developed a symbiotic relationship with the parasites that infested them, becoming – in a sense – living cities in miniature. With the arrival of the humans, one of these city-organisms responded by force-evolving over hundreds of years into Hokesh. The human arrivals became its citizens, alongside an indigenous species of parasite that also force-evolved into what are now called the Dracori.

In the early years, there were any number of conflicts between human and Dracori, as one faction or the other busily attempted to wipe the other or the one out. These days there tends to be no particular distinction between the breeds on any other level than, say, the colour of a human man's hair or whether or not he wears spectacles. Of course, spectacles for a being with several hundred eyes plastered over its upper promontory like suppurating frog spawn has to be thought of in terms of a multiplicity rather than a pair, and are a major piece of optical engineering. And clothing in the human sense is more or less optional for Dracori, whose tentacular mass is more suited to a variety of complicated leather harness that no human being would ever wear, at least in public. And the fact that even the weakest Dracori is, physically, twice as strong again as the strongest human, is something of a given.

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The planet's proximity to the Galactic Hub results in a number of peculiar phenomena. Time itself behaves oddly here. The senses and tenses keep swapping over. Future and past merge and diverge again. The city contains things from any number of different time-zones, all mixed up together. There are places where the world itself becomes thin, or incoherent, or even just plain non-existent, like a pencil sketch instead of a painting. The inhabitants keep switching around the way they think and talk and don't seem to realise that they're doing it. Visitors to Hokesch will likely be confused by the disassociated flow of time in the city.

In addition, the people of Hokesch are using parts of the brain that would normally produce something like precognition. Only here, in this place, they're throwing up some very strange side effects: the people are psycholeptic. They can go into a waking trance in which they can unknowingly interact with and affect the world on an entirely different level. In effect, their precognition can change the world around them, make the future come to pass rather than merely foresee it.

Hokesch is ruled by Magnus Solaris from the heights of the Gutter Palace. Its name seems inappropriate as it is the tallest and most glorious structure in the City, seemingly fabricated from pure gold as a massive and figurative statue of Magnus Solaris himself standing astride the great halls and plazas of the City Centre. Its cranium, said to be open to the stars, forms Magnus Solaris' private quarters, and in the chambers located where the heart would be, is the throne on which he conducts his public affairs.

To all external appearances, Magnus Solaris is a young man, having barely reached the age of his majority. He has been this age for years now, more years than anyone can count. He is, after all, Magnus Solaris, the man of gold, eternal and forever young, worshipped by his subjects. Magnus Solaris is as one with his city, and he has sensed disturbances within Hokesch. There are areas which are rotting, though this cannot be perceived by the citizens. A stranger calling himself Smith has appeared and is wandering the city, causing disturbances, spreading doubt and uncertainty, and assuring the dying inhabitants of the rotting sectors that soon a Child will arise to put things right. And in the stranger's wake, the decay spreads.

Behind the scenes and unknown to the populace, the organisation of the city is undertaken by another figure entirely. Located in the abandoned and derelict Council Hall (the Council having relocated years ago) is Sloater, a centuries old but smooth-faced man dressed in the fashions of seventy years before, the last time he had bothered to update his appearance. Sloater can take control of any of the populace and communes with an authority higher than humanity which is the real power behind the city.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hokesch is alive. It is a living creature, albeit living in slightly more abstract terms than the purely physical. The people within Hokesch

– both human and Dracori – are not real people any more. They are something entirely different. They don't even eat, just chew their food and spit it out. There are no children here apart from the ones who suddenly appear and find themselves living on the streets. There are no cemeteries and no deaths, as such. There are sewers, but they are empty of waste matter. In a vaulted chamber at their centre, is a vast mound of suppurated flesh. From this, the city creates its inhabitants, and to this, they all eventually return. It is no more than a pile of living material which is recycled endlessly.

But the city itself is dying. For it to exist, it needs what might be called an interface between itself and those who inhabit it. An Avatar to give it form and connection to those on which it in some sense feeds; the representative and embodiment of it in the world of men. That Avatar is currently Sloater. But Sloater is worn out. He is functionally immortal, but very, very old and, on a fundamental level, he's losing interest. Without it, the city is losing coherence and falling apart, as if the flesh of a man were to give up clinging to the bones. The city, by its very nature, needs an Avatar – and so the current Avatar must be replaced. The city has produced a temporary replacement until it can create a more permanent solution to raise Hokesch into the Radiant City that is yet to come. But Sloater doesn't want to be replaced and is hunting the urchin Child that is the Broken Avatar (see A28)...

SLOATER

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

Skills: Convince 3, Craft 4, Fighting 1, Knowledge 5, Marksman 1, Subterfuge 3, Technology 3

Traits: Alien, Alien Organs (Special: In a sense, Sloater is the city), Hypnosis (Major), Immortal (Special), Networked (Major), Possess, Special – One With His People (Sloater can at will absorb the life-force of any of the city's inhabitants, reducing them to ashes and gaining 1 Story Point per person, up to his maximum)

Tech Level: 4

Story Points: 10

DRACORI

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 7

Skills: Athletics 4, Craft 3, Fighting 2, Knowledge 1, Subterfuge 2, Survival 3, Technology 1

Traits: Additional Limbs x2 (multiple tentacles can be used as arms or legs), Alien, Alien Appearance, Alien Organs (Minor)

Tech Level: 4

Story Points: 2-4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE INSTITUTE *(Unregenerate!)*

The Institute (AKA the Klyst Institute) was one of several experimental stations created by the High Council of Time Lords and monitored by the Celestial Intervention Agency, to conduct important scientific projects, one of which studied the feasibility of embedding time agents into the populations of so-called lesser species of interest to Gallifrey. The High Council has foreseen a time when other, less responsible species will have developed time travel technology. Through the Institute's time-sensitive agents the Time Lords mean to monitor the development of these species and steer their scientific progress away from temporal achievement if necessary.

Species held in the Institute are hosts for complex artificial intelligences created within the Institute's block transfer generators. As a side-effect of the procedure is the erasing of the original mind, the Institute selects individuals who are about to die, and collects them the day before to preserve the integrity of the Web of Time. A further side effect of the process lies in the nature of the artificial intelligences — as these are TARDIS consciousnesses too complex for humanoid minds, even those of Time Lords — the hosts implanted have been driven mad from sensory deprivation. There are time-sensitives from almost fifty worlds in the Institute, including a hothouse-like wing for methane-breathing amphibians. Another Institute run by a Time Lord called Helgrim held Dalek mutants for similar experiments; it ended disastrously and Daleks are now forbidden from the experiments, although it is acknowledged that they would be of great use.

A feat of Time Lord engineering, the Institute is a massive complex on an asteroid surrounded by the vacuum of space (those exits are furnished with airlocks and spacesuit cupboards), but has portals to different places and times (which must be adjustable to recruit subjects at such specific times). On worlds where time travel may

be developed, these portals are disguised as buildings that are only empty shells with impossible-to-open doors carved into the wall, while the true entrance is hidden by a holographic image. On Earth, for example, it appears as a Victorian-era sanitarium locally known as Hechel House.

The interior is also of Victorian design and uses period building materials which don't conduct power and thus aren't susceptible to electromagnetic interference. For the same reasons, weapons more advanced than gunpowder firearms are not allowed. The facility contains both Time Lord equipment and the kind of thing you would expect from the period, including shock treatment therapy devices. Each cell can be monitored from a control centre, and security has the ability to fill any given wing with knockout gas. Its computer systems are highly advanced, but a computer-savvy programmer from

Earth's 1980s can manage them. The Institute is also equipped with a garage that contains vehicles from all monitored worlds, the better to ferry subjects to their final destination. From the point of view of the facade it presents on those worlds, it is, unsurprisingly, bigger on the inside.

The Seventh Doctor became a patient of the Institute after getting accidentally implanted with a TARDIS A.I. while rumbling its unethical scheme. At that time, the main staff were: Director Klyst, who tried to cure him and came to question the ethics of what they were doing; chief of security Rigan, a paranoid CIA coordinator who hated the lesser species; and the empathetic but loyal Louis, whose job it was to recruit subjects, offering them contracts in their youth to come and retrieve them the day before their deaths.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As a result of the Doctor's interference, a TARDIS consciousness housed in a German immigrant named Johannes Rausch escaped the Institute to Earth, where it teamed up with the Doctor's TARDIS to help the Institute's other subjects break out. The one successful experiment, Rausch-TARDIS telepathically soothes the others and teaches them to understand their new existence.

Meanwhile, Klyst decides she wants to stop these experiments and fearing a CIA mind probe, overwrites her own mind with a TARDIS A.I., erasing all knowledge of her breakthrough. Once the Institute is fitted with a spatial drive system, the newborn TARDIS pilots, including the entity formerly known as Klyst, go on the run armed with stealth techniques taught them by the Doctor's TARDIS.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

HLYST



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

SKILLS

Convince 3, Knowledge 4, Marksman 1, Medicine 3 (AoE: Psychology), Science 5 (AoE: Artificial intelligence), Subterfuge 3, Technology 5 (AoE: Block transfer computation), Transport 2

TRAITS

Block Transfer Specialist
Boffin
Brave
Code of Conduct (Major) – Laws of Time
Dark Secret (Major) – “Unsanctioned” Temporal Interference
Experienced Time Lord
Feel the Turn of the Universe
Friends (Minor) – CIA
Insatiable Curiosity
Obligation (Major) – CIA
Technically Adept
Time Lord
Time Traveller – Tech Level 4
Voice of Authority
Vortex

TECH LEVEL: 10

STORY POINTS: 8

RIGAN



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

SKILLS

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

TRAITS

Argumentative
CIA Agent (Major)
Code of Conduct (Minor) – Laws of Time
Dark Secret (Major) – “Unsanctioned” Temporal Interference
Eccentric (Major) – Rigan hates lesser species, especially humanity
Experienced Time Lord
Feel the Turn of the Universe
Friends (Major) – CIA
Impulsive
Obligation (Major) – CIA
Technically Adept
Time Lord
Time Traveller – Tech Level 4
Vortex

EQUIPMENT

Pistol: 5(2/5/7) damage
Staser: L[6/L/L] damage or S(S/S/S)

TECH LEVEL: 10

STORY POINTS: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

LOUIS



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

SKILLS

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

TRAITS

Attractive (first incarnation only)
By the Book
Charming
CIA Agent (Major)
Code of Conduct (Minor) – Laws of Time
Dark Secret (Major) – “Unsanctioned” Temporal Interference
Feel the Turn of the Universe
Friends (Major) – CIA
Obligation (Major) – CIA
Random Regenerator
Technically Adept
Time Lord
Time Lord – Experienced (second incarnation only)
Time Traveler – Tech Level 5
Vortex

EQUIPMENT

Louis has access to any number of vehicles with a large boot, for any of the periods and places he operates in.

TECH LEVEL: 10

STORY POINTS: 8

IMPLANTING TARDIS ARTIFICIAL INTELLIGENCES

The success rate for implanting a TARDIS’ artificial intelligence into a mortal being has been very low. Or rather, the success rate of integrating a TARDIS consciousness with a brain and body designed to experience only three dimensions has been low, creating a gibbering husk unable to process what its limited senses perceive. However, if successful, the resulting time-sensitive TARDIS pilot can telepathically soothe others’ distress and help them successfully integrate and even teach them how to harness their abilities. A successful TARDIS pilot can also learn techniques from an actual TARDIS.

TARDIS pilots have the physical Attributes and Traits of their host bodies, but none of their mental Attributes and Traits.

Their mental attributes are: Awareness 2, Ingenuity 5, Presence 2, Resolve 4.

Their Skills are: Convince 2, Fighting 2, Knowledge 7, Science (Temporal Science) 6, Survival 4, Technology 5, Transport 3

Further, they gain the additional Traits:

Block Transfer Computation
Feel the Turn of the Universe
Precognition
Psychic
Sense of Direction
Telepathy
Vortex

The GameMaster can also customize each TARDIS A.I. with TARDIS Traits such as Argumentative, Brave, Cowardly, Face in the Crowd, Forgetful, Impulsive, Insatiable Curiosity, Lucky, Run for Your Life!, Unlucky and others.

For the original host, of course, this would be the end, erasing their mind in the process. Beings with more brain capacity (or several heads) may be able to resist the overwrite for a while, an Extremely Difficult Task even for a Time Lord, requiring someone to use the transfer technology to move the A.I. to another host (either another being or a block transfer computed structure like the Institute itself or a TARDIS bud, see G3) before it is too late.

Have the player make Presence + Resolve roll for every scene they are involved in to see if they continue resisting the overwrite, treating each successful overwrite as a death for the Unadventurous Trait, but not for Regeneration rules.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KAFIRISTAN *(Crime of the Century)*

The mountain kingdom of Kafiristan is a small Central Asian country that, for the majority of the 20th Century, was on the border with the Soviet Union. It is a land of rugged, inhospitable terrain, magnificent mountain vistas and towns and villages linked only by high, narrow passes. According to cynical observers, Kafiristan is known to the outside world primarily for its imaginative use of goatskins. This isn't entirely true, but it's not your usual tourist destination.

During the 1980s, contact with the rest of the world was further hampered when Kafiristan was invaded by the neighbouring Soviet Union in one of its periodic attempts to extend the rule of Communism. But the Russians haven't had it easy. The mountainous nature of the terrain makes it difficult for convoys to move fast, and armoured units can easily find themselves unable to progress. Faced with one of the largest military machines on Earth, the Kafiristani forces may seem to be overwhelmed. The latest in Russian tanks against a handful of mountain snipers may seem like an uneven contest. But the warrior tribesmen are brave and agile and know the terrain like the back of their hands. They have been fighting a guerrilla war against the more numerous but less mobile Soviet forces with a great deal of success. In short, it has become extremely costly for the Russians to hold on to Kafiristan.

The Kafiristani forces are commanded by a number of mountain princes, proud warriors all. Foremost among them is Prince Sayf Udeen. He is one of the greatest swordsmen in the world and has fenced on several Olympic teams. Prince Sayf has wonderful technique and considerable stamina in combat. But all that is behind him now, as he has been compelled to return to his homeland to help drive out the invaders. Prince Sayf, his seven wives and their servants, guards and assorted retinue are based

in an impressive mountain palace nicknamed the "Spider-Hunter's Nest" (the Spider-Hunter being a local name for a species of bird).

But as the Soviet occupation grinds on and the Kafiristani resistance continues into 1989, something has changed. The tribesmen, undeniably brave but also prone to superstition, have begun to speak of mountain demons who are haunting the passes and attacking men. The progress being made by the Kafiristani forces has faltered as several elite units of guerrillas have been wiped out by these demons. The pitifully few survivors talk of devil warriors who cannot be defeated and who give no quarter. These demons are described as being insect-like in appearance, and their descriptions would be recognised by the Doctor as being a race of alien mercenaries known as the Metatraxi (see V62).

Added to this is evidence of armoured vehicles utterly destroyed by weapons unknown in the 1980s, but which the Doctor would identify as being sonic in nature. And the Doctor himself? His coming has been foretold in the stories of the Kafiristani...

PRINCE SAYF UDEEN

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

SKILLS

Athletics 5, Convince 4, Craft 2, Fighting 6 (AoE: Fencing), Knowledge 2, Marksman 3, Subterfuge 2, Survival 2, Technology 1, Transport 1

TRAITS

Authority (Major)
Charming
Quick Reflexes
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



Kar-Charrat is a remote planet very close to the edge of the galaxy and at least a twelve day flight from any of the major space lanes. It doesn't exactly attract tourists, being a world of rainforests crawling with bugs and shrouded in a perpetual downpour.

But to those in the know, it is home to the Library of Kar-Charrat, which holds every scrap of information from every civilised world. It should contain one of every publication – except that the Doctor has forgotten to return a number of books from the Alpha Centauri section! But even so, the Library rivals the Matrix on Gallifrey for the sheer quantity of information. It is one of the Wonders of the Universe, but its existence is hidden from almost everyone. After all, the accumulation of knowledge held within its walls would make it a very dangerous weapon in the wrong hands.

Because of this, the Time Lords helped design the Library's defence grid. The Library is hidden behind a temporal barrier at the top of a waterfall, with the grid projecting an image of how the library will look 3,500 years into the future, just a pile of ruins. No one comes here as everyone believes the Library vanished centuries ago. In any case, the projection is impenetrable without the correct key, unless you're a time sensitive (having Feel the Turn of the Universe) or have been injected with a DNA tag. Inside the time bubble is a beautifully elegant building occupying the same space as the ruins. The Library's interior is immense, and anti-grav elevators enable lifeforms to reach the higher levels.

The librarians take their duties very seriously. It has been the life's work of Chief Librarian Elgin. But all the research work is carried out over hyperlink these days and he can't remember the last time he took a shuttle to the nearest habitable world. The Library doesn't make enough of a profit to be able to fund a restoration team, so Elgin isn't keen on it becoming a lending library to the general public, with all the wear and tear to the books that would entail!

The greatest achievement of Kar-Charrat is the aqueous data storage it has developed, commonly known as the Wetworks Facility. It is the greatest advance in storage technology ever known and the Facility contains the entire knowledge of the universe within its vast tanks of water. Data retrieval is theoretical almost instantaneous, but the data download is too rapid for most lifeforms unless a Time Lord's neural pathways are used as a buffer.

Several military powers have become aware of the existence of the Wetworks and a dozen different races have enquired about the technology. One race in particular concerned the security

staff: a small squad of Daleks landed several years ago and tried blasting their way through the temporal field but gave up and left.

The only other feature of note on Kar-Charrat is the ruins of a ziggurat, the remnant of some ancient civilisation. In the mid-42nd Century, when the Doctor visited to return his overdue books, it was dated as being 1,270 years old.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kar-Charrat contains two secrets. Firstly, the ziggurat is nothing of the sort. When the Daleks supposedly left the planet, they sent a task force back in time to build the structure. Inside is a Dalek team in hibernation, waiting for automatic systems to revive them should they detect a Time Lord or other time sensitive arriving on Kar-Charrat. There are similar ziggurats on other planets in this sector. Once they have a time sensitive, they will be able to breach the Library's defences.

Secondly, there is indigenous sentient life on Kar-Charrat. Exploring the rainforest, characters may hear what seem like ethereal voices in the rainfall, normally referred to as phantoms. This is a lifeform that inhabits the water on this planet – the rivers, the oceans, the clouds, even the rain itself. Chief Librarian Elgin has used these creatures in the creation of the Wetworks Facility. It is not a technological miracle but a prison in which every piece of data is stored in the minds of the Kar-Charrat people, their memories wiped clean in the process!

KAR-CHARRAT "PHANTOM"

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

Skills: Athletics 4, Fighting 4, Subterfuge 4, Survival 5

Traits: Alien, Alien Appearance, Environmental (Minor) – Exists within water, Face in the Crowd, Flight (Minor), Natural Weapon (Special: Drown – Can engulf an opponent, initiating the Drowning rules; ineffective against armour which is sealed against water), Possess (Can possess and animate the bodies of any lifeform with a high water content), Special – Fluid Body (treat as Mud Body from *The First Doctor Expanded Universe Sourcebook*, but without the speed and inherent weaknesses)

Tech Level: 1

Story Points: 1-2

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Swampworld

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Humans, Kar-Charrat

TECHNOLOGY LEVEL: 7 (humans), 1 (natives)

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

KIRITH (*Timewyrm: Genesys*)

Far into the distant future, maybe a mere ten billion years before the final heat death of the universe, the planet Kirith is home to the Kirithons, a race of blue-skinned, six-fingered humanoids. But the Kirithons are not the masters of their world, as they are the subjects of a secretive race called the Panjistri who came to Kirith a long time ago and live in seclusion on the island of Kandasi. The Panjistri raised the Kirithons from savages, giving them the means to found their civilisation. Or so the Panjistri (see V69) say.

Nor are the Kirithons the original inhabitants of their planet, at least according to the history that the Panjistri tell them. Around five or six thousand years before the Doctor and Ace arrived on Kirith in pursuit of the Timewyrm (see V85), there was a terrible nuclear war. All that remains of the perpetrators of that war are the ancient ruins of one of their settlements. The Kirithons leave them there as a lesson that they should never misuse their technology in the same way. The problem is there isn't the slightest trace of radiation, and carbon-dating the ruins reveals them to be only a few centuries old. They are a fake, put here to make the Kirithons believe they have a history and to stop them from researching technology that might threaten the Panjistri.

The Kirithons are nevertheless technologically advanced in many areas. They have computers, for instance. But their research in such directions as space travel and weapons is virtually non-existent. The Panjistri have also forbidden sea travel and access to the Harbours of the Chosen. Anyone selected by the Panjistri to become their acolytes and join the Brotherhood of the Chosen depart from the Harbour to sail to the Panjistri island of Kandasi, never to return.

The main town on Kirith is called Kirith town and, like the other settlements, is ruled by a Kirithon selected by the Panjistri. The hills near Kirith town are called the Darkfell. The Kirithons are forbidden to go there, perhaps with good reason, as they glow from pollution and poisons, and are home only to mutated creatures, the Unlike.

It takes Kirith precisely sixteen and a quarter hours to spin once on its axis. The planet has two moons, and the interaction of the two causes severe weather phenomena on Kirith. Its sun is a red giant located in a galaxy at the very edge of explored space.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The second moon of Kirith is Kandasi. The island contains only a transmat system to take the chosen Kirithon acolytes to Kandasi, in reality the vast ship in which the Panjistri voyaged to Kirith a little over four hundred years ago.

The Panjistri's home world was destroyed by solar flares. During their long voyage which brought them to Kirith, they collected cell samples from every sentient race that still exists in this far future. Kirith was a dead world when they arrived. But they used their samples to create new life, distilling it into the most perfect race that has ever been, the Kirithons. The mutated creatures on Darkfell and in the seas are the rejected failures of the Panjistri's experiments.

From the Kirithons, the Panjistri have selected the best, the wisest, the most talented and summoned them to Kandasi where they are used as additional material to feed into the God Machine, a bio-mechanism which will become an independent lifeform capable of halting and reversing the decay of the universe. The point at which this can happen, the Omega Point, is fast approaching. Only aggression, which the Kirithons lack to any great extent, is missing.

The Kirithons are therefore a genetically created race with no history of their own. The Panjistri provide their main food source, zavát. This is secretly manufactured from dead Kirithons and makes them susceptible to telepathic suggestion, enabling the Panjistri to erase any memories that might reveal the truth of what is happening on Kirith.

KIRITHON RACE PACKAGE

Cost: 0 points

Traits: Alien (+2), Alien Appearance (Minor) (-1), Weakness (Minor: -2 penalty to resist Hypnosis or similar) (-1)

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2 (including Kandasi)

SENTIENT SPECIES: Kirithons

TECHNOLOGY LEVEL: 4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE MANHATTAN PROJECT *(Atom Bomb Blues)*

Now famous, the Manhattan Project was the secret development of atomic weapons by the United States, with support from the United Kingdom and Canada, during the Second World War. The Project resulted in the world's first nuclear detonation on 16th July 1945. A month later, the US Air Force dropped two atomic bombs, Little Man and Fat Boy, on the Japanese cities of Hiroshima and Nagasaki, effectively ending the War.

Although the Manhattan Project was based at several locations throughout the US and Canada, the key design and development work for the atomic bomb took place at the Los Alamos Laboratory in New Mexico, known as "Site Y" or "the Hill" for the purposes of secrecy. The lab was operated by the University of California under contract to the War Department.

The overall director of the Manhattan Project was Brigadier General Leslie R. Groves Jr. of the United States Army Corps of Engineers. Director of the Los Alamos Laboratory, and responsible for the technical and scientific aspects of the project, was Robert Oppenheimer, a theoretical physicist from the University of California. By the end of 1944, almost 6,000 people, including families of the scientists and technicians, were based at Site Y. There were over 2,000 military stationed here from four military units, the majority being from the 9812th Technical Service Unit.

Oppenheimer assembled a core team of scientists from the groups that had been working for him on neutron calculations. The team included many prominent physicists, supplemented by a British Mission and including such notables as Enrico Fermi, Richard Feynman, Niels Bohr and his son Aage.

The Doctor and Ace met Robert Oppenheimer in 1945. At this time, Oppenheimer is a tall, thin man, forty-one years old and a chain-smoker. He has a lopsided narrow face, a long nose, a wide sensual mouth, dark brows and a dark uneven hank of hair. Oppenheimer is notoriously clumsy, which is why he became a

theoretical rather than experimental physicist!

Oppenheimer's support for social reform and fundraising for anti-fascist causes, plus a number of suspected Communist party members among his acquaintances, meant that he was viewed with suspicion by some in authority. In the late 1930s, he had a relationship with Jean Tatlock, who wrote for a Communist Party newspaper, and in 1940 he married Kitty Puening, a former Communist Party member. He is still married to her in 1945.

At the time of the Doctor's encounter with Oppenheimer, the Manhattan Project is in the final stages before the detonation of the first atomic bomb, a test explosion code-named Trinity. But other forces are trying to alter the explosion to trigger a chain reaction that will destroy the

universe and change the entire multiverse!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Manhattan Project that the Doctor and Ace infiltrated, and the Robert Oppenheimer that they met, exist on a parallel Earth to ours. It is almost identical to ours, except that the 1940s' recording ban by the American Federation of Musicians didn't take place (a key reason why the Rising Sun Apocalypse Commandos, see V73, were able to access this parallel world), and the detonation of the first atomic bomb took place one day later than in ours, on 17th July 1945.

ROBERT OPPENHEIMER

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

SKILLS

Convince 1, Craft 2, Knowledge 3, Science 5 (AoE: Physics), Subterfuge 1, Technology 4, Transport 2

TRAITS

Authority (Minor) – Los Alamos Director
Clumsy

TECH LEVEL: 4

STORY POINTS: 8

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



Margrave University is a modern seat of learning built in the latter half of the 20th Century in an idyllic setting in rural England, complete with a river running through it that is home to an assortment of ducks and other waterfowl. UNIT is affiliated with the university and recruits the top graduates from the institution. It also provides the security for Margrave's research labs whenever particularly sensitive experiments are being carried out.

Margrave has been leading the field in robotics and cybernetics since the 1980s and has a reputation as a centre for technical excellence. The scientific labs at Margrave are spotless and have first rate facilities enabling the faculty to carry out a lot of exciting, cutting edge research. In 1989, the Doctor uncovered a secret government establishment in Scotland that was manufacturing an experimental weapon based on Ice Warrior sonic technology. It was protected by highly advanced defence robots which each bore a label marking them as the products of the Margrave University Research Unit.

Margrave University was designed by scientists who allowed for sudden and dramatic rises in the water level and therefore the river, so they built a floodway, a system of underground tunnels under the campus allowing access to all the buildings. But over the years, the floodway has been forgotten about by the university authorities.

In 2001, the Doctor decided to investigate the university, but found that it has been placed in lockdown by Brigadier Bambera of UNIT. Margrave has been threatened with destruction by a secretive group of animal rights activists willing to use extreme measures in the furtherance of their cause. Nobody is allowed in for the duration of UNIT's investigation, apart from essential staff and a small skeleton of volunteers looking after the crucial experiments.

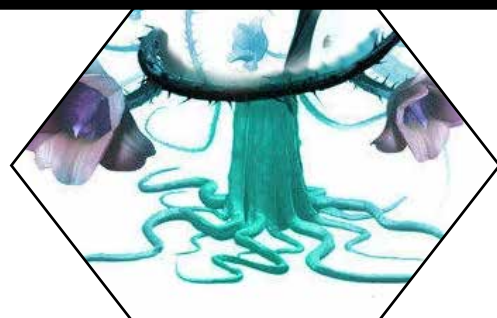
The cybernetics labs may indeed be outstanding, but it's the greenhouse that's of interest to UNIT at this time. The biology department has acquired a number of plant specimens recovered while UNIT was investigating the remains of an alien ship that had crashed in the tropical forests of Mauritania. The ship had burned and these mobile plants – whether cargo or pets – had escaped and were eating their way through the local wildlife.

The university's greenhouse contains a total of eighty-nine of these human-sized carnivorous plants that are being termed "Mauritania specimens". Despite being plants, they are wickedly

clever. They learn quickly and seem to confer soundlessly with each other. The specimens propel themselves by their roots in a manner creepily reminiscent of crabs or spiders. Their attack consists of introducing plant venom into shallow scratches on the skin of their prey, caused by the very sharp thorns that spring from the roots. Once the prey is paralysed, it is wrapped in the root bundle where it is digested, leaving only the bones behind. As plants, the Mauritania specimens are vulnerable to exposure to concentrated oxygen, which can render them insensible.

The Margrave scientists feed the specimens with lab rats and other test animals. But if they were to escape (or be released!), humans would be a prime target for these meat-eaters...

MAURITANIA SPECIMEN



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

SKILLS

Athletics 3, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Alien

Alien Appearance

Alien Organs (Minor)

Natural Weapon – Venomous Thorns: The specimen's thorns inflict 1(1/2/3) damage; if this penetrates any Armour (or similar) and causes damage, the venom causes an additional 1 point of damage (which ignores Armour and any other damage reduction) for the next 5(2/5/7) Rounds Tough

Weakness (Minor) – Oxygen: Exposure to high concentrations of oxygen cause S(S/S/S) damage to the specimen

TECH LEVEL: N/A

STORY POINTS: 1-2

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

MENDEB TWO AND THREE *(Independence Day)*

In planetary terms, the Mendeb System is an interesting one, having three gas giants in unusually close orbits and two inhabited planets in Mendeb Two and Mendeb Three.

In the first half of the Third Millennium, Mendeb Two and Three were both colonised by the TAM Corporation, a particularly rapacious and unscrupulous bunch. But by the 30th Century, they are long gone. Like many of the corporations, they dramatically downsized during the wars of the Earth Empire. They pulled out of Mendeb four centuries ago, leaving the settlers to fend for themselves. TAM weren't in the business of being charitable to settlers – even those who farmed and mined the products that TAM traded in. When TAM left, they took everything they could with them. They left a space station in orbit between the two planets, but they left no ships on the planets themselves. No manufacturing plant, no robots. No valuable high tech at all.

Mendeb Two is the smaller of the two inhabited planets. It's a blue world of water, its surface covered by oceans and swirling white clouds. Being the closer to the sun, much of its surface is too hot for human habitation. The colonies were therefore established on the islands of the polar archipelagos. Mendeb Three, on the other hand, is a cold planet. Due to its distance from the sun, only the equatorial belt between the tropics is habitable. That's where the large land masses are though, so the colonised area was substantial. In between them is the space station. Abandoned centuries ago, but still in its orbit, equidistant between the two planets.

Mendeb Three has more settlers and more natural resources. The settlers, left to themselves, have also benefited from exploiting the large areas of arable land and forests. According to Matrix projections, by the 30th Century they should have created a civilization with a level of technology similar to Earth's of a millennium before.

The settlers on Mendeb Two had a comfortable life on the islands. But it was difficult for them to organise, particularly as the inhabited parts are at either end of the planet. They would have developed technology more slowly than the people on Mendeb Three but for one thing. The corporation left the settlers a reasonably sophisticated radio system, with a communications centre on the equator to link the two communities. Except that the Second Doctor and Jamie accidentally took the communications core with them when they visited Mendeb Two and the Seventh

Doctor has only just remembered to return it!

The Matrix projections show that the peoples of both planets should have reached roughly the same level of scientific knowledge. They should have rediscovered existing texts, so progress should have been fast once it got going. The projections indicate that they would have recently met each other, and that the space station should now be a busy trading post, with traffic going back and forth to both planets. But this isn't the case; something has gone terribly wrong.

While Mendeb Two became a society of farmers and krake-fishers, Mendeb Three developed a feudal society with dukedoms and counties. By the 30th Century, the de facto king of Mendeb Three is Duke Vethran of Gonfallon (see V24). Vethran owes his success to a pair of scientists, Kedin Ashar and his partner Tavana Roslod, who provided the Duke first with superior weapons and motorised vehicles easily capable of dealing with his rivals' camelope-mounted cavalry; then with powered flight and eventually the capability to reach the space station left by TAM and acquire the ships and other technology they abandoned here. With those, Vethran has been able to invade Mendeb Two and take prisoners for his slave-labour workforce.

Duke Vethran's scientists have developed a means of controlling the slaves from Mendeb Two by distilling spore-seed extract to create SS10 (see G8), a drug which removes free will completely and permanently. Rather than a pair of civilised worlds enjoying mutual trading arrangements, Mendeb Two and Three are both under the iron rule of a despot.

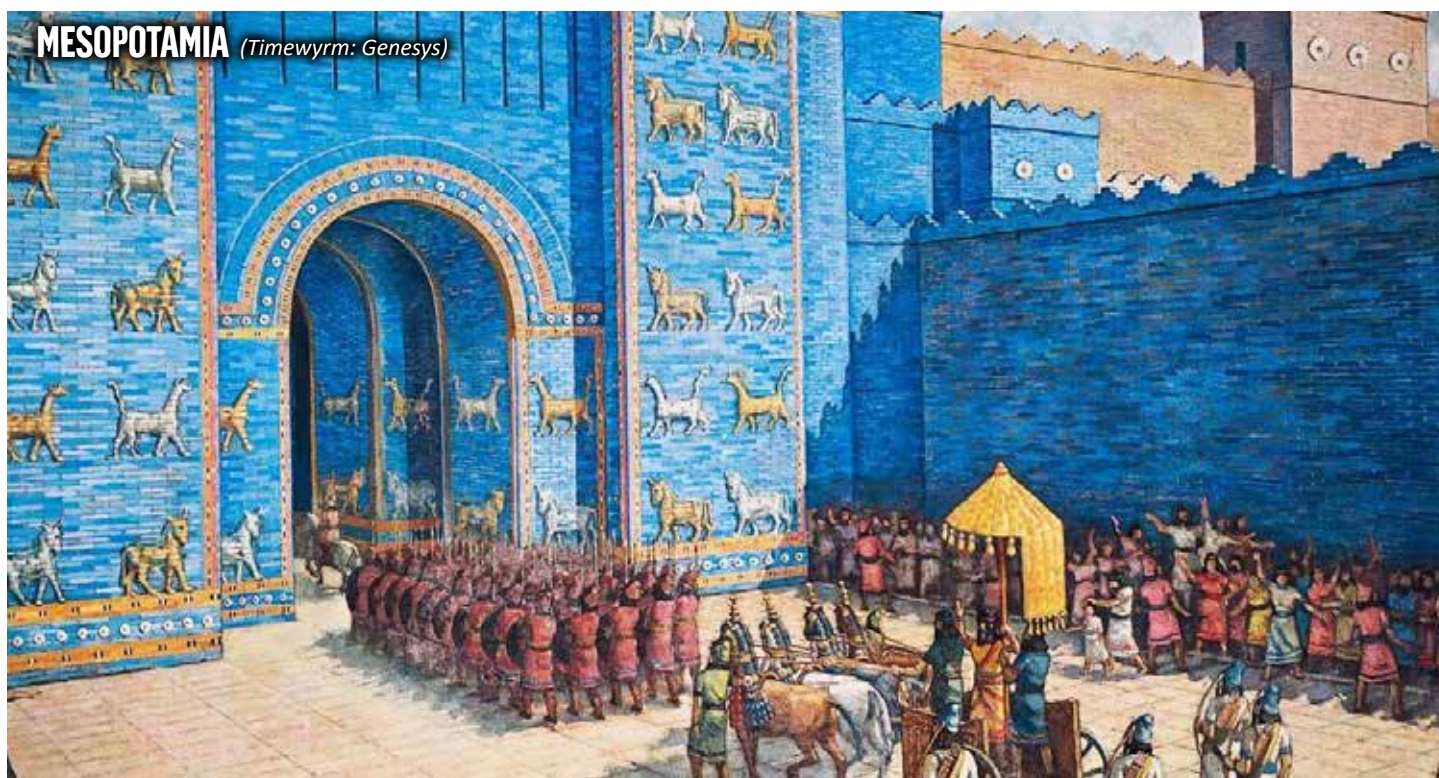
PLANETARY DATA: MENDEB TWO

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 5

PLANETARY DATA: MENDEB THREE

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Archipeligopolis
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



MESOPOTAMIA (*Timewyrm: Genesis*)

The ancient region of Mesopotamia was located within and around the river system of the Tigris and Euphrates, covering an area roughly corresponding to most of modern-day Iraq, Kuwait, northern Saudi Arabia, eastern Syria and south-eastern Turkey. The rivers and their tributaries are fed by a large mountainous region. But the region is mainly semi-arid, with a vast area of desert in the north and stretches of marshes, lagoons, mudflats and reedbeds in the south.

Mesopotamia is credited as being the home of many of mankind's earliest developments and inventions, including the wheel, writing, agriculture, mathematics and astronomy. For this reason, it is often referred to as the Cradle of Civilisation. From the beginnings of written history to the fall of Babylon to the First Persian Empire in 539 BC, Mesopotamia was dominated by the Sumerians and Akkadians (including the Babylonians and Assyrians).

The Doctor and Ace visited Mesopotamia around 2700 BC. At this time, the region is dominated by several city-states, the most powerful of which are Uruk and Kish. These large urban centres extend their control over the surrounding rural areas, resulting in frequent conflicts as they vie for territory and access to water. Effective irrigation of the land is of paramount importance at this time.

Each city is dedicated to a patron deity and is ruled by a king (termed "lugal"), sometimes in conjunction with a priest or priestess. But the power structure is very loose, and kings do not generally have autocratic rule. Rather, they govern alongside a council of elders and of younger men, usually free men bearing arms. Kings need to consult the councils on major decisions, such as whether or not to go to war. As well as secular duties, the

king is an intermediary between the people and their gods and is expected to participate in religious ceremonies. The populace considers their king to be the gods' overseer on Earth.

In 2700 BC, Uruk has a population of around 80,000 and is ruled by Gilgamesh (see A23), whose main rival is King Agga of Kish. Uruk has developed a large temple complex constructed of mud-brick. Its patron deity is the goddess of love and fertility, Inanna. Gilgamesh thinks that Kish's day is done. But Agga's policies have built up both his army and his city's wealth.

The city-states of Mesopotamia are an Early Bronze Age culture at this time, but they have highly developed metallurgical and goldsmithing skills, even though the metals they work have to be imported. Palaces are decorated with hundreds of kilograms of very expensive metals, such as copper, bronze and gold. Copper and bronze are also used in the manufacture of armour and weapons.

Both men and women work in Mesopotamia, and women have nearly equal rights with men. They can own land, initiate divorce (though they have to prove their husbands' adultery or abuse) and own their own businesses. Many of the healers and the wine and beer brewers are women. In general, women are not involved in politics, though there are examples of women ruling a city. Most women, however, remain as wives, mothers and housekeepers.

The rise of the city-states in the Early Bronze Age will pave the way for greater economic and political stability, which will eventually lead to the creation of the Akkadian Empire in the 24th Century BC, the first multi-national realm in the world.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE NEEDLE *(Red)*

The Needle is a living construct that exists almost symbiotically with its inhabitants, the chipped “upper class”. As a result, the building looks after its inhabitants, expanding and shifting its dimensions (it was thought to once be hundreds of metres high) to accommodate the travel needs of its population — residents merely visualise their destination and the dimensions of the Needle accommodate their transit, saving the energy required for walking, and preventing people from becoming lost. Living quarters are a routine affair, with little to distinguish between the citizens’ various rooms, though “cradle rooms” are specifically designed for sleeping, and the “Sphere” is where new arrivals are chipped.

The residents of the Needle themselves lead highly structured lives, their thoughts and passions largely inhibited by the Needle’s A.I. interface, Whitenoise, and the compulsory chip implanted in every resident, and in those who pass through the Sphere. The chips anticipate violent intentions and allow Whitenoise to remove the ability to put these into effect before they manifest

inside the mind of the host, and can also be used to edit their memories. Whitenoise has a predictive temporal core built into its makeup in order to detect any potential for violent intent.

Possibly as a consequence of this level of control there is a black market in blood sport simulation videos, which allow residents to experience violence in passive ways. One resident had a mask enabling her to experience the primitive emotions of her pet bird. Unofficially, aggressive experiences occurring beyond Whitenoise’s control are known as “red lining”, and legend persists of a Red Tape which contains recorded sequences of extreme violence committed under this state by Needle residents.

Below the Needle is the Undercity, the home to those who have chosen to remain unchipped. After the cost of running Whitenoise became untenable, the Needle was privatised and retained a small maintenance crew. Those not wishing to remain in the building under Whitenoise’s control were exiled without a chip — a wave of violence followed, but was quelled by use of population-wide sedatives. Not quite an underclass, the residents of the Undercity are allowed to make contact and trade with those of the Needle by aircraft such as dirigibles.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

What no one suspected, not even Whitenoise because it had taken to editing its own memory of events, was that a violent impulse, amassed from all those repressed by the population, had become sentient and was jumping from citizen to citizen through the network, overloading their chips, and making them carry out violent acts, up to and including murder. Which the compromised Whitenoise would systematically scrub from everyone’s memories. Because of its link to Whitenoise’s temporal core, a Time Lord present would “synch” with this “red energy”, see through its host’s eyes, and even speak to it.

As the Red Tape (it exists) reveals, people possessed by the Red start to obsessively say the word “red” over and over before and during their violent act. If the Red’s hosts is incapable of hurting anyone, it will settle for the host being hurt. The Red can only be contained if the computer network that houses it is shut down. The Needle, its life connected to Whitenoise, did not survive its shut-down. When the building fell, it is assumed the Red was permanently destroyed as well.

THE RED

Attributes: Awareness 4, Ingenuity 1, Presence 3, Resolve 5

Skills: Fighting 2, Subterfuge 4, Technology 2

Traits: Immaterial (exists only as energy), Obsession (Major) — Violence, Possess (only people connected to its computer network and time sensitives)

Tech Level: 7

Story Points: 4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NIRVANA *(World Apart)*

On Gallifrey, there are legends of Nirvana, a planet at odds with the rest of the universe. The stories say that Nirvana doesn't exist in normal space, except that it appears in our reality once every thousand years. Even then, it doesn't remain here long, but disappears back to its own dimension.

The truth is not so far from the myth. Nirvana is a planet that hunts through the vortex and in our universe, ambushing time-ships and spacecraft, materialising in their paths and forcing them to crash-land on its surface. Shortly after, Nirvana shifts again, and the survivors trapped on its surface gradually die, either from natural causes or as victims of the amphibious predators that live in its seas, providing sustenance for the planet to absorb.

To a new arrival on Nirvana, it may at first seem to be a peaceful place. Initially, there are no obvious signs of animal life, no birds in the sky, no vegetable matter. Just a rocky landscape fringed by pink oceans. The only sounds are the sigh of the wind and the hiss of the sea on the beach. Although the climate may vary depending on where in space Nirvana has materialised and any sun around which it temporarily orbits, it is generally a cold place. Pink frost rimes the rocks and pink snow falls from the sky. The pink oceans occasionally freeze over completely. The heavens are changeable, with blood-red skies replacing blue ones or green or yellow, moons in variable numbers, stars in changing patterns, and suns of different sizes and colours which come and go as Nirvana's position in space moves.

The rock that make up the coastlines on Nirvana is more like some kind of sponge, making it incredibly easy to find a purchase and climb. This is the result of the temporal energies it has been exposed to here. There are frequent larger openings leading into deeper caves. And it is in these that the evidence of Nirvana's predatory activities is to be found. Bodies of time- and space-farers of many races, human and otherwise, can be discovered frozen and huddled together. Survival packs, blankets, spacesuits

and other useful equipment salvaged from their crashed ships lie around the tunnels. Many of the walls are covered with messages in dozens of alien tongues. If they can be read, they impart such useful information as: "Leave this place...", "If you're reading this, you will die here...", and "We shall never escape Nirvana!"

The surface of Nirvana is not entirely lifeless. In the rock-pools at low tide, small crab-like creatures may be found and could provide a source of food when the survival packs run out, along with a foul-tasting seaweed. But more dangerous are the amphibious predators that swim under the ice and emerge to stalk their victims. Ace described them as the Creatures from the Pink Lagoon. They can swim faster than a human can run and are incredibly strong. Their footprints, large and webbed, may be found in fresh snow along the shore.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Nirvana itself is a living, breathing organism. It is not based in normal space and is a complicated space-time event. Which means that when the TARDIS first landed there, it soon sensed the danger and tried to leave, dematerialising automatically and stranding Ace and Hex (see A4).

In order to rescue them, the Doctor couldn't risk a rematerialisation. If he did, it could short out the time differential. The TARDIS and Nirvana would have cancelled each other out, and the planet would have become a fixed point in space and time. Nirvana would have been forced back into normal space and stranded at a single point in time. Unable to hunt, it would simply have perished. The Doctor wasn't prepared to risk this, but maybe other visitors would be...

CREATURE FROM THE PINK LAGOON

Attributes: Strength 7, Coordination 4, Awareness 3

Skills: Athletics 5 (AoE: Swimming), Fighting 3, Subterfuge 2, Survival 4

Traits: Alien, Alien Appearance, Environmental (Minor: Amphibious), Fear Factor 1, Natural Weapon (Minor: Talons – Strength +2 damage), Tough

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Varies, but generally Cold

SATELLITES: Varies

SENTIENT SPECIES: None

TECHNOLOGY LEVEL: N/A

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

NOCTURNE *(Nocturne)*

Three parsecs from Earth, the planet Nocturne lies smack in the middle between the systems of Tau Ceti and Zeta Reticuli. It was colonised during the Earth Empire of the Third Millennium. One of the Doctor's favourite places in the universe is Nocturne during the period of the Far Renaissance of the 28th Century. He has visited many times in different incarnations and with different companions, and has built up deep friendships among the artistic community.

Despite being involved in the Earth colonies' decades' long war against the alien Foucoo of Zeta Reticuli, Nocturne is experiencing a period of artistic creativity in a way that happens only half a dozen times in the history of the human race. Among other triumphs, Nocturne sees the birth of luminism and post-pigmentism, the quantum movement, and the composition of all but one of Korbin Thessinger's symphonies and his final work of note, the Great Mass (see A29). Perhaps there's something about experiencing loss and suffering that brings out the best in the human race.

The largest centre of population in Nocturne is Glasst City with its canals and great granite mausoleum-like buildings. It has an odour reminiscent of old Venice: mould and wet stone. Everything here is about suffering, with horror and loss locked into the drab, bleak buildings; the Department of War, the munitions factories and the hospices for the crippled and the invalids. The artists' enclave acts like a pressure valve, providing the only way to release the pain of the war. As a result, Nocturne contains the greatest concentration of artists, sculptors, poets, writers and composers since the Florentine Renaissance of over a thousand years earlier.

The war zone is eight months' travel away, and Nocturne is a stopping point for those resting or recovering from life on the front line. The war against the Foucoo has already lasted seventy years at the time of the Doctor's visit with Ace and Hex (see A4), and it has ground into a futile stalemate. The viciously territorial Foucoo are a secretive subterranean species that very few humans have even seen, and so their appearance is largely

unknown. A statue by the sculptor Schumach, *Man Triumphant Against the Rigours of Space*, features a human towering over a Foucoo, imagined to be a small creature somewhere between a spider and a mole. Their burrows though, constructed from wax or bone, are human-sized.

Because of the war, Glasst City is under martial law, with order maintained by the Overwatch under the command of the Oberst, a Colonial Services Officer. The Overwatch is on constant alert against acts of subterfuge by Foucoo agents or sympathisers. Many criminal acts carry the death penalty, even down to not carrying valid ID papers.

Much of the menial work of the city and its citizens is carried out by so-called

Familiars. These are humanoid servitor robots with synthesised voices and positronic brains. They are uniformly female in form, apparently as research showed people to be more comfortable with this (though Ace suspects old-fashioned male chauvinism). Familiars normally operate within their programmed limits with minimal initiative, but they can be granted more autonomy if needed. The Overwatch employs Familiars and arms them with energy weapons.

Beyond the walls of Glasst City is the Veldt, a region of desert and wilderness, largely uninhabited and empty.

FAMILIAR

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

Skills: Craft 1, Fighting 1, Marksman 3, Technology 3, Transport 2

Traits: By the Program, Enslaved, Machine, Robot

Tech Level: 6

Story Points: 1-2

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

OFLAG IV-C, COLDITZ CASTLE (Colditz)



Oflag IV-C (*Offizierslager IV-C*) became internationally famous during World War II as a German prisoner-of-war camp for captured enemy officers and is more usually referred to as Colditz Castle, the name of the fortress in Saxony in which it was located.

The original castle was constructed in the 11th Century, but it has been expanded and rebuilt several times since, most significantly in the 16th Century when it was reconstructed in the Renaissance style. Situated on a rocky outcrop above the River Mulde and overlooking the town of Colditz, the Germans considered it to be an ideal site for a high security prison at the outbreak of the Second World War. The castle was quickly converted into a prisoner-of-war camp for officers who were regarded as security or escape risks or as being particularly dangerous.

The castle's larger outer court, the *Kommandantur*, housed a large German garrison, while the prisoners lived in a 27-metre tall building in an adjacent courtyard. Initially, Oflag IV-C was home to prisoners of war from many different countries. But in May 1943, a decision was taken by the Wehrmacht High Command to use it for British and American officers only.

Although Colditz Castle was intended to be a high-security prison, it actually had one of the greatest records for successful escape attempts, perhaps because many of the prisoners had experience of previous attempts at other camps. To counter this, the Germans organised three and later four roll calls per day, and if an escape was discovered, police and train stations within a twenty-five mile radius were alerted. The Wehrmacht followed the Geneva Convention, and recognised that it was the prisoners' duty to try to escape. Recaptured escapees were therefore punished with solitary confinement rather than execution.

The prisoners devised numerous ingenious methods for escape. They created duplicate keys, forged papers, made copies of maps and manufactured tools and clothing. Department M19 of the British War Office also smuggled escape equipment to them in parcels from relations and charities. Perhaps the most ambitious attempt involved the secret construction of a glider, "the Colditz Cock", in a hidden space in an attic. However, Colditz was liberated

by the Americans before the glider ever took to the air.

The TARDIS accidentally materialised in the courtyard of Colditz Castle in October 1944, whereupon the Doctor and Ace were both captured by German soldiers led by the sadistic Feldwebel Kurtz. The Doctor is concerned by the presence of Dr. Elizabeth Klein, a Nazi scientist who recognises his TARDIS and knows what it is. Worse, Ace's CD Walkman is confiscated by Kurtz, providing the Nazis with laser technology decades ahead of its time. Could the temporal anomaly the TARDIS collided with in the Vortex before materialising in Colditz Castle be evidence of disruption to the timelines and changes to established history caused by the time travellers' presence here?

Note: Details and stats for Dr. Elizabeth Klein will be provided in *The Seventh Doctor Expanded Universe Sourcebook Vol.2*, as she is destined to play a more significant role later in this Doctor's life.

FELDWEBEL HURTZ

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

SKILLS

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

TRAITS

Military Rank (Minor)

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 5

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

PARKING *(The High Price of Parking)*

The planet Dashrah is the one-time home of the legendary Dream Spinners. They're an enigmatic race who vanished in mysterious circumstances thousands of years ago. It's also a planet of exceptional beauty: historical ruins; multi-coloured, swirling pastel skies; remarkable sunsets. Not surprisingly, it has become a major tourist attraction. Dashrah has a lot of visitors, but also a very delicate ecosystem that requires preservation. So the entire planet is looked after by Galactic Heritage (see A22).

In order to protect the ecosystem, visitors to Dashrah are required to park their spaceships on a special planetoid built next door. A planetoid with the imaginative name of Parking (a name it took the committee three and a half years to decide on!). Parking has restaurants, shops, refuelling stations and all the mod cons. Magnetic clamps lock each spaceship to the floor to prevent theft (or visitors leaving without paying the parking fees), and once parked, visitors can use the teleport stations to get down to Dashrah itself, rather like an orbital park-and-ride. Over the centuries, new levels have periodically been added to Parking, with the oldest now deeply buried.

The whole place is kept secure by the Wardens, assisted by the Robowardens, squat, whirring box-like robots that glide around Parking. The Robowardens are fitted with weaponry capable of stunning any unruly element, or even harming them at the highest setting. The Wardens' headquarters is their Lodge.

With a facility the size of Parking, the bays are organised in zones that make up entire continents. But, in the early days of Parking, the Wardens underestimated the complexities of a visit. There was no help easily available to the disorientated. No information screens, no clear maps. Many were lost in those early days. Some took weeks to find their spaceships. Some years. Some got so lost that they never left at all.

At first, these lost souls had money. But when that ran out, they resorted to barter, then scavenging and theft. Centuries later, their descendants still roam through the many levels of Parking, having long forgotten who they were. These are the Tribes of the Lost (see A37). The Free Parkers, a splinter group of one of the Tribes, want independence and to be recognised as a native population of Parking.

Recently, tensions between the Wardens and the Lost have risen as a result of a series of what appear to be terrorist attacks on Parking. Several spaceships have exploded on take-off, their onboard autopilots seemingly haven taken control and set the engines on overload, as they shriek "Free Parking! Free Parking!" faster and faster. The Wardens suspect the Free Parkers of sabotage; while the Free Parkers believe the Wardens are behind it. But could there be a third party at work? (see V77)

WARDEN

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

SKILLS

Convince 1, Fighting 2, Marksman 2, Technology 3, Transport 3

TRAITS

Authority (Minor)
By the Book

TECH LEVEL: 7

STORY POINTS: 1-3

**ROBOWARDEN**

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

Skills: Athletics 2, Marksman 3, Technology 1

Traits: Armour (5 points), By the Program, Flight (Minor), Natural Weapon (Major: Stun Blaster – S(S/S/S) or 2(1/2/3) damage), Robot

Tech Level: 7

Story Points: 1

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 7

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE PARLIAMENT OF THE SILURIANS *(The Silurian Candidate)*

Their behaviour is controlled by micro-filaments implanted in the scalp.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Silurian triad has relocated to another base on an island off the coast of Washington, from which they can monitor their former capital. Although all three are equal in status, Spenodus is dominant and is intent on wiping the humans out. The other two are scientists. Chordok has a detached, scientific view of mankind, whereas Avvox – despite being Spenodus's wife – is more sympathetic.

In what is now the county of Motuo in Tibet, and which in 2085 will be deep inside the territory of the Eastern Bloc, a mysterious ancient ruin can be found. Archaeologists have speculated that it was once a temple, built before recorded time to honour a god no-one can even remember. It is in fact the entrance into a subterranean city, the prehistoric capital of the Silurians. What looks as if it could have once been a chapel is a lift, now covered in stone by the calcification of the passing millennia. Underneath, it is metal of sorts and the mechanism is still functional.

Deep underground, the city is an enormous complex of buildings that look like bubbles blown out of the rock, smooth and gargantuan. Millions of years ago, this was the Silurians' capital, and the most imposing building among them was once the Parliament of the Silurians. The Fifth Doctor encountered one of the ruling triads of the Silurians aboard Sea Base Four in 2084 (see *Warriors of the Deep*). The hibernation capsules of another triad are within the central chamber of the Parliament. This triad is composed of Spenodus, Avvox and Chordok, all three-eyed Silurians of the type the Third Doctor encountered at Wenley Moor (see *Doctor Who and the Silurians*). But their capsules have all been empty since the three revived in 2081 and absconded to another location. Millions of other Silurians are still sleeping in this city.

The Silurian triad have left a number of defences active in their city, and they can monitor it and activate others from their new location. In the forests on the surface, enhanced butterflies act as scanners, broadcasting images to the Silurians' monitoring systems.

If the Parliament building is breached, a "watchdog" will be released. This is a theropod dinosaur of a species not naturally occurring, but which was genetically engineered by the Silurians. The central chamber is further protected by a booby trap. As soon as anyone enters the chamber, it will be flooded with mantric energy, the same energy as is generated by the Silurians' third eyes. The energy disrupts neural pathways (and artificial intelligences) and will cause 2 points of damage per Round to everyone in the chamber.

Small groups of hominids can also be released to cause further obstacles to intruders. Although Ace referred to them as "cavemen", the hominids are also genetically engineered and are far more primitive than any of humanity's immediate ancestors.

From their island base, the triad have taken control of the leader of the Western Bloc, Chairman Bart Falco (see *V11*), and plan to use him to instigate a nuclear war.

SPENODUS

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

Skills: Athletics 2, Convince 4, Fighting 1, Knowledge 4, Marksman 3, Medicine 3, Science 3, Subterfuge 2, Survival 3, Technology 3, Transport 2

Traits: Alien; Alien Appearance; Armour (5 points); Environmental (Minor) – Heat; Indomitable, Third Eye (Special) – Spenodus' third eye can generate mantric energy to achieve various effects: Alien Senses (Minor: Infrared Vision), Delete, Natural Weapon (Major: L(4/L/L) damage), Transmit (only to Silurians or Silurian technology), Weld; Weakness (Minor) – Cold: Spenodus suffers a -2 penalty to all rolls while in a cold environment

Tech Level: 6

Story Points: 6

THEROPOD WATCHDOG

Attributes: Strength 10, Coordination 3, Awareness 3

Skills: Athletics 4, Fighting 4, Survival 3

Traits: Fear Factor 1, Natural Weapon (Minor: Fangs – Strength +2 damage), Size – Huge (Major), Snap! (By spending a Story Point, this dinosaur can make an additional bite attack in the round), Tough

Story Points: 2

GENETICALLY-ENGINEERED HOMINID

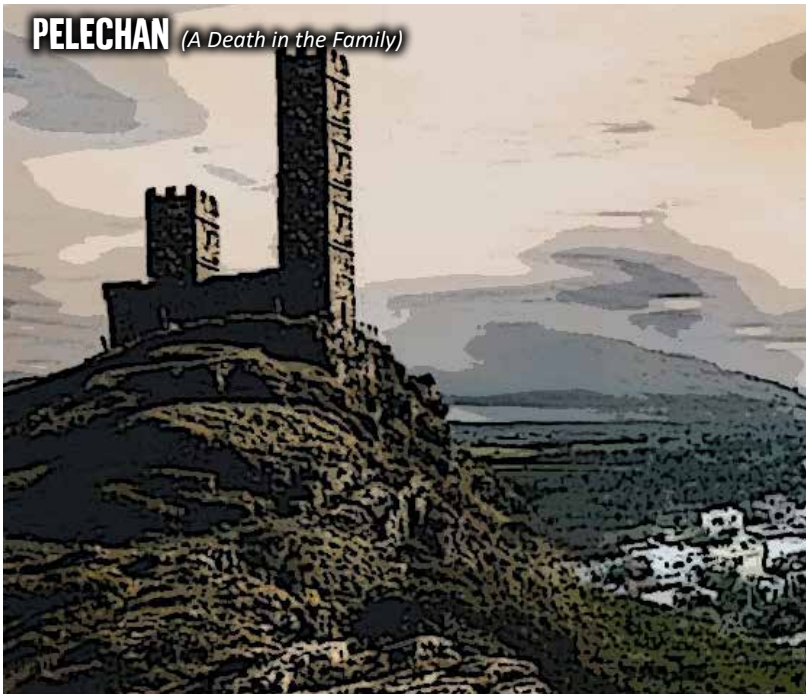
Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 2, Strength 3

Skills: Athletics 3, Fighting 3, Survival 2

Traits: Enslaved, Tough

Story Points: 1

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PELECHAN *(A Death in the Family)*

The planet Pelechan exists billions of years before our time, but its life and, indeed, the planet itself are very similar to Earth. Pelechan has pretty much the same gravity, atmosphere and range of climates and environments. There is a civilisation located on one continent, built by a people virtually identical to humans. But to outside observers, it is an odd civilisation. In some ways, it's fairly advanced, having steam technology for example. But in others, it is primitive. Their healthcare uses leeches in the same way as Medieval physicians on Earth, as a cure-all.

But most odd of all is the people's belief in an afterlife, or rather the form that the afterlife takes. The afterlife on Pelechan is not one up in a celestial heaven, but on Pelechan itself. They call it the Handervale, and it's not a place but a story. The Handervale is a living, never-ending story that is continuously told by the Story Speaker, who lives in seclusion in the church on the rocky hill above the town, protected by the Applin and his novices. For generation after generation, a Story Speaker has been chosen, and when chosen, that's all they do for the rest of their life. They tell the story. Or the story tells itself through the Speaker.

The people believe that nobody on Pelechan really dies. When somebody dies, their family writes a long description of them – what they looked like, how they spoke, their ideas and the things they did. The family will read them, one by one, in the presence of the Story Speaker, and the lost family member will be added to the Handervale. They will carry on living inside the story for as long as there are Story Speakers to continue speaking it.

According to the religion, the world was created by the Great Mother Pelechan. Much later, two thousand years ago, the Children of Light, led by the Champion of Light, vanquished the Dark Pantheon. The people were given the Handervale and the world of Pelechan as their reward. If the relics of Pelechan can be

examined, they will be seen to include the jawbone of an Ice Warrior, a Cyberman's arm and a Dalek eye-stalk. And the Champion of Light? Well, we can only speculate as to his identity...

A few years before Hex Schofield (see A4) found himself abandoned on Pelechan, in the year 1871 AC according to the local calendar, another of the Doctor's travelling companions found herself similarly marooned here. Evelyn Smythe had been transported here by an artefact she had discovered in a coal seam on her adopted homeworld of Világ (see *The Sixth Doctor Expanded Universe Sourcebook*).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The device discovered by Evelyn is a temporal stabiliser from a time ship. By accident, this device brought Evelyn across space and time to Pelechan. Its residual homing properties later led her to the main crash site of the ship it came from, uncovering the heretical truth about Pelechan.

Half buried in the forest in which it crashed thousands of years ago, the time ship is many miles across and heavily fortified, possibly serving as a military or containment vessel of some sort. Its name is still visible on the hull: *U.N.S. Pelican*, a name which has since been corrupted into Pelechan. It is obvious to Evelyn that the entire population of the planet are all descended from the ship's crew. But it's a contentious religious matter and one which it is forbidden to speak of in public.

One further secret of Pelechan is unsuspected even by Evelyn. The Handervale, the living story of Pelechan, is the Hand of All. "All" was a Word Lord, one of the same race as Nobody No One (see V65). All was one of the greatest Word Lords who ever lived, the founder of their society. The Hand of All was his finest creation, a living synthetic reality made from purest language. But the Hand of All didn't just contain one little world; it was an entire universe. And inside that universe there were other pocket worlds, miniature Hands of All. How far down the recursions go, nobody is quite sure...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

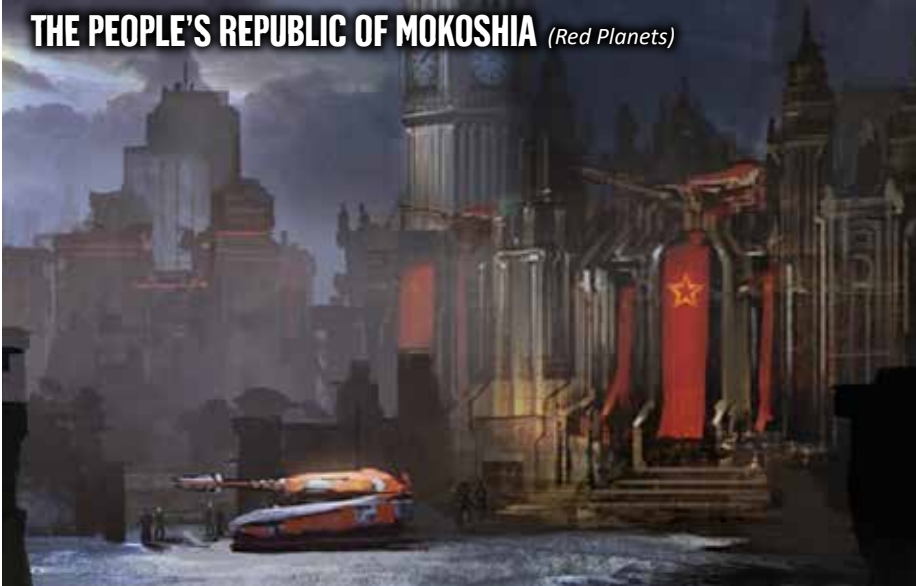
CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: People of Pelechan

TECHNOLOGY LEVEL: 4

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THE PEOPLE'S REPUBLIC OF MOKOSHIA *(Red Planets)*

In the Vortex, the TARDIS detects a time ripple centred on Berlin in November 1961. Left unchecked, it will ripple out and cause more widespread disruption. It seems to relate to a British spy, who is shot and injured trying to get over the border and back into West Berlin. Now in hiding in the East German sector, can Tom Elliot make it to freedom with the vital photographs he is carrying? Outside, the city itself seems to be closing in as the temporal ripples spread. Streets cease to exist or change configuration; a dense mist hides everything; and a void moves through the city devouring anyone it catches. The future is disappearing...

In 2017, London is a far cry from the place that the Doctor knows should exist. It is part of the People's Republic of Mokoshia, a communist state that covers all of Europe. In November 1961, an atomic bomb was dropped on Berlin. Chaos followed, before the surge of communism moved across the West. The Coalition of Peace, the People's March on the West, the unification of Europe under the flag of Mokoshia. But it wasn't a bloodless conquest. There were as many tanks as people on the People's March, and purges followed in the occupied nations. But in the London of 2017, it is best not to talk openly about that.

The Queen abdicated in 1966 and lives in exile in Canada. Now, London is preparing to celebrate the centenary of international comradeship and fifty years of peace. Following the Russian Revolution of 1917, the Great Patriotic War and the unification of Europe, the official line is that this is a Golden Age, the Age of the Great Mother, of Mokoshia.

In the British Commune (formerly the United Kingdom), Colonel Neil Marsden of the Ministry of State Security might not agree, being a member of the underground resistance. But he will not publicly say so. Marsden might be head of the local state police, but he holds little influence with Central Security who report right to the very top of the Republic. He does, however, know of the Doctor and his blue box from things his old boss told him, stories from the files that were destroyed before Britain fell to

communism. He knows the Doctor always appears when there is a crisis. So why hasn't he done so this time?

Meanwhile, Phobos Mission is approaching Mars. Aboard is a single Mokoshian cosmonaut, intent on being the first person to step onto the red planet. But when her craft picks up a signal from the planet's surface, she discovers a base has already been constructed here. It is old, scarred by time, but built by technology far in advance of that of 2017.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Mars base will not be built until 2087. It's a research base, but the scientists assigned to it were only here for a few months when a cataclysmic war broke out between Mokoshia, America and China. They saw all life on Earth wiped out. One of their projects was to develop time travel, and they decided to use this to go back and warn mankind to avoid the actions that will result in the war.

But the time travel technology was in its infancy. Sending living beings through time is far more complicated than sending inanimate objects, and all they managed to do was send their base back to 2017. The scientists became adrift in time, but their surviving consciousnesses are able to take control of radios to communicate. Their attempt to communicate with the Mokoshian cosmonaut only resulted in her death. But maybe they could try again.

They have realised that 2017 is not far enough back to prevent the war. They determined that the key point at which time goes down the path of no return was November 1961. A rogue Soviet general in a sect within the KGB, the Sons of Mokosh, is planning to detonate a bomb in Berlin and then use the chaos to invade the West under the pretence of assistance. Tom Elliot's photographs show the bomb moving towards Berlin. The whole future of the Earth depends on Tom making it through the collapsing city, outmanoeuvring the mindless void in the mist-shrouded streets and across the checkpoint to deliver the photographs to the authorities in the West...

THE VOID

Attributes: Awareness 5, Coordination 2, Ingenuity N/A, Presence N/A, Resolve N/A, Strength N/A

Skills: Athletics 3, Fighting 2

Traits: Delete (Devours anything it touches), Fear Factor 2, Immunity (Physical damage), Incorporeal

Story Points: 0

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POLDAGON TEST WORLD *(The Doomsday Quatrain)*

The Poldagons are a scholarly race of blue-skinned humanoids. They are an academic people who have amassed a high level of scientific expertise and detailed knowledge about the other races of the universe, even those as insular and secretive as the Time Lords.

In order to further their understanding of other worlds, the Poldagon Science Academy designed and built an entire artificial planet, the surface of which is composed entirely of bio-matter. In its raw state, the bio-matter is an endless sea of grey goo. But it is programmable at a cellular level, and the Poldagons can control it to recreate any environment. The planet itself was constructed to be the average size of most life-supporting worlds. With enough information, the bio-matter can be formed into seas, jungles, deserts and other environments to mimic any other world in the Poldagon files almost perfectly. The bio-matter can also be programmed to form living organisms, even sentient ones, and centuries of research have provided the Poldagons with enough data to duplicate the millions of inhabitants of hundreds of worlds, complete with memories and personalities that match the originals.

As well as providing a test zone for their experiments, the Poldagons hire the facility out to other races for their own purposes. The Poldagons remain in control of the environment from their control room deep beneath the surface. In practice, once an experiment is underway, there is little for them to do apart from monitor progress. The bio-matter is programmed up-front at a cellular level, with the life of the so-called bio-units pre-set. At the end of the experiment, the bio-units automatically revert to the grey goo of the bio-matter, along with the rest of the environment. Once the experiment is underway, it's impossible to intervene without massive amounts of energy to sustain the bio-units beyond their programmed life.

The Poldagon test zone is clearly an amazing achievement. But it is totally amoral. The creation and inevitable genocide of generation after generation of sentient lifeforms is an atrocity of almost unimaginable proportions. The Poldagons who run the facility from the safety of their control room do not consider the bio-units they create to be sentient. But the Science Academy back on the Poldagon homeworld may feel differently if they were to learn what actually happens here...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has visited the test zone on at least two occasions. The first time, he arrived and departed thinking he had visited the planet Celdor. The second time, the planet had been formed into a recreation of Earth in the 16th Century in order for the Phalanx of Kro (see V52) to carry out a trial invasion of a primitive world.

POLDAGON SCIENTIST

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

SKILLS

Convince 1, Knowledge 4, Medicine 1, Science 5
(AoE: Biology; AoE: Chemistry), Technology 4

TRAITS

Alien
Alien Appearance (Minor)
Bio-Chemical Genius
By the Book
Technically Adept

TECH LEVEL: 2

STORY POINTS: 4

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Varies
ATMOSPHERE: Varies
CLIMATE: Variable
SATELLITES: 0
SENTIENT SPECIES: Varies
TECHNOLOGY LEVEL: Varies

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POMPEII, 79 AD *(The Fires of Vulcan)*

The eruption of Mount Vesuvius in 79 AD remains one of the most destructive volcanic events in European history. The city of Pompeii, the town of Herculaneum and several smaller settlements were obliterated by the eruption and buried under ash and pumice, being lost for hundreds of years. At the time of the disaster, there was a population of up to 20,000 in the affected area, but the death toll is unknown. The remains of over 1,500 people have so far been discovered at Pompeii and Herculaneum.

In 89 BC, Pompeii had become a Roman colony after siding against Rome in the Social Wars and ultimately surrendering to the forces of Sulla. By 79 AD, it was an important port for goods that arrived by sea and had to be transported to Rome or to the South via the nearby Appian Way. Although Herculaneum was home to more wealthy citizens, Pompeii was larger and had become a thriving commercial city.

Seventeen years earlier, in 62 AD, an earthquake had caused widespread destruction around the Bay of Naples, and some of the damage in Pompeii was still being repaired at the time of the eruption. By 79, the locals had become accustomed to minor earth tremors, and a number of small earthquakes occurred in the four days leading up to the disaster.

The only eyewitness to leave a surviving document was Pliny the Younger. But being eighteen miles away at the naval base of Misenum, he didn't notice the early signs. At 1:00pm, Mount

Vesuvius erupted violently, sending a column of ash and pumice over 20 miles into the air before it began to rain down along the coast. Rescues and escapes occurred during this time, including an attempt by Pliny the Elder, uncle of the younger Pliny and fleet commander at Misenum, to rescue friends from Herculaneum. He died in the attempt.

During the night, the first pyroclastic flows commenced. These were fast-moving, dense and very hot masses of volcanic material and gases which knocked down any structures in their path, incinerating and suffocating the remaining population. They were accompanied by further tremors and a minor tsunami in the Bay of Naples.

By the evening of the second day, the eruption was over, Pompeii and Herculaneum had been buried and the coastline substantially altered.

VOLCANO DAY

Pompeii in 79 AD is a popular destination for time-travelling visitors. Historians, tourists, rubbernecks and others, both inquisitive and acquisitive, flock to the city in order to witness the catastrophe first-hand. Some want to try to help save some of the doomed citizens, but many more merely wish to take advantage of the situation. After all, who's going to miss the odd stolen artefact when the whole city will be buried in a few days' time? And, as Captain Jack Harkness pointed out, Pompeii is the perfect location for a self-cleaning con, with Vesuvius handily destroying all the evidence before the mark even sees the merchandise (after placing a non-refundable deposit, naturally), let alone realises it's a con!

In the late summer of 79 AD, there are probably several dozen time-travellers mingling with the locals at any one time. At least two incarnations of the Doctor are known to have been here: the Seventh with Mel and the Tenth with Donna. In fact, it was the latter pair who were forced to trigger the eruption of Vesuvius in order to thwart the plans of the Pyroviles (see *The Fires of Pompeii*).

The main problem for time-tourists in Pompeii is knowing the date on which "Volcano Day" actually occurs. For many centuries, the main eruption was believed to have begun on August 24th. This is based on the dates given in a letter written by Pliny the Younger twenty-five years after the event, and is supported by the visits of both the Seventh and Tenth Doctors. But in 2018, archaeologists at Pompeii uncovered an inscription dated October 17th, implying a later date for the eruption. Likely contenders for alternative dates include October 30th, November 1st and November 23rd, depending on how Roman dating conventions are interpreted.

But one thing's for sure, getting the timing of your visit wrong could be catastrophic!

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**PROSPER** (*Maker of Demons*)

The fleet of the Milanese, human colonists from Earth, was on its way to the planet Dido when it was hit by solar storms. The Doctor materialised on board the lead ship, *The Duke of Milan*, and put them on a new course to an unnamed planet. The only problem was that this planet, named Prosper by the Milanese, already had an indigenous, sentient species, the subterranean, mole-like Mogera (see V64). But the Doctor negotiated a peace treaty before a single shot was fired.

The Doctor was also able to provide the human settlers with a new, sustainable energy source in the form of a mineral found on Prosper, which they named Doctorium in his honour. Doctorium is an abiotic energy source produced in the bowels of the planet. It can power just about anything, it's produced naturally at the planet's core and it never runs out.

Milanese society and fashions were (and remain) modelled on that of the Elizabethans. They wear Elizabethan-influenced clothes (including ruff collars), speak in vaguely Shakespearean phrases and many of their names are lifted from *The Tempest* (the Doctor speculated that either somebody liked the names that Shakespeare used, or maybe he will go on to tell Will of his adventure on Prosper and thus seed the idea for the play). Even the Milanese spaceships are like Tudor galleons, complete with thick wooden hulls and galleys resembling taverns.

The Doctor returned to Prosper one hundred years after his first visit. But instead of finding an advanced civilisation whose technology is powered by Doctorium, he found the original settlement – formed of the Milanese ships converted into buildings – to be in ruins. Within seconds of the Doctor departing from Prosper a century before, Captain Gonzalo of *The Duke of Milan* tore up the treaty with the Mogera. The settlers soon found that the Mogera who were put to work mining the Doctorium were mutated by the mineral, becoming huge monstrous ogres

that have since been at war with the humans. In the hundred years since, the Mogera have killed millions of Milanese, and the remaining survivors have retreated into the thickest-hulled ship that provides the best protection from attack, *The Duke of Milan* itself.

The humans are now led by the Minister of Fate, Alonso, a direct descendant of Captain Gonzalo. His scientific advisor, responsible for the technology that the Milanese depend on and all research into Doctorium, is Chief Mage Juno, the head of the League of Technogicians. Over the last century, they have developed energy weapons and flying machines powered by Doctorium, and much more besides. But their virtual siege has limited their technological progress, Doctorium cannot be used to power their transmats, and their ships are no longer spaceworthy. Their stockpile of Doctorium is now perilously low, as the mining has all but ceased due to the danger of Mogera attacks. The population is now also critically low.

Perhaps the oddest development of the Technogicians are the Doctorium-powered staffs. They might appear to be wizards' wands, but they double as energy weapons and short-range weather control devices. The latter is particularly useful given that the Mogera are terrified of storms. But Doctorium should be able to do far more than this. If its full potential is harnessed, it should be able to propel craft at fantastic speeds, vaporise solid objects, power long-range transmats and much, much more.

In addition to the Mogera, the Milanese have two specific enemies to worry about. The first is Caliban, the self-styled Mogera general, whose broadcasts inciting his troops to more violence are regularly picked up by the humans' comms systems. The second is Setebos, the pseudonym of an unidentified human mutineer broadcasting regularly from somewhere within the Milanese camp, constantly spouting claims that the humans

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intentionally infected the Mogera with Doctorium as part of a conspiracy to destroy them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor didn't do the arithmetic before selecting Prosper as a suitable planet for the Milanese to settle on. Prosper was far from barren, but it wasn't large or fertile enough to support an entire fleet comprising hundreds of thousands of people alongside the existing population of Mogera. Before the first settler even set foot here, Captain Gonzalo had established that the Milanese numbers were at unsustainable levels. So he set a plan in motion.

The rogue broadcaster Setebos is correct, more or less: there has been a conspiracy against the Mogera for the last hundred years. Shortly after the Doctor left Prosper a century ago, Gonzalo secretly started mutating the Mogera with a steroid-infused gun. Later, he introduced the concept of regular anti-Doctorium inoculations, persuading the unwitting Mogera that it would prevent further Doctorium poisoning and mutation. Instead, the vaccine is itself the source of the mutation. This plan has been continued by Gonzalo's direct descendants ever since. Currently, the only Milanese to know about this are Alonso and his daughter, Miranda.

The mutations transformed the Mogera from non-aggressive creatures into huge killing machines. Gonzalo's plan was that, over time, the murderous Mogera would reduce the humans to a sustainable population, while they themselves would eventually be wiped out. A century later and the plan is almost complete. The human numbers are vastly depleted, while the Mogera are on the verge of extinction.

Fourteen years ago, Minister of Fate Alonso ensured that the hostilities will continue to the bitter end by setting up an alternative identity for himself as Caliban, the Mogera general. Using a disguise of mask and armour, and a voice synthesiser, he broadcasts orders to the Mogera, urging them to continue their attacks. As leader of both sides, Alonso is playing them off against each other, and it's all been very finely calculated, down to the last casualty. But the end is now in sight – as is the genocide of the Mogera.

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Milanese (humans), Mogera

TECHNOLOGY LEVEL: 6 (Milanese), 2 (Mogera)

ALONSO

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

SKILLS

Athletics 2, Convince 4, Craft 3, Fighting 1, Marksman 3, Subterfuge 4 (AoE: Disguise), Technology 3

TRAITS

Authority (Minor)
Charming
Dark Secret (Major)

EQUIPMENT

Mogera disguise incorporating a voice synthesiser and artificial claws (Strength +2 damage)

TECH LEVEL: 4

STORY POINTS: 6

DOCTORIUM STAFF [Special Gadget]

Traits: Zap (Minor: L(4/L/L) damage), Elemental Control (Special; see *The Third Doctor Expanded Universe Sourcebook* – effect limited to local area, but including generation of storms or tornados)

Cost: 4 points

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PUXATORNEE *(Flip-Flop)***PLANET OF THE SLITHERGEES**

Puxatornee was once a thriving human colony world. But in the year 3060, a warship containing a large group of Slithergees (see V79) arrived in orbit. They claimed that their homeworld had been destroyed and most humbly requested that they be allowed to settle on Puxatornee.

On December 24th, while President Bailey was still considering the request, an attempt was made to assassinate her. The attempt was foiled by a mysterious pair who claimed to be from the future and warned Bailey that declaring war on the Slithergees would be disastrous.

Bailey therefore offered the Slithergees the second moon of Puxatornee as a compromise. Since then, the President has pursued a policy of appeasement with the Slithergees and, in order to preserve peace, she has acceded to their obsequious and oleaginous demands time after time.

Thirty years later, the Slithergees have spread over not only the second moon, but also ninety percent of Puxatornee itself as they have requested more and more land. The humans have become marginalised and now live in poverty in the ghettos. Any criticism of Slithergees is regarded as a hate crime punishable by death.

Because of positive discrimination, Slithergees now control everything: schools, police, business. Humans are placed on leashes and forced to act as sight-guides for the blind Slithergees, and are trained to be totally subservient as they lead their masters around. The Slithergee Community Leader even has eyes on the presidency.

There is a human resistance of course. But most of these traitors have been rounded up, interrogated and executed. Only one pair of dissidents remains at large, and they have plans for the time machine that has just materialised on Puxatornee. If they can gain access to it, they will go back in time and execute President Bailey before she agrees to the Slithergees' demands...

DYING EARTH COLONY

Puxatornee was once a thriving human colony world. But in the year 3060, a warship containing a large group of Slithergees (see V79) arrived in orbit. They claimed that their homeworld had been destroyed and most humbly requested that they be allowed to settle on Puxatornee.

On December 24th, while President Bailey was still considering the request, an attempt was made to assassinate her. The attempt was successful. Bailey's deputy, now President Mitchell, blamed the Slithergees and launched an attack on their ship.

The humans won the subsequent war, and the surviving Slithergees fled back into the depths of space. But they left Puxatornee as a poisoned wilderness.

Thirty years later, Puxatornee is dying. Its environment is mildly radioactive, its people have been poisoned, the food is running out. Much of the city is in ruins. President Mitchell is still in power and runs a repressive police state in order to keep what remains of society together.

Government scientist Professor Capra is building a time machine and it is nearing completion. Soon, two agents will be sent back in time to 24th December 3060, where they will prevent the assassination of President Bailey that resulted in the war against the Slithergees. They will warn the President that declaring war on the Slithergees will be disastrous for Puxatornee...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard; or Earth Non-Standard

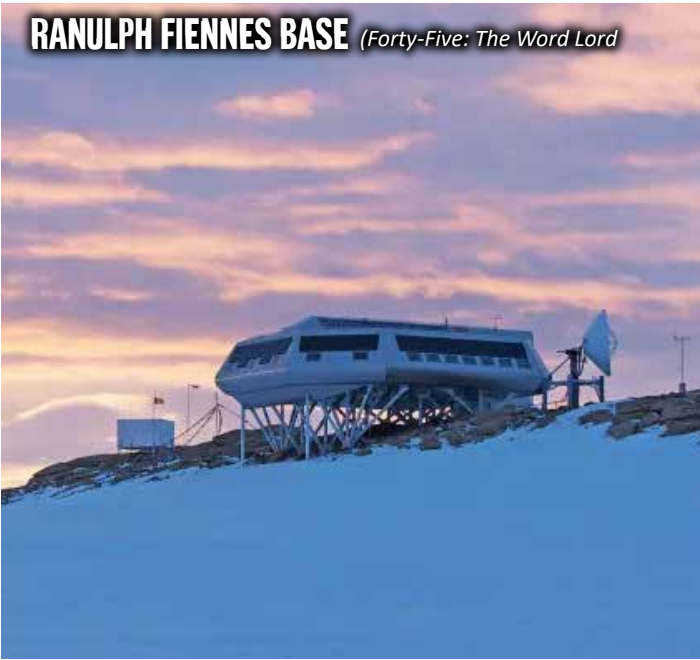
CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Slithergees & humans; or just humans

TECHNOLOGY LEVEL: 6

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RANULPH FIENNES BASE *(Forty-Five: The Word Lord)*

In 2045, at the height of the Second Cold War, Ranulph Fiennes Base is a maximum security military bunker located in Antarctica. Officially, it doesn't exist. But in this politically volatile world it is a top secret facility for peace talks between the geo-political power blocs and is under the auspices of the United Nations.

The base is one of the most secure facilities on the face of the Earth. Security is paramount and the bunker has state-of-the-art monitoring systems and procedures. Every possible security measure that can be taken has been taken. The bunker is located 450 miles from civilisation and any movement within a 200 mile radius is investigated via satellite. Detection systems include movement sensors, quantum wave analysis, full spectrum light and sound, CCTV and environment mapping. Nobody can get to the bunker without being seen.

Inside the base, monitoring arrays show where everyone in the bunker is, day and night. Nobody can avoid them except in the sleeping quarters, where guards are posted outside at all times. The systems are so sensitive they can even detect when the spider in Storage Bay 9 finished weaving its last web. Actually, there are no flies in the base, no bugs, no insects, no germs or microbes of any kind. The bunker air is 100% filtered and sanitised. The spider is a pet.

Nobody gets in without security clearance. All delegates are scanned and checked. They don't even wear their own clothes while on site. Sat phones, computers, even writing materials are all banned. There is only one book in the base: a riveting volume titled *The Bunker Protocol Guide*!

The base's systems are controlled by an AI. To ensure data security, every system is wiped and rebooted every 45 hours and no data is stored at the bunker. The base is an information dead zone. Apart from the base's distress signal, there are no transmitters. The

distress signal alerts the various military forces off the coast of Antarctica, who scramble to retrieve their delegates. It takes them around three quarters of an hour to get here by helicopter (and a few more minutes for World War Three to start).

Commander Claire Spencer is in overall charge of the base. Now a formidable woman in her sixties, she is a British officer who works for the UN. Claire is one of only 34 people on the planet with access to full Level 11 UN Files, including that on the Doctor. In any case, she has met the Doctor before, when she was in Special Forces. Claire is familiar with the Doctor's methods and has a firm respect for him. The Doctor once told her not to be afraid of being scared. It's when you stop being scared that you should worry!

Remember: Nobody can get to the bunker without being seen. Nobody can get in without security clearance. Nobody can avoid the monitoring systems. Nobody No One (see V65).

COMMANDER CLAIRE SPENCER

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

SKILLS

Athletics 2, Convince 5, Fighting 3, Marksman 5, Medicine 2, Subterfuge 3, Technology 3, Transport 2

TRAITS

Brave
Friends (Major) – U.N.
Indomitable
Military Rank (Special) – Commander
Obligation (Major) – U.N.
Voice of Authority

EQUIPMENT

Sidearm: 5(2/5/7) damage

TECH LEVEL: 6**STORY POINTS: 6****RANULPH FIENNES BASE**

Good Traits: Advanced Technology (AI), Fortified, Internal Sensors, Landing Pad (Helipad), Remote Base, Secret Base, Secure Base, Troops

Bad Traits: Harsh Conditions, Isolated

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Friday, 14 May 1997. Tony Blackburn is broadcasting live from the city of San Antonio on Ibiza, but tomorrow night he'll be broadcasting from a brand new club called the Rapture. The DJs who run the club, brothers Gabriel and Jude, claim that a night in their club is a real spiritual experience, and tomorrow everyone will know just what that means...

The hottest new club on Ibiza, the Rapture, is distinctive in that one of the walls is a large bay window facing the West, and the nearby island of Es Vedra. As the sun sets in that window, the DJ, looking down from his spot in a glass box overlooking the dance floor, times his music to it, the resonances of light and sound apparently giving the clubbers on the dance floor a religious experience. Indeed, the club's owners, Jude and Gabriel – the aforementioned DJ – claim to be the Angels of Scripture, and that they are on Ibiza to save delinquent souls in time for the Rapture. Bouncers are paid to keep older people out, and their mouths shut.

What is it about the excitable, young Gabriel's music that gets young people enraptured so? Does it have anything to do with Es Vedra, an island reputed to have mystical properties ever since Francisco Paolo, a 19th Century monk, claimed to have met an angelic being there after many days meditating. The locals also speak of strange lights under the water between Ibiza and Es Vedra...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But not all is as it seems, nor as the brothers claim. In reality, the beings Paolo met in 1855 were Jude and Gabriel, not angels, but denizens of the Euphorian Empire, which lay in another dimension, accessible through a portal in a cave on Es Vedra. The Euphorians were once a peaceful race before they were attacked by the evil Scordatura; after that, they had to fight to protect themselves. When their armies were overrun and destroyed, they conscripted soldiers from the "non-essential" areas of society: artists, writers, musicians, actors... and composers.

Gabriel was once a gentle, sensitive musician who composed melodies that would make grown men weep. Unable to cope with the horrors of war, he went mad and killed his own commander. Jude rescued him from his court-martial, and, seeking somewhere to hide, returned to the portal and went through to Ibiza to begin new lives. Inspired by the Bible Paolo had given him, Jude used angel dust and Gabriel's music to give his brother a new identity. But Gabriel's patchwork new personality is failing, and his true memories are breaking through. Jude now has no choice but to take his brother home for treatment, and to avoid being court-martialled and executed, has decided to return to his superiors with an army of brainwashed young soldiers to help fight in their war.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

JUDE



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

SKILLS

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

TRAITS

Dark Secret – Wants to turn his club's patrons into an army
 Devotion – to Gabriel
 Friends (Major) – a secret financier
 Hypnosis (Major) – Jude uses this Trait in combination with lights, music and psychoactive drugs to condition youth in the club scene
 Obligation (Major) – to heal his brother's mind
 Voice of Authority

EQUIPMENT

Laser gun: S(S/S/L)

TECH LEVEL: 7

STORY POINTS: 4

GABRIEL



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

SKILLS

Athletics 2, Convince 4, Craft 4 (Musician/DJ), Fighting 1, Knowledge 2, Marksman 2, Medicine 1, Science 2, Subterfuge 3, Survival 2, Technology 3, Transport 2

TRAITS

Amnesia (Major)
 Attractive
 Charming
 Eccentric (Major) – Believes he is the Angel of Scripture
 Impulsive
 Voice of Authority

EQUIPMENT

Laser gun: S(S/S/L)

TECH LEVEL: 7

STORY POINTS: 6

The patrons of his club are “enraptured” by a combination of lights, music, and PCP (“angel dust”) in the drinks. Patrons who do not drink alcohol are resistant to the effects, though the music alone makes anyone hearing it at least feel strange. Gabriel, thinking he really is the Biblical Angel Gabriel, would routinely give “sinners” PCP to give them religious experiences. Had Jude gone through with his plan, the Rapture would have lived up to the hype as hundreds of young people disappeared without a trace, actually transported to the Euphorian dimension.



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RICOSTA *(A Life of Crime)*

Ricosta is a paradise planet. It has a tropical climate, untouched beaches, fabulous cuisine... and no extradition treaties. For certain types of business persons, Ricosta is a perfect retirement haven. Business persons such as Lefty Lonnigan (see V53), a former partner of notorious rogue Sabalom Glitz (see *The Seventh Doctor Sourcebook*), who has retired here after making his money in the pair's caper on Iceworld. Like many expats on Ricosta, Lefty has built a pretty impressive luxury villa that looks as much like a fortress as it does a villa. On this world, the two are one and the same.

The native Ricostans are furry humanoids, not unlike upright racoons complete with long bushy tails. They are happy to turn a blind eye to the often-dubious pasts of their clientele, so long as they bring in the money. In fact, in one way or another, the Ricostans have seized on just about every opportunity to exploit every penny they can from their more recent residents. From taxes and tolls to bank charges to good old-fashioned bribery and corruption, living on Ricosta isn't cheap for off-worlders. But then, they're paying for luxury and a safe haven from the law.

The Ricostan police are as likely to take a bribe as they are to arrest anyone. It's generally considered among the expats that the Ricostans aren't much use for anything unless it's a cover-up. The highest authority on Ricosta is the Lord Mayor. Officially, the Mayor is extremely gratified that so many successful business men and women have seen fit to retire to Ricosta to the benefit of its economy. Unofficially, the Mayor is reaping in a cut of the action and depositing his money in a series of private offshore accounts.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite the wealth rolling into Ricosta, the economy has hit a rocky patch recently, largely due to the Ricostan dollar struggling because of a fall in the grotzits index. They have been bailed out by a race of intergalactic bankers known as the Sperovores (see V81). But what is not widely known about is the true nature of these aliens.

Sperovores devour the quantum futures of their victims, consuming their past and future possibilities, destroying them utterly. Sperovores are also gourmets whose palates are attuned to the finest flavours. And the finest flavours are provided by criminal lives. Anyone who dies on Ricosta is frozen, suspended just before their life-signs fade completely. They are then shipped to the Vault of the Bank of Ricosta, which is fitted out

with technology to enhance their flavour. The recently departed marinade in a brine of unfulfilled choices and aspirations, adding to the piquancy. They are then devoured by the Sperovore that resides in the Vault, and by the nature of their shared digestive system, the entire race enjoys the meal!

This is all well and good for the Ricostans so long as this does not become public knowledge. As soon as it does, the Sperovores will foreclose on the planet, arriving to harvest all living souls, before retreating back to their home world.

RICOSTAN

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

SKILLS

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

TRAITS

Alien
Alien Appearance
Keen Senses (Minor) – Smell
Selfish

TECH LEVEL: 7

STORY POINTS: 2-4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 2

SENTIENT SPECIES: Ricostans and humans

TECHNOLOGY LEVEL: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE SIEGE OF DROGHEDA *(The Settling)*

The Siege of Drogheda in 1649 is an infamous chapter in Irish history and one for which the name of Oliver Cromwell has since been cursed in Ireland.

Following the defeat of Charles I's army at the end of the Second English Civil War in 1648, and Charles' execution in January 1649, some elements of his Royalist forces regrouped in Ireland and formed an alliance with the Irish Catholic Confederation which had governed the country for the previous four years. In March 1649, Oliver Cromwell (see V68) was selected by the Rump Parliament that now governed England to command an army against the Royalists. But it was not until August of that year that he landed in Dublin, one of only two Parliamentary outposts in Ireland (the other being Derry in the North).

The normal "campaigning season" at this time, during which an army may live off the land, was already almost over. So Cromwell needed to quickly secure ports in the east of Ireland to ensure his troops could be supplied during the coming winter. Drogheda was one of those ports and was targeted for a rapid assault rather than a time-consuming blockade. Cromwell arrived outside Drogheda with his force of 12,000 men and eleven heavy siege artillery guns on September 3rd.

The Royalists had manned Drogheda with a garrison of around 2,550 soldiers under the command of Sir Arthur Aston. The army was half Catholics, including Irish and some English Catholics, and half English and Irish Protestants. The Royalist plan for Drogheda and other garrisoned ports was to hold out against Cromwell and let hunger and sickness do its work.

Although the bulk of Drogheda was on the northern bank of the River Boyne, the smaller part on the southern bank included its two main gates and the Millmount Fort that overlooked the town's defences. Cromwell concentrated his forces on the southern bank in preparation for a swift assault. His artillery easily opened up two breaches in the town's medieval curtain walls, and he called

on the Royalist commander to surrender. Sir Arthur Aston refused, hoping that a nearby force of 4,000 Royalist troops would come to their aid.

At 5pm on September 11th, Cromwell ordered an assault on both breaches by three of his regiments. Although they gained a foothold in the south breach, he had to direct two further regiments at the eastern breach before the defenders fell back. It was the sight of his dead Parliamentary soldiers piled in the breaches that incensed Cromwell to issue the command that no quarter was to be given to the Royalist and Irish defenders, and that his troops were not to spare anyone in the town bearing arms.

In the resulting massacre, it is estimated that around 3,500 were killed in Drogheda and another 200 were taken prisoner to be shipped to Barbados. The dead included Royalists who had surrendered, Roman Catholic priests who were beaten to death, and any townsfolk found to be carrying weapons. There are no reliable reports as to how many civilians were killed. One contemporary claim puts the figure at 700-800, though the Royalist press in England quickly reported around 2,000 civilian deaths.

Cromwell later tried to justify his actions in allowing the massacre as being the "righteous judgement of God" and to put down the uprising and prevent further conflict and loss of life. He also claimed that it was in revenge for the massacre of Protestants in Ulster in 1641. Cromwell's hatred of Catholics had been fuelled by this.

According to the rules of war at the time, if a besieged town had refused surrender and was subsequently taken, then its defenders could be lawfully killed. However, the scale of the slaughter at Drogheda was without parallel in 17th Century English and Irish history.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



Smithwood Manor – more often referred to as “the house on Allen Road” – is one of a number of properties that the 3rd Doctor purchased during his exile on Earth. But it is the 7th Doctor who is most associated with it and seems to use it as an occasional base of operations.

Located in Kent, Smithwood Manor is a large 19th Century building with its own grounds and outbuildings, including a stable block that was converted into a garage in the 1920s. Depending on the time period, various cars may be stored in the garage. In the early 21st century, Ace found a Volvo estate, a Saab 96 and a Karmann Ghia crowded inside. A decade later, in 2014, they had been replaced with a Mazda and a Mercedes. The garage also contains a communications screen, but when that breaks down, the Doctor converts a TV in the sitting room of the house, using an antique M56 telefunken microphone and a range of cables and adaptors. The TV can be used to check the views from the various security cameras dotted around the property, and there is a surveillance system in a scale model of the house in the breakfast room.

The entrance to the grounds is a large gate leading onto a gravel drive. A sign outside states “SMITHWOOD MANOR – NO TRESPASSING”. For a few years in the 2010s, some local graffiti artist kept adding “BEWARE OF THE GOD”. Similarly, the anonymous joker frequently changed the street sign to read “ALIEN ROAD”. Beyond the gate, the garden is usually overgrown with weeds and in places is thickly wooded with trees. There is an old fountain here, a tall stone structure which had originally been white and bright, but by the 21st Century is covered in green, mossy growth. The garden also contains a Victorian greenhouse. Although it looks to be in good repair from a distance, up close you can see the rust eating the ironwork and the missing and broken panes. Thick green tropical plants have grown through the gaps.

The rooms inside the house are in various states of repair and décor. There are several bedrooms for when the Doctor and his travelling companions decide the stay here, either to recuperate or merely to base themselves at the house. All sorts of odds and ends have found their way into the house. Some may be useful for whatever adventure the characters find themselves involved in, but most are probably not: 1930s and ‘40s era board games, old computers, a billiard table, a library (sometimes containing books), antique typewriters, a baby grand piano, piles of comics and old Betamax VCRs. All sorts of electrical and electronic components may be found scattered around. If you’re lucky, there might even be a can or two of Ace’s Nitro-9 in the fridge (see *The Seventh Doctor Sourcebook*).

In between the 7th Doctor’s visits, the house is occasionally occupied by some of his other incarnations. As a result, there is often some food in the larder. There is also a wine cellar which contains bottles from almost every conceivable century (including a bottle or two of home-made stinging nettle wine dated 1976) and many from other worlds. The Doctor sometimes links the TARDIS to the wine cellar by creating a dimensionally transcendental corridor from the service levels of the ship. When the house is unoccupied for extended periods, squatters, homeless and local youths have been known to break in and must be persuaded to leave.

When the Doctor revisited the house in the early 22nd Century, it was pretty much as it used to be except that the greenhouse had fallen in and the lawn had overgrown the gravel drive. Further into the future, the house and its grounds were stolen by an unscrupulous businessman and relocated to an asteroid, where they became part of the Ararax XIV Heritage Centre until the Doctor shut it down.

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SPANISH CIVIL WAR (*Fiesta of the Damned*)

The Spanish Civil War was a conflict between the left-wing Republicans and the right-wing Nationalists, and took place between 1936 and 1939. The commencement of the war was a military coup led by General José Sanjurjo against the Government, a liberal coalition of Republicans with support from communist and socialist parties. Sanjurjo was killed in an aircraft accident as he tried to return from Portugal, where he had been living in exile following a failed coup in 1932. He was replaced as leader of the Nationalists by General Francisco Franco.

The coup was supported by military units in many of the Spanish protectorates, including Cádiz, Seville, Pamplona and Morocco. But key cities such as Madrid, Barcelona, Valencia and Bilbao remained under Republican control. Thus, the country was divided, and the Nationalist and Republican forces vied for overall victory. The Nationalists received support from Nazi Germany and Fascist Italy, while the Republicans were similarly supported by the Soviet Union and Mexico. Countries such as the United Kingdom, United States and France continued to recognise the Republican Government, but otherwise remained neutral. Despite this, tens of thousands of citizens from non-interventionist countries joined the International Brigades and fought with the Republicans.

The war became a symbol of the international struggle between democracy and fascism, and inspired both passion and political division. Atrocities were committed by both sides, and the Nationalists carried out purges in the territories they controlled to consolidate their position. An incident which has since gained particular notoriety was the German bombing of the Basque town of Guernica on 26th April 1937 at the behest of Franco. The attack was an opportunity for the Nazis to test the Luftwaffe and led the way to Franco's capture of Bilbao. It is controversial as being an attack by an air force against civilians, and took place on market

day, when many people had travelled to the town. The Republican press reported around 1,600 deaths, though the actual number is likely to have been much lower. The bombing is the subject of Pablo Picasso's famous anti-war painting, *Guernica*.

During 1937, the Nationalists secured the northern coastline. Much of Catalonia was captured in 1938, and Madrid was cut off from Barcelona. In May, it was clear the Republicans were losing, and they sued for peace. But Franco knew he could press his advantage home and kept fighting. By winter, the Republican position was hopeless. Tarragona, Barcelona and Valencia fell, and the Republicans again tried to sue for peace. Franco would only accept an unconditional surrender.

Some of the leftist Spaniards managed to flee to refugee camps in southern France and other countries, but many were executed. The figures vary, but at least thirty thousand and perhaps as many as two hundred thousand Republicans lost their lives in the reprisals that followed. General Franco took over Spain and ruled it until his death in 1975.

The Doctor, Ace and Mel arrived in Spain in late 1938, by which time a Republican defeat was almost inevitable. Time travellers who know their history could easily believe that there is no point to anything the Republicans do at this time. They're doomed anyway. To which the Doctor would say we all have to die someday and it's how you live that matters. Although visitors from the future can't influence the outcome of the war to any great extent, perhaps there are other victories to be had. Saving a few lives in the middle of a larger conflict, rescuing the innocent from almost certain death, or perhaps dealing with an alien menace (see V15) that would otherwise threaten not only Spain but the entire planet.

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ST GART'S HOSPITAL *(The Harvest, Project: Destiny)*

It was while they were investigating St Gart's Hospital in the London of 2021 that the Doctor and Ace met their future companion Hex Schofield (see A4). St Gart's Bankside is situated on the South Bank of the Thames. It is a modern, gleaming tower and is part of the EuroCombine Health Administration, affiliated to the European Health Development Council.

The Doctor suspected that somebody at the hospital was involved in experiments with xenotech and feared that the European Government had got its hands on something extremely dangerous. With access to technology more advanced than Earth's, it could give Europe huge advantages in many areas, such as weapons research, extended mortality and the space programme.

Everything within St Gart's, from the medical and surgical equipment to HR records and payroll to the lifts and canteen tills, is controlled by System. Called "Sys" by the people who work at St Gart's, System is an AI computer, the prototype of which was created back in 2006 by Chambers Pharmaceuticals (see *The Fifth Doctor Expanded Universe Sourcebook*) as a medical diagnostic and treatment machine. Sys is fully integrated with all the hospital systems, is voice-interactive and speaks with a calm female tone.

The Doctor's suspicions are of course correct. There is something covert going on with alien technology at St Gart's. Known as the C-Programme, the project is under the aegis of the EuroCombine Special Provisions Act, European legislation specifically drawn up to protect it. Under the Euro Council Emergency Powers, the hospital's Executive Security Officer David Garnier can do pretty much anything he likes in the interests of security. Especially that of Floor 31...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The European Council has acquired a CyberLeader and six Cybermen, the damaged survivors of the crash of their ship in the Pyrenees. In return for assistance from Europe, the CyberLeader

has provided advanced technology, and the C-Programme is working on producing a new generation of astronauts for the European space programme. These will be enhanced with cyber-technology to be able to better survive the stresses of space flight and the harsh environment of hard vacuum.

So far, twenty-one prototype "Cyberhumans" have been produced. They are all volunteer airmen and astronauts. The first and most advanced subject is Polk, a hulking figure almost eight feet tall and able to run at inhuman speeds. Polk is still recognisably human, or at least organic, but monstrous. The other Cyberhumans are crude but unmistakably Cybermen. They are armoured against lack of atmosphere and zero gravity, and are able to withstand radiation. Unknown to Dr Farrer, the neurosurgeon who is leading the research, the Cyberhumans are programmed to obey and protect the Cybermen.

Farrer has also converted the CyberLeader into Subject One (see V83), transplanting organic tissue into its cyber-body, a "recarnative" process to return it to a semblance of humanity. Subject One has manipulated both Garnier and Farrer into building an automatic cyber-conversion production line in the secure areas of the hospital. The Cybermen are planning for total global conquest within six weeks, and St Gart's alone contains enough material to create 30,000 Cybermen!

POLK

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

SKILLS

Athletics 4, Fighting 4, Marksman 2, Subterfuge 1, Survival 1, Transport 2

TRAITS

Armour (5 points)

Cyborg

Distinctive

Environmental (Minor) – Enhanced to survive in zero atmosphere, temperature extremes, high radiation and zero-gravity environments

Fast (Major)

Fear Factor 1

EQUIPMENT

Submachine Gun: 5(2/5/7) damage (see *Defending the Earth* for rules on automatic weapons)

TECH LEVEL: 5

STORY POINTS: 4

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

STATION FOURTEEN (*The Quantum Possibility Engine*)

Station Fourteen was constructed in the 82nd Century just outside the Solar System. It's a space station owned by the recently elected President of the Solar System, one Josiah W. Dogbolter (see *The Sixth Doctor Expanded Universe Sourcebook*). Officially, it's considered to be neutral territory, and President Dogbolter uses it for diplomatic meetings. As a result, Station Fourteen isn't armed. Instead, it is protected by a platoon of Dogbolter's Soldier Robots, all macho testosterone poured into huge strutting death machines. But that still leaves the station vulnerable to external attack. Unfortunately, since Dogbolter was elected, he slashed the Solar System's defence budget. The majority of its ships and weaponry were sold off to the Foom, leaving only three, maybe four, left to defend the Solar System. This might seem to be an insane strategy for system-wide security, but President Dogbolter had his reasons. Reasons which lie in the other, secret use for which Station Fourteen was constructed.

Unknown to the general public, Dogbolter also uses Station Fourteen for secret research work that he wishes to hide from the eyes of the interplanetary authorities. That research has resulted in two inventions which together have provided Dogbolter with absolute control over the Solar System – and the reason he has felt secure enough to do away with the majority of its defences.

Firstly, the entire Solar System has been placed inside an impenetrable bubble only accessed by a dimension gate controlled from Station Fourteen, effectively creating a closed temporal system that not even a TARDIS can penetrate. The border controls are used to monitor traffic in and out. All communications traffic is bounced from peripheral relay satellites. Dogbolter already controlled the flow of traffic and communication, so it's not been difficult to disguise the fact the Solar System is in a bubble, and Station Fourteen is right on the periphery.

The dimension gate is the point of access into and out of the Solar System. This effectively allows full but controllable access to the

Solar System. Ships can pass in either direction, rather like an airlock. The traffic isn't even aware it's passing through it, which explains how Dogbolter has managed to keep this situation secret.

The second development that Dogbolter has come up with is the quantum possibility engine (see G6). A combination of Sperovore (see V81) and Time Lord technology (the latter copied from the Doctor's TARDIS which Dogbolter managed to acquire), the engine allows Dogbolter to be able to alter the present by rolling back time and nudging the events of the past. Nothing major is needed. Generally, people are easy to control, and most of the time he just massages trends, beliefs, perception. The engine can't manage significant changes, such as avoiding planetary disasters or alien invasions. But the nudges provided by the quantum possibility engine allow Dogbolter to keep the people happy and his presidency (and wealth) secure.

Despite (or perhaps in view of) the low level of security protecting Station Fourteen, Dogbolter of course has the ultimate contingency in place: insurance. Station Fourteen and its entire contents are all heavily insured in the event of its destruction – and Dogbolter has made certain he can claim on this policy by installing a self-destruct. And with the dimension gate also capable of being operated as a transmat, Dogbolter himself can always withdraw to a safe distance before its triggered.

SOLDIER ROBOT

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

SKILLS

Athletics 3, Fighting 3, Marksman 4, Technology 2

TRAITS

Armour (5 points)
By the Book
Natural Weapon – Inbuilt Blaster: 7(3/7/10)
damage
Robot

TECH LEVEL: 8

STORY POINTS: 1-2

STATION FOURTEEN

Armour: 8 Hit Capacity: 40 Speed: 1

Traits: Scan, Transmit, Travel

Story Points: 3

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1



During the 45th Century, several of the planets across the Tarsus system were seeded by pioneers from Earth, who quickly established colonies for themselves. These prospered for four centuries, but they all came to a dramatic end when the system's sun, a red giant named Tarsus Ultima, collapsed into a temporal-spatial anomaly.

In the 49th Century, the Tarsus system is still governed by Earth Central, though it has a certain degree of autonomy and diplomatic missions from Earth are required in order to keep relations smooth. The largest population is on Tarsus Six. But several of the worlds closer to the sun are also inhabited, as are a few further out. When Tarsus Six was first colonised, the pioneers discovered an artefact which they named the Voice of Stone. It appears to be a perfect cube made of smoked glass or crystal, with a darkness at its centre. The stories say that the pioneers who discovered the Voice of Stone believed that it spoke to them. But if so, it has been silent ever since.

The Voice has inspired a doomsday cult, the Senders, who believe that it prophesied the death of Tarsus Ultima and all the worlds of the Tarsus system. Far from wanting to flee to safety, the Senders worship Tarsus Ultima and believe that when the great day comes, the radiation emanating from the star's collapse will transform them all into a new kind of lifeform. They believe that they will ascend and become a higher being as one with the universe. So, when the red giant began to change, the Senders knew that their time had come. Some people believe that it is the Senders themselves who have somehow caused the sun's destruction.

When the TARDIS materialised on Tarsus Six with the Doctor and Ace on board, the sun had already gone mad and the evacuation of the entire system was already underway. It is clear that Tarsus Ultima is not a standard supernova. It looks more like an angry bruise with rays of light millions of miles long projecting from it. The star is growing all the time, already engulfing the innermost planets. It is throwing off lethal spacetime radiation charged with Artron energy in a shockwave effect. The shockwave is growing as it absorbs matter from the planets it destroys, gaining both energy and speed.

The evacuation of the system is using all available spacecraft, from small yachts and shuttles, to the largest passenger liners and cargo freighters. But the Artron energy rushing ahead of the shockwave means that the ships can't use their hyperdrives as the radiation would cause an implosion. So the ships are all racing towards the Red Line, a boundary within which the shockwave will destroy them. The fastest ships are the last to leave, with the final one being the huge space freighter *Obscura*.

Any time travellers arriving at this time and place and hoping to save the system from destruction will be in for disappointment. The destruction of the Tarsus system is an historical event, a fixed point in time. Worse, the concentration of Artron energy particles will prevent their TARDIS from dematerialising. The time travellers will quickly find that they must flee from the shockwave and across the Red Line in exactly the same way as the refugees!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has been called to Tarsus Six by a psychic summons from the Voice of Stone. He will recognise the artefact as a Gallifreyan hypercube, and the message it conveys is from one of his future selves. The Eleventh Doctor needs the Seventh to ensure that Captain OhOne, commander of the *Obscura*, the last ship to evacuate from Tarsus Six, survives. The Doctor will need OhOne's help in both their futures!

With the Voice of Stone locked in a secure cargo pod on the *Obscura*, and with Sender saboteurs aboard, how can the Doctor retrieve his message, save OhOne and survive the shockwave?

TARSUS SHIP OBSCURA

Armour: 10 **Hit Capacity:** 40 **Speed:** 40*

Traits: Forcefield (Major; One-Shot, Restriction – Drains the ship's drives of power), Scan, Teleport, Travel

Story Points: 4

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

PLANETARY DATA: TARSUS SIX

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

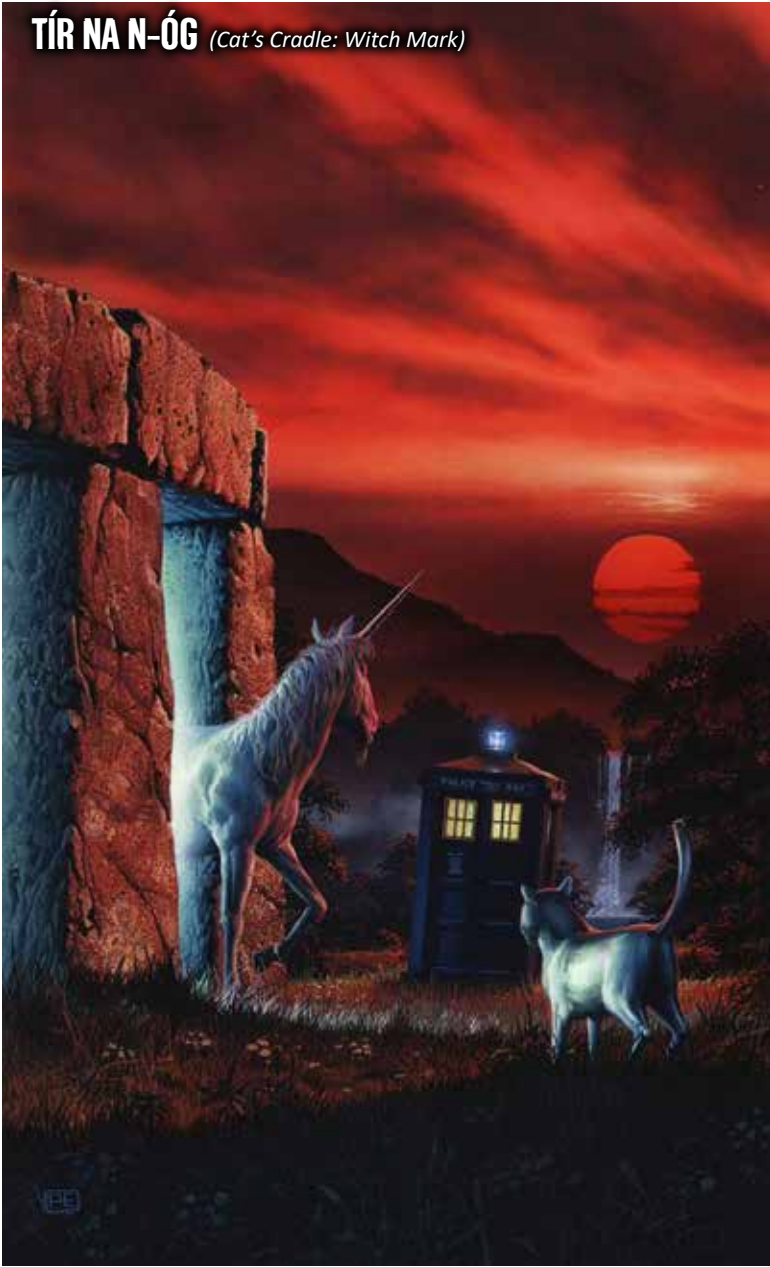
CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Humans

TECHNOLOGY LEVEL: 7

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TÍR NA N-ÓG *(Cat's Cradle: Witch Mark)*

tribes of Tír na n-Óg. Their unicorn horns are known to be the source of their intelligence and also their telepathy and time-sensitivity. If a horn is ever hacked off, the Ceffyl becomes nothing more than a horse until the horn regrows and its intelligence and other abilities return.

The humans of Tír na n-Óg have lived in peace among the other peoples for centuries. The main settlement is Dinorben, a fortress where the council, the Tuatha De Danaan, hold their meetings. But there are tribes scattered throughout the land: to the north, beyond the forest of Coed and the mountains of the Allan Clwff is the land of the Clyr, a people led by Chulainn. Lord Barras's people dispute the land of Teirion with the Firbolg. To the east of Dinorben lie farmlands, then a low range of mountains and then nothing, a barren wasteland which has never been crossed and hence remains unmapped by the cartographers. To the west, beyond the southernmost extremities of the mountains of the Allan Clwff, are the Marches stretching for more than a hundred miles before they reach the lands of the Sidhe and eventually the sea.

Overhead, two suns wheel in the sky above Tír na n-Óg. The largest and brightest is Dagda's Wheel, sometimes referred to as the day-sun. The stories say that Dagda's Wheel is drawn across the sky behind Dagda's war chariot. The smaller and dimmer night-sun is the pale red Arawn's Wheel, which is similarly said to be drawn behind Arawn's chariot. When Arawn's Wheel is in the night sky, it gives a red twilight cast to the landscape.

The five races of Tír na n-Óg – humans, Sidhe, Fomoir, Firbolg and Ceffyl – are not the only inhabitants of Tír na n-Óg. As well as animals both wild and domesticated which are oddly identical to those of the British Isles of the Dark Ages, the land is occasionally plagued by both dragons and demons. The dragons are the traditional winged and fire-breathing reptilian monsters of European legends. But the demons take many forms. They are sometimes referred to as werewolves, as many of them take the forms of large wolves of a type long-since extinct in Britain. In fact, they are shapeshifters and their flowing flesh can adopt the forms of any living creature, including the perfect likeness of individuals. These changelings can then only be identified by the "Witch's Mark", a darkening of the skin found on their necks. Anyone with such a mark is hunted down as a demon or burned as a witch.

Humans came to the land of Tír na n-Óg centuries ago, but where they came from and how is long forgotten. But they are not the only people to live in this land. On the far western shores and in the southern forests live the Sidhe. They are human-like in form, but their bodies are covered with a red hair and their heads are like that of a fox or wolf. In the dark mountains of the south are the Fomoir. These trolls seem to be made of stone, grey-skinned and hairless, and having the strength of the earth. Like the trolls of legend, they become as inanimate as stone during the day. Also to the south, the land of Teirion is disputed between humans and the Firbolg. The Firbolg are semi-human, with the head, arms and trunk of a man. But below, like centaurs, they are horses. Finally, roaming the plains of Porfa north of the forests of Coed are the Ceffyl. A Ceffyl takes the form of an ordinary horse but can be distinguished by the single horn which pierces its forehead. They are considered an aloof and self-serving folk by the human

North, through the forests of Coed, across the plains of Porfa and beyond the sea, is the island of Goibhnie (see V38) from which the demons are believed to have escaped. Like Dagda and Arawn, Goibhnie is regarded as a god by the people of Tír na n-Óg, but one with a more tangible existence. He is a mysterious figure who used to visit the tribes and examine the people and their livestock, sometimes even treating the sick. It is said that it was Goibhnie who originally made the demons, but trapped them all under his island, so all their evil stayed there. Once in a while, a demon would escape and come among the people to cause all

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sorts of mischief.

One final inhabitant of Tír na n-Óg is the mysterious figure of Herne. Herne lives in the forests and is known to the people as being strange and otherworldly. Human in shape, he is usually surrounded by a nimbus of light, like moonlight, which waxes and wanes. Where Herne treads, plants grow from the earth. Shoots spring up, becoming saplings and quickly growing into young trees in his hands. Herne does not perceive events in the same way as the people of Tír na n-Óg do. He seems to be living his life backwards and has knowledge of things to come.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The land of Tír na n-Óg is on an alien world on the outskirts of the galaxy. It is an experiment being run over the course of several centuries by the scientist Goibhnie, a member of the Troifran race of scholars. The larger sun, Dagda's Wheel, is artificial, constructed by Goibhnie to enable the planet to support life. He then set up a transmat link to Earth, to Wales during the Dark Ages (in the vicinity of what is now the village of Llanfer Ceirog), and kidnapped human and animal specimens to populate Tír na n-Óg.

Goibhnie was impressed by the imagination of the superstitious humans and wanted to see how their society would develop if they shared a world with the creatures of their myths. Some of the humans were freed to establish their tribes and settlements. Others were retained for Goibhnie's genetic experiments, becoming the Sidhe, Fomoir, Firbolg and Ceffyl. Any creatures who were genetically altered were marked with a Troifran numeral, the "Witch Mark" on the neck.

Goibhnie also created the dragons that occasionally terrorise the people of Tír na n-Óg. These are biomechanoid creatures made of living tissue welded onto metallic frameworks and controlled by positronic brains. Their fiery breath is generated by the simple combustion of hydrocarbons. In effect, the dragons have flame-throwers in the back of their throats.

The demons that periodically escape from Goibhnie's island are his failed experiments. Their shapeshifting ability is the property of the protoplasmic flesh that Goibhnie has developed in his genetic work. They look like a monstrous menagerie sewn together haphazardly and constantly changing until they settle on a form. Gangling limbs with tough sinews and wiry tendons here. A torso with a heart that bulges outside the ribs there. Heads without nostrils and mouth, but with insect eyes. Claws readied for killing, stained yellow and red. Faces which might once have belonged to humans.

Herne was created by Goibhnie on his home planet of Troifres. He was the basic protoplasmic model which Goibhnie now uses, but which underwent a mutation that resulted in a human-type being. Unexpected and contravening the laws of conservation of mass and energy though this was, it was nothing to Goibhnie's later discovery that Herne perceives effect before cause, contrary

to the thermodynamic arrows of time. It was the Herne creature who gave Ghoibhnie the initial suggestion to look to the legends of Earth for his experimental model. But even Goibhnie does not know the true cause of Herne's counter-temporal existence, that at the end of Herne's life, and infused by the TARDIS's artron energy, his being was accidentally merged with Old Davy, who lived near Goibhnie's semi-organic silicate transmat gateway, a stone circle near Llanfer Ceirog in Wales. Herne and Old Davy became one, with one aspect living his life forwards and the other living it backwards along Herne's timeline.

Centuries after the experiment was started, the artificial sun of Dagda's Wheel is running out of fuel. It is already dark, and Tír na n-Óg is only lit by the dim red glow of Arawn's Wheel. The peoples of Tír na n-Óg believe that the end of the world is coming, a belief reinforced by the sudden increase in demons escaping from Goibhnie's island, the power of their prison having been interrupted. Goibhnie intends to do nothing to rescue his creations, his experiment having already run its course. But the humans of Dinorben have discovered their world's end of the transmat link in a nearby stone circle. They are sending their people through in small groups, to arrive near Llanfer Ceirog in the early 1990s, where they hope to blend in and make new lives for themselves. They know that the other races of Tír na n-Óg will not go unnoticed on Earth and are acting to prevent them from attracting attention to Llanfer Ceirog. As their world dies, the human fortress of Dinorben is under siege by the other races, and the transmat gateway in the stone circle is under permanent guard.

HERNE

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

SKILLS

Convince 2, Knowledge 5, Science 2, Technology 3

TRAITS

Alien

Alien Appearance

Special: Retrocausal Existence (Major; see *The Third Doctor Expanded Universe Sourcebook*)

Special: Time Phasing (see *The Fourth Doctor Expanded Universe Sourcebook*; Herne uses this ability to speed up the growth of plants as well as other effects)

TECH LEVEL: 7

STORY POINTS: 6

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CEFFYL (UNICORN)

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

Skills: Athletics 3, Convince 2, Fighting 2, Knowledge 1, Survival 3

Traits: Alien Appearance, Fast (Major), Feel the Turn of the Universe, Natural Weapon (Minor: Horn – Strength +2 damage), Psychic, Telepathy, Tough, Special – Charge (Makes one attack to trample anyone it runs over; if successful, inflicts Strength damage and can then attempt an attack with its horn against the same target), Tough, Trample (Inflicts Strength damage to anyone it runs over; can be dodged with a successful Coordination + Athletics roll), Weakness (Minor: Lack of manipulatory limbs)

Tech Level: 2

Story Points: 2-4

FIRBOLG (CENTAUR)

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

Skills: Athletics 3, Convince 1, Fighting 3, Survival 2

Traits: Alien Appearance, Fast (Major), Tough, Trample (Inflicts Strength damage to anyone it runs over; can be dodged with a successful Coordination + Athletics roll)

Equipment: Sword (Strength +2 damage), Bow and Arrows (1(1/3/4) damage)

Tech Level: 2

Story Points: 1-3

FOMOIR (TROLL)

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 4, Strength 7

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

Traits: Alien Appearance, Armour (5 points), Weakness (Major: Inactive during daylight hours)

Equipment: Axe (Strength +2 damage), Mattock (Strength +2 damage)

Tech Level: 2

Story Points: 1-2

DRAGON

Attributes: Strength 10, Coordination 3, Awareness 3

Skills: Athletics 2, Fighting 2, Marksman 3, Survival 2

Traits: Alien Appearance, Cyborg, Fear Factor 2, Flight (Major), Natural Weapon (Major: Fiery Breath – 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the dragon), Size – Huge (Major), Tough

SIDHE

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

Skills: Athletics 2, Convince 2, Fighting 3, Knowledge 1, Marksman 2, Subterfuge 3, Survival 2

Traits: Alien Appearance, Keen Senses (Minor: Smell)

Equipment: Sword (Strength +2 damage), Bow and Arrows (1(1/3/4) damage)

Tech Level: 2

Story Points: 2-4

DEMON

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

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

Traits: Alien Appearance, Fear Factor 1, Natural Weapon (Minor: Protoplasmic Claws, Fangs or Pincers: Strength +2 damage), Shapeshift (Special), Tough

Tech Level: 2

Story Points: 2-4



PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Archipeligopolis

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humans, Ceffyl, Sidhe, Firbolg, Fomoir, demons

TECHNOLOGY LEVEL: 2

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TUIN *(The Dark Husband)*

The planet Tuin is often referred to as the Brewery of the Galaxy due to its beer houses which boast fourteen hundred different varieties of ale. Or at least they once did, before the war between the Ir and the Ri which has lasted for ten thousand years and has reduced Tuin to a wasteland. Now, beer tents are filled with revellers only once every five hundred Tuin years (which coincidentally equates to around five hundred Earth years) during the Festival of the Twin Moons of Tuin.

Although Tuin was once covered with lush blue grass and green seas, its landscape is now barren. The most prominent landmark is a pillar as tall as the Empire State Building and twice as wide. It is covered in markings and murals which impart the legends and laws of Tuin, depicting the war between the Ir and the Ri, a tragedy on a planetary scale. A plaque commemorates the dead of a war that never ends – except during the Festival. Strangely for a monument on a war-ravaged world, the pillar is completely unscathed.

Around the pillar, gravestones stretch into the distance for miles and miles, as far as the horizon, as if the whole planet might be

one huge graveyard. Arranged in vast concentric circles orbiting the pillar, the graves of the Ir and the Ri lie side by side.

The Ir and the Ri are very different, though both are humanoid. Whereas the Ri are very, very hairy (even their women) and very ginger, the Ir are completely bald. The Ri are impulsive and emotional, almost brutish, and are driven by anger and hatred of their enemies. The Ir are calm and collected, a people of intellect and planning, their hatred of the Ri kept beneath the surface.

Although they both used to be natives of Tuin, the Ir and the Ri have each relocated to one or the other of the planet's twin moons. The moons have remained relatively untouched (though still pitted with bombardment craters), while Tuin has become the main battlefield. Both Ir and Ri are technologically advanced, using energy weapons and interplanetary craft. The war is largely run by the computers of the opposing sides, which scan Tuin for targets and dispatch their forces to engage them.

After ten thousand years, the cause of the war is no longer remembered. The Ir say that the Ri fired a plague missile at their

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capital city, though in retaliation for the Ir dropping a thousand lava bombs on their capital city first. But the reason for that is unknown. Both sides consider they had just cause.

Once every five hundred years, a giant klaxon on Tuin sounds the Sign of Commencement, marking the start of the week-long Festival of the Twin Moons of Tuin. This indicates the opening of the beer tents and the only time when the Ir and the Ri are at peace with each other. All hostilities are banned for the duration. So long as the Festival is on, no one can lay a finger on anybody else.

Before the war, the Festival used to take place every year and people came from both moons, from the ocean cities of Deep Tuin and the mountain folk of High Tuin. Now, it happens only once every five hundred years. The Ri and the Ir are both honourable, and keeping the peace during the celebrations is virtually encoded into their DNA.

Ir and Ri share the same god and technically they could still go to church together – and once every five hundred years, that's exactly what they do. The church is the entire planet Tuin, a sacred place. There are differing interpretations of their religion, of course. The Ir teach that the world was first created from the glitter of stars, the thread of comets and the warp and weft of supernovae. The Ri's story is far earthier.

If the markings on the pillar can be properly interpreted, they provide information about how the war between the Ir and the Ri can be ended, by the marriage of the Dark Husband and the Shining Wife. The Shining Wife represents the hate and impulse of the Ri, and the Dark Husband represents the cunning and thinking of the Ir, the ones who wait and strike. The union of the Dark Husband and the Shining Wife would create a unity between the two races of Tuin. But no Ir or Ri would ever contemplate offering themselves up as Husband or Wife, so the war is endless. But the marriage could be initiated by an outsider offering themselves up as suitor, and will become the Dark Husband.

Once a suitor has been declared, the rituals to prepare for a wedding are extensive though more than a little vague. They are set out in a manual, *Instructions for a Husband of Tuin in the Ways and Wherefores of the Marriage Ritual*. Unfortunately, half the pages are missing and the other half don't seem to make much sense.

At the end of the Vigil of Decoy, the suitor is tied to the Stake of Decision, to be burned alive in the shadow of the pillar. But the flames are cold and are only a ruse to lure somebody to rescue the suitor. That person is then recognised as the Shining Wife.

A representative of each of the Ir and the Ri must spend the night before the wedding with the Dark Husband by the Campfire of Thwarted Regret, to keep watch over him and tell him stories. Among all the stories of Tuin, the best known is *The Story of the Planet and the Wanderer*, a tale for children that tells of how the wedding came to be. According to the Ri, a wanderer came to

the barren world of Tuin. His arrival made the world no longer barren. The wanderer wished to stay on Tuin, but he also wished to continue his travels, and so his soul was divided into two and he became estranged from the planet, becoming Ir and Ri, the twin moons, trapped in near space and unable either to leave orbit or return to the planet.

In the version of the story that the Ir tell, Ir and Ri are the children of the wanderer and they were hanged in the sky as outcasts because they killed their parents. The two versions of the story have nothing in common apart from the motif of a person divided. This is reflected in everything on the planet, from the Dark Husband and the Shining Wife, to the Ri and the Ir. Everything here is about two sides of the same coin.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The story of the wedding of the Dark Husband and the Shining Wife is a trap. A wedding will certainly end the war and bring peace, but only by bringing an end to one or both the races. Once the ceremony takes place on the Disc of Union beneath the pillar, the participants are teleported down to the heart of the planet, where they will meet Tuin.

Tuin is the planet itself. In the cavern at its heart, it manifests as a deep voice and a face in the rock that resembles both Ir and Ri. It is the spirit of the planet and can show itself in earth and fire, air and water. It is a creature of the elements, whose lifeforce has polluted everything from the blue grasses to the green seas, and also the various forms of life that inhabited this world millions of years ago, and which evolved into the Ri and the Ir. Tuin considers itself to be a god. But it is nothing more than a life factory created by the Worldshapers of the Large Magellanic Cloud. It was faulty and was ejected into space as a reject, becoming the core of an artificial world around which mass formed.

For years, the Ir and the Ri prayed to Tuin and built temples. But Tuin's children eventually grew up and wanted to become independent and leave home. Tuin didn't like that. It considered its people to be disobedient, so it punished them with earthquakes and hurricanes, fire and brimstone, and more. But its people escaped by fleeing to the moons. So Tuin cursed them with war by setting the inhabitants of each moon against one other. The pillar targeted each moon with a gene cloud that gave them different characteristics, trivial differences to create the perfect recipe for conflict.

With Tuin at the heart of the planet are its two Bards. These are humanoid devices made of stone. They are data stores containing the recorded souls and memories of the first men from Tuin's history and the chronicles and laws of the people. Their knowledge can be accessed by pressing the buttons on their heads, and they recite the lore in verse and song.

Tuin, the Bards and the pillar are all part of a faulty planet-building kit. Tuin divided itself when it created the Ir and the Ri, and now

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TUIN

Attributes: Awareness 6, Coordination N/A, Ingenuity 4, Presence 6, Resolve 5, Strength N/A

Skills: Convince 4, Craft 5, Knowledge 5, Science 3, Technology 4

Traits: Living Planet – Tuin cannot be harmed by anything short of nuclear weaponry, and the entire planet needs to be destroyed to kill it. It can project its consciousness over the whole planet and has complete control over the elements, creating storms and lightning on demand. It can also control the genetic composition of all life on it, creating and destroying at a whim.

Tech Level: 8

Story Points: 8

BARD

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

Skills: Craft (Song and Verse) 4, Knowledge 5 (AoE: The History of Tuin), Fighting 1

Traits: Armour (8 points), By the Program, Data Storage (The history and laws of Tuin), Robot, Teleport, Weakness (Minor: Controlled by the buttons on its head – can be pressed in combat with -8 penalty to access the command system)

Tech Level: 8

Story Points: 1

it hates itself and longs to cut its soul in half. The two races are part of Tuin, but each is flawed. Tuin cannot choose between them and set up the story of the Dark Husband to make the decision for it.

Once Tuin has married the Shining Wife and the Dark Husband, they are compelled to fight to the death. The victor will be genetically condensed on the Altar of Transfiguration and pumped up through the pillar to be showered all over the surface of the planet. It will form a gene cloud that will transform all life. If the Shining Wife wins, all life will become Ir, and if the Dark Husband wins, all life will become Ri. And if the happy couple are outsiders? Then both Ir and Ri will be wiped out, and all life on Tuin will be in the victor's genetic image.

Tuin is a mad god. Its temper tantrums could split the entire planet. If it is thwarted, it could destroy the world, condensing itself on the Altar of Transfiguration to turn off every gene in the Ir and the Ri.



IR RACE PACKAGE

Cost: -4 points

Attributes: Ingenuity +1 (+1)

Traits: Adversary (Minor) (-1), By the Book (-1), Code of Conduct (Major) (-2), Distinctive (-1)

RI RACE PACKAGE

Cost: -4 points

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

Traits: Adversary (Minor) (-1), Code of Conduct (Major) (-2), Distinctive (-1), Impulsive (-1), Keen Senses (Minor: Smell) (+1)

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

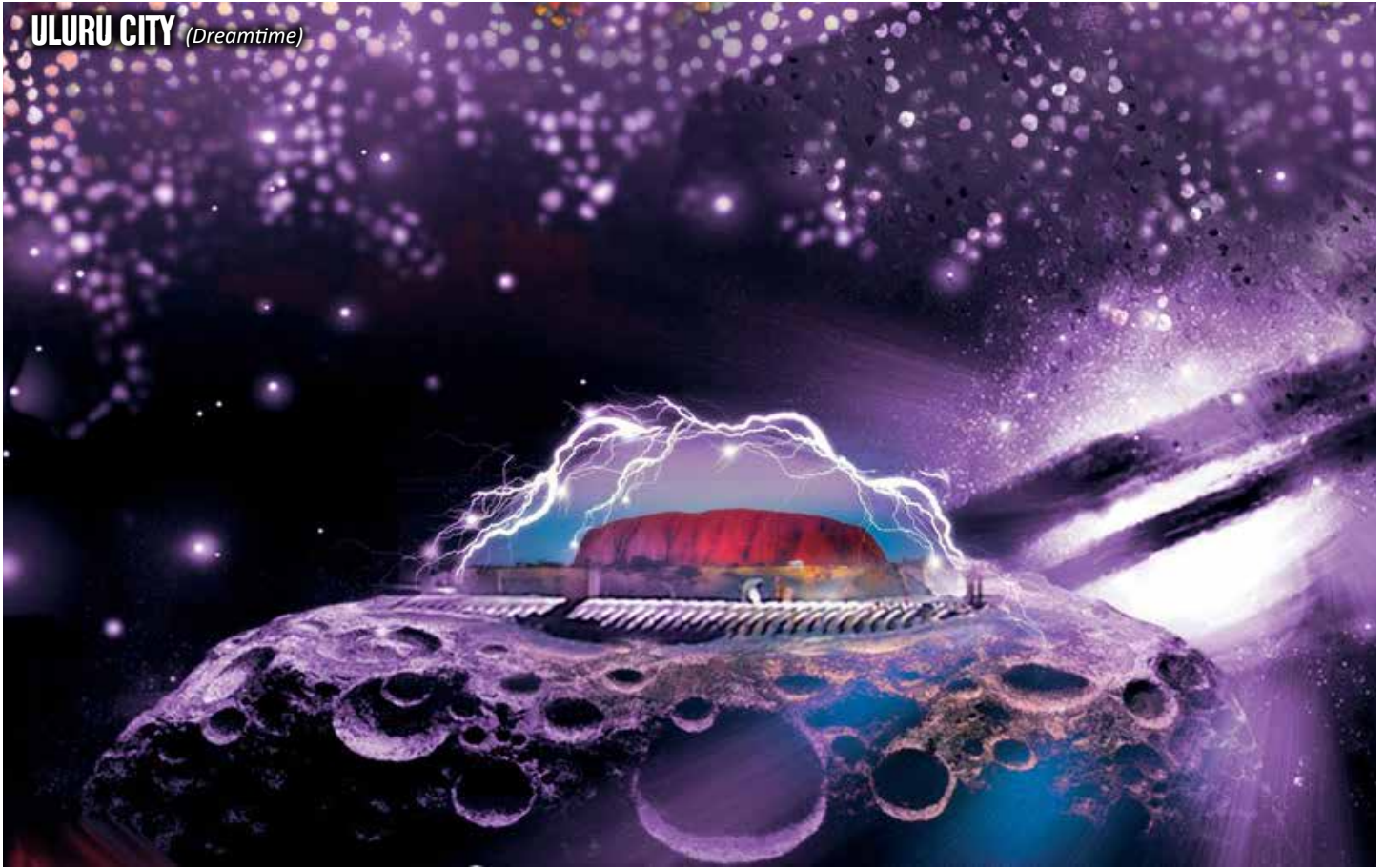
ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Ir, Ri

TECHNOLOGY LEVEL: 5 (Ir and Ri), 8 (Tuin)

ULURU CITY *(Dreamtime)*

Thousands of years after a world-threatening catastrophe caused one of the many exoduses of mankind from the Earth (see *The Ark*, *The Ark in Space*, *Frontios* and *The Beast Below* for examples), a chunk of red-brown rock floats through space. The asteroid is little more than 30 kilometres in diameter, but it carries a city on its surface, as if the entire island of Manhattan had been uprooted and launched into space. But this is not Manhattan. It is Uluru City. Dominating the skyline beyond the city, standing like a guardian sentinel over it, is Uluru itself, the landmark rock having lifted from the Australian landscape along with its desert surroundings and been propelled towards a new home in the stars.

At the time of the catastrophe, around two hundred thousand people gathered in a shantytown at the foot of Uluru, drawn there by an ancient guru, Baiame, the All-Father. Baiame claimed the land was dreaming a future for its people, and that Uluru – the heart of the land – will beat in the body of another world. As the final catastrophe unfolded, Uluru did indeed depart from the Earth, taking all those who had come to it – much to the disbelief of the authorities who had been trying to clear the shantytown and get the people onto the official Phoenix life-ships and to safety.

Overhead, the sky is the eternal night of the depths of space, with the starscape shifting from blue to red as the asteroid moves through it. Despite its small size and mass, the asteroid somehow has Earth standard gravity and retains a breathable atmosphere

and a cool but habitable temperature. Visitors might believe that there are hidden engines buried beneath its surface, providing both propulsion and an artificial environment within an invisible forcefield. But no amount of technological scanning will be able to detect more than minimal energy emissions.

Although the city was constructed on the asteroid in the centuries following its departure from Earth, after millennia of travel it is now weirdly deserted and in a state of disrepair. Strangely, a few streetlights remain working, but they are gradually blinking out. Here and there around the city are what at first appear to be standing stones scattered at random in the streets. The stones are made of a soft baked clay, and each of them has a screaming face etched into its surface, too crude to have been carved, yet too much like a face to be natural. There are also larger stones vaguely reminiscent of electric cars and other vehicles.

There were once electronic beacons warning would-be visitors to stay away from the asteroid. But these have failed with the general decay of the city. So there's no longer anything to stop explorers or scavengers from landing here. Although Uluru City might at first seem to be deserted, strange creatures will appear among the streets and stalk new arrivals. Creatures from the Dreamtime mythology of the indigenous Australians that made up the majority of the original evacuees. They slip from the Dreamtime into the physical world and back, taking their victims with them and leaving only new standing stones in their place. Legendary

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creatures such as the Bunyips who snatch the unwary away, the Melatji dogs that enforce the tribal laws of the Dreamtime, and deadlier monsters like the Yowie, a spirit of death in the form of a hairy ape.

If the visitors are lucky, they may be rescued by the Dream Commandos, the last remaining people here, who patrol the city in the few surviving electric cars. These specially-trained forces hold the Dreamtime at bay, warding off the monsters with projectile guns and bullroarers. Although the Dreamtime creatures are immune to virtually all damage, their grip on the physical world can be disrupted by certain sounds, which they fear. The shockwave of a bullet passing through the air will cause them to keep their distance. But it requires something like a traditional bullroarer wielded by somebody with a spiritual connection to the Dreamtime, a kind of psionic link but deeper and more personal, to drive them from the physical world and back to their realm (and requiring a contest of Presence + Resolve).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Dream Commandos can provide an explanation for Uluru City, though it may not be easily believed by more technologically-minded visitors. They are the descendants of those who were not one with the Dreaming and couldn't pass into the Dreamtime, which is what has happened to the rest of the city's population after the city began to break down.

The standing stones, the inapatua, are the sleeping forms of those who have passed into the Dreamtime. They are embryonic forms that hold within them the shapes of people, waiting for them to return from the Dreaming. The Dreaming is even taking buildings and vehicles, and the skyscrapers are transforming into the red clay of the inapatua, and beginning to collapse under their own weight.

Those snatched away by the Bunyips and other creatures leave their inapatua behind, while their spirits pass into the Dreamtime, a void in which the disembodied souls of all those who have already come here moan and sob in confusion and terror. It takes somebody with an affinity with time (the Feel the Turn of the Universe Trait) and a successful Difficulty 18 Presence + Resolve roll to be able to navigate beyond the void, crossing a metaphorical bridge to anywhere along Uluru's timeline, or back into the physical world, or even into the hollow centre of Uluru itself, where Baiame, the All-Father sits and waits.

Baiame is a wizened old man, an Aboriginal who is tens of thousand of years old. He walked the land when the tracks of the Rainbow Serpent that created it were still fresh. Baiame discovered the hollow space at the heart of Uluru, where time moves differently. He learned that the heart of Uluru is more than just rock, and that the Dreamtime myths have been woven through the fabric of creation like a third strand of DNA, binding the people and their culture to their land. Baiame was able to tap into the mind of the Dreaming. When disaster approached, he could call his people to

him and the Dreaming provided the power to take them to safety in the stars. It is the Dreaming, the focused dreams of an entire culture, that holds the asteroid together and provides the gravity and atmosphere.

When Uluru reaches a new world, the Dreaming is supposed to spread out and reshape it in the people's image, like a kind of mythological terraforming. But the process has been triggered prematurely. The Doctor passed into the Dreamtime and into the past, where he persuaded Baiame to save the lives of a handful of the security people caught on the outskirts of Uluru's launch. Instead of dying, they came with Baiame's people into the stars. But their Western ideas have compromised the Dreaming. The people of Uluru City lost sight of their own heritage, changing their old traditions to suit their new ideas. Since the power of the Dreaming is rooted in ancient belief, the Dreaming's powers began to weaken, and it has tried to save itself by drawing everything back to the beginning. It has been reducing all life on the asteroid back to a raw, primordial state from which to begin again, and it sends out its creatures to continue this process with any new arrivals. It might even generate a spiritual embodiment for itself, which can take on the form of anyone who has passed into the Dreamtime.

The Dream Commandos were trained by Baiame to try to slow the process of decay, hold back the Dreaming and pull people back. But they have been fighting a losing battle. The Dreaming needs to be placated. Although Baiame desires to save his people, he sees the Dreaming as his child. In any case, destroying it would end all life on the asteroid as the atmosphere would quickly dissipate. But if the thoughts of the Dreaming could be disrupted in some way, it would enable the people of Uluru City to regain their physical bodies and put things right, beginning a ritual song of the Old Ways to return the Dreaming to sleep but still protecting them.



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BAIAME, THE ALL-FATHER



AWARENESS	6	PRESENCE	6
COORDINATION	2	RESOLVE	8
INGENUITY	3	STRENGTH	1

SKILLS

Convince 5, Craft (Storytelling) 5, Knowledge 6 (AoE: Dreamtime Mythology), Subterfuge 2, Survival 4

TRAITS

Clairvoyance
Distinctive
Empathic
Feel the Turn of the Universe
Indomitable
Psychic
Special – The Dreaming: Baiame can move from the physical world into the Dreaming and back at will, and can drag other creatures and objects with him (contests of Presence + Resolve is needed for unwilling sentient beings), transforming their physical forms into rock until they return
Telepathy
Time Traveller (Major) – Baiame has lived through Tech Levels 2-6
Weakness (Minor) – The Dreaming's and Baiame's abilities can be disrupted by sonic waves, though only if they are backed by spiritual belief in the Dreamtime (and would require a contest of Presence + Resolve with whoever is generating them)

TECH LEVEL: 1

STORY POINTS: 10

THE DREAMING

The Dreaming does not have stats of its own, being the collective dreams of the people. It can use any of Baiame's stats, though normally restricted to his mental and social Attributes, Skills and Traits. The Dreaming is part of the asteroid. In a sense, it is the asteroid, and it is present throughout it. It is the Dreaming which propels the asteroid and protects its people.

DREAMTIME CREATURE

Attributes: Awareness 5, Coordination 4, Ingenuity 1, Presence 3, Resolve 3, Strength 5

Skills: Athletics 4, Fighting 4, Subterfuge 3, Survival 6

Traits: Alien Appearance, Fear Factor 2, Immunity (Physical damage), Special – The Dreaming (see under Baiame's Traits), Weakness (Minor: Sonic weapons can keep Dreamtime creatures at bay, but a psychic element and a contest of Presence + Resolve is needed to repel them back into the Dreamtime)

Story Points: 1-2

The above stats are suitable for a Bunyip or Melatji. Stats for more powerful creatures such as the Yowie should be enhanced and include Natural Weapons capable of killing rather than merely pulling victims into the Dreamtime.



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

UNITY *(Shadow Planet)***SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

The planet Unity was formerly called Umbra. The ancient Umbrians understood this world. They walked its lands and went to the woods with their shadows. But when the Unity Corporation arrived and realised the planet's potential, the Umbrians were encouraged to take up residence on one of the nearby moon colonies. There were financial inducements of course. But the planet itself was sold into slavery.

Now, the planet is cracking under the pressure. The cave beneath Unity's crust, where the Unification Pod is located, is where the ancient Umbrians communed with the psychic core. Here, Professor Grove's Anthropos Mechanism now drains the core's psychic energy and diverts it up to the Shadow Collector.

By these means, the humans came, took the planet's power and turned it into money. Umbra welcomed them and they betrayed it. They took away its means of expression, used up its energy and then mined it for more. In its distress, the planet is inducing more and more earth tremors of ever-increasing strength. Soon, the entire world will convulse, killing itself and everyone on it.

And what about the shadow selves? Their dark nature also poses a threat. Although most only exist for a few hours at most, there are some which are longer lived. The Corporation's hosts have had their shadows removed in order to present a more positive image, and the shadows – numbering in their hundreds – have been incarcerated in a holding area for months. The Corporation's CEO, Lindsay Wheeler, is secretly using her own shadow as her down-trodden PA. But as the number of shadows increases, so does their resentment and desire

The publicity of the Unity Corporation advertises Unity as "The planet that brings you face to face with yourself." The whole planet is a Jungian dream. Its rare psychic nature enables the Corporation to manifest the shadow selves of its clients, their buried sides, the ones they like the least. On Unity, they literally bring out the hidden self in order to resolve the conflicts that rage inside us all.

Within the Integration Centre, Professor Grove's Shadow Collector separates out the shadow self and places it inside an android, onto whose holo-graphene face the client's own features are projected. In effect, the shadow is a physical construct identical to the original person with all the memories of the original, but inhabited by the negative parts of their personalities. A shadow can be sullen, angry, nervous, frightened, resentful, lazy or any one of dozens of other characteristics that the client feels, perhaps subconsciously, holds them back in life.

After the client has met their shadow and had the opportunity to understand them, they are both taken by shuttle to the Unification Pod hanging over a lava pool a mile beneath Unity's crust, where thanks to the planet's psychic power, they are re-integrated. Professor Grove has found a way to integrate people quickly, again and again. He has proven Jung's theories, without months or years of painful psychoanalysis.

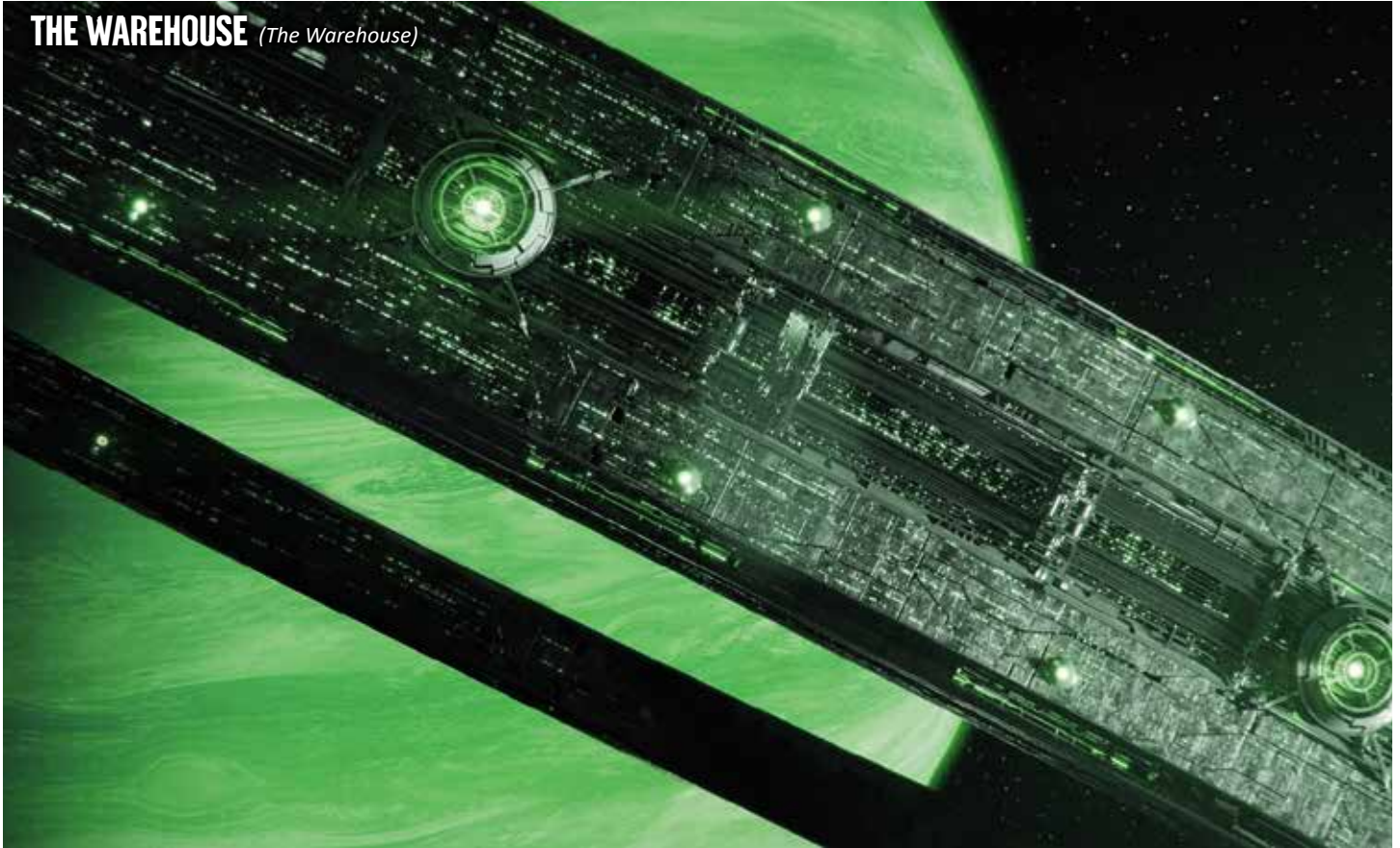
The Unity Corporation's facility is like a combination of a luxury health spa and a leisure resort where tens of thousands of clients come every year. Beyond the treatment facilities, clients can relax on the beaches of blue sand amid pink rock pools and be served luxurious refreshments by ever-attentive hosts. There are no large predators on Unity, just moths, lots of black and white moths which flutter here and there and cloak the trees. When their wings move, it is as if the trees are breathing. With one dark wing and one light, the moths are a symbol for what is done on Unity: two opposing sides coming together.

SHADOW SELVES

The shadows have exactly the same stats as the original person, except that any positive Traits are removed. Any negative Traits are increased (Minor to Major) and new negative Traits may appear, at the GM's discretion. Conversely, the original person, now with their shadow removed, has their negative Traits removed and new positive Traits may be added, again at the GM's discretion.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 3
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

THE WAREHOUSE *(The Warehouse)*

The Warehouse hangs in geostationary orbit above a verdant jungle planet. From the planet's surface, it resembles a giant halo in the sky. Inside, there is a maze of corridors with miles of shelves and millions of boxes containing all sorts of items, from food and drink to heavy industrial machinery, all waiting to be dispatched by the Warehouse's robot drones. Parts of it look like no one has been here for years. They are dark, dusty and having a distinct smell of mould. Other areas look pristine, as though they have been cleaned and maintained regularly.

There are staff still aboard the Warehouse. These are clones organised into nuclear families of mother, father and daughter. Each family is responsible for one of the twenty-six bays in the Warehouse, and they are named accordingly. Bay A is maintained by Fred-A, Jean-A and their daughter Ann-A; Bay B by Fred-B, Jean-B and Ann-B; and so on. Being clones, the Freds are identical to each other, as are the Jeans and the Anns. They have been created without much in the way of imagination, but they are genetically programmed to carry out their duties diligently. Their primary tasks are stock-taking, maintenance and security.

The Warehouse hasn't received any orders from the planet below for over three hundred and fifty years. The clones have an extended lifespan (and a five hundred year guarantee), so this doesn't particularly worry them as they busy themselves with their chores. The clones' boss is the Supervisor (see *V84*), who generally keeps himself to himself within his office and contacts the clones by radio or the Warehouse's PA system.

Despite the best endeavours of the clones, the Warehouse has an infestation of vermin, large rodents over a metre in length. They scurry about under the floors, and have razor-sharp teeth and claws capable of ripping through the metal walkways. Each family is armed with tasers to keep them at bay, and vicious traps and periodic fumigations help to clear areas. But as fast as the families clear one nest, another springs up! Phosphorescent mould is also a concern. The families are wary of touching it lest it infect them in some way. Patches of mould can be found throughout the Warehouse, pulsing greenly and seeming to become more active if anyone approaches.

The clones can explain that the stock-taking has become pretty much a manual process since the Warehouse's computer went down. It is still operational and speaks with a halting, stuttering voice. But many of its former functions, including stock-taking and operating the dispatch drones, have been lost.

The clones can also explain that the family unit in Bay F has gone rogue. Fred-F believes that the other families have been infected by the mould, that it is hiding inside them, growing and controlling them. He and his family have locked the shutters on their bay and won't come out. Bay F stocks electrical hardware and light industrial equipment, and Fred-F has armed himself with a flamethrower to keep intruders away.

So the Warehouse hangs in orbit waiting for orders to be received from customers on the planet, but quite unable to dispatch any

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deliveries without the central computer to launch the drones. Meanwhile the never-ending stock-take has continued, and the vermin and mould are the bane of the clones' lives.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

With a hi-tech, fully stocked warehouse in orbit, you would expect to find a thriving technological civilisation on the surface of the planet. But no such civilisation exists. At least, not any more. There is evidence of buildings – a city of them, in fact – but they have been overgrown by vegetation a long time ago. The native population are a primitive, superstitious tribe led by a High Priestess. They worship their God at a Temple which is clearly all that remains of the loading bay of a superstore. Inside, the walls of the loading bay depict murals of St Fred, St Jean and St Ann. A computer terminal provides the worshippers with a hot line to God. Solar cells keep the terminal going. But with the communications gone, it can't connect to the Warehouse mainframe. Even so, it is forbidden for anyone other than the appointed servant of the Warehouse to access the terminal. Only the High Priestess can ask for Delivery.

Clearly something catastrophic has happened to the planet. Three and a half centuries ago, an expedition to an uncharted sub-continent returned with a key discovery, a new variety of fungus thought to have medical properties. The natives of the sub-continent claimed that the fungus grew on fragments of rock that fell to earth in their settlement during meteor showers that lit up the skies. But the first patients to be treated with the drugs derived from the fungus died in unusual circumstances. It was not long before a spate of deaths rocked the city. The fungus – a greenish mould – was infecting the population, growing in their bodies and taking control of their brains.

Plans were put in place to deal with what was becoming a major emergency. An orbital space station was constructed to stockpile supplies away from the contamination, and the military destroyed the shuttles and launch sites to ensure that the mould was not able to reach the Warehouse. But it was too late. Spores from the fungus had contaminated the construction material launched into orbit to build the facility.

Those members of the population who remained uncontaminated retreated into prepared bunkers to wait until it was safe to emerge. They had a computer, the Oracle, which was programmed with the history of their people and all their knowledge. When they emerged, it was intended that the Oracle could be used to programme a clone workforce to rebuild their civilisation with supplies sent down from the Warehouse. But by then, communication with the Warehouse had been cut, and the survivors were left to fend for themselves in their ruined cities which rapidly disappeared beneath the jungle.

Meanwhile, up in orbit, the mould had changed. Already genetically altered by the medical experiments and now exposed to cosmic radiation, it had become sentient. The mould decided to wait out events on the planet's surface until the survivors

emerged from their shelters, and then dispatch the Warehouse's drones to re-infect them. Unfortunately, it hadn't counted on the arrival of the Muroids (see A33).

The Muroids are an intelligent alien species resembling large rodents – the “vermin” aboard the Warehouse. They were the first of their long-range missions hoping to make peaceful contact with life in our galaxy. They detected a dangerous, infectious organism aboard the Warehouse and came to offer help. But the Supervisor had by now fallen victim to the mould. He didn't need to infect the clone families as they are programmed to be subservient to his orders and need to win a contest of Resolve + Convince to be able to disobey him (although the Anns sometimes demonstrate a degree of youthful rebellion). The Supervisor ordered the clones to eradicate the vermin, and the Muroids have been trapped aboard the Warehouse ever since. They have however managed to disable the central computer enough to prevent it from launching the drones to the waiting planet, resulting in a stalemate.

WAREHOUSE CLONE

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

*The Ann-clones have Resolve 3.

SKILLS

Convince 1, Marksman 1, Technology 2

TRAITS

By the Program
Eccentric (Minor)
Face in the Crowd
Unadventurous (Major)

EQUIPMENT

Taser – S(S/S/S) damage

TECH LEVEL: 5

STORY POINTS: 1

THE WAREHOUSE

Armour: 5 **Hit Capacity: 30** **Speed: 1**

Traits: Travel
Story Points: 1

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THE WHITE RABBIT *(1st in The Harvest)*

What is it about the White Rabbit that it has made it part of the lives of so many of the Doctor's friends and companions? To all intents and purposes, it's a normal London pub situated along the South Bank of the Thames, near to St Gart's Hospital (after that's built in the early 21st Century, see L63). But despite its unassuming nature, the Doctor has returned there time and again, and several of his companions are associated with it, often seemingly without any influence from the Doctor at all.

The White Rabbit was established at least as early as the mid-17th Century, as the 2nd Doctor, Ben and Polly visited the place during the rule of Oliver Cromwell (see V68). During the Second World War, the pub survived a direct hit from a German bomb. A couple of decades on and it was owned by the first husband of Dominique van Gysegham, who later became a friend of Peri Brown's mother, Janine Foster (see *The Fifth Doctor Expanded Universe Sourcebook*).

In the early 21st Century, the White Rabbit is known to have been frequented by several companions of the Doctor: Colonel Emily Chaudhry (see *The Sixth Doctor Expanded Universe Sourcebook*), Flip Jackson (ditto) and Hex Schofield (see A4). According to Emily, at the turn of the 21st Century the pub was a frequent destination for some of the UNIT soldiers under her command, and Emily was even godmother to the son of one of the barmaids. On her and Lieutenant Will Hoffman's first trip in the TARDIS, it took them to the White Rabbit in the 1940s and then in the 1950s. Coincidence? Emily believed not.

Until October 2021, when he joined the TARDIS crew, Hex Schofield was a staff nurse at nearby St Gart's and regularly drank in the White Rabbit with his work mates, particularly on a Friday

evening. He revisited the place when the Doctor returned him to London for treatment for a musket wound he had received in the Crimean War (see L16). In 2027, Ace first met a young man called Henry Noone at the White Rabbit, and the pair subsequently frequented the pub as their relationship developed while she was stranded on Earth for several months.

At some point in the centuries to come, during one of the Earth Empire's wars, the White Rabbit will be moved to the planet Bedrock 12. In 2608, Professor Bernice Summerfield and Kadiatu Lethbridge-Stewart, both former friends of the 7th Doctor (see *Volume 2*), met here during an incident involving a clone of Bernice that went on to become President.

Bernice's ex-employer – and suspected brother of the Doctor – Irving Braxiatel (see *The Seventh Doctor Expanded Universe Sourcebook Volume 2*) later established another pub called the White Rabbit on the planet Legion, located on the furthest edge of the galaxy. Bernice's son Peter was head of security and her friend Jack McSpringheel was barman. Among others, this iteration of the White Rabbit has been visited by Leela, Romana II and the 12th Doctor, though not at the same time.

So is there some underlying reason the White Rabbit keeps popping up in the lives of the Doctor and his companions? It doesn't seem to be remarkable in any way. But it's a friendly place and somewhere a party of visiting time travellers might choose to relax in while they take stock of their latest adventures. And of course, there is always the possibility that the White Rabbit is some kind of space-time lodestone after all. Is there a secret to be discovered here?

GADGETS AND ARTEFACTS

AEORIAN MEMORIALISER *(Come Die with Me)*

An Aeorian Memorialiser is a machine designed to consume the consciousness of the deceased, preserving their knowledge for all eternity. It condenses the dear departed in the process, transforming their carbonised remains into a physical record, usually as a book.

The Memorialiser was never designed to be used on living human subjects. But Edwin Norris, who arrogantly considers himself to be the greatest intellect in the entire universe, has somehow obtained a Memorialiser and secretly uses it as the centrepiece of an elaborate – and lethal – murder mystery game. The prize at stake is the impressively extensive library in his rather grand country house. Thousands have played the game, but no one has ever won.

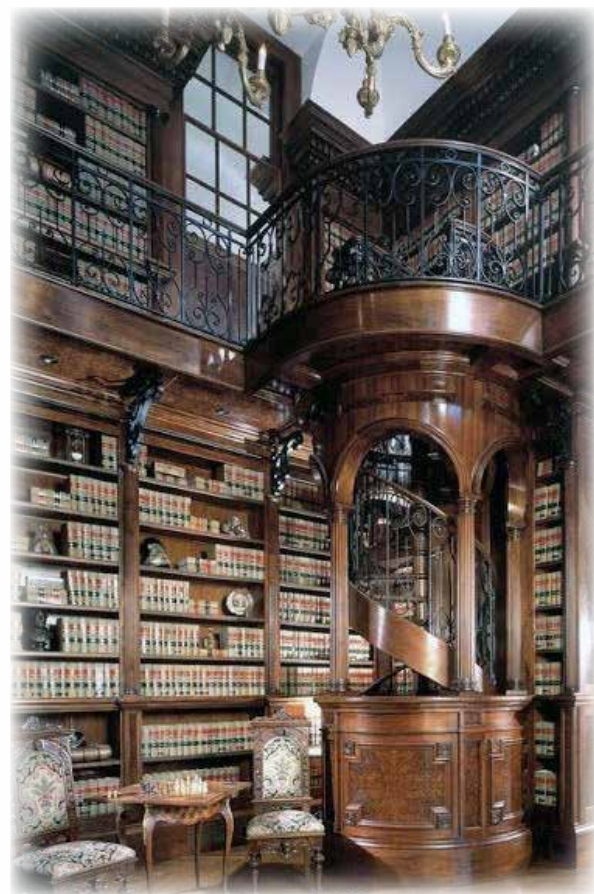
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Norris's Memorialiser is the library itself, and the books within it are the physical records of the memories it has consumed. Norris invites the keenest minds in the universe to compete in his game, twelve contestants each weekend who try to solve the mystery over dinner. The object of the game is for each of them to guess who the murderer is. No conferring is allowed, and each contestant enters the library individually to type the name of their suspect into the keypad on the hi-tech lectern. As soon as they enter, the door locks behind them and a five-minute countdown begins on a screen on one of the walls. Once the door has locked, everything is on automatic. Not even Norris can intervene to unlock the door or stop the countdown. The only way out would possibly be by somebody else rescuing the trapped contestant with the Timescoop in Norris's conservatory, which he uses to summon any reluctant contestants here.

If the contestant's guess is incorrect, or if they fail to enter a guess after the five minutes is up, the psychic remains of all the living victims that have been killed by the Memorialiser (and stored in its memory) manifest as ghoulish apparitions, groaning and shrieking as they vaporise their victim and extract his or her psycho-electrical energy. The residual carbonised remains then appear on the lectern in the form of a book containing the victim's knowledge. Those outside the library hear only a series of ghastly moans and a final scream as the contestant becomes the newest victim.

The only correct answer that can be entered into the keypad is therefore the names of all the previous victims of the Memorialiser. The quickest way to do this (in fact, the only way in the time allowed) is to copy and paste them from the full Memorialiser log, remembering to delete the most recent name on the list, as they will not yet have had the opportunity to murder anyone else.

And Norris's motive in all of this? Simply to eliminate anyone who might eclipse him as the greatest intellect in the universe!



AEORIAN MEMORIALISER [Special Gadget]

Traits: Data Storage, Delete (Physical remains)

Cost: 4 points

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BANSHEE CIRCUITS *(Cat's Cradle: Time's Crucible)*

When Rassilon designed the first true TARDISes, the Type Ones, he installed in them a number of safeguards against their catastrophic destruction, and these safeguards have been replicated in all subsequent models. The ultimate safeguard, the last resort when all other systems fail, are the Banshee Circuits. A TARDIS will fall back on these for one last chance, a final effort to survive in the face of total destruction.

Banshee Circuits are an automatic system as they may be required when the TARDIS crew is incapacitated. Once the TARDIS activates them, they use whatever resources are available to try to ensure the survival of the ship and its crew. People, places, memories, even dreams can be commandeered and manipulated by block transfer computations to create a safe environment (relatively speaking) for the TARDIS and its crew. The end result is often a twisted version of reality outside of time and space, and the former TARDIS may well be unrecognisable. The Doctor referred to the new configuration as a SARDIT: Space and Relative Dimensions in Time.

The Banshee Circuits also act as the TARDIS's flight recorder and can be used to access information on previous journeys and systems operations.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the TARDIS was invaded by an alien data-parasite, the Process (see V71), and then collided with an early Gallifreyan time machine (see A16), the Banshee Circuits activated and converted the ship into a bizarre city (see L12) in which time itself is warped. The Circuits also created an interface for themselves in the form of a taller, more cadaverous phantom image of the Doctor which haunted this new environment, but which was unable to communicate and provide clear advice. This Banshee was the embodiment of the TARDIS's instinct to survive. In effect, it was the ghost of the dying TARDIS. It also sometimes took the shape of a small silver cat.



An amnesiac Doctor and Ace had to follow clues provided by the Banshee and the cat in order to work out what had happened and where they were. Fortunately, just before the Banshee Circuits activated, the TARDIS had provided Ace with its greyprints, the multidimensional plans of the ship in the form of a set of ancient scrolls. The Doctor was eventually able to use these to restore the TARDIS to its proper form.

THE BARTHOLOMEW TRANSACTOR *(Night Thoughts)*

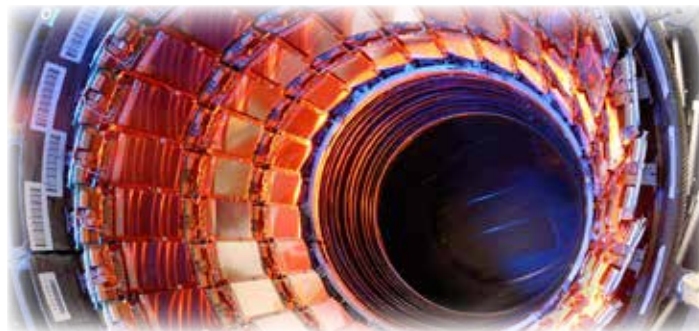
To future generations, J.J. Bartholomew's experiments on the transmission of subatomic particles through time will be recognised as the beginnings of a workable theory of time travel. She designed the Bartholomew Transactor, which can take a subatomic particle and transmit it back to an earlier point in time. The only limitation is that another Transactor is required in the past in order to receive the particle. Bartholomew was able to transcribe simple sound recordings onto the surface of particles before their transmission, in order to send short messages into the past.

But Bartholomew's experiments showed that the process of firing particles back through time has only a temporary and minimal effect on the present day. Any changes to the timeline are minor and transitory. The Transactor's users only experience a ghostly and short-lived taste of what might have been, like a double exposure in a photograph. It's not powerful enough to have any lasting effect on history. So the Bartholomew Transactor is more of a curiosity for future generations, and it was for a while a popular toy at parties.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On Gravonax Island (see L25) in the 1990s, Bartholomew was forced by the overbearing Major Dickens (see V61) to send a message

back to their past selves to try to prevent them from killing a child. But the Doctor reasoned that the only effect on the present would be that the child's bones would momentarily twitch in their grave. But, asked the Major, what would happen if the child's body had been perfectly preserved and had not been buried? The Doctor was less certain, but the prospect of her returning to a form of semi-life – even if only for a short time – was a ghastly and macabre one.

**THE BARTHOLOMEW TRANSACTOR [Special Gadget]**

Traits: Vortex, Restrictions – Sub-atomic particles only; can only transmit to another Transactor in the past; only has small, temporary effects on the timeline

Cost: 4 points

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THE BLACK TARDIS *(1st in Robophobia)*

Once upon a time, there was a little Black TARDIS. Her mother was a very old, very wise TARDIS who was also very White. The little Black TARDIS would grow up big and strong and go on many, many exciting adventures. And one day, the little Black TARDIS would be tested. A sacrifice would be needed. And to save her friends, she'd know what to do. So that they could all live happily ever after.

When the TARDIS was hit by a cannonball during the Siege of Sebastopol in the Crimean War (see L16), it caused the Hostile Action Displacement System to activate. But the impact shattered her corporeal shell, requiring her to grow a new one in the same police box shape. While in the process of regenerating, the TARDIS was white instead of its usual blue.

The Doctor was able to bud a baby TARDIS from the regenerating plasmic shell, in effect creating a clone of the ship. This was identical except for the colour of its outer shell: black. At first, the Black TARDIS was tiny, but the Doctor sent it bouncing back and forth along its own timeline. Days became years, years became centuries, all in the space of a few hours. This was a feast of relative time, just what a growing TARDIS needs. And soon, it was fully grown and in operating condition.

The Doctor's travelling companions, Ace and Hex (see A4), knew nothing of the Black TARDIS and carried on travelling in the original, now white TARDIS. The Doctor snuck away in the Black TARDIS from time to time, while they were sleeping or otherwise occupied. First, he took her on a test flight to the *Lorelei* (see

V31) and then to the planet Celdor (see L51). Then he recruited two new companions, Private Sally Morgan (see A8) and Captain Lysandra Aristedes (see A2), as a new crew for the Black TARDIS. The Doctor was planning a campaign against the Elder Gods (see V25) and needed companions with military training for some of his missions.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!



But the Doctor did not intend that the Black TARDIS would be needed forever. He programmed both TARDISes to begin preparing for symbiotic propulsion as soon as they detected the life-signs of all four companions in the one location. Once that happened, the Black TARDIS would link itself to the White TARDIS and become slaved to it. Wherever the White TARDIS goes, so would its child – resulting in a bumpy ride for anyone within!

On their next landing, the two TARDISes will occupy the same physical space but separated by time, perhaps a few minutes or perhaps a few years. The original TARDIS will shortly become insubstantial and transparent as the process gets underway, and once it is ready, it regains its blue colour. When the White TARDIS takes off, the Black TARDIS, the clone, will be consumed, giving the original more power than a single ship can muster. The Doctor needs this extra power for the TARDIS to be able to travel back through the birth pangs of this universe, sideways through the Vortex and diagonally through several relative dimensions. The Doctor wants to face the Elder Gods on their home ground (see L9)...

BUDDING A TARDIS

Budding a baby TARDIS from the outer plasmic shell of another is a tricky business. It can only be attempted while the plasmic shell is regenerating, which is when its substance – the product of Block Transfer Computations – is still physically malleable and a “cutting” can be taken.

This requires a successful Ingenuity + Technology roll at Difficulty 21, with the following results:

- **Fantastic:** A clone is created based on the same template as the original TARDIS (see *The Time Traveller's Companion*) but with all damage repaired.
- **Good:** A clone is created based on the same template as the original TARDIS but retaining any damage that the original currently has.
- **Success:** A clone is created based on the Ancient TARDIS template.
- **Failure:** A clone is not created; the cutting dies.
- **Bad:** A clone is not created; the cutting dies and the original TARDIS takes 1D6 damage.
- **Disastrous:** A clone is not created; the cutting dies; the shell of the original TARDIS becomes detached and the interior is stranded in the Vortex without any interface with the real world.

Budding a TARDIS reduces the Story Points maximum of the original TARDIS by 5 points. The new TARDIS will grow and become operational within a number of hours based on the success result: 8(12/8/4).

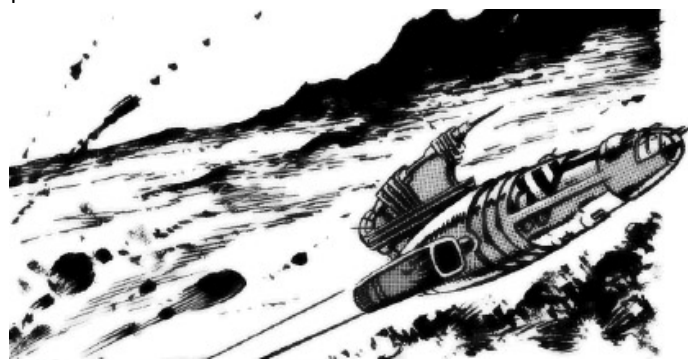
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THE KILL-WAGON *(Nemesis of the Daleks)*

The *Kill-Wagon* (so named by Abslom Daak, see A10) is a prototype Draconian 'Imperial Class' Frontier Defence Cruiser that Prince Salander stole from his own shipyard while aiding Daak's escape from Draconia. It is now the home of the Star Tigers, the small group of outcasts and rogues recruited by Daak to aid him in his vendetta against the Daleks.

The cruiser has atmospheric flight capability and warp speed drives, and is highly manoeuvrable, providing a bonus in combat and chase situations if it has sufficient crew: +4 bonus with 6 crew; +2 bonus with 4-5 crew; 0 bonus with 2-3 crew; -2 penalty with only 1 pilot. According to the sales brochure, it is only matched for manoeuvrability by Dalek hoverbouts – which unsurprisingly aren't commercially available outside of the Dalek Empire.

The *Kill-Wagon* is heavily armed, with such delights as laser cannons, a sonic disruptor, ship-to-ship missiles and even nuclear bombs (if the Star Tigers haven't already dropped them onto a Dalek planet). It is normally manned by a crew of six as standard, with a scratch crew of four. In a pinch it could be flown by a single pilot.



THE KILL-WAGON

Armour: 10

Hit Capacity: 20

Speed: 20*

Traits: Forcefield (Major), Scan, Transmit, Travel, Vortex (warp drive)

Weapons: Laser Cannons: 20(10/20/30) damage; forward & tail guns; port & starboard turrets; automatic dorsal and belly turrets

Sonic Disruptor: 30(15/30/45) damage in 5 metre radius; belly-mounted for use against ground targets, used within atmospheres only

Ship-to-ship Missiles with Photon Fusion Warheads: 30(15/30/45) damage in 20 metre radius; locks on to targets, giving +2 bonus to hit

Neutrino-Conversion Nuclear Bombing Function: 2 bombs, intended for bombing planetary surface from within atmosphere

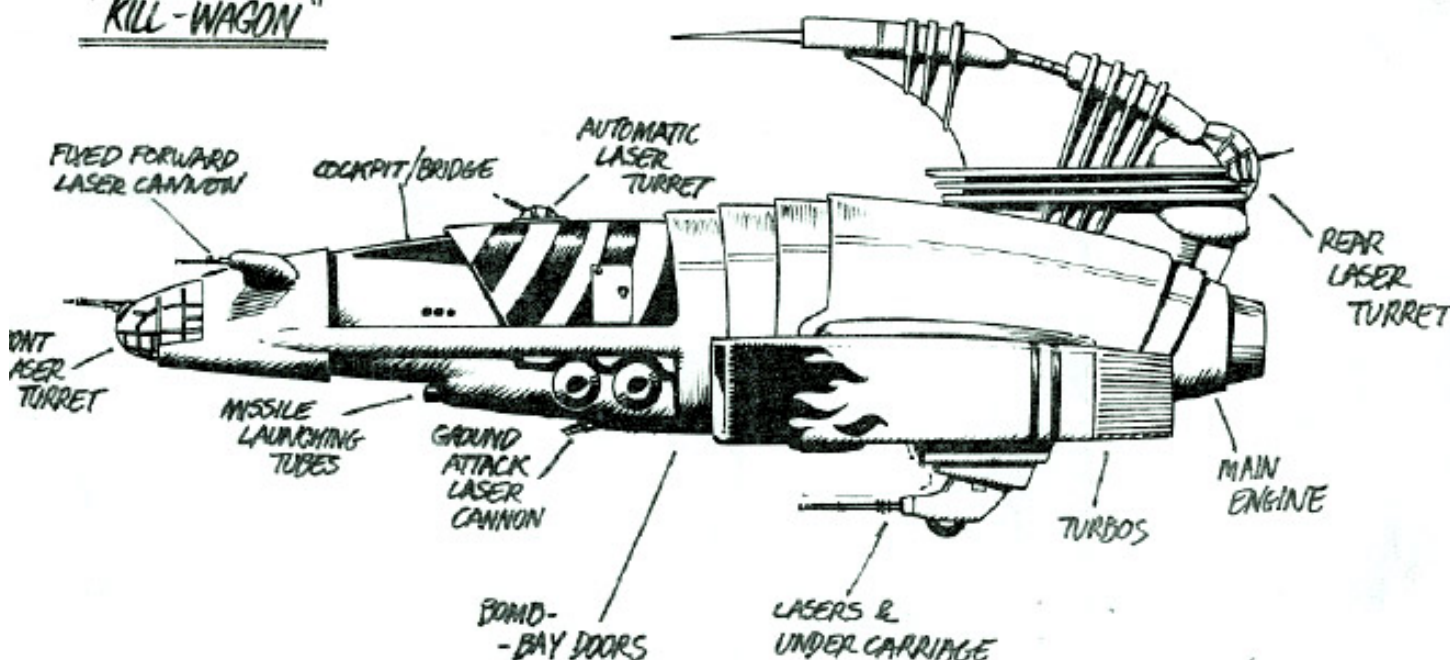
Depth Charges: 20(10/20/30) in 10 metre radius; for use on gas giants or against underwater targets

Space Mines: 20(10/20/30) in 10 metre radius; for use in space only

Tractor Beam: 0.5km range, can pull in or hold stationary any objects with up to 50% of the mass of the Kill-Wagon, though ships with sufficient thrust can break free

Story Points: 20

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



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PINEAL MANIPULATOR *(Timewyrm: Revelation)*

A pineal manipulator is incredibly dangerous for such a small device. It looks like a tiny mechanical creature, like an insect or spider with a single multifaceted electronic eye. Pineal manipulators are usually used on prisoners who have been secured or rendered unconscious. When placed on the victim, a manipulator will scuttle around to find the optimal place to do its work. Once satisfied, it extends a hair-thin probe to pierce the skin and into the skull.

Pineal manipulators are designed to drain a person's memories, in fact their entire mind, leaving their body a vegetative husk. The stolen mind can be stored within the manipulator indefinitely, transmitted to a more convenient repository for analysis or editing, or even be permanently wiped.

Pineal manipulators can also reverse the process, returning the mind to its proper host or uploading it into a new body – so long as it hasn't been wiped in the meantime.

**PINEAL MANIPULATOR [Special Gadget]**

Traits: Data Storage, Delete (Mind), Transmit

Cost: 4 points

Q'DHITE MINDREADERS *(Evening's Empire)*

The Q'Dhite are a tiny race and, accordingly, their spacecraft are also tiny. To a human, they look to be about the same size as model aircraft and would most likely be regarded as nothing more than toys.

But Q'Dhite are an advanced species. They build vessels called Mindreaders that journey through space, finding and exploring new intelligences. Mindreaders are able to weave new realities in the form of extra-dimensional worlds, using technology similar to that of the Land of Fiction or the Matrix. They use these to interact with the species they encounter, transporting subjects into them both mentally and physically. The environment within these realities can be moulded to resemble anything the primary mind within it can imagine. Altering the reality can be accomplished in the same manner as the Matrix (see *The Time Traveller's Companion*).

The Doctor and Ace discovered that a Mindreader had collided with a German fighter plane during the Second World War and had crashed into the River Tees in Middlesbrough. Both spaceship and plane lay unrecovered for over fifty years, until the Mindreader was found by a young man, Alex Evening. At first, Alex used the Mindreader's technology to design his own fantasy world in which barbarian gladiators of his own creation battled to the death in an arena. But he soon became bored with this and needed real people. So he moved on to kidnapping young women for his own amusement. The Doctor was able to destroy the fantasy world and rescue the real people trapped in it by taking Alex's domineering mother there to confront her son, destroying his control and his mind.

**Q'DHITE MINDREADER**

Armour: 3

Hit Capacity: 5

Speed: 10*

Traits: Psychic, Scan, Size – Tiny (Major), Travel, Special – Weave Realities (Mindreaders are equipped with the technology to create artificial realities and transport subjects there)

Story Points: 6

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

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE QUANTUM POSSIBILITY ENGINE

(The Quantum Possibility Engine)

When Josiah W. Dogbolter (see *The Sixth Doctor Expanded Universe Sourcebook*) became President of the Solar System, he put plans in motion to create a device designed to ensure that he remained president in perpetuity.

First of all, Dogbolter acquired the possibility tracking technology of the Sperovores. Sperovore technology is entirely based on the prediction of timelines, tracking the likely outcome of all possible variables and turning it to their advantage. Dogbolter then used Melanie Bush as a pawn to acquire the Doctor's TARDIS and duplicate some of its key components. Combining Sperovore and Time Lord technology, Dogbolter built his quantum possibility engine.

The engine is a sprawling complex of machinery secretly housed on Station Fourteen (see L64) at the very edge of the Solar System. It can predict the possible outcomes of events to ensure that the most beneficial decisions are taken. With the addition of TARDIS components, it can retroactively deal with problems as they occur. Simply put, the entire Solar System is now a programmable reality sealed within a temporal bubble and accessed only by a dimension gate controlled from Station Fourteen. Within the bubble, the Solar System is entirely under Dogbolter's control, so that when something happens that he doesn't like, he merely manipulates the machinery, rolls back time and reworks events so that they come out in his favour.

Naturally the quantum possibility engine is run on automated systems, with algorithms listening out for certain phrases or events. Even Josiah W. Dogbolter can't monitor everyone in the Solar System! But in truth, that's not necessary. The engine actually does very little, just nudging past events here and there

to encourage an optimal result in the present.

In fact, nudging events is pretty much all it can do and there are limits on what it can achieve. When you interfere with the laws of nature, there will always be limits. You probably couldn't prevent a mass uprising, and certainly not an invading force from outside the closed system. And stopping the heat death of the Sun is completely out of the question! The engine is a subtle machine, not a hammer with which to pound your populace to dust. It is simply a way of massaging normal reality, of gently manipulating the status quo. But that's all that Dogbolter needs.

In game terms, the GM can legitimately choose to ignore all the messy business of going back in time and actually replaying events, and just show the results that Dogbolter wants – after all, he can use the engine again and again until he's happy with the outcome. But each time the engine is used, any character with *Feel the Turn of the Universe* can make a Difficulty 12 Awareness + Ingenuity roll to sense something amiss with the timelines.

In addition, there is only so much the engine can do before too many paradoxes are created. Adding time travellers, particularly Time Lords, into the system and you're asking for trouble. People with very fixed timelines, extensive histories and long-reaching futures force the automatic systems to continually compensate for them, using a considerable amount of RAM. Eventually, something's got to give...

QUANTUM POSSIBILITY ENGINE [Apocalyptic Gadget]

Traits: Area Effect (Special: The Solar System), Probability Shredder (Special: The Engine can nudge the result of any action within the Solar System at any point in history in order to influence the present), Scan

Cost: 18 point



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE RELICS OF SEZHyr *(Thin Ice, Crime of the Century)*

In 1965, a Soviet submarine patrolling beneath the Barents Sea discovered a crashed alien spaceship. Investigating it, the crew recovered a number of technological treasures which were taken back to Moscow for examination. The treasures, though ornate and jewelled, turned out to be weaponry, and by 1967 are held in a top security vault beneath the Kremlin, where Soviet scientists have been working to unlock their secrets.

The treasures include the Relics of Marshal Vintur Sezhyr, an Ice Warrior noble who died a thousand years ago. Marshal Sezhyr was the hero of the Dust Rebellion on Mars and fought against the rebel dust riders. Forty years ago, during a further period of Martian internecine conflict, the relics were stolen from the Shrine of Sezhyr and brought to Earth by another Ice Warrior noble, Lord Hheshh (see V60). But Hheshh's ship crashed in the sea and the relics were thought lost.

The Relics of Sezhyr include the helm, chest-plate and gauntlets of Marshal Sezhyr, each of which grants their wearer with different abilities. The Helm of Sezhyr is ornate, but to human eyes it looks Medieval, almost reptilian. The Russian scientists have determined that it is certainly not of human design. The subcutaneous fabric of its armour is laced with complex electronic circuitry, forming an extra nervous system with junctions that link directly to the wearer's cranium. It almost seems to have a mind of his own.

Also recovered by the Soviets is the Orb of Sezhyr which resembles a jewelled ovoid not dissimilar to a Fabergé egg. The scientists report that the Orb seems to be "watching" them somehow. Unknown to them, it contains the surviving consciousness of Sezhyr, which tries to influence those nearby into donning the Helm. Once somebody puts the Helm on in the vicinity of the Orb, Sezhyr's will surfaces and begins to take over the body of the wearer. As Sezhyr's mind becomes dominant, the ancient war hero is reborn in its new body.

The Sword of Sezhyr is jewelled and is beautiful to look at. Like the other pieces, it extends an influence to try to make somebody pick it up and wield it. The Sword is warm to the touch and is remarkably light, feeling like an extension of the arm. It forms a mental bond with its wielder and guides them in combat. If disarmed, the blade flies through the air back to its wielder's hand.

The lesser items recovered by the submarine include the fuel cells from Lord Hheshh's ship, a necklace of black pearls from the vanished seas of Mars (whose purpose, if it has any other than decoration, is unknown) and a number of smaller devices, which are sonic grenades.

Several standard Ice Warrior helmets were also recovered. These have been rewired for the human brain and in 1967 are worn by the soldiers of an army unit reporting to Major Felnikov (see V13) of the KGB.

**SEZHyr**

Anyone possessed by the Helm and Orb of Sezhyr gains the following additions to their stats:

Attributes: Ingenuity 4, Presence 5, Resolve 5

Skills: Convince 5, Fighting 4, Knowledge 5 (AoE: Military Tactics), Marksman 4

Traits: Menacing

Tech Level: 6

Story Points: 10

THE HELM AND ORB OF SEZHyr [Special Gadget]

Traits: Armour (5 points, head only), Hypnosis (Minor: Influences those nearby to put on the Helm), Possess, Restriction – Requires both Helm and Orb

Cost: 4 points

THE SWORD OF SEZHyr [Special Gadget]

Traits: Augment (+3 Coordination, only for Fighting rolls while using the Sword), Weapon (Minor: Strength +2 damage), Special – Returns to its wielder's hand if disarmed (if route not blocked)

Cost: 4 points

THE CHEST-PLATE & GAUNTLETS OF SEZHyr [Major Gadget]

Traits: Armour (5 points), Augment (Minor: +1 Strength, only for grasping/crushing)

Cost: 2 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

SPORE-SEED DISTILLATE (*Independence Day*)

A nondescript plant native to Mendeb Three (see L41), spore-weed is used by the human-descended inhabitants as a mild narcotic. Its seeds are dried and can be chewed, or crushed to a powder and smoked with a mixture of dried leaves. But during the rapid scientific advances of the 30th Century (following a period when knowledge of science and technology had been lost), the scientists of Duke Vethran (see V24) developed a means to distil an extract of spore-seeds to produce a series of psychoactive drugs. The Duke wanted to have a drug which he could use to control the slaves he had kidnapped from Mendeb Two (see L41).

To date, ten spore-seed distillates have been produced by the application of heat and different chemicals. These are unimaginatively named SS1 to SS10. SS10 is the scientists' crowning achievement so far. It is fundamentally different from all of the other formulas derived from the plant. SS10 has several active ingredients that perform different functions. One

is a powerful sedative; one reduces inhibitions; another increases suggestibility. These are common to most of the spore-seed distillates. In SS10, however, there is an ingredient that proceeds immediately to the hypothalamus, where it performs some drastic surgery and then transforms a clump of cells into a factory for producing a second agent which cauterises nerve endings as they are called into play by the victim's desires and wishes. SS10 removes the subject's volition without affecting intelligence or memory. It creates remarkably good servants, and its effects are permanent, on humans at least (though the Doctor was able to drink a sample of SS10 and his Time Lord physiognomy was immune to its effects).

SS10 [Major Gadget]

Traits: S(S/S/S), Hypnosis (Major), Restrictions – Reduces Resolve to 0; Hypnosis and Resolve reduction cannot be reversed; does not affect Time Lords

Cost: 2 points

TELEGENIC MASK (*Mask of Tragedy*)

A telegenic mask is a device used by some alien races who wish to disguise their true appearance. It works as a telepathic projector that makes people see the wearer as they want them to by rewriting the thoughts of anyone in the surrounding area. The mask draws on mental energy from the primary user. That's normally whoever is wearing it at the time, but if it's borrowed or stolen, it may still retain a link to its owner. Tyrgius of Nephelokokygia (see A38), who normally resembles a giant beetle, used one while visiting ancient Athens to allow him to blend in. His was customised to resemble a theatrical mask of Dionysus

For Tyrgius, a xenopsychosurgeon with the natural ability of being able to speed up his own healing rate, the mask was enhanced to extend this ability and allow him to heal others. At the cost of 1 Story Point and a successful Difficulty 12 Resolve + Medicine roll, Tyrgius can heal 1(1/3/4) points of damage or heal one disease or affliction in another. But his Resolve is reduced by 1 point per use, and he usually needs to sleep to recover from the exertion (at 1 point of Resolve per hour).

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Unfortunately, Tyrgius' telegenic mask has developed a buffer overload from all the healing he has been attempting in Athens, resulting in a leakage of psychic energy. The mask's ability to influence the minds of those around has started to reduce Athenians to the state of mindless zombies as they fall under its hypnotic influence, chanting "Die... Die... Dio... Dion..." and becoming the latest victims of Athens' newest plague.

The final straw comes when Tyrgius is badly beaten on the orders of Cleon (see V12), the ruler of Athens, and the mask's dampening

filter is well and truly broken. The mask now seems to have a sort of life of its own, as it is drawing on the mental impulses of all of Athens. Whoever wears it will struggle to control the mask, and it is almost as if it has become sentient in its own right, seeking to impose its will (actually the combined subconscious will of the people) on its wearer. The psychic overflow even impinges on the troposphere, blotting out the sun from the sky.

When Hector Thomas (see A4) put the mask on, he fell under its influence and became a representation of Dionysus, the Greek god of wine, religious ecstasy and revelry. With the plague zombies now ecstatically chanting "Dionysus!", Hector has an army of Bacchae capable even of repelling the Spartan warriors who are beating on the gates of Athens!

In its damaged state, the mask acts as if it has the following stats: Presence 7, Resolve 6, Convince 4. Contests of Resolve + Convince between the mask and its wearer determine who has control.

**Telegenic Mask [Special Gadget]**

Traits: Attractive, Distinctive, Healing (see text – only usable while drawing mental energy from somebody with inherent healing abilities, e.g. Tyrgius), Hypnosis (Major), Shapeshift (Minor), Restriction – Every hour of use costs 1 Story Point to the primary user

Cost: 4 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TRUTHSAYERS

(Casualties of War, Project: Nirvana, Gods and Monsters)

The lawkeepers of the Anurine Protectorate use Eddaeen truthsayers to force suspects to tell the truth.

A truthsayer is usually in the form of a bracelet which is clasped around the wrist of the interrogator. It generates psionic energy which the wearer can use to force whoever they speak to to tell the truth. The process can be painful for a suspect, particularly if they resist, causing debilitating headaches. In such circumstances it could be considered to be a weapon causing Stun damage. The truthsayer also places the subject into a mild stupor during questioning. Prolonged use can cause the effect to last for extended periods of time and may even cause permanent mental damage.

Truthsayers can be used on higher settings with particularly intransigent subjects, but with the risk of causing damage. The medium setting provides the user with a +2 bonus, but causes 1(0/1/2) points of permanent damage to Ingenuity to the subject if their resistance roll fails. The high setting provides a +4 bonus, but causes 2(1/2/4) points of permanent damage to Ingenuity.

The Doctor tracked one truthsayer down to post-War London, where a petty criminal had stolen a batch of alien technology from a crashed lorry owned by the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*). This truthsayer had been damaged and was leaking psionic energy, causing discomfort to those around and a more serious threat to its user.

TRUTHSAYER [Major Gadget]

Traits: Hypnosis (Major; only to compel to tell the truth), Weapon (Minor: S(S/S/S) damage), Restriction – Risk of damage on higher settings

Cost: 2 points

TWO MOONS FISH OIL CAPSULES *(Atom Bomb Blues)*

There is a fish-like creature which is essential to the diet of the indigenous people who use the fishing station of Two Moons. It endows them with the large and efficient brains they need to calculate the trajectories for deployment of their lines and hooks and harpoons against the corresponding trajectories of fast moving schools of fish. They make these calculations with tremendous accuracy, from the most swiftly moving schooner. The oils that enable them to do this are similar to the omega lipids found on Earth, though much more powerful. In a human brain, these alien fish oils stimulate the centres involved in abstract thinking, specifically mathematical calculation.

The oil is extracted from the fishes' large tri-lobed livers and sealed in small, dark, shiny capsules about the size of plump red grapes. It tastes revolting, of course, as fish oil does the universe over. But it is very good for the brains of most organic species. The effects of a capsule last roughly the same as an Earth day, so repeated doses are needed if the additional brainpower is required on a long-term basis. For the duration of the fish oil's effect, the subject's thought processes are enhanced and they can perform mathematical feats at speed and with increased accuracy. Of course, in a digital society with ready access to computers, this is of less benefit than in a pre-industrial age. But it would still be a useful talent to acquire.

TWO MOONS FISH OIL CAPSULES [Minor Gadget]

Traits: Augment (Major: +2 Coordination and +2 Ingenuity, only for use with Marksman and Science/Mathematics rolls respectively), Restriction – Capsules must be taken daily

Cost: 1 point

VASPAN SPACETIME STAMPS *(A Death in the Family)*

Vaspan spacetime stamps aren't much to look at, being nondescript devices that can clip onto any small package, but they are more expensive than a planet. A spacetime stamp can transport any package to which it's attached to any point in time and space. The stamp only has a single-use hop drive, but it can nevertheless be devastating in the wrong hands. The size limit is certainly far smaller than a human, or even a Graske. But it can transport anything up to a foot or two in diameter, transmitting it almost instantaneously to its programmed destination. As you might expect, Vaspan spacetime stamps have been banned by the Time Lords.

VASPAN SPACETIME STAMP [Special Gadget]

Traits: Vortex, One Shot, Restriction – Size limit

Cost: 6 points



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

THE VEILED LEOPARD *(The Veiled Leopard)*

The Veiled Leopard is one of the world's most famous diamonds. It's larger than the Koh-i-Noor or the Star of India and has been worn by kings and queens throughout the ages. Naturally, it's priceless. In fact, the 5th Doctor's companion Erimem tells that her father, the Pharaoh Amenhotep II, took the diamond from one of the kings he defeated. He also took one of the king's sisters as a wife, and a thousand slaves, but the diamond was the thing he prized. It became known as the Veiled Leopard because it has odd flecks running through it like a leopard's spots. And it is so pure it seems to glow. The Veiled Leopard became one of his most prized possessions and was selected by Erimem to be placed in her father's bandages after death. Erimem was saddened to learn that it must have subsequently been stolen from his tomb.

But the Veiled Leopard is not just a diamond. About ten thousand years ago, a planet was dying. Its sun was going supernova (or something equally catastrophic – the details are lost). The people of this world didn't have long-range space travel, but they didn't want their planet and its history to die out. So they encoded everything into a crystal – all the genetic information for themselves, the plants and the animals – along with the programming to enable them to recreate themselves on another world.

When word got out about the technology they'd developed, half

of the races wanted the crystal, and the ship it was put on to take it to another system and recreate their world was obliterated. But the Doctor rescued the crystal and brought it to Earth. There is something about the magnetic fields of the data store that means that it can't travel in time, so he left it in the care of one of the royal families of the ancient world with the intention of collecting it again at the time the ship was due to arrive at its planet.

That time is the late 1960s, by which point the Veiled Leopard has been purchased by wealthy businessman Gavin Walker as a gift for his wife. The odious Walker is also owner of the Majestic Hotel and Casino in Monte Carlo, and the Veiled Leopard has attracted a lot of attention – including that of the notorious cat burglar, Janus (see *The Fifth Doctor Expanded Universe Sourcebook*)!

**THE VEILED LEOPARD [Major Gadget]**

Traits: Data Storage, Trade Value (Major), Restriction – Cannot travel in time (stored data is corrupted)

Cost: 2 points

VICKERS VISION ENHANCEMENT SYSTEM

(Cat's Cradle: Warhead)

In the early 21st Century, the Vickers night-sight vision enhancement system is widely used by military organisations around the world. The system is installed within a military-style helmet which is itself virtually unbreakable. But the glass and rubber blindfold that extends down over the eyes is more vulnerable to damage.

The system's power can be switched on and off by a toggle-switch on the chin strap. When powering up, the user can see a faint glow turning milky grey as light spreads out from a point at the centre, like watching a monochrome desert sunrise. Images form quickly, initially as outlines of the surroundings, but gaining detail until a perfect but colourless UV image is complete.

The optical system tracks the user's eyes, reading every minute change. It calculates the desired focus by analysing the physical behaviour of retina and iris, zooming in when the wearer looks at distant objects. A low-intensity beam of laser light scans the eye, supposedly without damaging the tissue. It's actually a fairly crude system, and the Class One Laser Device warning sticker on new helmets isn't particularly reassuring. The fact that the sighting mechanism scans only one eye and uses the data to make adjustments for both means that users report splitting headaches

if there's much variation between the right and left field of vision, or after extended use.

When Vickers first launched the vision enhancement helmet, they also released a MIDI control system that could be installed in most military firearms and link them to the optical controls in the helmet. Guns fitted with this could fire upon a target selected in the helmet system by the user simply blinking their eye. But it proved to be a terrifically dangerous arrangement and a lot of people were killed by mistake. As a result, the MIDI system was quickly banned by military organisations all over the world. But it's still a best seller in the private sector.

VICKERS HELMET [Major Gadget]

Traits: Alien Senses (UV vision; telescopic vision), Armour (4 points; head only), Resilient (Minor), Restriction – Extended use causes severe headache (-2 on all rolls for an hour)

Cost: 2 points

MIDI CONTROL SYSTEM [Major Gadget]

Traits: Quick Reflexes, Skill (Marksman 3), Restrictions – Only applies to weapon the system is attached to; requires Vickers helmet; risk of accidental shots (Difficulty 12 Ingenuity + Resolve roll to avoid this whenever taken by surprise)

Cost: 2 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

VR INTRUSION SOFTWARE *(The Girl Who Stole the Stars)*

In the early 21st Century, an undergraduate at the University of Kent, Gina Gulpin, developed a software programme able to get past just about computer security measure invented to date. To make it easy and intuitive to use, she gave it a virtual reality interface that translates the data and systems it navigates through into a VR environment. William Gibson's ideas of cyberspace have come to pass!

The software runs on a standard laptop computer connected to a number of headsets resembling modified cycling helmets, and a keyboard console for a person monitoring the software outside the VR environment. Each headset interfaces with the impulses it detects in the brain of its user (and has been designed for use with the human brain, making it useless for other races without significant modification). If the system being hacked using the VR intrusion software has offensive countermeasures, these can cause feedback against the user which may result in injury or even death.

Gina opted for a pulp sci-fi feel for the VR environment of her prototype. Within the VR world, it's all classic space battles, planets, starships, alien suns. When Ace and Raine (see A9) used it to infiltrate an AI's data core, the AI appeared as three stars burning at the heart of an alien solar system, while Ace's and Raine's avatars were highly manoeuvrable fighter ships equipped

with missiles. The AI's countermeasures manifested as alien starships likewise armed with missiles. To steal anything from the AI's data core, Raine needed to use a giant toroidal magnetic field to create a jet of magma from one of the stars to move it.

But the VR could be reprogrammed as whatever the users want: a World War One dogfight, a Wild West shoot-out or something more bizarre, like a dance off, a TV gameshow or Looney Tunes cartoon capers. The software offers the GM the opportunity to provide a complete change of pace and feel in the middle of an adventure, making a computer hacking attempt less abstract and more interesting, and allows players whose characters don't have computer skills to become involved.

Using the headsets and manoeuvring the avatars in the VR environment requires Ingenuity + Technology rolls, with the software itself providing Technology 5 for those users who are not computer experts. For adventures involving the use of VR intrusion software, the GM will need to prepare stats for the players' avatars and the countermeasures and other opposition within the VR environment.

VR INTRUSION SOFTWARE [Special Gadget]

Traits: Control (Minor), Open/Close (Computer security only), Skill (Technology 5)

Cost: 6 points

WARFLEET *(We Are the Daleks)*

In 1987, *Warfleet* is the most realistic computer game ever produced. Within a few months, there are thousands of kids playing at once via a toll-free phone line paid for by the Zenos Corporation (see V92). The game itself is fairly straightforward. A rebel ship has escaped from one of the empire worlds, and the players have been ordered to pursue it into a meteoroid belt and destroy it. The graphics are far better than most games, but it's the cooperative nature of the game, with hundreds or thousands of players able to play it with each other simultaneously, that is the secret of its success in the 1980s.

The console itself is state of the art. Opened up, the electronics inside are like nothing on Earth! It's distributed from a factory owned by UltraMega Tech – who in turn are owned by the Zenos Corporation.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, the owner of the Zenos Corporation, Alek Zenos, is in league with the Daleks. It is the Daleks who are manufacturing the consoles, not UltraMega Tech. From the outside, the factory is entirely automated, apart from the packaging and distribution. That's because the consoles are just sent down a time corridor

from a Dalek slave world and are merely boxed up in the factory before being shipped out.

Warfleet isn't a game at all. The consoles are a direct interface to the Dalek battle fleet. The children that play the game are piloting Dalek drone-ships against the forces of the Thals and the other races of the rebel alliance. The Daleks found out long ago that human children are superior to any battle computer (see *Remembrance of the Daleks*). Their instinct and intuition are far more effective than cold logic. And there is no risk of human casualties (not that the Daleks would care about this anyway). The children pilot the Dalek drone-ships, free to kill without being killed.

The game's players use Awareness + Coordination to pilot their drone-ships and use their weapons, while the pilots of the rebel ships use the usual Coordination + Transport and Ingenuity + Marksman respectively. At the GM's discretion, a suitable Area of Expertise may be substituted for either of the players' Skills.

WARFLEET CONSOLE [Major Gadget]

Traits: Transmit

Cost: 2 points

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

WEYLAND'S SHIELD *(Black and White, Gods and Monsters)*

In his campaign against the Elder Gods (see V25), the Doctor followed whispers of them on a thousand worlds, over thousands of years. All the whispers were talking about the same thing, an artefact called Weyland's Shield. On Earth, Weyland is a legendary blacksmith from Germanic and Norse myths, and in English folktales, he is associated with Wayland's Smithy, a Neolithic burial mound on the Berkshire Downs. But Weyland is also called Volund (see V90) and is an Elder God known as the maker, the builder, the shaper of destructions and artifices. Volund has crafted many powerful weapons, tools with which gods can fight other gods. Among these artefacts is Weyland's Shield, seemingly nothing more than a circular Saxon shield decorated with runes.

Volund created the Shield as part of his game against Fenric. Fenric desires the Shield above all other things. He believes that it will allow him to re-attain his true form, something with an infinity of limbs, some of which creep across whole dimensions. He believes that if his true form is made manifest, the chains of Fenric will shatter and he will achieve his full potential!

The Doctor traced Weyland's Shield to Scandinavia in the Dark Ages, where it became entangled in events surrounding the origins of the story of Beowulf. By the rules binding the Elder Gods, Fenric was unable to intervene directly and retrieve the Shield. But he planned to use his agents to ensure that it would be lost, to be recovered centuries later by the Forge (see *The Sixth Doctor Expanded Universe Sourcebook*), and would be instrumental in the destruction of the universe. But that plan was waylaid when the Shield was discovered by Ace, Hex (see A4), Sally Morgan (see A8) and Lysandra Aristedes (see A2).

Connecting the Shield to the TARDIS console, it set the co-ordinates for a place outside of time and space known only as the Board (see L9), where Volund and Fenric manoeuvred their armies against each other in a semblance of chess on a grand scale. On the Board, Weyland's Shield pulls whoever carries it towards their master, whether that is Volund or Fenric, and whether or not they know whose playing piece they actually are. While in the possession of a servant of Volund, Fenric can neither see nor detect either the Shield or its bearer. And while in the possession of a servant of Fenric, the reverse is true.

Weyland's Shield is not just a tool for defence, but is one of the most powerful weapons in our universe. Inverted, the circular shield becomes a dish like a radio telescope. It's an anti-mass accelerator that kills the Higgs-Boson. Anything struck by its beam loses all coherence at the sub-atomic level and is reduced to a greyish goo.

The Shield has one final secret. The other Elder Gods know that Fenric will come even for them when he wins his game. They had Volund make the Shield for that eventuality. It is the ultimate prize, the ultimate temptation to lure Fenric. And it is also the means to dispel him back into the darkness. The runes on the Shield are instructions written in a language that humans and Time Lords could never hope to understand, as to do so they would need to exist in many more dimensions than those that mortals inhabit.

Volund can change those runes, make the litany understandable: *"By the rites and the rules of the game of the gods, I send you back. Back into the darkness, back into the null space beyond matter and measurement. By the dark powers invested in me, I send you back. I send you back, the creature named Fenric."*

If read aloud, Fenric is banished back to the dimensions outside of our universe, where he must begin his game again. But there is one final trick: the Shield can be used to dispel any Elder God, merely by substituting Fenric's name with that of any other. But it can only do so once. Once the Shield has banished an Elder God, it is reduced to harmless, powerless metal.

WEYLAND'S SHIELD [Special Gadget]

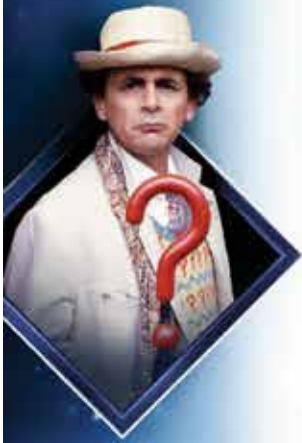
Traits: Invisible (Restriction – Only to opposing force), Sense of Direction, Unstoppable Force, Special – Banish Elder God (One-Shot; if the shield's runes are read aloud, the named Elder God is automatically rejected into the darkness outside of time and space)

Cost: 6 points



OMITTED BUT NOT FORGOTTEN

The official sourcebooks cannot possibly cover every character, monster and planet. As with any book meant to be printed, space is always at a premium. Here are some of the characters omitted from the Seventh 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



BEYUS



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

Leader of the Lakertyan race, the husband of Faroon and the father of Sarn. Forced to serve the Rani alongside his daughter. At first, he refused to rebel against her but was eventually convinced to do so by the Seventh Doctor. (Time and the Rani)

SKILLS

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

TRAITS

Alien
Alien Appearance
Authority (Minor)
By the Book
Indolent
Keen Senses (Minor) – Sight
Unadventurous

TECH LEVEL: 5

STORY POINTS: 6

FARON



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

Wife of the Lakertyan leader Beyus and the mother of Sarn. At first she believed that it was necessary to cooperate with the Rani in order to survive, but she changed her mind when she found her daughter's corpse and she joined in the fight against the Rani. (Time and the Rani)

SKILLS

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

TRAITS

Alien
Alien Appearance
By the Book
Indolent
Inspiring Love – for Sarn
Keen Senses (Minor) – Sight
Quick Reflexes
Unadventurous

TECH LEVEL: 5

STORY POINTS: 6

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

BURTON



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

"Major" of the Shangri La Holiday Camp in 1959. To keep his enterprise alive, this veteran of the First World War welcomed all comers, whether Bannermen from space or glee clubs from Skegness. (Delta and the Bannermen)

SKILLS

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

TRAITS

Charming
Crack Shot
Eccentric (Minor)
Obligation (Minor) – to his staff and guests
Stubborn

EQUIPMENT

Loud speaker: Gives user Voice of Authority Trait
Sabre: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 8

GORONWY



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

Beekeeper in Wales in 1959. He used the bees to produce honey and at the Seventh Doctor's request, used them to attack the Bannermen. He gave the Doctor a jar of 1928 hibiscus blossom as a present. (Delta and the Bannermen)

SKILLS

Convince 2, Craft 2 (AoE: craft honey), Knowledge 2 (AoE: apiculture), Science 2, Subterfuge 1, Technology 1

TRAITS

Animal Friendship (bees)
Eccentric (Minor)
Epicurean Tastes
Indomitable – Goronwy is unflappable no matter what bizarre events are thrown at him
Obsession (Major) – Apiculture

EQUIPMENT

Beekeeper's equipment

TECH LEVEL: 4

STORY POINTS: 8



BEES

Attributes: Awareness 3, Coordination 3, Strength 0

Traits: Flight, Natural Weapon – Swarm Attack: Strength +2 damage each Round to all prey caught within the Cloud, Size – Tiny, Special: Swarm (see *The Fourth Doctor Expanded Universe Sourcebook*)

Story Points: 1

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

TOLLMASTER



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

Sole employee at toll port G715, which was, at the end of his particular career and life, directing traffic for Nostlagia Tours. His unwillingness to lose his job by giving privileged information to the Bannermen proved his undoing. (Delta and the Bannermen)

SKILLS

Athletics 2, Convince 2, Knowledge 3, Subterfuge 1, Survival 1, Technology 3 (AoE: toll port systems), Transport 2

TRAITS

By the Book
Brave
Distinctive
Eccentric (Major) – Game show host personality
Obligation (Major) – to port authority
Stubborn
Unlucky

Rumours circulate that Tollmasters (if indeed, there are more than one) are not human, but wear shimmers so as not to alienate travellers. If tales of this particular Tollmaster being reptilian are true, feel free to add Alien and Alien Appearance to his Traits and/or a Shimmer (though it cannot give him the Face in the Crowd Trait, he'll have to settle for Distinctive).

TECH LEVEL: 0

STORY POINTS: 2

MRS. REMINGTON



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

Wealthy American woman from Virginia. She had travelled to England in 1988 to learn more about her ancestors. While travelling in her car on 23 November 1988, she picked up Lady Peinforte and Richard Maynarde. Lady Peinforte recalled how she had poisoned Dorothea Remington, one of Mrs Remington's ancestors, but she merely thought that Peinforte had researched her family tree. (Silver Nemesis)

SKILLS

Convince 2, Knowledge 2

TRAITS

Attractive
Charming
Wealthy (Minor)

EQUIPMENT

Camera
Limousine

TECH LEVEL: 5

STORY POINTS: 2



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KINGPIN/DEADBEAT



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

One of the founding members of the Psychic Circus. Kingpin fell under the influence of the Master, who had been ensnared by the Gods of Ragnarok. After the Master lured the Circus to Segonax, Kingpin lost his mind and acquired the new nickname "Deadbeat", until he was healed. He continued to tour the galaxy with the Psychic Circus. (The Greatest Show in the Galaxy, The Psychic Circus)

SKILLS

Athletics 3, Convince 2, Craft 3 (Musician), Knowledge 2, Subterfuge 2, Survival 2, Technology 1, Transport 2

TRAITS

Friends (Major) – Psychic Circus
Run for Your Life!
Sense of Direction

As Deadbeat, Kingpin is -2 to Ingenuity, Presence, and Resolve; loses all Skills save Athletics, Craft, Subterfuge and Survival; and gains the Traits Amnesia (Major) and Eccentric (Major: Only speaks in sing-song rhyme).

EQUIPMENT

Medallion of Ragnarok

TECH LEVEL: 6

STORY POINTS: 8

MORGANA



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

Fortune teller and ticket seller at the Psychic Circus. She also sold tickets at the entrance of the circus tent. Although she tried to make the Ringmaster leave the Gods of Ragnarok behind, he would not listen and they ultimately shared the same fate – a vanishing act from which no one returns. (The Greatest Show in the Galaxy, The Psychic Circus)

SKILLS

Convince 3, Craft 2 (AoE: acting), Knowledge 3, Subterfuge 2, Survival 2, Technology 1

TRAITS

Friends (Major) – Psychic Circus
Precognition – Blocked by Gods of Ragnarok
Procrastinator – Morgana could have worked harder to keep people at bay or convince the others to leave, but she's not into it

EQUIPMENT

Crystal ball [Special Gadget: Clairvoyance, Story Points: 3]
Tarot cards

TECH LEVEL: 6

STORY POINTS: 4



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NORD



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

Violent and rude individual who drove a large, five-wheeled motorcycle and was eager to audition for the Psychic Circus. Whilst in the ring, he showed great strength by lifting a set of bar-bells, but when asked to tell a joke, he failed miserably and was killed by the Gods of Ragnarok. (The Greatest Show in the Galaxy)

SKILLS

Athletics 3, Fighting 3, Knowledge 1, Subterfuge 1, Survival 3, Technology 2, Transport 3

TRAITS

Distinctive
Loud
Uncreative

EQUIPMENT

Five-wheeler

TECH LEVEL: 6

STORY POINTS: 6

RINGMASTER



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

Host of the Psychic Circus. When appearing in the ring, he spoke in rhymes in a sort of rap. He accepted the fact that people got killed in the circus ring just so he could stay alive, even though his friend Morgana did not like it. (The Greatest Show in the Galaxy)

SKILLS

Athletics 3, Convince 3 (AoE: dance, rap), Craft 3, Knowledge 2, Subterfuge 2, Survival 2, Technology 2

TRAITS

Attractive
Charming
Distinctive
Friends (Major) – Psychic Circus
Obsession (Major) – Get new “acts” for the Circus
Voice of Authority

EQUIPMENT

Sound nullifier [Minor Gadget: Disable (sound), Story Points: 1]
Whip: +2 Strength to damage

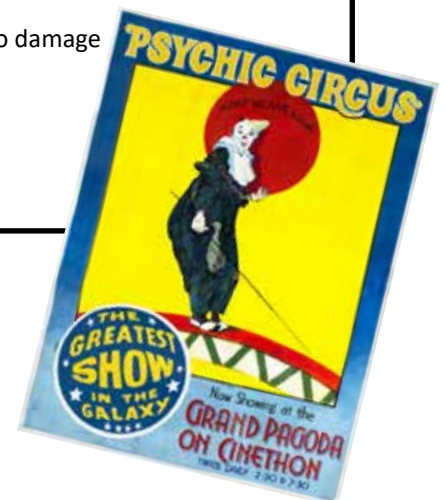
TECH LEVEL: 6

STORY POINTS: 4

NORD'S FIVE-WHEELER

Armour: 6 Hit Capacity: 10 Speed: 9

Traits: Loud, Travel



THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

WHIZZ HID



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

Young boy who claimed to be the biggest fan of the Psychic Circus and had a large collection of souvenirs relating to it, although he had never actually seen them perform. He had travelled across half the Southern Nebula, along with his trusty red BMX bike, just to see them on Segonax. While in the ring, he failed to entertain the Gods of Ragnarok, who quickly reduced him to ashes. Distant descendant of Chris Chibnall. (The Greatest Show in the Galaxy)

SKILLS

Athletics 1, Convince 1, Craft 1, Knowledge 3 (AoE: The Psychic Circus), Science 1, Subterfuge 1, Survival 1, Technology 1, Transport 1

TRAITS

Inexperienced
Obsession (Major) – Fannish devotion to Psychic Circus
Screamer!

EQUIPMENT

BMX bike

TECH LEVEL: 6

STORY POINTS: 15

PETER WARMSLY



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

English archaeologist who, in 1997, was the site manager of a dig of an 8th-Century battlefield near Carbury in rural England. Warmcly firmly believed the battle in question was the Battle of Camlann, the final, apocalyptic conflict between King Arthur and his arch-foe, Mordred. It was a view characterised by his peers as “an obsession” with Arthuriana. (Battlefield)

SKILLS

Athletics 2, Convince 2, Knowledge 3 (AoE: Arthurian legend), Science 2, Subterfuge 1, Survival 1, Technology 1, Transport 3

TRAITS

Obsession (Major) – Arthuriana
Stubborn

TECH LEVEL: 5

STORY POINTS: 6



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SHOU YUING



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

Li Shou Yuing was a young woman living in Carbury, in rural England in 1997, and a student at Exeter University. Assisted Warmly in some of his excavations in the area. Befriended Ace because of a shared interest in explosives(!). (Battlefield, The Dying Days)

SKILLS

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

TRAITS

Brave
Charming
Impulsive
Quick Reflexes
Screamer!

EQUIPMENT

Car

TECH LEVEL: 5

STORY POINTS: 12

INSPECTOR MACHENZIE



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

Officer of the Metropolitan Police Service who was sent to Gabriel Chase to investigate the disappearance of Sir George Pritchard during or prior to 1883. Josiah Samuel Smith used hypnosis on him and put him into suspended animation in a drawer. In 1883, the Seventh Doctor revived him and his appetite proved voracious. Turned into primordial soup by Light. He was, after all "the cream of Scotland Yard". (Ghost Light)

SKILLS

Athletics 1, Convince 2, Fighting 1, Knowledge 2

TRAITS

By the Book
Friends (Major) – Scotland Yard
Obsession (Major) – Food
Uncreative

TECH LEVEL: 4

STORY POINTS: 6



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LIGHT



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

Powerful entity sent to catalogue the species of Earth, a task that, because of evolution, can never be finished. (Ghost Light)

SKILLS

Convince 2, Knowledge 5 (AoE: Earth's species), Marksman 2, Medicine 5, Science 5 (AoE: biology), Subterfuge 2, Survival 3

TRAITS

Alien
 Alien Senses (Special) – Bio scanning
 By the Program
 Clairvoyance
 Eccentric (Major)
 Environmental (Major) – As an energy being, Light is not susceptible to the weaknesses of the flesh
 Hypnosis (Special)
 Immaterial
 Immortal (Special)
 Natural Weapons (Major) – Dissection/petrification beam (L/L/L)
 Natural Weapons (Major) – Telepathic attack (S/L/L)
 Obligation (Major) – To catalogue all Earth species
 Obsession (Major) – Detests change of any kind
 Telekinesis
 Teleport – Light moves at the speed of thought

TECH LEVEL: 10

STORY POINTS: 6

MIDGE



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

Resident of Perivale in the 1980s. Elder brother of Squeak and a friend of Ace. After being transported to the Cheetah World, became infected with the Cheetah virus (Stage 2, see The Seventh Doctor Sourcebook) and fell under the Master's spell. D&D player of yore. (Survival)

SKILLS

Athletics 4, Fighting 4, Knowledge 1, Subterfuge 3, Survival 3, Transport 2 (AoE: Motorcycles)

TRAITS

Alien Appearance (Minor)
 Enslaved – The Master
 Impulsive
 Menacing
 Natural Weapons (Minor) – Teeth: Strength +1 damage
 Obsession (Major) – Must hunt and feed
 Quick Reflexes
 Run for Your Life!
 Selfish
 Tough

EQUIPMENT

Animal-tooth necklace
 Motorcycle

TECH LEVEL: 5

STORY POINTS: 6

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SERGEANT PATERSON



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

Ex-Territorial Army Sergeant who, in 1989, spent Sundays at a youth centre in Perivale, teaching teenagers self-defence and survival techniques. On Mondays, he taught physical fitness to older men. He was also active in the Neighbourhood Watch. His philosophy of survival of the fittest made him a tyrannical bully. (Survival)

SKILLS

Athletics 3, Convince 3, Fighting 3 (AoE: self-defence), Knowledge 2, Marksman 2, Subterfuge 2, Survival 3, Transport 2

TRAITS

Arrogant
Code of Conduct (Minor) – Survival of the fittest
Devotion – Perivale community
Military Rank (Minor)
Obsession (Minor) – Keeping his community safe
Quick Reflexes
Run for Your Life!
Single-Minded
Tough
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

SHREELA



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

Shreela Govindia was a resident of Perivale in the late 20th century, and one of Ace's friends transported to the Cheetah World by a Kitling in 1989. Went on to study journalism and became an award-winning science journalist. (Survival, Cat's Cradle: Warhead)

SKILLS

Athletics 2, Convince 2, Craft 2 (AoE: writing), Fighting 1, Knowledge 2, Science 2, Subterfuge 3, Survival 3

TRAITS

Brave
Charming
Run for Your Life!
Screamer!

TECH LEVEL: 5

STORY POINTS: 8



OFF-OFF CANON: THE TIME TRAVELLERS

THE TIME TRAVELLERS *(BBV Audios)*

The time travellers latterly known as the Dominie and Alice, and formerly known as the Professor and Ace, are an enigma. Who are they and where did they come from? Physically, they are identical to the seventh incarnation of the Doctor and his travelling companion Dorothy McShane, more usually referred to as Ace. Their personalities are also very similar and even their modus operandi is the same. As with the Doctor and Ace, the Dominie and Alice mysteriously appear in places spread across time and space and quickly find themselves embroiled in trouble.

It would be tempting to assume that the Dominie is the same person as the Doctor, and that Alice is the same person as Ace. Certainly, the earliest of the pair's adventures that we know about followed a very similar pattern as those of their doubles. The "original" Ace tended to refer to the Doctor as "the Professor" anyway, and the Doctor referred to Ace as, well, "Ace". So at this stage even their names match. The pair's means of getting from one adventure to the next are unknown. There is no TARDIS or other time ship in evidence; the pair just seem to arrive without explanation. But in many of the adventures of the "original" Doctor and Ace, the TARDIS is kept well in the background; to any onlooker, the Time Lord and his friend seem to have walked into the action from out of nowhere.

The Dominie's origins are unrevealed, but he displays many of the same abilities as the Doctor. It's not too much of a leap to guess that he too is a Time Lord, a renegade living in self-imposed exile from his home planet. Alice's origins are similarly obscure. But her accent, knowledge and behaviour indicate that, like Ace, she comes from somewhere near London, probably in the late 20th Century. The main difference between them is that, so far as we can tell, Alice doesn't carry Ace's trademark cans of Nitro-9 in her backpack.

In the time travellers' later adventures, the pair refer to each other as the Dominie and Alice. There is no explanation given for this, but it is the clearest indication that the two are not the same people as the Doctor and Ace. So who are they and why do they so closely resemble the other time-travelling couple? We can only speculate. They seem to be organic, so it is unlikely that they are androids or similar artificial intelligences. But they could be clones, versions from an alternative reality, or even extradimensional entities which have taken humanoid likenesses to fulfil some unknown mission, or perhaps just for amusement. The stats provided here assume that they are respectively a Time Lord and a human, whose experience and abilities are very close – but not quite identical – to those of the Doctor and Ace.

In the Dominie's final adventure that we know of, he is alone. What has happened to Alice is unknown, but perhaps they are later reunited. The Dominie is trapped in another dimension, his memories missing, and he is living his life as Dominic Perkins, a

suburban husband in a nightmare version of a '70s British sitcom in the style of *Terry and June*, complete with canned laughter. Dominic is in fear of his boss, the monstrous "Sir". To escape, he must try to regain his true identity, reveal the nature of the entity behind his imprisonment here, and recover his time and space machine, a mysterious blue box...

Note: In 1998, BBV's intentions behind *The Time Travellers* audios were to continue the adventures of the Doctor and Ace (in an unofficial, unlicensed manner) more than eight years after the broadcast of *Survival*. It was a cease and desist letter from the BBC to protect their copyrighted characters that led to the Professor and Ace being renamed the Dominie (a Scottish word for a teacher, suggested by Sylvester McCoy) and Alice (felt to be sufficiently similar to Ace). For role-players, the option of the Dominie and Alice being the same characters as the Doctor and Ace is likely to be the less interesting one. After all, why not just play the official 7th Doctor and Ace? But the option of them being doppelgangers offers a number of interesting possibilities. If the Dominie and Alice are used as PCs, maybe a campaign in which they gradually discover who and what they really are. If they are NPCs, then they are an enigma for the players to investigate.

ADVENTURES WITH THE TIME TRAVELLERS

Adventures with the Dominie and Alice are very much like adventures with the Doctor and Ace. The following seeds are based on the blurb of the audios from BBV.

Republica

Your time travellers arrive in present-day London to find the city strangely changed. England is a republic, ruled by an elderly Lord Protector more interested in a mysterious comet than the long-suppressed forces of revolution fomenting in his kingdom. As political factions vie for power, the travellers become embroiled in the plans of King Charles XIV who stands poised to reclaim the throne. Can they discover who is behind the drastic alteration of history or will the Puritan cause triumph throughout eternity?

Island of Lost Souls

It is the time of the Second World War, and all is not well at a top secret research base in Greenland. The British have been testing a new device which could bring about a swift end to the war with Germany – but the trials have gone disastrously wrong. When your time travellers arrive, they encounter an isolated community not only under threat from its human enemies, but stalked by a horrifying menace with a voracious appetite for survival.

Prosperity Island

Millanno: a holiday planet of extreme wealth and extreme leisure – on one side. The other side of the planet teems with

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THE DOMINIE, AKA THE PROFESSOR



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	8
INGENUITY	9	STRENGTH	2

SKILLS

Athletics 3, Convince 3, Craft 3, Fighting 2, Knowledge 8, Marksman 1, Medicine 3, Science 5, Subterfuge 4, Technology 5, Transport 3

TRAITS

Adversaries (Major) – The Dominie has picked up a few along the way
 Artron Battery
 Bio-Rhythmic Control
 Boffin
 Brave
 Charming
 Clumsy
 Code of Conduct (Major)
 Distinctive
 Eccentric (Major)
 Feel the Turn of the Universe
 Hypnosis (Minor)
 Impulsive
 Indomitable
 Insatiable Curiosity
 Psychic
 Quick Reflexes
 Random Regenerator
 Resourceful Pockets
 Run For Your Life!
 Technically Adept
 Time Lord (Experienced) x6
 Time Traveller (All)
 Tough
 Voice of Authority
 Vortex
 Vortex Born

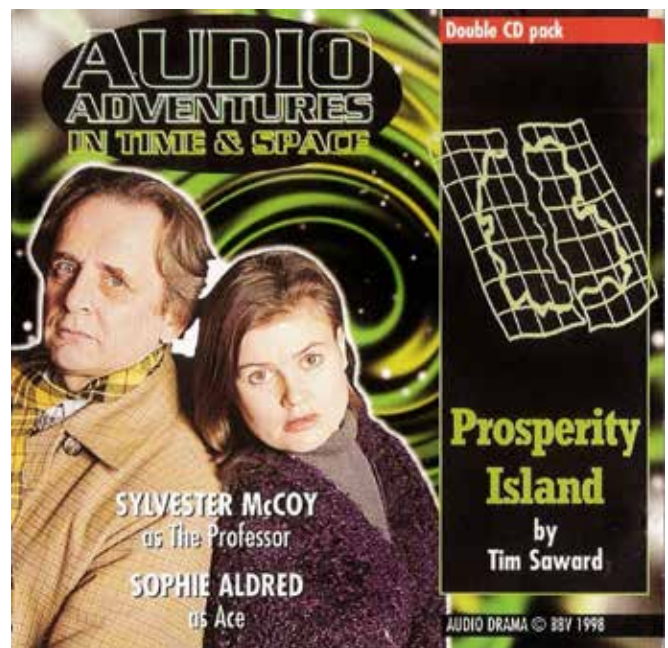
EQUIPMENT

Umbrella, Pocket Watch

TECH LEVEL: 10

STORY POINTS: 8

politicians, administrators, and also criminals. When your time travellers decide to take a holiday, they are unwillingly pitched into a battle for supremacy on the planet. Separated and suddenly finding themselves on the lost and lonely Isle of Prosperity, they must find each other. But standing in their way is the determination of a mysterious figure from the past to reclaim the Directorship of the planet. As the travellers explore, a picture begins to emerge of a corrupt past, of political double-dealing, betrayal and vengeance. Who is Milo, the psychokinetic youth who inhabits the island? Who is Gabriel, who sounds like a machine, but talks like a schoolmaster? And who is the earthy Calida, and why is she out for revenge? A dramatic meeting of old enemies can no longer be postponed, and there is no way off the island...



The Left Hand of Darkness

One of your time travellers finds herself separated from the other, marooned, blind and cared for by a mysterious stranger. How did she get there? Who is Dorsai? What secret is he hiding?

The Other Side

One of your time travellers is apparently killed and her dead Nan appears, to help her cross over to 'the other side'. Faced with her own internal demons, how long can she cling to life? And what is 'the other side'?

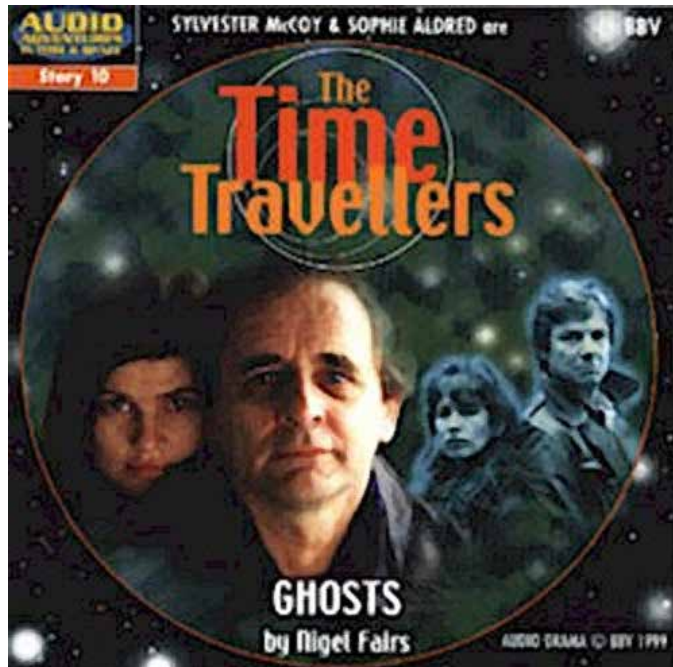
Guests for the Night

In search of the legendary 'Point of Stillness' (see *The Fourth Doctor Expanded Universe Sourcebook*), your time travellers find themselves in an old house, steeped in evil. Who is the ancient woman in the attic? Why are there so many clocks? And did the butler really do it?

THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.1

Ghosts

The death of a nameless traveller on a flight to the volcanic Hedistic islands would seem to have been natural. But when his young friend starts her own murder investigation, she uncovers a plot which threatens the safety of the entire planet...

**Only Human**

Why won't one of the travellers reveal the real reason for wanting to return home? What is the truth of the planet covered in blood? And who or what is Vixxy? As events unfold, a simple visit to Earth becomes a growing nightmare and the time travellers find themselves caught in a complex web of time, space and emotions – with no choice but to see it through to its chilling conclusion.

Blood Sports

Travelling on the luxury train service to Vienza, your characters discover that one of their fellow passengers is a killer: but which one? As time runs out and the body count begins to rise, the time travellers realise that things may not be all they seem.

Punchline

A perfect house...

A perfect son...

A perfect wife...

WIFE?

When your life is a 70's sit-com and every episode ends happily, why on Earth would you want to change?

In Suburbton, no one can hear you scream...

ALICE, AKA ACE

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

SKILLS

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

TRAITS

Argumentative

Attractive

Brave

Distrustful

Impulsive

Insatiable Curiosity

Prejudice – Against authority figures

Past Trauma – Alice has had a number of bad experiences in her life, similar to Ace's

Quick Reflexes

Tough

EQUIPMENT

Backpack

TECH LEVEL: 5**STORY POINTS: 12**

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.

Unregenerate! [L33]

In a run-down asylum, screams echo in the halls as mysterious creatures roam, terrorising the staff. Patients complain of betrayal rather than illness, and no one is quite what they seem. Why does a medical facility need to be under armed guard? What procedures are the staff carrying out, and to what purpose? What is the price that must be paid for making an agreement with those who run the asylum?

We Are the Daleks [V92, G11]

The year is 1987, and Britain is divided. In Bradford, strikers are picketing and clashing with the police. In the city of London, stockbrokers are drinking champagne and politicians are courting the super-rich. The mysterious media mogul Alek Zenos, head of the Zenos Corporation, is offering Britain an economic miracle. His partners wish to invest – and their terms are too good to refuse. While your TARDIS crew investigates Warfleet, a new computer game craze that is sweeping the nation, one of their number must go undercover to find out the truth about Zenos's partners. The Daleks have a new paradigm. They intend to conquer the universe using economic power. The power of the free market!

The Warehouse [A33, V84, L76]

Your TARDIS lands in what appears to be an orbiting warehouse, a delivery facility with a dangerously erratic computer. While effecting repairs, your characters may begin to realise that not everything in the warehouse is as it seems. Why do no goods ever seem to leave the shelves? Why are the staff so obsessed with the stocktake? And who is the mysterious Supervisor? On the planet below, they will discover that the computer might be the least of their problems – and that they should be more concerned with the space station's mould and vermin...

Terror of the Sontarans [V6, L21]

Once it was a mining facility. Then later its corridors rang with screams generated by grotesque military

experiments. However when the TARDISers arrive on a hostile alien world after detecting a distress signal, the base they find themselves in is almost deserted. But not for long. Soon, the Sontarans land, and are searching for the remnants of their previous research team. Before long they uncover evidence of strange occurrences on the planet. Of madness and death. They are warriors bred for war, strong of spirit and unafraid of death. To fear the enemy is an act of betrayal. Nothing holds terror for the Sontarans. Until now...

Flip-Flop [V79, L55]

Christmas Eve in the year 3060 and the planet Puxatornee is home to a prosperous human colony. A space craft has arrived in orbit carrying the Slithergees, a race of obsequious alien slugs. Their home world has been destroyed and they are humbly requesting permission to settle on the first moon. And if they don't get permission, then they are humbly threatening to declare all-out war. The future hangs in the balance. The decision rests with Bailey, the colony's president – but she has other things on her mind... Christmas Eve in the year 3090, and the planet Puxatornee has changed beyond all recognition. The Player Characters arrive, on a completely unrelated mission to defeat a race of terrible monsters, and soon discover that something rather confusing has been happening to history...

Red [L43]

Subject 2660 Celia Fortunaté, designated citizen of the Needle. Subject experiencing traumatic, violent delusions during waking moments. Subject remains pacified and under control of Whitenoise. Medication has been prescribed.

Subject 0357-Vi Yulquen, designated Matriarch of the Needle. Subject is under constant surveillance due to her wish to experience harm. This is in direct contravention of Whitenoise's programming. Also supplier of the drug classified as Slow. Editing is required.

Subject 0841 Chief Blue. Technician in symbiotic relationship with this Whitenoise system. Knowledgeable in human psychological evaluation. Subject has been diagnosed a voyeur, and has a dangerous obsession with the Red Tape. Machine augmentation is favoured to curb this defect.

Subject [error] Your PCs, designated companions of subject 3999. Subjects [error] are not chipped and are a threat. Their ability to harm has not been checked, compromising the continued security programming of this Whitenoise system. They must be inhibited.

Subject 3999 Your Time Lord. Subject has committed homicide. This subject now in constant redline. Their propensity for violence remains unchecked. Analysis suggests synchronisation with the killer. They will attempt to kill again. They must be stopped.



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Bang-Bang-a-Boom! [L18]

Dark Space 8 – an advanced monitoring station floating serenely among the stars. Its crew – a dedicated and highly-skilled group of professionals, calmly going about their vital work. Its mission – to boldly host the Intergalactic Song Contest. With representatives from myriad worlds competing, the eyes of the universe are on the station. But dark deeds are afoot aboard Dark Space 8... and people are starting to die. The haughty Queen Angvia; the gaseous gestalt Gholos; disposable pop idol Nicky Newman; erratic Professor Fassbinder; and the icily-efficient Dr Eleanor Harcourt – all are suspects. Could old political rivalries be manifesting themselves among the contestants? Is this the work of a breakaway terrorist faction? Or has someone just got it in for singer-songwriters? With peace in the galaxy hanging by a thread, it's vital that the mystery is solved – and fast! Can your characters find the murderer in time to prevent a major intergalactic war? Or will it be nul points for the entire universe...?

The Fires of Vulcan [L52]

Two thousand years ago, a cataclysmic volcanic eruption wiped the Roman city of Pompeii from the face of the Earth. It also buried your TARDIS... Arriving in Pompeii one day before the disaster, its crew finds itself separated from the ship and entangled in local politics. With time running out, your PCs must fight to escape from the shadow of Mount Vesuvius. But how can they succeed when history itself is working against them?

1963: The Assassination Games [A36, V56]

London. The end of November, 1963. A time of change. The old guard are being swept away by the white heat of technology. Political scandals are the talk of the town. Britain tries to maintain its international role; fanatics assassinate charismatic politicians and Group Captain Ian Gilmore is trying to get his fledgling Counter-Measures unit off the ground. When his life is saved by your TARDISers, he knows something terrible is going on. Whilst Rachel investigates an enigmatic millionaire and Allison goes undercover in an extremist organisation, Gilmore discovers a sinister plot with roots a century old. A new dawn is coming. It's time for everyone... to see the Light.

Shockwave [L65]

In the far future, the inhabitants of Tarsus Six face a desperate struggle to evacuate their world before their sun, Tarsus Ultra, collapses into a cataclysmic spatial anomaly. When your Time Lord navigates the TARDIS to a space station orbiting Tarsus Six, the TARDIS is immobilised, and your characters may realise that their own lives are as much in danger as those of the fleeing inhabitants. The race is on to escape the destruction of Tarsus Six and the devastating shockwave that will follow, reaching out and destroying everything in its wake.

The Split Infinitive [A36, V72]

A criminal gang appears to have recruited a member with time-bending powers. It's a case for the Counter-Measures team – in the 1960s and the 1970s! Your characters have their work cut out to save the day twice over, and make sure the team doesn't collide with its past, or its future.

The Sirens of Time [V47]

Gallifrey is in crisis, facing destruction at the hands of an overwhelming enemy. And your Time Lord is involved in three different incarnations – each caught up in a deadly adventure, scattered across time and space. The web of time is threatened – and someone wants them dead. The three incarnations must join to set time back on the right track – but in doing so, will they unleash a still greater threat?

The Defectors [V31, L19]

UNIT staff have gone missing. Your characters are whisked off to the mysterious Delphin Isle on a matter of national security. There, they encounter a disturbingly odd form of local hospitality and learn of a highly classified incident that took place during the Cold War. Why exactly have they been brought here? And what is the truth concerning the bodies in the harbour and the vast project being undertaken under a cloak of secrecy?

**Citadel of Dreams** [A28, L31]

In the city-state of Hokesh, time plays tricks; the present is unreliable, the future impossible to intimate. A derelict street child, Joey Quine, finds himself subject to horrifying visions and fugues. His only friend in this, the only one to whom he can turn for help, is one of your PCs. And in an unknowable future your Time Lord is busily inciting a state of bloody unrest, on the basis that one must be cruel to be kind – simultaneously, for preference. The

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Glorious Ruler of the city, Magnus Solaris, is worried: his memory is failing him; his influence deserting him; his city is falling apart. What is happening to him truly? There is worse to come. As both world and time crumble, Magnus Solaris and Joey Quine will unearth secrets the like of which nobody in Hokesh could have ever possibly suspected.

The Hollow Men [V43, L30]

The village was cursed centuries ago, but only now is the alien evil beginning to revive... The children of Hexen Bridge are gifted and clever, but insanity and murder follow in their wake. In the early 21st Century, events seem to be escalating out of control. Kidnapped and taken to Liverpool, your Time Lord may realise that developments in Hexen Bridge have horrifying repercussions for the rest of the country. The other PCs are left in the village, where small-minded prejudices and unsettled scores are flaring into violence. As scarecrows fashioned from the bodies of the recent and ancient dead stalk the country lanes around Hexen Bridge, a sinister dark stain is spreading over the surrounding fields. And as the fierce evil grows ever stronger, can the TARDISEers prevent it from engulfing the entire world?

Thin Ice [A9, A31, V13, V60, G7]

Moscow 1967. Your TARDIS arrives behind the Iron Curtain, and the Soviet Union is seeking a new weapon that will give it mastery in the Cold War. What is the secret of the Martian relics? As the legendary War Lord Sezhyr returns to life, your characters are faced with old, deadly enemies. The fate of Earth hangs in the balance.

Crime of the Century [V13, V62, L36]

The year is 1989. In London, safe cracker Raine Creevy breaks into a house – and finds more than the family jewels. In the Middle East, the kingdom of Sayf Udeen is being terrorised by Soviet invaders and alien monsters. And on the Scottish border, a highly guarded facility contains an advanced alien weapon. These are all part of a Time Lord's masterplan. But masterplans can go awry...

Animal [V62, V67, L40]

Margrave University in 2001. For the TARDISEers, there are mysteries to solve: what are the alien creatures imprisoned in the science labs? And what are the true motives of the student Scobie and his followers? With enemies on all sides, they must team up with Brigadier Bambera and the forces of UNIT in a battle for the future of the whole world.

The Algebra of Ice [V30]

A genius maths nerd, a weird webzine publisher, and the Brigadier, find themselves helping your TARDIS crew solve what should be a simple puzzle: the appearance of a crop circle in the Kentish countryside. Hardly uncommon. But there are some peculiar features. It's not a circle but a series of square-sided shapes. It's filled with ice. And it draws them into a confrontation with a reality right next to zero.

Earth Aid [V35, V62]

Welcome aboard the Space Vessel *Vancouver*. Its mission:

to guard a vast shipment of grain from Earth to the planet Safenesthome. Its Captain is one of your PCs. They seem a little unsure of themselves. In fact, some might almost think they were new to the job... Much of the crew is, in fact, made up of your characters. When mysterious ships target the *Vancouver*, they are pushed to the limit. Meanwhile, there's something nasty in the grain containers. And it's not very happy...

Relative Dementias [V2, V80]

"Do Time Lords get Alzheimer's disease?" "Oh, we get far worse things than that. The dementias that plague us are much, much darker." Your TARDISEers are called through time to south-east Scotland to help out an old friend – an old friend who's vanished. They find themselves at Graystairs, an Alzheimer's treatment clinic and a place of healing, where the patients seem to be gaining a new lease of life. But whose life is it? Why are cats and dogs – not to mention people – disappearing? Who is the shadowy figure stalking your PCs? And what is the secret of the mysterious Miss Chambers, whom no-one remembers meeting? Soon, your heroes find out the hard way that actions have consequences – and that there's more than one kind of dementia.

Illegal Alien [A15, A17, V36, V59]

The Blitz is at its height. As the Luftwaffe bomb London, Cody McBride, ex-pat American private eye, sees a sinister silver sphere crash-land. He glimpses something emerging from within. The military dismiss his account of events – the sphere must be a new German secret weapon that has malfunctioned in some way. What else could it be? Arriving amid the chaos, your characters embark on a trail that brings them face to face with hidden Nazi agents, and encounter some very old enemies.

Matrix [V18, L17]

"I won't fight you." "Oh, but you will." The voice twisted and cracked. Fury and madness tore through it. "You will fight me!" Your Time Lord is on the run from a faceless enemy that knows their every thought and move. They flee to their past, planning to leave their companions in safe hands in order to fight on alone. But his enemy has other plans, and the Time Lord's history no longer exists. The TARDIS is finally drawn to London in the winter of 1888, where its crew discovers a dark secret from Gallifrey's past, and the name of their unseen opponent. It is Jack the Ripper.

Storm Harvest [V17, V51, L14]

"The Krill are pure rage. Pure aggression. There is nothing for me to reason with, nothing that I can appeal to. By now there must be millions of them out there, and I don't know how to stop them." The water world of Coralee is the showpiece planet of the colonies – two suns, unspoilt beaches and a thriving tourist culture. The TARDISEers arrive intending to have a proper holiday, but one may join an archaeological expedition conducting a dig at a sunken temple, soon realising that, beneath the surface, something is very wrong. An ancient and terrible weapon has been revived and every living creature on the planet is at risk. Who are the aliens that wait in the asteroid field? What is the mysterious creature that stalks the shadows of the colonies? Who has unleashed the devastating power of the Krill? Out in the deep ocean there is a

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storm brewing, and you can't be sure if anyone will survive.

The Genocide Machine [A1, L37]

The library on Kar-Charrat is one of the wonders of the Universe. It is also hidden from all but a few select species. Your time travellers discover that the librarians have found a new way of storing data – a wetworks facility – but the machine has attracted unwanted attention, and they soon find themselves pitted against the Daleks!

Prime Time [V33, V93, L5]

Coming up after the break, the start of a new series of programmes featuring the mysterious traveller in Time and Space known only as – your Time Lord. Detecting a mysterious sub-space signal in the Time Vortex, your TARDISers land on the planet Blinni-Gaar. They soon discover that the native population are little more than zombies, addicted to the programmes of the dangerously powerful Channel 400. As they investigate, they find that the television company has a sinister agenda that has nothing to do with entertainment. Why is the Director-General of Channel 400 so interested in your Time Lord? Who are the mysterious aliens who watch from the shadows of the Brago nebula? And why is a pack of Zzinbriizi jackals stalking the streets of Blinni-Gaar? As they are drawn deeper and deeper into a web of intrigue and deceit, they discover they have an unexpected ally – of the most dangerous kind.

Heritage [V10, L28]

"Things go missing on Heritage. It's one of the hazards of living here. One of the many hazards." Nobody visits Heritage. Why would they? Dry, dusty and hot, it's nothing but a failed mining colony too stupid to realise that it's actually dead. No one wants to visit, but the TARDIS seems to have its heart set on a flying visit, just while it's in the neighbourhood. That's when your travellers find out that Heritage wants visitors just as much as visitors want them. So, while the companions are getting friendly with the locals, your Time Lord must try to convince them the crew is not interested in their secrets. All they want is a few quiet days and a nice cup of tea. Trouble is, secrets have a way of unearthing themselves. Whether they want them to or not.

Independence Day [V24, L41, G8]

Freedom. Liberty. Free Will. Independence. Choice. Everyone wants to be free. But at what point does freedom become irresponsibility? What happens when one person's choice causes another's oppression? The Time Lord is on a simple mission to return a communications device borrowed years previously. Using a TARDIS, it can be returned before anyone misses it. But events in the Mendeb system have moved more quickly than estimated, and it lands in the ruins of a civilisation devastated by mysterious invaders.

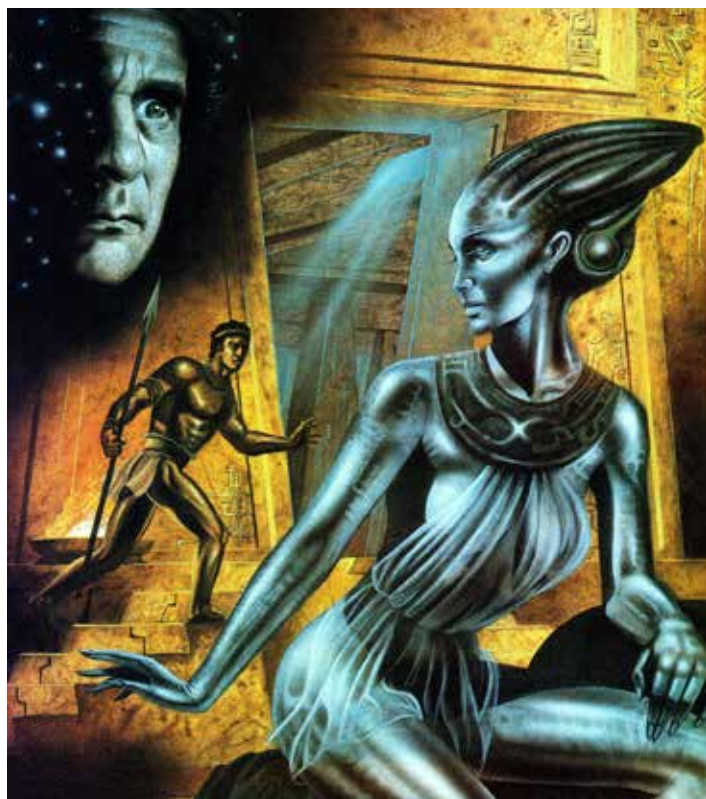
Loving the Alien [A15, A17, V36, L4]

A companion is dead. Or at least she will be – soon... In a secret room deep inside the TARDIS, your Time Lord has been examining the body of their friend's future self. How they were killed, where they were killed and when they were killed, can all be found out.

What they don't know is why... To find the truth they must make a dangerous decision and take the unsuspecting companion to the very time and place of their death, hoping to cheat time and find their killer before he can strike – but time has other ideas. What is the secret experiment being conducted by the British Rocket Group? Why are giant ants appearing in the suburbs of 1950s London? Who is the mysterious figure that is watching the PCs every move? As events spiral out of control, your Time Lord realises that someone is manipulating time with careless disregard for the consequences to the threatened companion – or the rest of the universe...

Timewyrm: Genesys [A20, A23, V85, V88, L42]

Mesopotamia – the cradle of civilisation. In the fertile crescent of land on the banks of the rivers Tigris and Euphrates, mankind is turning from hunter gatherer into farmer, and from farmer into city-dweller. Gilgamesh, the first hero-king, rules the city of Uruk. An equally legendary figure arrives, in a police telephone box: the TARDIS has brought its crew to witness the first steps of mankind's long progress to the stars. And from somewhere amid those distant points of light, an evil sentience has tumbled. To her followers in the city of Kish she is known as Ishtar the goddess; to the Time Lord's forebears on ancient Gallifrey, she was a mythical terror – the Timewyrm.



Timewyrm: Exodus [V22, V40, V41, V54, V85]

The pursuit of the Timewyrm leads your characters to London, 1951, and the Festival of Britain – a celebration of the achievements of this small country, this insignificant corner of the glorious Thousand Year Reich. Someone – or something – has been interfering with the time lines, and in order to investigate, they travel further back in time to the very dawn of the Nazi evil.

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In the heart of the Germany of the Third Reich, they find that this little band of thugs and misfits did not take over half the world unaided. History must be restored to its proper course, and in their attempt to repair the time lines, the TARDISeers face the most terrible dilemma they have ever known...

Timewyrm: Apocalypse [V69, V85, L38]

The end of the universe. The end of everything. The TARDIS has tracked the Timewyrm to the edge of the Universe and the end of time – to the lush planet Kirith, a paradise inhabited by a physically perfect race. But Kirith has all the appeal of a wet weekend in Margate, and its inhabitants look like third-rate Aussie soap stars. And if the Timewyrm is here, why can't they find her? Why have the elite Panjistri lied consistently to the Kirithons they govern? And is it possible that the impending catastrophe is the result of the Time Lord's own past actions?

Timewyrm: Revelation [V54, V85, L10, G5]

The parishioners of Cheldon Bonniface walk to church on the Sunday before Christmas, 1992. Snow is in the air, or is it the threat of something else? The Reverend Trelaw has a premonition, too, and discusses it with the spirit that inhabits his church. Perhaps a TARDIS is about to visit them again? Some years earlier, in a playground Chad Boyle picks up a half-brick. He's going to get that future companion. The weapon falls, splitting their skull. They die instantly. The PCs have pursued the Timewyrm from prehistoric Mesopotamia to Nazi Germany, and then to the end of the universe. They have tracked down the creature again: but what trans-temporal trap has the Timewyrm prepared for their final confrontation?

Atom Bomb Blues [V73, L39, G9]

Los Alamos, New Mexico, 1945. The Second World War is coming to its bloody conclusion, and in the American desert the race is on to build an atomic bomb. The fate of the world is at stake in more ways than one. Someone, or something, is trying to alter the course of history at this most delicate point. And destroy the human race. Posing as nuclear physicists, your time travellers play detective among the Manhattan Project scientists, while desperately trying to avoid falling under suspicion themselves. As the minutes tick away to the world's first atom bomb blast, they find themselves up to their necks in spies, aliens of the flying saucer variety, and some very nasty saboteurs from another dimension.

Cat's Cradle: Time's Crucible [A16, V71, L2, L12, G2]

The TARDIS is invaded by an alien presence, and is then destroyed. Your Time Lord disappears. Your companions, lost and alone, find themselves in a bizarre deserted city ruled by the tyrannical, leech-like monster known as the Process. Lost voyagers drawn forward from Ancient Gallifrey perform obsessive rituals in the ruins. The strands of time are tangled in a cat's cradle of dimensions. Only the Time Lord can challenge the rule of the Process and restore the stolen Future. But the Time Lord was destroyed long ago, before Time began.

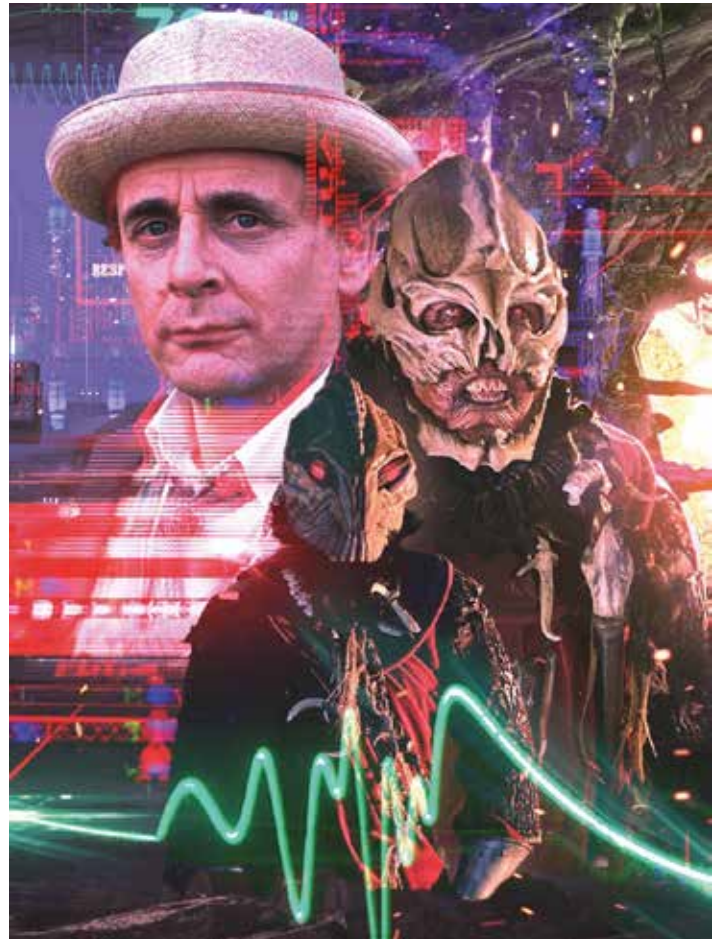
Destiny of the Doctors [A3]

The Master holds several incarnations of your Time Lord as

prisoners in a vast combat arena. He must be challenged. Using the Graak – an electro-telepathic entity created and controlled by your PCs – as a challenger. Succeed, and the tables are turned on the Master. Fail and the Time Lords, and Graak, are removed from space and time forever.

Harvest of the Sycorax [L7]

In the far future, humanity has a remedy for everything. Whatever the problem, Pharma Corps has the answer and a designer disease tailored to every human's blood-type. Zanzibar Hashtag has no need to be sad, scared, stressed, or depressed ever again. That is, until vicious aliens arrive on her space station intent on opening its Vault. What will it mean for the human race if the Sycorax take control of what's inside? And when your TARDIS arrives on the scene, can its crew convince Zanzibar to care about her life long enough to help?

**Cat's Cradle: Warhead** [V8, L61, G10]

The place is Earth. The time is the near future – all too near. Industrial development has accelerated out of all control, spawning dangerous new technologies and laying the planet to waste. While the inner cities collapse in guerrilla warfare, a dark age of superstition dawns. As destruction of the environment reaches the point of no return, multinational corporations and super-rich individuals unite in a last desperate effort – not to save humankind, but to buy themselves immortality in a poisoned world. If Earth is to survive, somebody has to stop them. From

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London to New York to Turkey, your time travellers prepare, finally, to strike back.

Cat's Cradle: Witch Mark [V38, L66]

"Spare no sympathy for those creatures. They were witches, they deserved to die." A coach crashes on the M40. All the passengers are killed. The bodies carry no identification; they are wearing similar new clothes. And each has a suitcase full of banknotes. A country vet delivers a foal. The mare has a deep wound in her forehead. In the straw, the vet finds a tapered horn. In the darkening and doomed world known to its inhabitants as Tír na n-Óg, the besieged humans defend the walls of their citadel Dinorben against mythical beasts and demons. The TARDIS's link with the Eye of Harmony is becoming ever more tenuous and is in urgent need of repair. But the time machine takes its crew to a village in rural Wales, and a gateway to another world.


Nightshade [A19, V76]

The isolated village of Crook Marsham, in 1968, the year of peace, love and understanding. Except one by one, the villagers are being killed. Your characters have to act. What are the signals from space that are bombarding the radio telescope on the moor? What is the significance of the local legends from the Civil War? And what is the aeons-old power the Time Lord is unable to resist?

The Fearmonger [V32]

One would-be assassin is in a mental ward. Another's on the

run. Their intended victim is stirring up the mobs. Terrorists are planning a strike of their own. A talk-radio host is loving every minute of it. A Whitehall insider whispers about a mysterious UN operative, with a hidden agenda. Everyone's got someone they want to be afraid of. It'll only take a little push for the situation to erupt – and something is doing the pushing. But you can trust the Doctor to put things right. Can't you?

Dust Breeding [A1, V51, V91, L20]

On 19th-Century Earth, artist Edvard Munch hears an infinite scream pass through nature. Centuries later, his painting of that *Scream* hangs in a gallery on the barren dust world Duchamp 331. Why is there a colony of artists on a planet that is little more than a glorified garage? What is the event that the passengers of the huge, opulent pleasure cruiser "Gallery" are hoping to see? And what is hidden in the crates that litter the cargo hold? Records indicate that the painting is about to be destroyed in "mysterious circumstances", and when your time travellers arrive on Duchamp 331, those circumstances are well underway.

Colditz [L46]

October 1944. As World War Two draws towards its conclusion, a Nazi defeat begins to seem almost inevitable. But that might be about to change... Intruders are captured in the grounds of Colditz Castle, the most secure Prisoner of War camp in Germany. At first, the guards think they're dealing with British spies. But the strangers arrived in an advanced travelling machine, the like of which they've never seen before. With this "TARDIS" in their hands, the Third Reich might triumph after all...

The Rapture [L57]

Ibiza, 1997, and thousands of young people are acting like mindless zombies. Which is to be expected. Ibiza, the island of dance music, sex, drugs and alcohol, is the ultimate hedonistic paradise. God has sent help from on high to save the sinners of Ibiza. He has sent His angels to save their souls. Which would be simple enough if these souls didn't include time travellers, a woman who disappeared in 1987, a young man carrying a photograph of a girl he's never met and an Irish girl who doesn't even know who she is anymore.

The Harvest [A4, V83, L63, L78]

Something very strange is going on up on the thirty-first floor of St. Gart's Hospital. The PCs investigate. Trouble is, everything that goes on at the hospital is being observed and noted by the occupants of the thirty-first floor; occupants who are none too pleased that people are poking their noses into business that doesn't concern them; occupants who will go to extraordinary lengths to ensure that no one discovers the truth...

Dreamtime [L72]

"The Dreamtime is living Time. The Dreaming is living myth." A city travels the stars, inhabited by stone ghosts. At its heart, an ancient remembrance of Earth. Mythical creatures stalk the streets and alien visitors have come in search of trade. But there is nothing to trade. Only fear. And death. And the stone ghosts. It's about the strangest place your TARDISers could have imagined. Weird and very far from wonderful. But they will have to adjust

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and do more, just to stay alive, in this lost city of shadows and predatory dreams. And the Time Lord is the first to go missing. The Time Lord has crossed into the Dreamtime.

LIVE 34 [L13]

"You're listening to LIVE 34 – LIVE 34 – news on the hour, every hour – LIVE 34 – broadcasting to Colony 34 all day, every day – LIVE 34 – constantly updated every minute of every hour – LIVE 34 – sport, weather, business, local news, interplanetary affairs – LIVE 34 – live, independent, accurate, comprehensive – LIVE 34 – all news, all day, every day – LIVE 34 – Reports are coming in of an explosion... – On the line now is the leader of the FDP... – The President is about to begin his address... – We can see bodies in the wreckage..."

Shadow Planet [L75]

Troubled? Anxious? Tormented by self-doubt? Come to Unity, the psychic planet! From our therapy centre beside Unity's idyllic shores, the Unity Corporation can help you overcome all your problems. How? By using a patented combination of technology and Jungian psychology, we can bring you face to face with your shadow self. The hidden you. The dark you. The you that no one knows... Rest assured: the process is perfectly safe. Nothing can possibly go wrong. And that's guaranteed!

World Apart [L44]

If you're reading this, it's too late. There's no way off this planet. You will never escape Nirvana.

Night Thoughts [V61, L25, G2]

"I warn you, things could get very nasty here before they get better." A remote Scottish mansion. Five bickering academics are haunted by ghosts from their past. Reluctantly they offer shelter to your time travellers. One of you, already troubled by a vivid nightmare, is further disturbed by the night-time appearance of a whistling, hooded apparition. You may try to befriend the young housemaid, Sue. Sue knows secrets. She knows why the academics have assembled here, and she knows why they are all so afraid. But Sue's lips are sealed – she prefers to communicate through her disturbing toy, Happy the Rabbit. And then the killing begins. Gruesome deaths that lead your TARDISEers to discover the grisly truth behind the academics' plans, and – as the ghosts of the past become ghosts of the present – to recognise that sometimes death can be preferable to life...

The Settling [V68, L60]

Sir,
Having brought the army belonging to the Parliament of England before this place, to reduce it to obedience, to the end effusion of blood may be prevented, I thought fit to summon you to deliver the same into my hands to their use.

If this be refused, you will have no cause to blame me.

I expect your answer and rest your servant.

O. Cromwell.

Muse of Fire [V21]

Oooh la la! It's been a long time coming, but you're about to run into Iris Wildthyme! You're all in 1920s Paris and everyone's flocking to Iris's salon. But wait...! What's that noise...? Thud thud

thud...! It's the soft, approaching feet of a small and acerbic Art Critic Panda...!

No Man's Land [V55]

It is 1917 and your TARDISEers find themselves in a military hospital in northern France. But the terrifying, relentless brutality of the Great War that wages only a few miles away is the least of their concerns. The travellers become metaphysical detectives when one of them receives orders to investigate a murder. A murder that has yet to be committed... Who will be the victim? Who will be the murderer? What is the real purpose of the Hate Room? Can they solve the mystery before the simmering hate and anger at Charnage Hospital erupts in to a frenzy of violence?

Nocturne [A29, V5, L45]

On the human colony planet Nocturne, there is suffering and blight, tragic symptoms of an ages-old war. Nevertheless, it is here that a late, great flowering of human art – the High Renaissance – is taking place. It is a place of music and art which your Time Lord finds inspirational and uplifting. It's always been a safe haven, a world of friends and laughter. But with strict Martial Law imposed on the front-line city, and the brutal scourge of interstellar warfare vicing the system, how safe can anyone really be? There is a note of death in the wild, midnight wind...

The Dark Husband [L69]

"This whole wedding is like making a nuclear bomb with half the instructions missing!" A week-long respite from a prolonged and bloody war, the Festival of the Twin Moons of Tuin makes Glastonbury look like a church fete... or so the brochure says. Your characters are looking for rest and recreation, or maybe the beer tent. But eternal enemies, the ginger-haired Ri and the coot-bald Ir, are plotting to turn their Festival truce to their own advantage. Only the Dark Husband might stop the celebrations turning to horror... but who is the Dark Husband? And what terror awaits him on his wedding night? If anyone knows any just cause or impediment... speak now. The lives of billions depend on it.

The Magic Mousetrap [L26]

Switzerland, 1926: The TARDISEers find themselves halfway up an Alpine mountainside, on their way to an exclusive sanatorium for the rich and famous run by the Viennese alienist Ludovic "Ludo" Comfort. In between bouts of electric shock therapy, Ludo's patients – including faded music hall turn Harry Randall, chess grandmaster Swapnil Khan and Lola Luna, darling of the Weimar cabaret scene – fill their time with endless rounds of Snap!, among other diversions. But your PCs may soon suspect that someone's playing an altogether more sinister game. Someone with a score to settle...

Enemy of the Daleks [V46, L6]

Bliss used to be a paradise planet. The Galápagos Islands of space. But when the TARDIS brings your characters to Bliss, it's been overrun with ironweed plants, and the air is heavy with the stench of burnt silk and static electricity. Worse, the Daleks are coming, on the trail of a lost patrol of starship troopers. Holed up in the Roarke 279 research facility, Lieutenant Beth Stokes is preparing her last stand against the invaders. But there's a secret on Bliss,

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a secret guarded by the obsessive Professor Shimura... This time, could it be the Daleks need saving?

The Angel of Scutari [A21, A30, L16]

October 1854: As the British Army charges into catastrophe in the Crimea, the Minister for War sends Miss Florence Nightingale to take charge of the field hospital at Scutari. Meanwhile, some of your characters are lost in the siege of Sevastopol. Cannon to the left of them, cannon to the right of them – and a deranged spycatcher-in-chief on their case.

A Death in the Family [V65, L15, L49, L78, G9]

“The future folds into the past. The homeless hero has fallen. Now begins the time of three tales: The Tale of the Herald. The Tale of the Hidden Woman. The Tale of the Final Speaker. When the last tale is told, all the lights shall fail. The world will end.” 21st-Century London: Nobody No One, the extra-dimensional Word Lord, is again running amok. Only this time, he’s unbeatable – and a terrible tragedy is about to unfold. It is written.

Lurkers at Sunlight’s Edge [V9, V25, V26, V45, L11]

1934: The TARDIS lands on a snowy island off the coast of Alaska – one that wasn’t there four years, three months and six days ago. The island is dominated by a vast, twisted citadel. Inside it, the Lurkers lie dreaming. It’s said when they wake the world will end... Led by the ruthless Emerson Whytecrag, an expedition has come to the citadel, to exploit the horrors in its ebon-dark interior. Horrors just like those published in the pages of the pulp magazine *Shuddersome Tales*, where a hero’s only reward is madness, death... or worse. Horrors that your time travellers are about to wake up.

Robophobia [V31, G3]

Nothing has ever been officially confirmed, but there is a rumour that on a Sandminer bound for Kaldor City, the robots somehow turned homicidal and nearly wiped out the entire crew. Can that really be true? The robot transport ship *Lorelei* has a cargo of over a hundred fifty-seven thousand robots on board, all deactivated. So even if there were any truth in the rumour of that massacre, there’d still be no danger. Surely, there wouldn’t... But then, your PCs witness a murder.

The Doomsday Quatrain [A34, V52, L51]

“When the river is gone, ships shall sail in the sky, monsters bring fire from the heavens. All will fall into a grey and endless sea, and Doomsday has come.” Florence, the 16th Century: No one thought to pay much attention to the prophecies of the so-called seer Michel de Nostradame, otherwise known as Nostradamus. Until the canals of Venice dried. Until the soothsayer’s sayings started coming true... Because Master Nostradamus is right, in all respects. The end of the world is nigh. The ships are coming. The monsters are coming. The fire is coming. There’s only one thing he didn’t see coming, in fact: the sudden apparition of a certain strange TARDIS. Today, the Earth dies screaming. And all the Player Characters can do is watch.

House of Blue Fire [A8, V63, L8]

aquaphobia n. An abnormal fear of water, or drowning.

blattodephobia n. The morbid fear of cockroaches.

catoptrophobia n. Fear of mirrors, or seeing one’s own reflection.

There’s a whole ABC of horrors at Bluefire House – as four young people, drawn together to this tumbledown hotel at the edge of nowhere, are about to discover. But whatever the ancient and foul thing that has emerged from the wilderness to drag them here, speaking of it will only strengthen it. Who knows what lurks at the heart of Bluefire House? The monster of your Time Lord’s childhood dreams is coming. The Mi’en Kalarash is coming... Just this once, they are visibly afraid.

Protect and Survive [A2, A8, V1, V25, G3]

If an attack with nuclear weapons is expected, you will hear the air attack warning. If you are not at home, but can get there within two minutes, do so. If you are in the open, take cover in the nearest building. If you cannot reach a building, lie flat on the ground and cover your head and your hands. Arriving in the North of England in the late 1980s, your PCs seek refuge at the home of Albert and Peggy Marsden... in the last few hours before the outbreak of World War III.

Black and White [A14, V25, V35, G3, G12]

The TARDIS arrives in the land of the Danes, where a young warrior seeks to rid the kingdom of Hrothgar from a cruel and terrifying demon. The brave young warrior is Beowulf; the monster is Grendel... or so his name will one day be written. But what’s written down in black and white is sometimes very far from the truth.

Gods and Monsters [V1, V25, V90, L9, G9, G12]

The TARDISers arrive in a bizarre landscape seemingly immune to the physical laws governing the rest of the universe and must do battle to rescue their Time Lord from the trap they’ve walked into... soon realising that the odds are stacked against them. Because they’re playing an old adversary again: Fenric, shatterer of worlds. But the gods and monsters who inhabit this strange realm loaded the dice against them long ago, in the dim and distant past – and defeat’s their only option.

Revenge of the Swarm [V66]

If you thought the microscopic Nucleus of the Swarm was defeated, think again. It survived within the TARDIS, and now it has brought it back to Titan Base, back to the point of its own creation. It has a plan that spans centuries, a plan which will result in the Nucleus becoming more powerful – and larger – than ever before. To defeat it, your travellers must confront the Nucleus within its new domain – the computer-world of the Hypernet, the information network crucial to the survival of the human empire. But if they are to save the day, they have to risk everything and everyone they hold dear...

Mask of Tragedy [A13, A38, V12, G8]

Athens, 421 BC. An ancient civilisation of philosophers and poets and the birthplace of theatre. Your characters will discover how it all began, with help from the great comedian Aristophanes.

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But life in Athens is no laughing matter. There's the ever-present threat of invasion from the Spartan horde. The plague that turns people into the walking dead. The slavery. The tyrannical rule of the paranoid, malicious Cleon and his network of informers. And the giant flying beetle with knives for wings that stalks the city streets at night. What Athens needs is a hero.

Signs and Wonders [A8, V3, V25, V37, V42, V87]

The end of the world is nigh. That's what everybody is seeing in their nightmares. That's why they are congregating in Liverpool for the party to end all parties, hosted by Rufus Stone, a celebrity turned doomsday prophet. He claims he's the only one who can save them when the day of judgement comes. Because he's on the side of the angels. Your TARDISers arrive to find the city in the grip of apocalypse fever. There are lights in the sky, earthquakes and power cuts. Meanwhile, in the river Mersey, hideous, slug-like creatures are stirring...

A Life of Crime [V53, V81, L59]

Come to Ricosta! Tropical climate, untouched beaches, fabulous cuisine... and no extradition treaties. This space Costa del Crime is the perfect retirement planet for a certain type of "business person". But on the planet Ricosta, the wages of sin... are death.

Fiesta of the Damned [V15, L62]

In search of "a taste of the real Spain", the TARDIS visits not to sizzling Fuerteventura, or the golden sands of the Costa Brava – but to 1938, amid the horrors of the Spanish Civil War. Having fallen in with a rag-tag column of Republican soldiers, the time and space travellers seek shelter from Franco's bombers in the walled town of Farissa – only to discover themselves besieged by dead men returned to life...

Maker of Demons [V64, L53]

Your TARDIS crew became the toast of the planet Prosper, when they brokered a peace between the native Mogera and humans from the colony ship *The Duke of Milan*. But when the TARDIS at last returns to Prosper, they find only a warzone. The burrowing Mogera have become brutal monsters, dominated by their terrifying leader Caliban – and it's all their fault!

The High Price of Parking [A22, A37, V77, L47]

The planet Dashrah is a world of exceptional beauty. Historical ruins; colourful skies; swirling sunsets... Unsurprisingly, it's a major tourist trap. So if you want to visit Dashrah, first you'll have to visit Parking, the artificial planetoid that Galactic Heritage built next door. Parking, as its name implies, is a spaceship park. A huge spaceship park. A huge, enormous spaceship park. When the TARDIS materialises in Parking's Northern Hemisphere, your characters envisage a quick teleport trip to the surface of Dashrah. But they've reckoned without the superzealous Wardens, and their robotic servitors... the sect of the Free Parkers, who wage war against the Wardens... the spontaneously combusting spaceships... and the terrifying secret that lies at the lowest of Parking's lower levels.

The Blood Furnace [V27]

The TARDIS brings your crew to a recently reopened shipyard in Merseyside. It's 1991, the hardest of times – but now they're shipbuilding once again, thanks to the yard's new owners, the Dark Alloy Corporation. A miracle of job creation – but is it too good to be true? While some of them may go in search of an alien assassin at loose in the yard, Stuart Dale, discoverer of the near-magical Dark Alloy material, has an extraordinary proposition to make the others. But who is the Corporation's mysterious client? Who does she really represent? And what's the secret of the Blood Furnace? Seeking answers, the PCs are about to find themselves in very deep water...

The Silurian Candidate [V11, V44, L48]

The year is 2085, and planet Earth remains on the edge of a nuclear precipice. At any moment, either of two vast rival power blocs, to the West and the East, might unleash a torrent of missiles, bringing about the terrible certainty of Mutual Assured Destruction. But there is another way – or so Professor Ruth Drexler believes. Hence her secret mission deep in Eastern bloc territory, to uncover a hidden city, never before glimpsed by human eyes: the Parliament of the Silurians, the lizard people who ruled the Earth before humankind. There, she'll encounter your characters, who may know the Silurians better. And they're on a secret mission of their own.

Red Planets [L50]

London, 2017. Except... it isn't. Berlin, 1961. But it isn't that either. Not really. Not in the timeline you know. Something is very wrong. While some of your characters try to save the life of a wounded British spy, others must get to grips with the modern day socialist Republic of Mokoshia. For one companion it feels strangely familiar and "right", which makes your Time Lord feel even more uneasy. Soon, a message from a dark and blood-soaked distant future is on its way... But the PCs will have to act fast to stop this timeline becoming reality. And with some of them stranded in an alternate 1961, will saving the Earth end their existence?

The Dispossessed [A26, V4]

Your TARDISers are caught in a forever night. After crossing the threshold, a strange world awaits them. An army of tortured souls. A lift that leads to an alien landscape. An alien warlord, left for dead, and willing to do anything to prolong his life... it's all in a day's work. But when the companions become victims of the desperate and powerful Arkallax, your Time Lord will have to do battle in a psychic environment where they must make a choice. Save the companions... or themselves.

The Quantum Possibility Engine [V50, L64, G6]

Your characters are locked up. The TARDIS is gone. Things just couldn't get worse, could they? Of course they could. Things can always get worse – the new President of the Solar System, Josiah W. Dogbolter, didn't get where he is in life without learning that. That's why he has a Quantum Possibility Engine. It's a wonderful machine, creating a wonderful Solar System. And with this wonderful device, he can bring happiness and peace to all. Possibly. Either that or tear the universe to shreds, it's hard to be sure which.

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook as well as in the official Seventh Doctor sourcebook (references starting with "p." refer to that book).

NEW CHARACTER TRAITS

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Arrogant
Back Up
Bio Unit
Brain-Meat Memories
Breaking and Entering
Burn Essence
Choking Corrosion
Danger Sense
Distrustful
Dust-Form
Electricity Control
Elemental Control
Energy Absorption (Vampiric)
European Secretion
Expend Life Force
Imprisoned
Improved Memory Phantoms
Indolent
Innocent
Marginalised
Modular
Molecular Reformation
Mutually-Assured Destruction
Nucleus of the Hypernet
Noble
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Positive Outlook
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Rapid Growth
Regeneration
Reliable
The Broken Avatar
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The Pythia's Curse
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NEW RULES

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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, Edmund Trevithick, The Fearmonger, The Sentience, A-Lux, Dark Space 8, The Institute, The Needle, The Rapture, Omitted But Not Forgotten, Chapter 7: Adventure Seeds, Appendix, additional material.

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THE ORIGINAL STORIES BY...

TELEVISION

Dimensions in Time by John Nathan-Turner and David Roden

NOVELS

Timewyrm: Genesys by John Peel
 Timewyrm: Exodus by Terrance Dicks
 Timewyrm: Apocalypse by Nigel Robinson
 Timewyrm: Revelation by Paul Cornell
 Cat's Cradle: Time's Crucible by Marc Platt
 Cat's Cradle: Warhead by Andrew Cartmel
 Cat's Cradle: Witch Mark by Andrew Hunt
 Nightshade by Mark Gatiss
 The Hollow Men by Martin Day and Keith Topping
 Illegal Alien by Mike Tucker and Robert Perry
 Matrix by Mike Tucker and Robert Perry
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 Prime Time by Mike Tucker
 Independence Day by Peter Darvill-Evans
 Relative Dementias by Mark Michalowski
 Heritage by Dale Smith
 Loving the Alien by Mike Tucker and Robert Perry
 The Algebra of Ice by Lloyd Rose
 Atom Bomb Blues by Andrew Cartmel

AUDIOS

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 The Genocide Machine by Mike Tucker
 The Fires of Vulcan by Steve Lyons
 Dust Breeding by Mike Tucker
 Colditz by Steve Lyons
 The Rapture by Joseph Lidster
 Bang-Bang-a-Boom! by Gareth Roberts and Clayton Hickman
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 Dreamtime by Simon A. Forward
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 The Defectors by Nicholas Briggs
 We Are the Daleks by Jonathan Morris
 The Warehouse by Mike Tucker
 Terror of the Sontarans by John Dorney and Dan Starkey
 You Are the Doctor by John Dorney
 Come Die With Me by Jamie Anderson
 The Grand Betelgeuse Hotel by Christopher Cooper
 Dead to the World by Matthew Elliott
 A Life of Crime by Matt Fitton
 Fiesta of the Damned by Guy Adams
 Maker of Demons by Matthew Elliott
 Shadow Planet by AK Benedict
 World Apart by Scott Handcock
 The High Price of Parking by John Dorney
 The Blood Furnace by Eddie Robson
 The Silurian Candidate by Matthew Elliott
 Red Planets by Una McCormack
 The Dispossessed by Mark Morris
 The Quantum Possibility Engine by Guy Adams
 Muse of Fire by Paul Magrs
 The Split Infinitive by John Dorney
 The Veiled Leopard by Iain McLaughlin and Claire Bartlett
 The Four Doctors by Peter Anghelides
 Thin Ice by Marc Platt
 Crime of the Century by Andrew Cartmell
 Animal by Andrew Cartmell
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REFERENCE WORKS

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

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